

Rolemaster Companion II



Supplemental material
for **ROLEMASTER**,
I.C.E.'s classic fantasy



role playing game
system. New Professions,
Skills, and Spell Lists.

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1.0 INTRODUCTION

The *Rolemaster Companion II (RMCH)* is yet another collection of optional rules and spell lists for the *Rolemaster* fantasy role-playing system. Optional is the key word here: this material runs the gamut from play aids that simply make the standard game mechanics easier to handle to very high powered spells and optional rules. Most (sane) Gamemasters (GMs) will not use everything in the *RMCH*; there is just too big a diversity in style and power level. Carefully examine each section of material before using it in your world or campaign.

The *RMCH* includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low-powered, tightly structured game, while others run a high powered or loosely structured show. Some might be wary of tinkering with their guidelines; others might adopt most or all of the material in this product and still have a longing for more. Most GMs, of course, fall in between these two extremes, and they will use certain material, ignore some, and modify the rest.

We encourage the GM to remember two other points. First, he should never feel that the rules are an etched-in-concrete, unbreakable, unbendable, absolutely fixed system; they are simply tools to help the GM develop, manage, and run his world. Second, the Gamemaster has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). We hope GMs indicate clearly what rules and guidelines from the *RMCH* are being used and which ones have been modified or changed. After all, both the GM and the players must know the bottom line in order to cooperate and enjoy a successful FRP game. — ICE Guys.

1.1 LORD DESIGNER NOTES TRUE

Have you been frustrated by the "Multi-book Search" routine while creating your characters? Well, we have. The *RMCH* is directed at a comprehensive presentation of the skills. We've added new skills and a fully alphabetised skill description section, as well as individualized character development costs (by profession) and alternate methods for handling skill resolution, but we've kept all this material inside one — we repeat — one book. (Hurray!) No more frantic book searches or the need for a 10' by 10' work area. (Wo!)

ON SELF-CONGRATULATION

(Now, for more self-kudas...) In this book we have tried to present the most complete, the most comprehensive character profession and skills development system possible. And, due in no small part to the help and guidance of the Good Folk of ICE, we think we've done it. It is designed to have something in it for everyone, with plenty of room for easy expansion. What started out as a highly diversified manuscript evolved into a fairly specific game aid keying on critical points, compiling a great deal of scattered information, and incorporating a lot of — heaps o' — new material.

ON FLEXIBILITY

We'd like to stress that GMs pick and choose carefully from this material to help round out your worlds. As a matter of fact, any GM who opts to incorporate everything within the book will find himself running a game which would reduce the Lords of Chaos to gasping awe. Options are strewn throughout the book in a feeble attempt to cover all the possibilities and, though we tried hard, there's simply no way to do it. So feel free to enhance, modify, expand, restrict, add and/or delete to your heart's desire. Don't be afraid to improvise if the situation warrants it. If the game would be improved by the implementation of a sudden insight, then do it. Just keep your game consistent, and always remember that your players breathe the life into the game.

ON ROLE PLAYING

The other half of the key is role-playing. That's what we're here for. The game mechanics, the rules, are merely supporting structures. Don't let them get it the way of a good time.

As for the players and their characters, remind them that role playing is what it's all about. We all know people who play characters that are actually just the players' normal selves. No matter whether that player is playing a human mercenary fighting man from Dragonguard, or a dwar-

ven thief from Ravenrook, or an elven healer priestess from Minas Tiralome, the personality is the same. That is a prime example of poor role-playing. Encourage (dare we say cajole) the players to be bold, adventurous, even daring. Many of the guidelines included here are intended to give them more options. Above all, have fun.

ON THE HISTORY OF RMC II

Here's the Work, and welcome to it. A lot of sweat and compromising went into it, but we feel that it was well worth the effort to be able to bring it to you.

The book that you now hold contains a small fraction of the information that exists in our Red Book. In fact, our major hassle was trying to figure out what was going to be put into this Companion and what was to be left out. Our grief knew no bounds when we found out that, due to space limitations, we couldn't include everything. (Should I wear the burgundy silk tunic, or the royal blue?). Perhaps, if we're fortunate, you'll see the rest in print sometime in the future.

The changes, modifications, and addendums that we came up with started almost from Day One when we first bought the system back in early 1983. (Some people just can't leave well enough alone.) By the way, We'd like to thank John Berryman for that introduction to *Rolemaster*. He showed us the Warrior Monk. "That's how Martial Arts should work!"

Art's main job during this creation process was that of a critic, to make sure that when they ran with the ball they didn't run too far. Twas Art who said slyly: "You can't do that!" Of course the inevitable question was "Why not?" Then Art was forced to come up with an explanation. This helped refine the process and tie up any loose ends. In time, "You can't do that!" became "Pass the Red Book."

About the only thing we'd like to add is a few thank-you's. First, to all of our playtesters. Looking over that list brought back some memories. Some painful, some heart-warning, quite a few of them hilarious, but all them worth experience points ("Yeh! it was like that for me too, I had to fit it onto the title page" — *SCC, the ed.*). Thanks to Phil Hagen, who printed our first really viable character sheet (we needed lots of room). We also wish to give our sincere thanks to Gilbert Webber, who has been instrumental in giving us assistance with word processing, data transferring, and allowing us to use his own personal computer and other computer accessories. He has spent many hours proof reading and spell checking this document. He also is responsible for the reincarnation of our character sheets. Thanks to John Brown for his assistance in proof reading. Last but by no way least, thanks to our wives (except PAXX who believes that single life is wonderful) who allowed us to do the *RMCH*.

Have thrills, have magic and have fun! We know we did and still do. Laterdays. — Singh, Mike, and Art.



1.2 NOTATION

Rolemaster Companion II uses the standard notation from the *Rolemaster* products: *Arms Law & Claw Law (AL&CL)*, *Spell Law (SL)*, *Character Law & Campaign Law (ChL&CaL)*, and *Creatures & Treasures (C&T)*. Those products should be consulted for specific references; for example, the spell lists in Section 2.0 all use *SL* abbreviations and notation in the spell descriptions and the creature descriptions in Section 7.0 use the codes and abbreviations from *C&T*.

Two type of notation for dice rolls are employed:

- 1) The range notation, #-#, where the first # is the beginning range and the second # is the end of the range; for example, 1-100 is a roll resulting in a number between 1 and 100 (00).
- 2) The die type notation, #D#, where the first # is the number of dice to roll (and sum the results) and the second # is the 'type' (number of sides or possible results from 1 to #) of dice to roll. For example, 2D6 = roll two six-sided dice and sum the results; 1D8 = roll one 8-sided die; 3D10 = roll three 10-sided dice and sum the results.

2.0 OPTIONAL PROFESSION "LAWS"

In this section we present new character professions and optional profession guidelines for the GM to consider. There are several comprehensive tables presented in Section 11 that cover these topics for all of the Rolemaster professions currently published in **Character and Campaign Law (ChL&CaL)**, **Rolemaster Companion (I) (RMC1)**, and **Rolemaster Companion II (RMC2)**. These tables are:

- 11.6 Master Level Bonus Table
- 11.7 Profession Table
- 11.8 Master Development Point Cost Table

NEW PROFESSIONS

The following new professions are described in detail in Sections 2.1 (non-spell users), 2.2 (semi-spell users), 2.3 (hybrid spell users), and 2.4 (pure spell users):

Non	Semi	Hybrid	Pure
Dancer	Beastmaster	Necromancer	Conjurer
Scholar	Dervish	Warlock	Sage
Trader	Paladin *	Witch	Runemaster
	Warrior Mage		Shaman

* — The Paladin is not a new profession, but some new options and spell lists are provided.

We strongly recommend that the GM examine each profession to see if it is appropriate for his world in general and his immediate game in particular. For instance, the Scholar profession might simply fall under the general auspices of the "No Profession" profession for some GM's and not have a separate set of development points; while in another GM's world, the civilization might be undergoing a renaissance and Scholars are very important and influential. Some of these character professions may be more suited to NPC's than a party of adventurers (e.g., a party with *good* tendencies might have trouble traveling with a Necromancer who has 6 or 7 undead servants/bodyguards tagging along).

Secondary skill costs for the new professions are presented in Table 11.8.

2.1 NON-SPELL USERS

2.11 DANCER

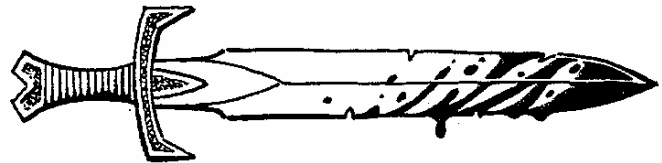
The Dancer is a non-spell user who has specialized in precision body movements. This profession has many variants and can be found in exotic Martial Arts cults, gymnastic performers, and even as pleasure dancers. With prime requisites of Agility and Quickness, the Dancer is a true master of physical self-control.

Weapon Skills: 3/9; 5; 6; 8; 9; 10	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 9 Chain 3/* Plate 15	Magical Skills: Spell Lists 10 Runes 6 Staves & Wands 8 Channeling 19 Directed Spells 20
Special Skills: Ambush 2/5 Linguistics 3/* Adrenal Moves 1/2 Adrenal Defense 3/8 Martial Arts 1/5 Body Development 1/5	General Skills: Climbing 2/5 Swimming 2/5 Riding 3/7 Disarming Traps 3 Picking Locks 1/4 Stalk & Hide 1/4 Perception 2/4
Other Skills: see Master Development Point Cost Table. Prime Requisites: AG/QU.	

2.12 SCHOLAR

The Scholar is a non-spell user who specializes in the learning, organizing, and disseminating of knowledge. Usually found in the Libraries of more advanced cultures, the Scholar's prime requisites are Intuition and Reasoning. Scholars are sometimes seen in less advanced cultures wandering about the countryside seeking knowledge and wisdom.

Weapon Skills: 4/8; 6; 9; 15; 20; 20	
Maneuvering in Armor: Soft Leather 3/* Rigid Leather 4/* Chain 5/* Plate 7/*	Magical Skills: Spell Lists 4 Runes 3/9 Staves & Wands 4 Channeling 15 Directed Spells 15
Special Skills: Ambush 3/9 Linguistics 1/* Adrenal Moves 5 Adrenal Defense 18 Martial Arts 3 Body Development 7	General Skills: Climbing 6 Swimming 3 Riding 3 Disarming Traps 3/9 Picking Locks 3/7 Stalk & Hide 3 Perception 1/3
Other Skills: see Master Development Point Cost Table. Prime Requisites: IN/RE.	



2.13 TRADER (Merchant)

Traders, sometimes known as Merchants, are those who buy, sell, and barter for a living. Not restricted to a civilized environment, they go anywhere for a profit. Often their "mark" lies in lawless territories that require good protection and a silver tongue. In the cutthroat arena of profit and loss, a Trader fits well in the realm of Arms. With prime requisites of Agility and Presence a Trader develops subterfuge and social/linguistic skills relatively well.

Weapon Skills: 2/7; 3/8; 3/9; 4; 5; 6	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 2/* Chain 4/* Plate 5	Magical Skills: Spell Lists 7 Runes 5 Staves & Wands 5 Channeling 20 Directed Spells 20
Special Skills: Ambush 4 Linguistics 1/* Adrenal Moves 2/6 Adrenal Defense 20 Martial Arts 3/7 Body Development 2/6	General Skills: Climbing 4 Swimming 2/5 Riding 1/4 Disarming Traps 3/6 Picking Locks 3/6 Stalk & Hide 2/5 Perception 1/3
Other Skills: see Master Development Point Cost Table. Prime Requisites: AG/PR.	

2.2 SEMI-SPELL USERS

2.21 BEASTMASTER

The Beastmaster is a semi-spell user of the realm of Essence, who uses his affinity for animals to bind them to his service. A deadly Arms combatant, the Beastmaster usually has no compunctions over the use of his animals to ensure his victory. A Beastmaster's prime requisites are Strength and Empathy. A common variant of the Beastmaster is a semi-spell user of the realms of Arms and Mentalism, with prime requisites of Strength and Presence.



The following are the Beastmaster's Base Lists:

- | | |
|--|-----------------------------|
| <i>Sense Enhancement</i> | <i>Movement Enhancement</i> |
| <i>Combat Enhancement</i> | <i>Animal Bonding</i> |
| <i>Animal Control (As Animal Mastery: Animist Base List)</i> | |
| <i>Calm Spirits (As Closed Channeling List)</i> | |

Weapon Skills: 3/7; 4; 6; 6; 6; 9	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 2/* Chain 4/* Plate 6/*	Magical Skills: Spell Lists 4/* Runes 5 Staves & Wands 6 Channeling 13 Directed Spells 9
Special Skills: Ambush 3 Linguistics 3/* Adrenal Moves 2/7 Adrenal Defense 15 Martial Arts 3/7 Body Development 2/7	General Skills: Climbing 2/5 Swimming 2/5 Riding 1/3 Disarming Traps 3/6 Picking Locks 3/6 Stalk & Hide 1/4 Perception 2/7
Other Skills: see Master Development Point Cost Table. Prime Requisites: ST/PR.	

2.22 DERVISH

The Dervish is a semi-spell user of the realms of Arms and Channeling who channels and focuses his power through the use of ritualized dances of power. A true fanatic, the Dervish's prime requisites are Intuition and Agility.

The following are the Dervish's Base Lists:

- | | |
|---------------------------|-------------------------|
| <i>Fascination Dances</i> | <i>Deadly Dances</i> |
| <i>Travelling Dances</i> | <i>Changing Dances</i> |
| <i>Teledance</i> | <i>Communing Dances</i> |

Weapon Skills: 3/9; 5; 6; 6; 9; 15	
Maneuvering in Armor: Soft Leather 5/* Rigid Leather 7/* Chain 9/* Plate 20	Magical Skills: Spell Lists 4/* Runes 8 Staves & Wands 6 Channeling 2/7 Directed Spells 15
Special Skills: Ambush 3 Linguistics 3/* Adrenal Moves 1/4 Adrenal Defense 3 Martial Arts 2/5 Body Development 2/6	General Skills: Climbing 2/5 Swimming 1/5 Riding 3 Disarming Traps 5 Picking Locks 6 Stalk & Hide 3 Perception 2/4
Other Skills: see Master Development Point Cost Table. Prime Requisites: IN/AG.	



2.23 PALADIN (Holy Warrior)

This material on the Paladin is an addendum to the Paladin profession which appeared in *The Paladin*, **RMCI**, Section 4.11.

Paladins are the Arms champions of their respective religions. They will find it easy to develop armed combat skills and wear armor. However, due to their extreme religious connections, they will also be able to draw upon the power of their deity to aid in the championing of that deity's cause as a semi-spell user of the realm of Channeling. A Paladin's prime requisites are Intuition and Strength.

Here is a list of the Paladin base lists from the **RMCI**, Section 3.4, and some additional base lists for GM consideration.

The following are the Paladin's Base Lists:

- Holy Warrior* *Hand of Cleansing* (As Purifications)
- Spell Breaker* *Communion* (As Communal Ways)
- Hand of Healing* (As Concussion's Ways)

The following are Additional Base Lists for Paladins:

- Inspirations* *Laying on Hands*
- Arm's Way* *Shielding Way*
- Exorcism*

The GM should allow only those base lists appropriate to his game world. Due to the rigid nature of a Paladin's training we advise that the character be closely supervised (from "above") to ensure absolute fidelity to the deity's cause. After all, most interpretations of the Paladin make him out to be a fanatic, either wild-eyed and raving, or calm, quiet, and inflexible.

Option 1: Often it is better that a Paladin not be allowed to learn spell lists until 5th level. This is give the "higher ups" in the religious structure a chance to develop faith and confidence in the new Paladin. Perhaps most importantly, this give a Paladin a chance to develop his weapon skills and become capable of championing a cause through Arms.

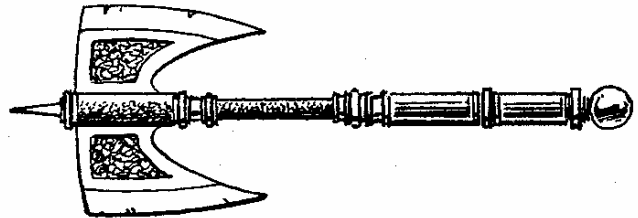
Option 2: Let at least one of the base lists learnable by the Paladin be a *Religious* spell list: hidden religious knowledge not disclosed to the paladin until he proves his worthiness, perhaps at 10th level.



Weapon Skills: 2/5; 3/8; 4; 4; 4; 6	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 1/* Chain 2/* Plate 3/*	Magical Skills: Spell Lists 4/* Runes 7 Staves & Wands 9 Channeling 3 Directed Spells 20
Special Skills: Ambush 9 Linguistics 3/* Adrenal Moves 3/9 Adrenal Defense 20 Martial Arts 6 Body Development 2/5	General Skills: Climbing 6 Swimming 3 Riding 2/5 Disarming Traps 7 Picking Locks 7 Stalk & Hide 5 Perception 3/7
Other Skills: see Master Development Point Cost Table. Prime Requisites: ST/IN.	

2.24 WARRIORMAGE

The Warrior Mage combines the realms of Arms and Essence as a semi-spell user. With prime requisites of Strength and Empathy, his might of weapons combat is well augmented by his Magical abilities, which makes him a good companion in adversity and a fierce foe in conflict.



The following are the Warrior Mage's Base Lists:

- Elemental Ways* *Sense Enhancement* (Beastmaster's Base List)
- Mind's Touch* *Combat Enhancement* (Beastmaster's Base List)
- Highriding* *Movement Enhancement* (Beastmaster's Base List)

Option 1: Some GMs may wish to make an additional Base List available to Warrior Mages: *Body Renewal* (Monk's Base List)

Option 2: A variant of the Warrior Mage uses the realms of Arms and Mentalism, with prime requisites of Strength and Presence.

Weapon Skills: 2/7; 3/8; 3/9; 5; 9; 12	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 2/* Chain 3/* Plate 4/*	Magical Skills: Spell Lists 4/* Runes 3/6 Staves & Wands 3/7 Channeling 10 Directed Spells 3/6
Special Skills: Ambush 3 Linguistics 2/* Adrenal Moves 3/7 Adrenal Defense 20 Martial Arts 3/8 Body Development 2/8	General Skills: Climbing 3/9 Swimming 2/6 Riding 2/6 Disarming Traps 4 Picking Locks 5 Stalk & Hide 2/7 Perception 2/6
Other Skills: see Master Development Point Cost Table. Prime Requisites: ST/EM.	



2.32 WARLOCK (ChaosMage)

The Warlock is a hybrid spell user of the realms of Channeling and Mentalism whose prime requisites are Intuition and Presence. Actually a renegade Witch, the Warlock's powers can make him at least as nasty a character to mess with as the Sorcerer.

The following are the Warlock's Base Lists:

- | | |
|----------------------|------------------------|
| <i>Changeling</i> | <i>Doom's Law</i> |
| <i>Evil Eye</i> | <i>Revenging Law</i> |
| <i>Scrying Guard</i> | <i>Visions of Doom</i> |

Weapon Skills: 8; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 4/* Rigid Leather 4/* Chain 6/* Plate 7/*	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 2/5 Directed Spells 2/7
Special Skills: Ambush 6 Linguistics 1/* Adrenal Moves 5 Adrenal Defense 15 Martial Arts 9 Body Development 8	General Skills: Climbing 4 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 7 Stalk & Hide 3 Perception 2/7
Other Skills: see Master Development Point Cost Table. Prime Requisites: IN/PR.	

2.3 HYBRID SPELL USERS

2.31 NECROMANCER (DeathMage)

Also known as a Death Mage, the Necromancer is a hybrid spell user of the realms of Channeling and Essence. A Necromancer gains his power through the summoning, communing with, and control of the dead. A Necromancer's prime requisites are Empathy and Intuition.

The following are the Necromancer's Base Lists:

- | | |
|-----------------------|---------------------|
| <i>Summon Dead</i> | <i>Commune</i> |
| <i>Death Mastery</i> | <i>Animate Dead</i> |
| <i>Undead Mastery</i> | <i>Dark Law</i> |

Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 2/5 Directed Spells 2/6
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 5 Adrenal Defense 20 Martial Arts 9 Body Development 8	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 7 Stalk & Hide 6 Perception 3
Other Skills: see Master Development Point Cost Table. Prime Requisites: EM/IN.	



2.33 WITCH

The Witch is a hybrid spell user who combines the realms of Channeling and Essence, through the allegiance to one or more deities and/or demons. Male or female, the Witch is not a character class that is well versed in dealings with the normal run of folk, consorting with demons usually by preference as well as necessity. Other than that outside contact required by the profession, the Witch is usually a veritable recluse, adventuring abroad only with definite goals in mind. A Witch's prime requisites are Intuition and Empathy.



The following are the Witch's Base Lists:

- | | |
|------------------------|----------------------|
| <i>Conjuring Ways</i> | <i>Glamours</i> |
| <i>Natures Mastery</i> | <i>Earth Mastery</i> |
| <i>Candle Magic</i> | <i>Potion Magic</i> |

Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 1/4 Directed Spells 2/5
Special Skills: Ambush 9 Linguistics 2/* Adrenal Moves 5 Adrenal Defense 20 Martial Arts 8 Body Development 6	General Skills: Climbing 5 Swimming 3 Riding 3 Disarming Traps 8 Picking Locks 8 Stalk & Hide 5 Perception 3
Other Skills: see Master Development Point Cost Table. Prime Requisites: IN/EM.	

2.4 PURE SPELL USERS

2.41 CONJUROR

A pure spell user of Essence, the Conjuror specializes in the use of Magical Circles for the summoning of creatures and power. With these Circles, he can summon all manner of beasts: monsters, spirits, and demons. He can also cast Circles for a variety of other purposes. A Conjuror's prime requisites are Empathy and Reasoning.

The following are the Conjuror's Base Lists:

- | | |
|---|------------------------------|
| <i>Demon Mastery</i> | <i>Circles of Protection</i> |
| <i>Animal Ways (As Shaman Base List)</i> | <i>Circles of Power</i> |
| <i>Spirit Mastery (As Shaman Base List)</i> | <i>Circles of Summoning</i> |

Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 1/4 Staves & Wands 1/4 Channeling 7 Directed Spells 2/6
Special Skills: Ambush 7 Linguistics 1/* Adrenal Moves 6 Adrenal Defense 20 Martial Arts 9 Body Development 7	General Skills: Climbing 6 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 8 Stalk & Hide 5 Perception 2
Other Skills: see Master Development Point Cost Table. Prime Requisites: EM/RE.	

2.42 SAGE

The Sage (sometimes known as a Lore Master) is a pure user of Mentalism. With prime requisites of Presence and Memory, the Sage is unparalleled in the arena of knowledge gaining, organization, and assimilation.

The following are the Sage's Base Lists:

- | | |
|----------------------|--------------------------------------|
| <i>Analysis</i> | <i>Absorb Knowledge</i> |
| <i>Lore's Master</i> | <i>Recreations</i> |
| <i>Weave Tale</i> | <i>Item Lore (As Bard Base List)</i> |

Weapon Skills: 8; 10; 15; 20; 20; 20	
Maneuvering in Armor : Soft Leather 4/* Rigid Leather 5/* Chain 6/* Plate 7/*	Magical Skills: Spell Lists 1/* Runes 1/4 Staves & Wands 2/5 Channeling 8 Directed Spells 2/7
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 7 Adrenal Defense 15 Martial Arts 4 Body Development 6	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 8 Picking Locks 8 Stalk & Hide 5 Perception 2
Other Skills: see Master Development Point Cost Table. Prime Requisites: PR/ME.	

2.43 RUNEMASTER

Runemasters are pure spell users of the realm of Essence who work closely with the primal source of Magic. Their power is manifested through an extensive use of Runes, Glyphs, Wards, Circles, and Power Words. A Runemaster knows that power is based on symbolic forms, and the quest to discover or acquire new forms is serious business. A Runemaster's prime requisites are Empathy and Reasoning.

The following are the Runemaster's Base Lists:

- | | |
|-----------------------|------------------------------|
| <i>Rune Law</i> | <i>Glyph Law</i> |
| <i>Warding Law</i> | <i>Circle Mastery</i> |
| <i>Words of Power</i> | <i>Sigil/Runes Imbedding</i> |

Option: Runemasters should have special rules governing their spell casting, having to do with the number of free hands available during spell casting. This requirement reflects the fact that they must actually trace and inscribe their Circles, Glyphs, Runes, and Wards.

Minimum Spell Level	# of Hands Free	Non-Compliance Penalty
1st-10th	1	ESF mod — 40
11th+ level	2	ESF mod — 70

These ESF modifiers are additional to any other ESF modifiers already accrued.

Note: The 1/2/* cost below for Runes skill development means: 1 point for the 1st skill rank developed in a given level and 2 points for all further skill ranks developed in the same level.

Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 1/2/* Staves & Wands 1/4 Channeling 7 Directed Spells 2/6
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 6 Adrenal Defense 20 Martial Arts 9 Body Development 8	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 8 Stalk & Hide 5 Perception 3
Other Skills: see Master Development Point Cost Table. Prime Requisites: EM/RE.	



2.44 SHAMAN

The Shaman is a pure spell user of Channeling whose power is manifested through manipulation of the Spirit World (see Section 3.3 and Table 11.9) and the use of visions, both spell and drug induced. He is also well in touch with world of nature, for nature is the root of a Shaman's power. Although the Shaman is usually considered to be a barbaric kind of cleric or animist (even called a "witch doctor" by the uninformed), he is actually quite sophisticated in the ways of Magic and doctrine. Because he must interact so much with others (even if most of the others are spirits), he is usually quite wise to inner workings of men and makes a good diplomat and negotiator.

A Shaman will be on very good terms with all animals, though he will have no reservations about killing and eating them if it is necessary. The exception to this is the animal which is the Shaman's totem. This animal is always treated with respect and reverence by the Shaman.

The following are the Shaman Base Lists:

- | | |
|-------------------------|---|
| <i>Spirit Summoning</i> | <i>Spirit Mastery</i> |
| <i>Spirit Healing</i> | <i>Animal Ways</i> |
| <i>Visions</i> | <i>Herb Mastery</i> (see Animist base list) |
| <i>Trances</i> | |

Because a Shaman has seven base lists to start with, he only receives 3 extra base lists instead of four. A Shaman's prime requisites are Intuition and Memory.



Weapon Skills: 6; 7; 9; 9; 9; 20	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 2/* Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 1/5 Directed Spells 2/7
Special Skills: Ambush 9 Linguistics 2/* Adrenal Moves 5 Adrenal Defense 20 Martial Arts 6 Body Development 2/4	General Skills: Climbing 5 Swimming 3 Riding 2/4 Disarming Traps 7 Picking Locks 8 Stalk & Hide 3 Perception 3
Other Skills: see Master Development Point Cost Table. Prime Requisites: IN/ME.	

2.5 VARIABLE PROFESSIONAL REALMS

If the GM sees fit he may allow semi-spell users to be of any realm for their magic use. Thus a Bard could be an Essence using Bard (his Base Lists would then be Essence and he would learn other lists as a Monk). Similarly, a Warrior Mage could be of the Realm of Mentalism.

The only profession which does not easily lend itself to this guideline is the Paladin, whose very nature necessitates him using the Realm of Channeling. However, with minor redefinition even a Paladin can be of another realm. For instance, instead of calling the profession *Paladin*, call it *Champion*, and insure that he is tightly bound to a very specific group or cause (the High King for example). Ensure that the world scheme will accommodate such an idea to this extreme as a profession. For instance, it is a special group of women dedicated to the ideal of female equality, and they raise and train such Arms Champions.

While allowing Variable realms there is really no need to modify development costs. These costs are extrapolated according to the needs of the Profession, the job, and the task at hand. The only possible exception to this is the skill of Channeling, which the GM may opt to modify higher or lower for professions varying to or from the Realm of Channeling. A GM may either double or halve such Channeling skill, which ever is appropriate. Remember, normally the development costs are keyed more to the profession than the realm.

The GM is well advised to set down in writing the Realm Variability he intends to allow in his world, so as to avoid possible player confusion.

Option: If the GM wishes and feels that his world scheme can incorporate it, he may allow full Realm Variability for semi-spell user. For example, a world might contain a European style monk who uses Channeling, an Eastern style monk who uses Mentalism, and a martial arts style monk who uses Essence. Thus a party of adventures might have both a Mentalism Beastmaster and a Channeling Beastmaster, if the two characters could get along. Remember that a fundamental difference like that of realm of magic could and probably would create fundamental differences in perspective, attitude, and goals.

2.6 LEVEL BONUSES

In the standard Character Law rules, the only bonuses based upon a character's level are level combat bonuses and level spell bonuses (see Section 5.2, *ChL&CaL*). When this Optional rule is used, the Master Level Bonus Table 11.6 provides some other suggested level bonuses.

Option 1: The GM may see fit to allow players to individualize their character's level bonuses. Any bonus points above 1 on the Level Bonus Chart be allowed to be shifted to whether the player chooses. Thus the original bonus in each category will never be less than 1 (reflecting the basic needs of the profession) and shifted bonus points will reflect individual direction and tendencies. No category may have a bonus in excess of 3.

Option 2: As Option 1 above, but the player must expend 1 background Option to effect the level bonus shift(s).

2.7 CHANGING CHARACTER PROFESSIONS

This section presents optional guidelines for something which should not occur very frequently in a role playing game: a character 'changing' professions. The GM should handle each character in this situation on an individual basis, molding the following guidelines to fit the circumstances.

The idea of changing character professions may seem to be quite unnecessary in view of a development cost system which allows any profession to learn to do anything if enough time and effort is applied. But what about the character who wants to change his profession entirely? Such a thing could happen. After all, people frequently change their jobs and lifestyles. The problem lies in that they do not forget everything they learned in their old job and they often have difficulty picking up the viewpoints and skills necessary for a new profession.

This process is not necessarily unbalancing, but it does produce more paperwork. If allowed, GM's should remember that this chore belongs to the players, not you. Don't let your players try to foist the work off on you!

These guidelines assume that, first, the GM will allow such an action to take place, and second, that such an event will be closely monitored by the GM. There are a number of ways that this can be handled. All approaches assume that the GM requires a period of training and practice in the ways of the 'new' profession. Depending upon the GM's world system, this could take weeks, months or years.



Option 0: Only allow the 'addition' of a new profession if the character has at least a 90 temporary stat in both of the 'new' profession's prime requisites.

Option 1: Development Point Cost Averaging upon taking on a new profession — Basically this option creates a new profession by averaging the Development Point Costs of the 'old' profession and the 'new' profession (other factors such as RR bonuses and level bonuses can also be averaged). As many character professions as desired may be allowed with this Option, without splitting experience points between them. The 'averaged' profession advances in level normally.

Note: To average development costs use the following guidelines (fractions should be rounded up, unless you want to do the math to work with fractions of development points):

- 1) Averaging two single skill development costs — This is the averaging of two skills that allow only 1 skill level development per level. Just average the two numbers. For example, a skill which has a skill development cost of 3 in one profession and a 6 in the second profession are averaged to get a new skill development cost of 5.
 $(3 + 6) / 2 = 4.5 \rightarrow$ (round up to get) 5.

2) Averaging rapid skill development costs — This is the averaging of two skills that allow two skill level development per level. For the averaging with rapid skill development costs (e.g., 2/5, 1/*, etc.), treat a single value development cost, #, as a #/25 cost (e.g., a cost of 6 would be treated as a 6/25 for averaging purposes). Also treat a #/* cost as a #/# cost (e.g., treat a cost of 2/* as 2/2 for averaging purposes).

Using the above treatment for # costs and #/* costs, just average the first two numbers and average the second two numbers. For example, a skill which has a skill development cost of 2/6 in one profession and a 3/8 in the second profession are averaged to get a new skill development cost of 3/7.

$(2+3)/2 = 2.5 \rightarrow 3$ and $(6+8)/2 = 7 \rightarrow 7$ for 3/7
 Similarly, 9 (9/25) and 2/5 average to 6/15.
 Similarly, 2/* (2/2) and 3/7 average to 3/5.
 Similarly, 5 (5/25) and 3/* (3/3) average to 4/14.

3) Dual multiple skill development cost averaging — This is the averaging of two skills that allow unlimited number of skill level development per level. Just average the first two numbers; the second cost is a *. A skill which has a skill development cost of 3/* in one profession and a 1/* in the second profession are averaged to get a new skill development cost of 2/*.

Option 2: Using Option 1 above and allow more professions to be gradually 'averaged' in. It is interesting to note that if a character uses this Option and adds 'new' professions often enough, his development costs will begin to closely resemble those of the "No Profession" profession.

Option 3: Separate "Multiple" Professions — The GM may require that the character split his experience points between the two professions in question. The professions would advance separately in level and each profession would maintain its own skill ranks and skill bonuses. In a given situation, the character could use the appropriate skill from the profession of his choice (usually the one with the higher skill bonus). The variables would then be: how to split experience points and how to handle level advancement and development point costs.

Experience Points (GM decision):

- 1) The EPs can be split equally between professions.
- 2) The player can be allowed to choose how to split his EP (assumes he concentrates on whichever profession he wants). This gives the player a great deal of flexibility in designing his character.
- 3) The GM could assign experience points based upon the professional activities of the player. This would mean that a character who is a fighter initially and who is learning to be a thief would only be assigned thief EPs for activities that use his Thief profession skill bonuses.
- 4) A combination of the above with the GM assigning EP into the three choices (i.e., some EP are specified when they are awarded, some EP are split equally, and some EP are left up to player assignment).

Level Advancement and Development Points (GM decision):

- 1) The professions individually advance levels as the normally required EP are obtained. Skill development is handled normally for each profession (i.e., each profession gets the full complement of development points).
- 2) Level progression in both professions only occurs when the highest level profession goes up a level. Each profession has a full set of development points to allocate. This results in the lower level professions advancing much slower than normal, justified by the character's split attention.

Option 4: Use Option 3, but maintain only one set of experience points. New EP gained after the change of professions are divided by the total number of professions. When a new level is reached, each profession has a full set of development points to allocate.

Option 5: Use Option 3, but maintain only one set of experience points. When a new level is reached, the normal development points are divided between the professions (see the EP guideline in Option 2 for four alternate ways to split the development points).

Option 6: Freeze the Old Profession — Use Option 3, but all the experience points gained once the 'new' profession is taken go to the 'new' profession which then develops normally. The 'old' profession is 'frozen' and progresses no further.

Option 7: Freeze the 'old' profession as in Option 6, but at some later time start developing the 'old' profession again using one of the 'multiple' profession Options above.

Option 8: As Option 6 above except that the 'old' profession decrease in level (or experience for the picky GM) as the 'new' profession rises in level. This takes into account the "forgetting factor" in the character. As new skills are learned the old ones are slowly forgotten.

Option 9: Only allow the 'addition' of a 'new' profession when a character has reached a certain level in his/her 'old' profession, perhaps 3rd, 5th, 8th, or 10th.

Which (if any) option is used is up to the GM. As far as game balance is concerned, regardless of the number of professions, there is still only one character. Barring a Haste/Speed situation, the effect on the game is limited at best. If a GM normally limits the number of characters in a group, he can discourage multiple professions by making each profession count as a character.

2.8 "OUT OF PLAY" CHARACTERS

When not involved in a game for some time, a character "out of play" is normally in "dead time": no level advancement, no activity, just existence. If the GM so desires he can allow level advancement for "Out of Play" characters.

This system reflects that people can advance if they make the necessary effort. Advancement takes considerably longer because one is learning in a "safe" environment, without the spur of survival to speed the process, as well as without the "real world" adventuring experience that fosters the total development of all facets of character.

It is assumed that a character will have one chance each year to advance 1 level (the GM can vary this base required time to reflect his world system). A character need not attempt to advance every year, but when he does he must devote at least 8 hours a day to study and training (two days off a week is acceptable).

The base chance of advancing a level is:

$$5\% / \text{month} + \text{ME mod.} + \text{SD mod.}$$

If he fails to go up a level when the die roll is made, he may try again in 4 months, retaining all of his original training as well as the new.

It is assumed here that "out of play" characters are humans with a lifespan on the order of 100 years. Races with longer lifespans should require proportionately more time for level advancement (e.g., a Dwarf with a 500 year lifespan might only get a chance every five years with only a 1%/month, while an immortal Elf might never get a chance).

A character must choose the nature of his studies: physical, academic, weapons, general, special, or magical. He may only choose 2 categories (or 1 or 3 at the GM's discretion) from which to develop skills. Only development points from the pertinent stats listed below may be used to develop the skills.

For example, if a character chooses *General* and *Magical* he can use: his development points from AG only to develop *General* skills, his points from RE only for *Magical* skills, and his points from SD and ME for both. He cannot use his CO development points at all.

Category	Development Stats	Types of Learnable Skills*
Academic	SD / ME / RE	Academic / Linguistic / Medical
General	SD / ME / AG	General / Outdoor / Social / Perception
Magical	SD / ME / RE	Magical / Dir. Spell / Base Spell Casting
Physical	SD / CO / AG	Athletic skills / Body Development
Special	SD / ME / RE	Concentration / Subterfuge
Weapons	SD / AG / CO	Arms Law Combat skills / Deadly

* These skills are arranged in categories equating to the skills categories used on the Master Development Point Cost Table 11.8 and the Master Level Bonus Table 11.6.

3.0 OPTIONAL SPELL "LAWS"

3.1 POWER POINT DEVELOPMENT

Since magical power is obviously something that is developed (as evidenced by an increase in power as a spell user goes up in levels), the GM may decide that a spell user should be required to expend development points for such development. With this system everyone does have power to some degree, either greater or lesser. However, there is a difference between base power points and developed power points.

BASE POWER POINTS

Intrinsic power is what everyone has, and it is quite usable, but at an exorbitant price to the physical body. Intrinsic, or base power points, are computed by taking the character's temporary stat(s) used for power points (Empathy, Intuition, Presence, or the average of two) and dividing it by 10, rounding off. These power points are usable for casting spells, but each base power point used consumes 20 exhaustion points. These exhaustion points may not be recovered until the power points are recovered, usually with a night's sleep.

DEVELOPED POWER POINTS

For development purposes, all pure spell users have a power point development point cost of 2, and hybrid spell users have a cost of 3. All profession power point development costs are listed on the Master Development Point Cost Table 11.8. Only under special GM determined circumstances may more than one skill rank of power point development be learned in each level of experience (suggested: 2/8 for pure spell users and 3/9 for hybrids).

Total PPs are calculated by multiplying the PP skill ranks by the stat PP number. For example, 9 skill ranks and a 100 stat (3 PP) would result in a PP total of 27.

$$\text{Total Power Points} = \text{Base PP} + (\text{PP skill ranks} \times \text{stat PP \#})$$

Option 1: In fantasy literature, some races have a greater reputation for producing wizards than others, so it can be assumed that magical power has a greater potential in some of these races than in others. Also Magical Resistance modifiers on the Racial Abilities Table (ChL&CaL, 15.51) show that some races have a greater susceptibility and sensitivity to Magic than others. This option suggests the use individual racial potential to affect developed PPs.

Based upon his world system, the GM should assign each race a power point "die" to roll to determine the number of power points gained for each skill rank. A suggested norm is a 1-5 roll (1-10 divided by 2 and rounded off for an average result of 3 PP per skill rank).

Upper limits can be placed on the number of power points learnable by a given race (similar to body development). So at higher levels the spell users will be less powerful than under the old system.

When computing the total power points of a character, add the base power points to the developed power points and multiply the result by one plus the appropriate stat modifier divided by 100.

$$\text{Total Power Points} = (\text{Base PP} + \text{Learned PP}) \times (1.0 + (\text{Stat Mod} / 100))$$

This system is obviously quite radically different from the original, and the GM should only use it after careful consideration of how it will affect his world. Spell users will possess more power at lower levels, but will have to use that power with much more care. It wouldn't do to frivolously consume power points on trivial things and then suddenly find one's self in a major battle at a -25 or -50 on all actions due to exhaustion (see Power Point Exhaustion below). We strongly suggest that power point multipliers be much harder to obtain and some suitable substitution be made for them on the Background Option Table.

POWER POINT EXHAUSTION

Option 2: This system can leave a spell caster in possession of considerably more power points than under the old system. However, with this Option, now a spell caster must contend with an exhaustion rate on power point expenditure. Wizards will now get tired from too much spell casting. These modifiers are cumulative with the effects of base power point consumption.

25% of PP used	—	-10 to all actions
50% of PP used	—	-25 to all actions
75% of PP used	—	-35 to all actions
100% of PP used	—	-50 to all actions



EXAMPLE: Blackames, a bold young Elven Runemaster, has 57 power points at 10th level. While traveling the many leagues to the fair city of Meljink, Blackames has had the misfortune to be set upon by three brigands, who seem to have taken a dislike to his continued living. Blackames quickly throws up a *Bladeturn I* to foil the first brigand and circles to keep the other two from getting behind him. The other two pause in astonishment. Taking advantage of their pause, Blackames uses the time to cast a *Haste I* on himself, to take effect next round, while drawing a concealed dagger from his cloak. The first bandit, suspecting some sort of chicanery and enraged at being made to seem to be a foolish incompetent, snarls and throws his dagger at poor Blackames early the next combat round, before Blackames' *Haste I* takes affect. Since Blackames has used 15 power points, more than 25% of his total, he is at a -10 to all actions. The dagger flies by, grazing his neck and inflicting a total of 6 hit points of damage. Now the *Haste I* kicks in, and Blackames opts to use his hasted time to help get his next spell off. As the other two villains rush him, Blackames lets go with a *Fire Ball* (ESF would normally only be 25 but because of exhaustion it is now 35!) with a -10 to his elemental attack roll (exhaustion again). The single surviving brigand decides to choose his prey much more carefully next time and departs for destinations unknown. All well and good for Blackames, because now he's not exactly in the best of shape to continue casting spells.

Option 3: As Option 2 above except that the modifiers may be increased (up to double the values given), to intensify the effects of exhaustion.

Option 4: Again as Option 2 above except that the negative number to all actions is directly correspondent to half the percentage of power points expended. This method is much more realistic but has the disadvantage of requiring the player to calculate the percentages after every power point expended.

Option 5: If the GM feels that power points are recovered too quickly (usually with Option 1 above) with the increased power points available, extend the amount of time required for full recovery (a night's sleep plus 4 hours of meditation, 2 days, a week, etc.). As a rule of thumb, as the recovery time increases the exhaustion rate should decrease somewhat.

3.2 CHANGELING SPELLS

The *Changeling* spell (see Changeling spell list, Section 8.21) causes physiological changes in the target as initiated by the spell caster. These effects are normally 'permanent' in nature. They can be reversed by one or more of the following means:

Option 1: The spell may be reversed by a *Remove Curse* spell cast at a higher level than the level of the *Changeling* spell(s) used in the transformation **and** if the *Changeling* spell fails a RR.

Option 2: The individual may make a will vs will and if successful the *Changeling* spell is cancelled. (Will combat is the caster's will vs the transformation target's will, see RMC1 5.1) The following modifications apply:

- Each hour transformation has been in effect -1 (max -200)
- Caster's Will rating varies
- Shock value to transformed individual +30 to -70

NOTE: Shock value is basically the reaction the individual has to the transformation and how much it effects his normal mental condition.

Option 3: The spell may be reversed by a *Cancel Mentalism* or *Dispel Mentalism* spell cast at a higher level than the level of the *Changeling* spell(s) used in the transformation **and** if the *Changeling* spell fails a RR.

Option 4: The individual can always undergo the *Changeling* spell once again. If you can "trust" the spell caster.

Option 5: The spell caster dies.



CHANGELING CATEGORIES

There are 5 categories under the *Changeling* spell. They are:

- Outward Appearance (Type A)
- Simple Modifications (Type B)
- Moderate Modifications (Type C)
- Severe Modifications (Type D)
- Non-Humanoid Modifications (Type E)

Each change must be casted separately. If you cast the *Skin Coloration* option from the *Changeling* spell you can turn the target's skin a different color **or** put stripes on **or** even add spots, but to do all three you must cast 3 separate *Changeling* spell.

1) Outward Appearance (Type A): This category is the simplest of the 5 changeling categories and emphasises modification related to the outward appearance of the target without any change to the target's shape or mass (surface skin areas only). The following are the Outward Appearance (Type A) options:

- Skin Coloration** — Changes in skin color, adding/removing stripes or spots, etc.
- Skin Texture** — Changes to outer skin texture, oily, dry, scaly, leathery, metallic, etc.
- Skin Density** — Gives Type A armor type 3 or 5-8.

2) Simple Modification (Type B): This category adds, removes, increases or decreases size/mass or remolds small parts of the body. Parts change should be no larger than the target's hands. All changes are external only. The following are the Simple Modification (Type B) Options:

- Attack Modifications** — Gives Type B small attack size.
- Bone Modifications** — Changes to horns, antlers, beaks, talons, barbs, thorns, bone runners which act as razors/saw or other bone projections, etc.
- Bonus Modifications** — Giving Type A picks +5 bonus.
- Cartilage Modifications** — Changes to noses, ears, antenna, stalks, spikes, etc.
- Covering Modifications** — Changes to eye lids, gill slots, neck and stomach pouches, manes, bald, fur covering, feather, whiskers, etc.
- Digit Modifications** — Changes to toes, fingers, webbing between digits, small tentacles, claws, toe or finger nails, etc.
- Misc Modifications** — Changes to sex organs, wings, stingers, rattles, pads, web spinner, etc.
- Mouth Modifications** — Changes to snout, lips, teeth, fangs, tusks, tongue, suckers, etc.
- Skin Density** — Gives Type B armor type 4 or 5-8.

3) Moderate Modifications (Type C): This category creates the "half man and half animal" combinations. It emphasises increasing, decreasing, adding, or deleting of appendage type parts of the body. All changes are external only. The following are the Moderate Modification (Type C) Options:

- Arm Modifications** — Changes in length, diameter, etc.
 - (length increase = double arm length)
 - (length decrease = 1/2 arm length)
 - (diameter increase = double arm diameter)
 - (diameter decrease = 1/2 arm diameter)
- Attack Modifications** — Type C gives medium attack size.
- Bonus Modifications** — Giving Type A picks +10 bonus and Type B +5 bonus.
- Leg Modifications** — Changes in length, diameter, etc.
 - (length increase = double leg length)
 - (length decrease = 1/2 leg length)
 - (diameter increase = double leg diameter)
 - (diameter decrease = 1/2 leg diameter)

Extra Limb Modifications — Adding, removing, or modifying extra limbs, such as trunks, tail feathers, large tentacles, legs, arms, necks, etc.

- (length increase = double limb length)
- (length decrease = 1/2 limb length)
- (diameter increase = double limb diameter)
- (diameter decrease = 1/2 limb diameter)

Joint Modifications — Adding, removing, or modifying joints such as ball, hinge, double, etc.

Neck Modifications — Changes in length, diameter, etc.

- (length increase = double neck length)
- (length decrease = 1/2 neck length)
- (diameter increase = double neck diameter)
- (diameter decrease = 1/2 neck diameter)

Skin Density — Type C gives Armor Type 9-12.

Tail Modifications — Adding, removing, modifying tails.

- (tail is either blunt or pointed)
- Joining of legs together to make a tail.
- (tail length = double leg length)
- (tail diameter = waist diameter)
- (length increase = double tail length)
- (length decrease = 1/2 tail length)
- (diameter increase = double tail dia)
- (diameter decrease = 1/2 tail diameter)

Adding a tail between legs.

- (tail length = leg length) (tail diameter = 3" diameter)
- (length increase = double tail length)
- (length decrease = 1/2 tail length)
- (diameter increase = double tail diameter)
- (diameter decrease = 1/2 tail diameter)

Wing Modifications — Adding, removing, modifying wings

- (Wings are made up of stretched skin)
- Combining with arm, with hand in middle.
- (wing length = double arm length)
- (length increase = double wing length)
- (length decrease = 1/2 wing length)

Adding wings.

- (wing length = arm length)
- (length increase = double wing length)
- (length decrease = 1/2 wing length)



4) Severe Modifications (Type D): This category creates the "half animal" combinations. It emphasises increasing, decreasing, adding, or deleting of torso parts of the body. The following are the Severe Modification (Type D) Options:

Bonus Modifications — Giving Type A +15 bonus, Type B +10 bonus, and Type C +5 bonus.

External Modifications — Hump backs, multi-spine, skull bones, outer shells (breast plates), compound eyes, noses, ears, etc.

Internal Modifications — Voice box, lungs, heart, stomach, gills, pressure adaptation, floatation bladders, poison, spit, hormonal glands, blood type, fat layer (thermo), change balance, sex organs, water bladders, kidneys, excretion (webbing, slime, etc), weight change (hollow bones, +/- density), metabolism, etc.

Resistant Modifications — Gives +5 or -5 to resistance modifiers Essence, Channeling, Mentalism, Psionic, Poison, Disease, Fear, etc.

Skin Density — Gives Type D armor type of 13-16

Stat Modifications — Gives +5 or -5 to stat bonuses AG, CO, EM, IN, MC, ME, PB, PR, QU, RE, SD, or ST (racial stats could become forfeit)

5) Non-Humanoid Modifications (Type E): This category creates the true alien forms. It emphasises mass changes to the targets body. The following are the Non-Humanoid Modification (Type E) Options:

Attack Modifications — Gives Type E large attack size, and breathe weapons.

Bonus Modifications — Giving Type A +20 bonus, Type B +15 bonus, Type C +10 bonus and Type D +5 bonus.

External Modifications — Insectoid, multi-legged, avian, aquatic, mammal, amphibian, mineral, vegetation, etc.

Internal Modifications — Breathe weapon internal organs, instinctive, behavior patterns, mental changes, etc.

Skin Density — Gives Type E armor type of 17-20.

OPTIONS

While using these spells there will times that certain changes can be beneficial to the target or just the reverse. It is recommended that one or more of the following *Options* be used with the *Changeling* spells:

Option 1: To reflect lack of control on the caster's part, use a random die roll to make a transformation by the *Changeling* spell uncertain or random.

Option 2: Make the spell caster who wishes to have expertise in the *Changeling* spell develop it by learning Spell Mastery for the spell.

Option 3: As in Option 2 except, each *Changeling* category must be developed separately in order to use (e.g., In order for Darconn, the Warlock, to have control in Type A, B, C, D, or E he must first develop skill rank ranks in Spell Mastery. Darconn decides to develop 2 skill rank ranks in Type A and B and 1 skill rank ranks in Type C for his next level thus allowing him to be able to cast the *Changeling* spell for type A, B and C next level.

Option 4: As in Option 3, except that each subcategory under each *Changeling* category must be Spell Mastered. This limits the mastery of the *Changeling* spells very dramatically, but can ultimately make the spells much more potent.

Option 5: If using the Spell Mastery requirement in Option 3, the caster may use similar skill (half the skill ranks) for those *Changeling* categories yet to be developed or for those already developed (if the similar skill has a higher skill bonus total than the developed skill bonus).

EXAMPLE: Darconn has 10 skill ranks in Spell Mastery for Type A, 7 skill ranks in Type B and 3 skill ranks in Type C and 0 skill ranks in Type D and E giving him skill bonus totals of 70, 55, 35, -5 and -5 respectively [racial and stat bonus = +20]. His similar skill would be based on Type A allowing for 5 similar skill rank for Type B, C, D, and E giving him a similar skill bonus total of 45 for each. Darconn would use the higher value which would be be skill bonus total of spell mastery of Type A and B and similar skill bonus total for type C, D and E, thus giving him a 70, 55, 45, 45, and 45 respectively.

Option 6: As Option 3 but development of skill ranks for the five types is restricted like Martial Arts Attack rank development: each higher type cannot exceed the lower types in skill ranks of spell mastery. That is, the spell caster must develop more or equal skill levels in Type A than in Types B, C, D and E and develop more or equal skill levels in Type B, than Types C, D and E and etc.

Option 7: Use the *Changeling* section of the Extension to the Alternate Static Action Table 11.2 (RMC2) when attempting to give a bonus with any change. For example, Darconn casts a *Skin Coloration* (Type A) *Changeling* spell on his minion, Fang-Biter. Darconn attempts to give Fang-Biter a +10 to his stealth skills. A roll on Table 11.2 for the *Changeling* spell determines if Darconn was successful.

4.0 OPTIONAL SKILL "LAWS"

4.1 SIMILAR SKILLS

Many of the skills now available are very similar to each other in both knowledge and action. In game terms, this translates into a given number of skill ranks in one *base* skill 'bestowing' a fraction of those skill ranks to a *similar* skill. For example, 10 skill ranks in Armor Evaluation would 'bestow' 2 skill ranks to the similar skill, Metal Evaluation (degree of similarity is 1/4, see Table 11.3).

While one skill might give you knowledge of a second, skill ranks in the second skill might not imply the same percentage of knowledge back to the first skill. Thus, when reading the Similar Skills Table 11.3 (for skills in the same category), the vertical column is for the 'similar' skill, and the horizontal row is for the 'base' skill.

Option 1: The actual skill rank of a skill is the higher of:

- 1) the current number of skill ranks (its base skill rank) or
- 2) the maximum number skill ranks 'bestowed' by a similar skill

Thus, for a given skill, if the number of *similar* skill ranks exceeds its 'base' skill rank, the skill's 'base' skill rank is increased to equal the number of similar skill ranks. If additional skill is developed in that skill, the rank developed is the next highest rank (even if the previous highest rank was gained through the similar skill rule).

EXAMPLE: If you have 5 skill ranks in Body Development, 6 skill ranks in Rowing, and 10 skill ranks in Climbing, neither of the similar skill ranks 'bestowed' by Rowing (6 skill ranks times $1/2 = 3$) or Climbing (10 skill ranks times $1/8 = 1.25$ or 1) are greater than the 'base' skill rank of Body Development. So neither one would apply and you would still have 5 skill ranks in Body Development.

Modifying the above example, if you only had 2 skill ranks in Body Development, the similar skill ranks from Rowing (3) only would apply, giving you a new total of 3 skill ranks in Body Development. Future skill developed in Body Development would begin with rank 4.

Option 2: As Option 1 except that the 'base' skill rank of a skill is never actually changed by any similar skills (i.e., a skill's base rank is always its developed rank). In the modified example above, the Body Development skill rank would be handled as 3 for skill bonus purposes, but any future development would begin with rank 3 since the 'base' (developed) skill rank is still 2.

Not all skills are amenable to this method (such as Body Development) and it is suggested that the GM designate which skills he feels can be similarized in this manner.

It is further suggested that, with this option, a development point multiple (RMC1, 4.3) be allowed to help balance the character-to-skill quantity ratio (e.g., give all character 20% more development points). Just bear in mind, no one should be able to learn everything. That would be both ludicrous and pretentious, not to mention impossible. After all, characters are not omniscient.

Option 3: As Option 3 except that no similar skill capabilities should be written down, but rather the charts should be consulted as the need arises. This will stimulate player thought processes somewhat, and hopefully improve actual roleplaying, instead of furthering additional reliance on the charts. The GM is encouraged to make judgement calls with this option, and use the Similar Skill Chart only as a general guideline. This option can both decrease bookkeeping, foster GM and player creativity, and increase realism.

Option 4: This option applies the bonus in a cumulative manner. That is, if you had 5 skill ranks in Body Development, 6 skill ranks in Rowing, and 10 skill ranks in Climbing, both Rowing (6 skill ranks times $1/2 = 3$) and Climbing (10 skill ranks times $1/8 = 1.25$ or 1) would cumulatively affect Body Development, giving your $5 + 3 + 1$ or 9 skill ranks in Body Development.

This option will result in a good deal of bookkeeping, and can inflate skill ranks. However, if all of the optional RM skills are frequently used in your game this option is not necessarily unbalancing. In a game where knowledge is scarce this option comes into its own. If this option is full utilized, the GM should not increase the number of development points available to a character (RMC1, 4.3).



4.2 GENERAL SKILL DEVELOPMENT

The knowledge/lore skills can be developed as *specific* skills which have the potential of giving detailed information on the subject, or as a *general* skill which will give at best sketchy information on most of the related areas under the skill.

EXAMPLE: Metal Lore developed as a specific skill for the Normandic mountain range would give detailed information on the type of metals that have been mined from this region while Metal Lore developed as a general skill for the Rostum planet would give information on the abundant types of metals but have little or no information on the unique or exotic metals in specific regions.

The craft/manual skills are like the knowledge/lore skills in that the specific skill can be fully developed and mastered in great detail while the general skill development allows basic ability in most of the skills within the general skill area.

If the general skill guidelines are used, a GM should consider using one or more of the Secondary Skill options from RMC1 (Section 4.3). Skills developed under the general skill guidelines have the following modifiers:

	Standard	Optional
1) Attempting a normal action or seeking normal type information	+00	-30
2) Looking for detailed or specific information on a topic, subject or area	-30	-60

4.3 RESTRICTED SKILLS

While it may seem that the number of skills now available are perhaps too great to easily handle, there are a number of ways that a GM can choose from to simplify the process.

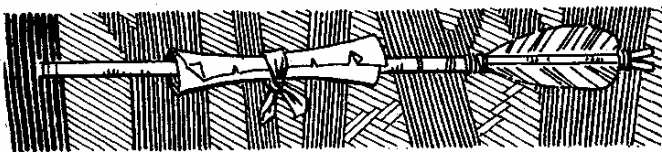
Option 1: The GM is advised to look over ALL the skills very carefully and to predetermine which ones are applicable to his world scheme. Note these and tell the players that all other skills are off limits. After all, if the skill is unknown within a given world scheme, it cannot be learned.

If a player absolutely insists on wanting to learn the skill, and can justify the invention of it (circumstances leading to the recognition of the concept as a skill and the need to develop it), that the skill should be learnable at double the normal cost (that is, if the GM opts to allow it at all).

Option 2: The GM may decide to restrict skills by culture. While a skill might be quite common in one culture (i.e., Iai in an oriental culture), it might be totally unknown in a different one (i.e., Iai in a medieval France).

With this option, as characters travel between cultures, their skill options increase. This results in a more realistic feel in the game and gives the GM more latitude in skill control. Also, new skills can become akin to treasure.

Option 3: Similar to Option 2 above, except the GM may wish to control special skills by only making them available through specific sources, such as colleges, academies, guilds, or secret societies. However, these specific sources will usually guard their "Trade Secrets" very jealously and thoroughly.



4.4 COMPLEMENTARY SKILLS

In certain situations a character may have two or more skills that may be in conjunction with each other to solve the action or problem at hand. These skills are called *complementary*.

The GM first decides whether the skills are actually complementary, then decides which is *primary* and which is *secondary*. Then a maneuver roll is made for the secondary skill, and if successful, a bonus of +15 is added to the maneuver roll of the primary skill for the actual action/problem. There should be no penalty applied for failing the secondary skill roll unless the GM feels it is necessary (i.e., in the case of a fumble or extreme failure).

There is no way to list all the possible complements for they are almost limitless and depend heavily on the situation at hand. The examples that follow should give you an idea on how they might work in practice.

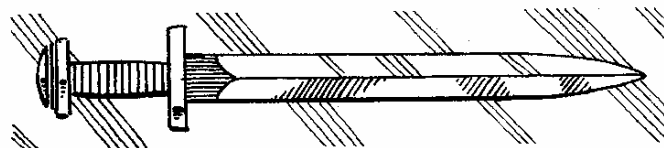
EXAMPLE 1: The infamous rogue, known only as Leoriann, having just moved into a new city, wishes to make connections in the local black market, but doesn't know where to go to find any fences. She's been told a certain shopkeeper has the information she needs, but won't give it up voluntarily. Leoriann can either try to con the information out of the man using her Duping skill or beat it out of him with her Interrogation skill. She decides to con him using her Duping skill, but at the same time she uses her Interrogation skill to look for the little tell-tale signs her victim unconsciously gives when Leoriann stumbles upon the right track. The GM decides that the primary skill used here is Interrogation. Leoriann makes a successful Duping roll gaining a +15 to her Interrogation skill roll, which also proves successful. Leoriann leaves satisfied with the information, and the shopkeeper is in one piece and unharmed, none the wiser. After all, he didn't actually say anything important, did he?

EXAMPLE 2: Arla, one of the feature dancers at the Howling Vicar Alehouse sees the city tax assessor in the crowd before it's time for her set. At the last moment she decides to try to make her break into High Society. She can dance for his pleasure now, and try to seduce him later, but the GM informs her she can actually do both at the same time. The GM, knowing her main goal is seduction, decides her Dance skill is secondary. She is successful with her Dance skill roll and gains the +15 to her seduction attempt. Alas, she is cursed with a fumbled primary roll and the tax assessor's gaze wanders elsewhere to another dancer he finds more appealing. Arla's troubles are just beginning, however, as her obviously erotic dance has attracted the attention of a plains barbarian chieftain. No one said a tavern dancer's live was easy.

EXAMPLE 3: Clubber Legrande who fancies himself as a Master Thief is creeping up on a guard in order to kill him and sneak past. Clubber presumptuously assumes that his stalking skill and skill with a dagger are complementary in this case. He's somewhat disappointed when the GM coolly informs him that although they are used in order to accomplish the same goal and they are not interdependent or used together. They are definitely two distinct actions.

The complementary skill rule can also be used for skills not usually used together at all.

EXAMPLE 1: The Outlanders have come across an animated statue that serves as the defense of a portal they wish to pass through. In an attempt to find out what the statue's capabilities are (and possibly how to get by it), Marshall Blackames (Runemaster) uses his Attunement skill complemented by his Meditation skill. A successful Meditation roll gave Blackames a +15 to his attunement roll. His attunement roll is successful but his attempt is thwarted by an intelligence that wasn't expected within the statue. He does find out, however, that the intelligence is purely defensive and for some strange reason has had a female persona embedded in it's pattern. Blackames passes this information on to Krishnalai who also has Attunement and Meditation skills, but he also has Seduction skill. He decides that putting the female intelligence off guard and relaxed is more important than finding out it's capabilities since he knows it won't actually attack. The GM makes Meditation secondary to his Attunement skill and makes Attunement skill secondary to his Seduction skill. Krish makes a successful skill resolution for his meditation giving him a +15 to his attunement attempt. He also is successful on his attunement roll gaining +15 and contact with the intelligence. Since he also has 22 levels in seduction he not overly concerned about the outcome of his primary roll. (Actually Krish seduces himself right into a Will vs Will contest which he loses and is made an unwilling guardian of the portal. Fortunately for Krish, his devoted and loyal comrades once again came to his rescue, but that's another story.)



The following are some suggested combinations:

- Siege Engineering and Architecture to build a defensible citadel.
- Acrobatics and Martial Arts to lend extra thrust to a Martial Arts attack while swinging from a chandelier. (Keep in mind this also makes you a more predictable target and is good only for surprise situations.)
- Region Lore (Mountain) and Tactics so your troops have the advantage when fighting in the mountains.
- Leadership and Public Speaking to get a crowd to do what you want them to do.



Option 1: Instead of using a +15 from the success of the secondary skill, the GM might wish to consider allowing one half of the secondary skill bonus to be used in conjunction with the primary skill. Note that while this does reflect perhaps greater realism, at high levels it will give the user a great deal of power in complementary skill use (but then they are of a high level). If this option is used, make the players come up with the skill combinations for various actions, with the GM only judging appropriateness to the situation.

Option 2: As Option 1 except use half of the skill rank bonus (i.e., no stat bonus, level bonus, etc.).

Option 3: Instead of using a +15 from the success of the secondary skill roll, the GM might wish to consider shifting the action difficulty depending upon the secondary skill resolution (e.g., from 'Hard' to 'Medium' or from 'Sheer Folly' to 'Extremely Hard'). Fumble or extreme failure results in an increase in difficulty of one 'level', while success results in a decrease in difficulty. It is recommended that the difficulty change only one 'level'.

Option 4: Use the Maneuver/Movement Table to get a percentage of the +15 bonus that will apply to the primary skill roll (e.g., if the difficulty is Medium and the secondary roll is '98', then the resulting bonus for the primary roll would be $12 = .80 \times 15$).

Option 5: As Option 1 (or 2) and Option 4 — use the Maneuver/Movement Table to get a percentage of the secondary skill bonus that will apply to the primary skill roll.

4.5 INTRA-SKILL AREAS

Certain skills are actually *intra-skill areas* that contain multiple related skills (e.g., Riding can be developed for Riding Horse and/or Riding Camel). Such skill areas are listed and have their "breakdowns" in the Composite Skill Listing Table 11.5.

If this optional rule is used, all Intra-skill areas have several skills that must be developed independently of one another. All skills in such an area have the same development cost. For example, skill in riding a horse and skill in riding a camel fall into the skill area of riding. The two skills must be developed separately, at the development cost indicated for Riding.

INTRA-SKILL SIMILARITY

The Intra-skill Similarity allows skill development in one skill of an intra-skill area to affect the skill development of the other skills also in that area. These guidelines work the same way as Option 1 for Similar Skills (see Section 4.1). The Similarity Bonuses (fractions) are presented in the Composite Skill Listing Table 11.5 and are usually the same for all skills in a given intra-skill area.

EXAMPLE: If a character develops 15 skill ranks in Riding Horse, then since the Riding Similarity Bonus is 1/2 he also has at least 7 skill ranks in each of the other Riding skills (e.g., Riding Camels, Riding Giant Ferrets, etc.).

Options: Use any of the Options presented in Section 4.1 for similar skills.

4.6 FORAGING, FLORA LORE, AND FAUNA LORE

These regions and climates are to be used for Foraging, Flora Lore, and Fauna Lore skills. The character must choose a combination of 'home' region/climate, sometimes referred to as a zone, to match his background. He may choose different zones to develop as separate skills. All similar zones may be treated as if the character had that skill at half his skill rank for his 'home' zone. All other zones may be treated as if the character had that skill at one quarter his skill rank for his 'home' zone.

We recommend that the player use the appropriate abbreviations for the zones for keeping track of his skills on the character sheet. This will go a long way towards making the character sheet bookkeeping easier.

EXAMPLE: Bardakosh the Paladin has 8 skill ranks in Foraging: COOL TEMPERATE & DECIDUOUS/MIXED FOREST. Because of this the GM has decided to allow him to forage in deciduous and mixed forests in mild climates at half skill level, or at a skill rank of 4, as well as in coniferous forests in cool and cold climates. All other climates and regions Bardakosh is restricted to one quarter skill level, or 2 skill levels.

REGIONS

A — ALPINE	O — OCEAN/SALTWATER SHORES
B — BREAKS/WADIS	M — MOUNTAIN
C — CONIFEROUS FORESTS	S — SHORT GRASSES
D — DECIDUOUS/MIXED FORESTS	T — TALL GRASSES
F — FRESHWATER COASTS & BANKS	U — UNDERGROUND
G — GLACIER/SNOWFIELD	V — VOLCANIC
H — HEATH/SCRUB/MOOR	W — WASTE
J — JUNGLE/RAIN FOREST	Z — DESERT

CLIMATES

a — ARID	h — HOT AND HUMID
c — COLD	m — MILD TEMPERATE
e — EVERLASTING COLD	s — SEMI-ARID
f — FRIGID (EVERLASTING COLD)	t — COOL TEMPERATE

4.7 RAPID SKILL DEVELOPMENT

With this option all skills can have rapid skill development. Those skills which have only a single development cost have an second or rapid development cost of 25. That is a skill that has a cost of 9 could have rapid skill development cost of 9/25.

5.0 OPTIONAL ACTION RESOLUTION "LAWS"

5.1 HANDLING FEAR

From time to time a situation arises in which the condition of fear exists in game play. This system is not for handling the fears that a player builds into his or her character, but rather for the GM stipulated fears. When these fears arise, these guidelines can help the GM determine the exact response of a character.

The types of "fears" possible are legion, and we cannot cover them all in the space allotted here. The list below is only a sampling:

DEMON-FEAR
 DRAGON-FEAR
 GIANT-FEAR
 UNDEAD-FEAR
 SIDHE-FEAR (HIGH FAERIE)



Whenever a character is confronted with these and other similar phenomena, he should be made to roll percentile die, adding his self discipline, and attempt to break 100. Success means that the character is under control, although quite possibly very afraid, and can take normal actions. Failure means that the character has lost control of his fear and will act accordingly. We suggest this breakdown:

FAILURE	RESULT
01 — 10	-25 to all actions
11 — 25	-50 to all actions
26 — 50	Breaks and runs
51 — 99	Paralysed
100+	Special (heart attack, etc.)

The FAILURE column is the amount that the roll failed by, and the RESULT column is self-explanatory.

The result is modified by both the creature feared and the character. The creature may have special modifiers (e.g., the GM determines that a huge red-gold dragon confers an additional -30 to the roll). Normally, the creatures merely decrease the character's roll by 1 for each level of the creature. The character however, can learn a skill of sorts to deal with the particular type of fear. For each time a specific type of creature is encountered the character gains one skill rank in Fear Control for that type of creature. The only way such a skill can be learned is through experience, and this method simply simulates the character "getting used to it".

Option 1: The GM may want to use this system for "Awe" effect as well.

Option 2: The GM may wish to consider using the Fear section of the Extension to the Alternative Static Action Table 11.2.

5.2 RESOLVING ACTIONS AFFECTED BY SKILLS

Skill resolution can be accomplished in different ways, depending on the GM. Each skill is classified as being standardly applicable to a moving maneuver (MM), a static action (SA), an attack (offensive bonus: OB, or defensive bonus: DB), or as a special purpose (SP) skill. This section describes how each of these types of bonuses are used to resolve actions.

5.21 MANEUVERS

Maneuvers are actions (other than attacks and spell casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are not maneuvers. However, unusual activities (swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require rolls. The GM is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.

5.22 MOVING MANEUVERS (MM)

(Generally used for movement/actions greater than 5 feet)

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc.). If a character decides to make a Moving Maneuver as his action for a turn, the GM should assign if a difficulty: routine, easy, light, medium, hard, very hard, extremely hard, sheer folly, or absurd. The maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement. The GM may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd -10" since the real world record is only around 28'). Assigning difficulty requires a familiarity with the Maneuver/Movement Table 15.31, **ChL&CaL**, and subjective decision by the GM (practice and experience will help).

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described under "Canceling Action" below.

The following are methods of resolving moving maneuvers are described in detail below:

Standard Maneuver Resolution,
 Percentage Maneuver Resolution,
 Advance Percentage Maneuver Resolution,
 Optional Static Action Table Resolution,
 Alternate Maneuver Resolution

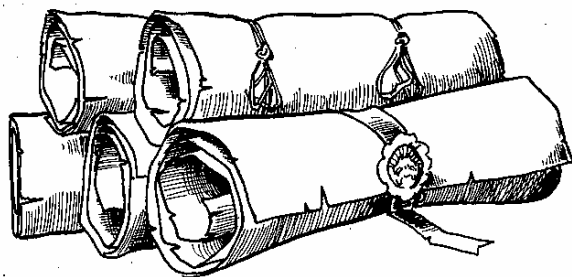
METHOD A (Standard Maneuver Resolution): Roll percentile dice open-ended and add the skill bonus total along with any other applicable modifications. Apply new total to the chart under the appropriate difficulty column of the Maneuver/Movement Table 15.31, **ChL&CaL**, and find the result. This result is the success threshold. Once again roll percentile dice open-ended, and if you roll under the success threshold, the skill has been successfully accomplished. This method is usually used for moving maneuvers for which there is no partial success. An "ALL or NOTHING" resolution.

METHOD B (Percentage Maneuver Resolution): As above except that the result is not a success threshold but rather a percentage of the action successfully completed in a given time period (usually 1 rnd). A result of '30' means 30% action accomplished. This method results in success (although partial) most of the time. It is usually used for maneuvers of a basically simple but time-consuming nature.

METHOD C (Advance Percentage Maneuver Resolution): As Method B above except that a result over 100 is an overall percentage of action accomplished. Thus a result of 140 indicates 140% of the action is accomplished. This can indicate that less time was required and also can be used for "Super-Human" efforts, to determine whether or not an "ABOVE and BEYOND" action is successful (i.e., a desperate dash).

METHOD D (Optional Static Action Table Resolution): Utilizing the Static Action Tables in Section 15.32 will obtain varied results. These tables should be reviewed by the GM to pre-determine their usefulness and appropriateness to the need and world scheme.

METHOD E (Alternate Maneuver Resolution): Roll percentile dice open-ended, add the total skill bonus and all difficulty modifiers. Now check your resultant skill roll against the Alternate Maneuver Tables (ChL&CaL 15.76 and RMC2 Table 11.2). Not all skills have Alternate Maneuver Tables usually only those skills that have special or unique skill difficulty modifiers.



5.23 STATIC ACTIONS (SA)

(Generally used for action/movement of less than 5 feet)

Static Actions (Static Maneuvers) include tracking, hiding, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement. If a character chooses a Static Action as his action for a round, the GM must assign any applicable modifications from the 15.32 Static Action Table, ChL&CaL, pg 36 and then the character must decide whether or not to actually perform the maneuver (see below for the effects of "Canceling Action"). The GM may require more than one round for maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

The following are methods of resolving Static Action are describe in detail below:

- Standard Static Action Resolution,
- Percentage Static Action Resolution,
- Advance Percentage Static Action Resolution,
- Optional Static Action Table Resolution,
- Alternate Static Action Resolution and

METHOD A (Standard Static Action Resolution): Roll percentile dice open-ended, and add the total skill bonus. A total result (after difficulty modifiers have been applied) in excess of 100 indicates success. This method obtains an "ALL or NOTHING" result. No partial success. Usually used for actions such as picking locks, sight perceptions, etc.

METHOD B (Percentage Static Action Resolution): As above except that the total result over 100 is the percentage of action accomplished in a given time period. A result of '35' means 35% action accomplished. Usually used for minimal movement actions that can be partially accomplished in a given time period, usually 1 rnd. A character can roll until it is accomplished, consuming time.

METHOD C (Advance Percentage Static Action Resolution): As Method B above except that a result over 100 is an overall percentage of action accomplished. Thus a result of 140 indicates 140% of the action is accomplished. This can indicate that less time was required and can be used for "Super-Human" efforts, to determine whether or not an "ABOVE and BEYOND" action is successful (i.e., a desperate attempt to open a combination lock in less than normal time).

METHOD D (Optional Static Action Table Resolution): Utilizing the Static Action Tables in Section 15.32 will obtain varied results. These tables should be reviewed by the GM to pre-determine their usefulness and appropriateness to the need and world scheme.

METHOD E (Alternate Static Action Resolution): Roll percentile dice open-ended, add the total skill bonus and all difficulty modifiers. Now check your resultant skill roll against the Alternate Maneuver Tables (ChL&CaL 15.76 and RMC2 Table 11.2). Not all skills have Alternate Maneuver Tables usually only those skills that have special or unique skill difficulty modifiers.

15.24 OTHER ACTIONS AND SKILLS

ATTACK BONUSES (Offensive Bonuses: OB and Defensive Bonuses: DB) — Offensive Bonuses are added to certain attack rolls and Defensive Bonuses are subtracted from certain attack rolls. This is only done if such bonuses are applicable to the resolution.

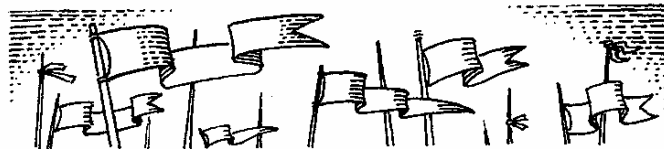
SPECIAL PURPOSES BONUSES (SP) — Skills which are not specifically applicable to moving maneuvers, static action maneuvers or attacks are classified as "Special Purpose" skills. The effects of bonuses varies for each of these skills.

CANCELLING ACTION — During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following actions: melee with half his normal OB or move half his normal (not running) movement or attempt a different maneuver modified by -30 (this one may not be canceled). The alternate action chosen must be performed when the other actions of that type are normally resolved.

TECHNICAL SKILLS — Technical skills are those which aid in actual repairs and construction of mechanical and other physical constructs. If **Tech Law** is being used, the bonuses can be applied to the Construction and Research Chart (section 4.5) and the Malfunction/Repair Chart (section 6.51).

RESEARCH SKILLS — Research skills are those which aid in design and/or construction of devices (**Note:** GM should insure that only those items that would fit into his world scheme and matches the current technical level of the society be allowed). If utilizing **Tech Law**, the Research and Construction Chart (section 4.5) should be used to determine time required and likelihood of success.

XENO SKILLS — Xeno-skills are skills that apply to areas of knowledge of different planets or dimensions other than one's home planet or dimension.



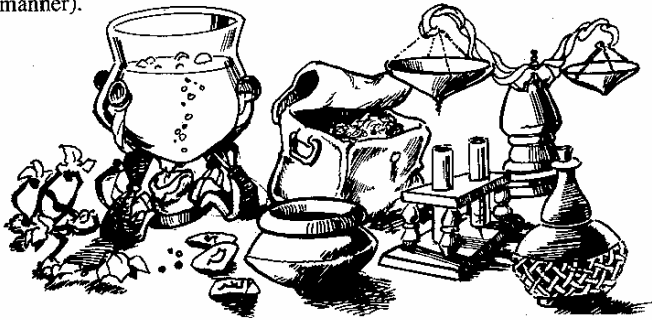
6.0 OPTIONAL MISCELLANEOUS "LAWS"

6.1 LIFE LEVELS

Life levels are a measure of a character's live essence, the vital intangible which differentiates between a normal healthy living being and a perfectly preserved corpse. It is also the thing which most undead (primarily the more intelligent) so desperately hunger for. Life levels can be depleted, usually through the touch of an undead or disease, and when that happens the victim feels weakened, tired, and otherwise drained.

A character has life levels equal to his temporary constitution stat divided by 10 rounded up (e.g., Herman has a temporary CO stat of 85, so applying the formula $85/10 = 8.5$ rounded up = 9). When life levels are lost they are regained at a rate of 1 for every month of rest, or 1 for every 4 months of activity. Special herbs and/or healing Magic are the only things can speed that recovery.

A character may go under 0 life levels to a negative equal to his normal full life levels, but once 0 or less is reached the character is in a coma. After the maximum number of negative life levels has been passed the character is dead beyond normal recovery, though with certain types of undead intervention he may join their ranks (e.g., Vampires often recruit in this manner).



The effects of the loss of life levels prior to going into a coma are shown in the chart below:

REMAINING LIFELEVELS	% NEGATIVE MODIFIER
100%	None
75%	-25% To All Actions
50%	-50% To All Actions
25%	-75% To All Actions
00%	Coma

6.2 THE SPIRIT WORLD

This section describes a plane of existence called the "Spirit World". This plane and its inhabitants are referred to in the Shaman Base spell lists (9.4) and the Spirit Statistics Chart at the end of this section. The GM must examine that material and this section with regards to his own world and then decide if it is appropriate to use or if he can modify it for use in his campaign.

The Spirit World is the conceptual plane of existence that all spirits not derived from living people call home, and also the home of a few exalted shamans who have chosen to exist there after their death. It is also where a shaman gains much of his powers.

The Spirit World has no solid references for time or space except those imposed by the beholder, and it's denizens tend to consider such the height of ridiculousness. They are much more concerned with purities of thought, feelings, means, and ends. The spirits see an orderly multi-verse where everything has it's place, even chaos, and to violate the natural order is the greatest crime.

The Spirit World appears as a misty swirling void, scintillating with colors both normal and colors not found anywhere else. The spirits can appear as anything, as can the shaman who ventures there. Normally a visitor to the Spirit World appears as he thinks he is, and others present can project their perception of him upon his spirit form.

Because of their highly sensitive forms and the nature of these forms, a spirit is extremely susceptible to other influences. Their heightened empathies can sense the slightest change of attitude, but for a spirit, to experience is to be, in the most literal sense. Thus was born their concern with purity of self. A spirit who leaves it's immediate brethren soon finds its self contaminated to some extent. When this contamination, or taint, reaches the point of being equal to half of the spirit, the spirit becomes very indecisive and is capable of very little. When the taint on and in its self gets to the point of majority within the spirit, the spirit actually changes into something else, even though it's core is still the same. On top of all this, the process of tainting and take over causes some pain and damage to the spirit. This is why a spirit who is summoned will always desire healing during if the taint grows too great. This is also why a smart shaman will help the spirit as much as possible, for it could get very nasty if a summoned spirit of calm brought in to stop a rioting mob turned into spirit of anger. Thus the relationship between the shaman and the spirit is, in a very real sense, one of mutual benefit.

Spirits are tainted by the aforementioned process, and the game mechanics for handling the taint are as follows. The GM observes the interaction of the spirit, and any interaction will taint. The only exception to this is interaction with a shaman, who may choose to taint or not to taint a given spirit. Merely being present in the physical world causes the spirit to have to resist a 1st level taint with a +20. Interaction with an animal level or higher creature requires the spirit to resist versus the level of the creature. Each time the spirit fails to resist a tainting it loses 1 purity point; a spirit's purity point total is the spirit's level x 2.

Spirits do not have a multi-plane existence, thus they are either here or there, but never both simultaneously. This is why they are, for the most part, dependant on the shaman for access to other worlds. They can and do manifest in other worlds all the time. Normally this happens when they are summoned by a normal person, so they manifest at their lowest possible level of power and intellect, as normal feelings and thoughts, incapable of any free will.



SPIRIT DESCRIPTIONS

All spirits have a base Will of 10/lvl, and can effect all within 10'/lvl within their Will (see RMCI, 5.1).

CONCEPTUAL SPIRITS are those spirits which embody a special concept, which can be almost anything. Usually they are the spirits of an event (such as Christmas, or mob action), or a specific act (such as murder, or signing a treaty). When called upon the caster must stipulate what type of spirit he is attempting to summon, and once summoned and controlled the spirit may be used to foster (sometimes even enforce) a particular feeling which normally surrounds and pervades a specific event or act. These spirits attack by initiating a Will vs. Will contest. If the spirit wins, then normal "victory" conditions will ensue, with the spirit engulfing the being and heavily biasing that being's actions, perhaps even controlling the being. If the being wins, the spirit simply must leave and cannot attack the being again for 24 hours.

Optional Miscellaneous "Laws"

ELEMENTAL SPIRITS are the spirit forms of the elements, but are not elementals. These spirits come in various forms and types, but are one and all embodiments of alchemical elemental archetypes. These spirits may attack by a Will vs. Will contest such as the Conceptual Spirits above, or perform an Innundation Attack. This attack form floods the area (1/lvl of the spirit) with the Essence of the element of the spirit.

An *Elemental Spirit of Earth* could cause all within the area of effect to feel the solidity and ponderousness of the Earth, their thought processes slowed but inexorable, their every physical movement a monumental accomplishment.

An *Elemental Spirit of Fire* would cause all within the area of effect to feel mercurial and eclectic, their thoughts, feelings, and actions impulsive, passionate, and brief. Reactionary in the extreme, the burning intensity of this spirit is fierce.

An *Elemental Spirit of Water* emanates the flexibility, compromise, eternity, and the feeling of depth of it's namesake. All things seem to originate from far away, and whatever choices are made under the aegis of this spirit will seem to be most reasonable.

An *Elemental Spirit of Air* stirs the intellect to rapidity, crystal clarity, and conciseness. The feelings of readiness and incipient action are pervasive.

An *Elemental Spirit of Light* heralds tranquility and utter oneness. Harmony is the rule, and acceptance of what is and what will be.

EMOTIVE SPIRITS are those spirits which embody the essence of raw emotion. These spirits, through a Will vs. Will contest, spread the emotions which they champion. They operate on a purely instinctual level, coherent thought the exception rather than the rule.

HAUNTS are spirits of distress. They are brought into being by extremely traumatic experiences, and are usually tied to the site of the experience. Their power is the ability to cause the losers of a Will vs. Will contest to re-live the source of their distress.

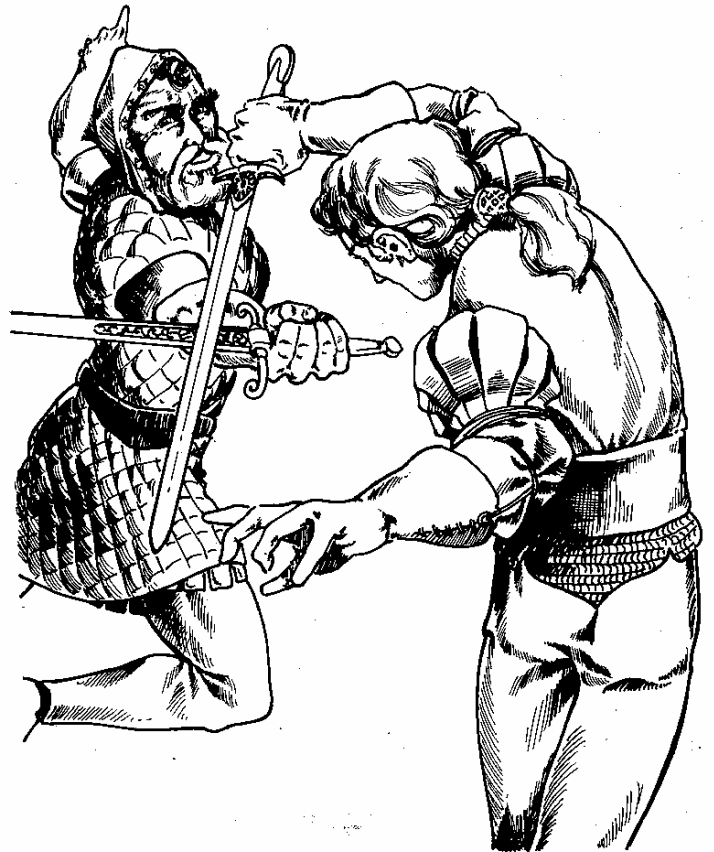
RATIONAL SPIRITS are spirits are the antithesis of the Emotive Spirits, operating on a level of pure cold logic. Perhaps the most dangerous of all spirits when they fixed upon a course, they can be argued with as long as the opponent uses logic.

SHAMAN SPIRITS are the spirits of Shamans who chose to remain in the Spirit World after physical death. These spirits come in all types, as many as there are Shamans. Their presence can be beneficial as well as malevolent, although normally they are just uncaring and "above it all".

STANDARD SPIRITS are those which have no particular alignment or allegiance. Sometimes called Unborn Spirits by the Shamans who summons them, they are extremely maleable to outside influence and can become a specific type of spirit if enough taint is encountered (this includes the taint caused by contact with other spirits).

TOTEM SPIRITS are basically a mixture of Conceptual, Emotive, and Rational Spirits. They are, in a sense, Avatars of highly complex goals and ideals, partaking of the essence of their symbolic appearance. They guide, teach, learn, and grow with their own particular Shaman. There is usually only one Shaman to given Totem, although that Shaman might have a number of lesser apprentice Shamans below him, helping him to achieve the ideal of the Totem.

Each Totem Spirit will confer a special ability or power upon the Shaman, to be used in the pursuit of the goal or ideal. Each Totem Spirit also has listed a Conferred Power. This is only a general guideline for the particular type of power or ability, the actual conference differs from Shaman to Shaman. These powers may range from stat increases to special spell ability, from character trait enhancement to special skills and skill increases. In short, they can be anything (it's up to the individual GM to design and define the individual powers). The only thing which is truly certain is that the Conferred Power will start out relatively minor and will grow with the Shaman as the Shaman grows. This will only manifest when the Totem Spirit is with the Shaman, and the ability can be either mirrored by the Totem Spirit or the Totem Spirit can have an entirely different (although in keeping with the "alignment" of the spirit) power.



Below is a list of the basic goals and ideals of the various Totem Spirits. These spirits have the attack forms of the physical appearance, as well as traditional allies and enemies among other Totem Spirits. Theoretically there is a Totem Spirit for everything in existence, although some are somnolent, inactive, as their Time of activity in the Cycle of Life has not yet arrived. Also, during certain times (holidays, solstices, even special years) one spirit is dominant and will always prevail.

Totem	Goal/Ideal	Special Conferred Power
Badger	Home and Hearth	Defense
Bat	Absolute Control	Self Discipline
Bear	Power	Raw Power Boost
Beaver	Construction	Building Skills
Buffalo/Bull	Masculinity/Abundance	Masculine Allure
Deer (Doe)	Femininity/Temperance	Feminine Allure
Eagle	Absolute Freedom	Perception
Hawk	Nobility/Swiftness	Speed/Control
Horse	Work/Perseverance	Travel Abilities
Lion	Procreation/Life	Courage
Lynx	Stealthiness	Subterfuge Skills
Moose	Endurance/Stability	Stamina
Otter	Fun/Happiness	Sense of Humor
Owl	Wisdom/Magic	Special Magic
Rabbit	Harmony/Caution	Danger Sense
Snake	Healing/Perservation	Healing Powers
Wolf	Survival of the Fittest	Improvisation
Wolverine	Fighting/Death	Combat skills

SPIRIT STATISTICS CHART

Spirit Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits (DB)	Attack Lvl	Attack Type	# Enc.	Bonus Exp.	Outlook
CONCEPTUAL SPIRITS											
TYPE I	2	20	Dash/20	BF/FA	M/I#	20	1(60)	2	Special	1	B Playful
TYPE II	5	30	Dash/30	BF/VF	M/II#	50	1(80)	5	Special	1	B Playful
TYPE III	9	50	Dash/50	VF/VF	M/II#	90	1(100)	9	Special	1	C Inquis.
TYPE IV	15	75	FSpt/60	FA/VF	M/LA#	150	1(150)	15	Special	1	F Aloof
TYPE V	25	100	Spt/75	MF/BF	L/LA#	250	1(100)	25	Special	1	J Passive
ELEMENTAL SPIRITS											
MINOR	5	50	FSpt/50	VF/VF	M/II#	50	1(80)	5	Special	1	C Inquis.
LESSER	10	75	FSpt/75	VF/VF	M/LA#	100	1(150)	10	Special	1	E Carefree
STANDARD	13	90	FSpt/90	VF/VF	M/LA#	125	1(160)	13	Special	1	G Carefree
GREATER	15	100	FSpt/100	VF/VF	M/LA#	150	1(170)	15	Special	1	L Aloof
GUARDIAN	20	60	Dash/125	BF/BF	L/LA#	200	1(190)	20	Special	1	K Protective
EMOTIVE SPIRITS											
MINOR	5	40	Dash/50	BF/VF	M/II#	50	1(80)	5	Special	1	C Aggress.
LESSER	10	75	FSpt/80	VF/VF	M/LA#	100	1(150)	10	Special	1	E Aggress.
GREATER	20	100	FSpt/70	VF/VF	L/LA#	200	1(100)	20	Special	1	K Aggress.
PENULTIMATE	50	50	FSpt/60	BF/BF	L/SL#	500	1(50)	50	Special	1	L Aggress.
HAUNTS											
MINOR	3	100	Dash/100	BF/BF	M/I#	30	1(50)	3	Special	1	B CRUEL
MAJOR	7	50	Dash/75	BF/BF	M/II#	70	1(90)	7	Special	1	D CRUEL
RATIONAL SPIRITS											
MINOR	5	40	Dash/50	BF/VF	M/II#	50	1(80)	5	Special	1	C Aggress.
LESSER	10	75	FSpt/80	VF/VF	M/LA#	100	1(150)	10	Special	1	B Aggress.
GREATER	20	100	FSpt/70	VF/VF	L/LA#	200	1(100)	20	Special	1	K Aggress.
PENULTIMATE	50	50	FSpt/60	BF/BF	L/SL#	500	1(50)	50	Special	1	L Aggress.
SHAMANSPIRITS											
MINOR	5	50	Dash/50	VF/VF	M/I#	50	1(75)	5	Special	1	C Varies
LESSER	10	75	Dash/75	VF/VF	M/II#	100	1(130)	10	Special	1	B Varies
MAJOR	20	100	Dash/100	VF/BF	M/II#	200	1(170)	20	Special	1	K Varies
GREATER	30	150	Dash/150	VF/BF	M/II#	300	1(250)	30	Special	1	L Varies
STANDARD SPIRITS											
TYPE I	1	20	Dash/20	BF/BF	S/I#	10	1(100)	1	Special	1	A Varies
TYPE II	3	30	Dash/30	BF/BF	M/I#	30	1(50)	3	Special	1	B Varies
TYPE III	5	50	Dash/50	BF/BF	M/II#	50	1(80)	5	Special	1	C Varies
TYPE IV	7	60	Dash/70	BF/BF	M/II#	70	1(100)	7	Special	1	D Varies
TYPE V	10	100	FSpt/90	VF/VF	M/LA#	100	1(150)	10	Special	1	E Varies
TYPE VI	15	125	FSpt/100	VF/VF	M/LA#	150	1(175)	15	Special	1	G Varies
TYPE VII	20	150	Spt/125	VF/BF	L/LA#	200	1(130)	20	Special	1	I Varies

7.0 COMPLETE SKILL DESCRIPTIONS

ACROBATICS (AG/QU) (Maneuver) — Bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. Helps reduce the effects of falls. **Refer:** *14.14 Secondary Skills, ChL&CaL, pg 63.*

ACTING (PR/EM) (Static Action) — Bonus for simulating actions or reactions of others which is to be used in drama type performances, devising new identities, etc. **Refer:** *14.14 Secondary Skills, ChL&CaL, pg 63.*

ADMINISTRATION (IN/EM) (Static Action) — Bonus for functioning successfully within any entity where record keeping, personnel interaction, and bureaucracy is present. Also useful in gaining public office and applying governmental power. **Refer:** *3.5 Secondary Skills, FL, pg 12.*

ADRENAL DEFENSE (NONE) (Special/DB) — By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill rank bonus of the Defender is added to his defense bonus versus melee attacks. Against missile attacks the skill rank is halved before the bonus is calculated and added to the Defensive Bonus. To use adrenal defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands. (If Optional Rules 13.31 is being used, a martial artist can hold any weapon usable as their weapon kata). **Refer:** *3.8 Special Skills (Adrenal Defense), ChL&CaL, pg 42.*

ADRENAL MOVE (PR) (varies) — These skills relate to the development of the art of superhuman effort. Using “concentration” and Self-Discipline, the character skilled in Adrenal Moves must prepare the round before he will use one of these skills. This is accomplished by taking a 20% penalty on action in this preparation round. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes. **Refer:** *3.8 Special Skills (Adrenal Moves), ChL&CaL, pg 42.*

Balance (PR) (Maneuver) — This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds). **Refer:** *3.8 Special Skills (Adrenal Moves), ChL&CaL, pg 42.*

Landing (PR) (Maneuver) — A character may automatically decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character’s skill rank bonus was 60, a 100’ fall would be treated as a 40’ fall. The severity of a fall can never be reduced below that of a 10’ fall. For this adrenal move the penalty of -20% for a preparation round is applied the round after the fall (assuming he’s alive and conscious). This is the recuperation round. **Refer:** *3.8 Special Skills (Adrenal Moves), ChL&CaL, pg 42.*

Leaping (PR) (Maneuver) — This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. Table 15.31 can be used, with the skill rank bonus being added. A 100% would indicate a normal leap and results above that a longer jump. If using the Alternate Maneuver Table, Adrenal Move Leaping moves the jump down one difficulty rank, (e.g., an absurd jump would now be sheer folly). **Refer:** *3.8 Special Skills (Adrenal Moves), ChL&CaL, pg 42.*

Quick-Draw (PR) (Maneuver) — Bonus for drawing your weapon without taking -20 for drawing your weapon during combat rounds. This is a form of Adrenal Moves and acts as the adrenal move Speed but only effects the drawing of your weapon. Success indicates you have your weapon ready and failure indicates you take -20 for drawing your weapon. This skill does count against the one adrenal move every other round limit. For this adrenal move the penalty of -20% for a preparation round is applied the round after drawing the weapon (assuming he’s alive and conscious). This is the recuperation round. It must be developed separately for each type of weapon (1-handed edge, 1-handed crushing, 2-handed, thrown, etc.).

Speed (PR) (Static Action) — This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in Arms Law. Speed is prepared just as the Strength Adrenal Move, and success is determined the same way. If using the Initiative System (**Refer:** *6.7 An Initiative System, RMCI, pg 69-70*), his actions for the round in which the adrenal move speed is active are all at half cost. **Refer:** *3.8 Special Skills (Adrenal Moves), ChL&CaL, pg 42.*

Strength (PR) (Static Action) — This skill gives a character a +10 bonus on his OB and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls 1-100, adds applicable bonuses from 15.32 Static Action Table, ChL&CaL, pg 36, and then adds his skill rank bonus. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round. **Refer:** *3.8 Special Skills (Adrenal Moves), ChL&CaL, pg 42.*

ADVANCED MATH (ME/RE) (Static Action) — Bonus for using higher levels of mathematics (e.g., calculus, differential equations, basic relativity, etc.). You must develop an equal or higher skill rank in Basic Mathematics. **Refer:** *3.48 Scientific Skills, FL, pg 11.*

ADVERTISING (IN/RE) (Static Action) — Bonus for successfully marketing a product or service. Must be developed separately for each culture encountered; otherwise bonus is halved for all but specific culture researched. **Refer:** *3.5 Secondary Skills, FL, pg 12.*

ALCHEMY (CHEMISTRY) (RE/ME) (Static Action) — Bonus for identifying and mixing various non-magical substances with relatively predictable results. Acids, itching powders, toxins, etc. are just a few of the possible results. Some combinations the GM may deem inappropriate for his world (e.g., he might disallow gunpowder or petroleum products). Allows user to know elemental composition, reactions, compounds, etc. Skill is modified -30 to -70 for lack of laboratory equipment, supplies, etc. **Refer:** *4.3 Secondary Skills, RMCI, pg 48.*

AMBUSH (NONE) (Special) — This is the ability to make a very precise attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react.

If the ambush skill is successfully used, the character may modify his roll on the resulting Arms Law normal (not Large or Super-Large) critical strike roll. This modification consists of being allowed to adjust the critical strike roll by any number up to the ambush skill rank (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is ever allowed on an Arms Law critical strike roll. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously increases the chance of a blow that kills instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if an ambushed foe is in a melee situation. (**Note:** You must still approach the foe undetected and strike before he can react.)

If a "Large" or "Super-Large" creature is ambushed, the Ambush skill rank is added to the critical roll. If the resulting modified roll is above 95, a second roll is made and added to the modified critical roll as in a normal open-ended roll.

Refer: 3.8 *Special Skills (Ambush)*, *ChL&CaL*, pg 10.

ANIMAL HANDLING (EM/PR) (Static Action) — Bonus for the care and feeding of animals including bedding, hobbling, etc. Developed separately for each type of animal (e.g., horses, hunting birds, etc). This skill is normally used in the handling of one animal at a time.

ANIMAL HEALING (EM/RE) (Static Action) — Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/rd bleeding. **Refer:** 14.14 *Secondary Skills*, *ChL&CaL*, pg 63.

ANIMAL TRAINING (EM/IN) (Static Action) — Bonus for training a particular type of animal, such as Birds of Prey, Dogs, Bears, Big cats, etc. Skill normally ends up taming the animal. **Refer:** 4.3 *Secondary Skills*, *RMCI*, pg 47.

The following is a sample listing of animal skills:

- Bird Trainer: Trainer of attack birds or birds that perform services.
- Dog Trainer: Trainer of attack dogs, or dogs that perform tricks.
- Horse Trainer: Raising and rearing of horses.

ANTHROPOLOGY (IN/EM) (Static Action) — Linguistic trends, customs, habits and cultural trends of any known races and cultures. Skill may be developed in-depth of a specific race or culture from your home world. Several different anthropology races or cultures may be developed simultaneously, assuming research materials are available. **Refer:** 3.48 *Xeno-Anthropology*, *FL*, pg 11.

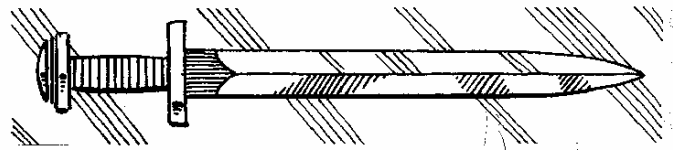
APPRAISAL (IN/RE) (Static Action) — Bonus for determining or estimating the value of an object or goods other than Armor, Metal, Stones or Weapons. Similar skill rule applies to all but Armor, Metal, Stones, or Weapons. **Refer:** *Secondary Skills*, *RMCI*, pg 47.

ARCHITECTURE (RE/ME) (Static Action) — Bonus for designing buildings.

ARMOR EVALUATION (IN/RE) (Static Action) — Bonus for determining the value and quality of armor.

ASTRONOMY (ME/RE) (Static Action) — Bonus for stellar analysis and survey. Skill is useful for aiding in divinations, and detailed knowledge of stars, planets, moons, etc. **Refer:** 3.48 *Scientific Skills*, *FL*, pg 11.

ATHLETIC GAMES (AG/QU or AG/ST) (Maneuver) — Bonus for playing any one game primarily involving agility, coordination and motor skills. **Refer:** 4.3 *Secondary Skills*, *RMCI*, pg 47.



ATTUNEMENT (Staves & Wands) (EM/IN) (Static Action) — This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities. In order to cast spells from an item, the wielder of the item must have made an attunement (staves & wands) roll. The process for gaining the capability of casting spells off an item is identical to that for deciphering a Rune, except that the spell on the Rune is equivalent to the spells on the item.

If an item has several spells or groups of spells that are widely separated in power or type, the GM may require separate attunement (staves & wands) rolls for each spell or group of spells.

Learning to use an intelligent item may not necessarily give the character control over that item. An item may have an ego, which the character must roll over (on 1-100) in order to impose his will on the item's.

Note: Some GMs might prefer to use the optional guidelines for Items with Intelligence and Will (**Refer:** 5.1 *Items with Intelligence and Will*, *RMCI*, pg 52).

"Teaching" someone else an item is not permitted because using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them. Certain spells on items do not normally require attunement (staves & wands) rolls, subject to GM stipulation. They include:

- 1) **Spells that operate constantly:** Boots of Silence, Cloaks of Invisibility, etc.
- 2) **Bonuses built into items:** Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.
- 3) **Spells in intelligent items:** Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise, intelligent items will obey any wielder). **Refer:** 9.0 *Optional Rules*, *SL*, pgs 14-21. **Refer:** 5.1 *Items with Intelligence and Will*, *RMCI*, pg 52.

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item. **Refer:** 3.7 *Magic Skills*, *Staves and Wands*, *ChL&CaL*, pg 40.

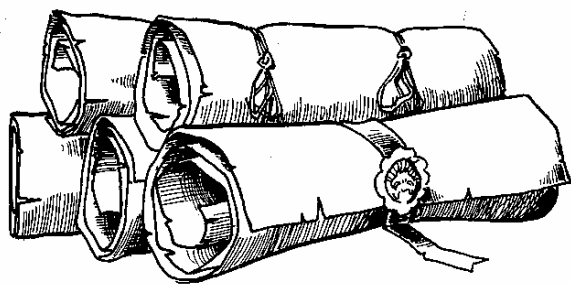
BASIC MATHEMATICS (RE/ME) (Static Action) — Bonus for calculating distances, angles, and applying basic principles of physics to a given situation (e.g., determining the angle of reflected light, the rate of fall of a given grade, or the difficulty of a climb without approaching or touching the obstacle). **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63.*

BEAST MASTERY (EM/PR) (Static Action) — Bonus for simple communicating and if possible, the mastering of an animal. Each specific type group of animal is developed separately. The animals that are controlled by use of this skill do not have to be trained or tame. The animal will only do what is within its capabilities. If the skill roll fails, the animal will revert back to its basic tendency. *See RMC2 Tables 11.1 and 11.2.* The Beast Mastery skill may also be used with the Alternate Static Action Tables.

Example: Eredrone Denmere, 10th level Astrologer, has 10 levels of Beast Mastery (Wolf). Out stalking a deer which he has plans to have for dinner, he has the misfortune of running into a pack of hungry wolves that plan to make him their guest of honor at their banquet. Eredrone confronts the leader of the pack and attempts to master him. He has a total skill of 85, -20 for wolf being wild, -30 for wolf being a carnivore, +0 for animal-intelligence, +0 for wolf being of canine category; giving Eredrone a base chance of 35. He rolls 64 for a total of 99. If using the Static Action Table, Eredrone would have been completely unsuccessful. However, he was using the Alternate Static Action Tables and he gets NEAR SUCCESS, giving him another chance with a +20. With a +55 and a roll of 57 giving him a 112 and he influences the leader of the pack to stop which brings the whole pack to a halt. Thus with this slight reprieve, Eredrone manages to escape.

BEGGING (PR/EM) (Static Action) — Bonus for eliciting a sympathetic response from the person being begged to.

BIOCHEMISTRY (IN/RE) (Static Action) — Understanding and analysis of basic biochemistry and genetics for the life forms of a specific area. **Refer:** 3.48 *Scientific Skills, FL, pg 11.*



BOAT PILOT (ME/AG) (Static Action) — Bonus for knowledge of water courses such as the locations of sand bars, rapids, waterfalls, whirlpools, currents, reefs, icebergs, vegetation clogs (underwater snags and roots) (overhead hanging branches, and vines), etc. Skill is very useful for navigating water ways. Each water course must be learned separately, or it is halved for use on unfamiliar waterways.

BODY DAMAGE STABILIZATION (SD/EM) (Static Action) — Bonus for keeping oneself alive after being injured. This skill puts your body into a near death condition (coma) for 1 day/round before death. (Round before death is obtained from the description of the critical strike taken). Due to the slowing down of your body's metabolic rate, you will appear to be dead to all but the closest of scrutiny (-75 from other's perception).

If you fail to make a successful skill roll, you immediately go into a coma but you still die at the appointed time. You may be awakened from this state by one or more of the following: Within 1 hour of the preset time or an *Awaken* spell or vigorous physical disturbance lasting more than 3 minutes. If you receive a critical that kills instantly, this skill will have no effect.

Example: Savin, 7th level Seer and Eagletop, 5th level paladin were ambushed by Beast dogs. The Beast dog is a demon spawn breed of the canine family which is as large as a horse, has the speed of a cheetah and hide that protects as AT 20. The Beast dogs give Eagletop a critical that will cause him to die in 6 rounds and kill Savin instantly. Eagletop uses body damage stabilization and makes a successful skill roll which places him in coma for 6 days. Savin would not have been able to use this skill due to the instantaneous death.

Certain types of damage may make it impossible to use this skill (e.g., massive brain damage, head being completely ripped off or destroyed, body dissolving in acid, heart being ripped out of chest, etc). *See RMC2 Tables 11.1 and 11.2.*

BODY DEVELOPMENT (Hits) (CO) (Special) — Skill rank in Body Development is one of the factors which determines how many hits (concussion hits) a character can take without passing out. The character is entitled to increase his base hit point total (BHPT) by his race's allotted die roll each time that he raises his Body Development skill rank by one. **Refer:** 15.51 *Race Abilities Table and 6.2 Special Racial Capabilities, ChL&CaL, pg 50-51.*

Starting Base Hit Point Total: Each character starts with a base hit point total equal to the temporary value his Constitution stat divided by 10 (rounded off).

Maximum Base Hit Point Total: A character's base hit point total can not exceed the maximum allowed for his race (see Table 15.51).

Total Hit Points: The hit point total used during play is the BHPT plus the BHPT multiplied by the Constitution stat and racial bonus divided by 100 (i.e., the CO stat and racial bonus is used as a percentage figure).

Summary for Determining the Total Hit Points:

- 1) Start with a base hit point total equal to Constitution divided by 10 rounded up.
- 2) Each time the Body Development skill rank is increased by one add the allotted racial die roll to the base hit point total (up to racial maximum).
- 3) The total hit points: BHPT + (BHPT x CO Bonus / 100)

Death due to massive concussion hit damage: If a character takes more concussion damage than the sum of his total hit points and his Constitution, massive shock and internal bleeding occurs. His soul will depart (i.e., he will die) in the number of rounds indicated on the Race Abilities Chart. **Refer:** 6.2 *Special Racial Capabilities, ChL&CaL, pg 50-51.* **Refer:** 3.8 *Special Skills, ChL&CaL, pg 42.*

BRAWLING (RE/IN) (Maneuver) — Bonus for using non-weapon implements as a weapon, (e.g., such as a stool as a bash attack, throwing sand into your opponents eyes, etc). This skill does not apply to normal weapons which are defined under various other skills (weapon skills, yado, martial arts, etc). The attacks under brawling may never exceed small attacks. For example, an attack with a stool would be a small bash attack, a broken bottle slash would be a small talons attack, etc.).

BRIBERY (PR/RE) (Static Action) — Bonus for offering a bribe to an official in the proper and unobtrusive manner.

CAMOUFLAGE (RE/IN) (Static Action) — Bonus in hiding or concealing an item or another person by using the natural attributes of the surrounding environment.

CAVING (SD/RE) (Maneuver) — Bonus chance of determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave. Dwarves receive an additional +25 modification to this skill bonus.
Refer: 14.14 *Secondary Skills, ChL&CaL, pg 63.*

CHANNELING (IN) (Special) — This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use Channeling to send him a spell (if he knew where the altar was and the correct time). In some cases it will occur when a Cleric is on a vital mission and his god decides to aid him. It is permissible, however, for characters to Channel to each other.

It is important to note that the spells a “Channeling” spell user, (e.g., Clerics, Animist, Healer, etc.) acquires normally through worship and the use of intrinsic power points (although the entire realm is termed “Channeling”) are not subject to this rule. Similarly, the acquisition of Channeling skill will not allow others to gain a “Channeling” spell user’s intrinsic spell ability. This skill applies to extraordinary channeling.

Transmitting Power Points: Normally Channeling consist of transferring power points from one character to another. The sender expends the power points and multiples this number of power points by his channeling skill rank bonus expressed as a percentage (e.g., a sender with a 60% Channeling skill rank bonus — skill rank 12 — and expending 20 power points actually channels only $12 = 60\% \times 20$). Treat channeling abilities of greater than 100 as 100, and round down the resulting power points. This is the number of points sent. The receiving character multiples the number of points sent by his Channeling skill rank bonus (again, expressed as a percentage, the result is rounded down, and channeling abilities of more than 100 are treated as 100). This result is the number of points received. These points may be used by the receiving character to cast spells as he wishes, although any unused points will be lost when next he sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words a Cleric can’t channel to a Magician. In the case of a Non-spell user (e.g., Fighter, Thief, Rogue, Warrior Monk, Dancer, Burglar, Barbarian, High Warrior Monk, Scholar or Trader), the character’s realm of magic should be determined at 1st level. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled to by the character’s concentration on either of the Hybrid’s realms (e.g., a Mystic can channel in either Essence or Mentalism).

Transmitting Spells: Spells may be channeled in rare cases. If the receiver is of the proper spell realm, the sender may cast spells through him. It is not necessary for the receiver to know how to cast the spell; he is not required to do any of the work. The spell is cast, and the power points expended by the sender. The power points are subject to the same modifications for Channeling skill rank bonuses as power points sent without a spell, and sufficient power points must be **received** to cast the spell. The spell may not be cast if it depends on the receiving character to provide any of the power points; nor may the spell be cast by one individual while the power points required to cast the spell are channeled by someone else.

Example: Bak is of the Mentalist realm of Magic. He has skill rank 1 in Channeling (5%) and no further bonuses. A high level Mentalist, Moour, offers to channel through him, and Bak, in need of such help, agrees. Moour must either see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know the exact time that the spell is being sent. Moour, in a crucial situation, throws “Ice Resistance” (a 3rd level spell) and puts 60 spell points into the effort. He has a 100% Channeling ability and all 60 points are sent, but Bak receives only 5% or 3 of them. This, however, is enough to power the spell and it takes effect. Had Moour possessed only a 90% Channeling ability, he would have had to expended 67 points for the spell to take effect ($90\% \times 67 = 60$ points sent, with $5\% \times 60 = 3$ points being received). Failure to provide even one of these 67 spell points would make it impossible for the spell to work.

Burnout Due to Channeling: Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this die roll is open-ended). Subtract the skill rank in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

Example: Bak’s brother Geen is a Cleric, with Skill Rank 14 in Channeling. In a crucial situation, he asks his god, Blag, for help and Blag responds (the GM rolls an incredible reaction for the deity) by throwing the spell “Absolution Pure” through the Cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (Blag is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his skill rank (note that the skill rank, not the bonus is subtracted). The total is 57 ($48 + 23 = 71 - 14 = 57$) and Geen does not suffer burnout.

Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the “open-ended” rules, he must roll again and add. He rolls a 23 the second time for a total “roll” of 120 before modifications. Again +23-14, yielding a 129. Geen has suffered some form of burnout.

If burnout occurs, roll twice on the 15+ column of 15.12 *Stat Gain Table, ChL&CaL, pg 30*. This is the number of points that are lost from the Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again).

Option when using Spell Law: If Spell Law is available and a burnout occurs, a 1-100 is made and 5x the amount that the burnout roll was above 100 is added. This total is applied to the Non-attack Spell Failure Table (**Refer:** 10.72 *Non-Attack Section, SL, Table 10.7 Spell Failure Table*). This result can be in addition to the loss of Memory and Reasoning or instead of it (at the GM's discretion).

Should a burnout occur, the being channeling power to the victim must roll under his Presence on 1-100 or suffer the same result (gods would not be affected). If the sender survives, unharmed, he may (regardless of the status or will of the receiving individual) exercise absolute control over the victim's body and its remaining knowledge, skills, spells, and power points. The sender must have some method of issuing commands and instructions to the burnout victim. This control last 24 hours or until contact is broken. **Refer:** 3.7 *Magic Skills, ChL&CaL, pg 41*.

CIRCLE LORE (ME/RE) (Static Action) — Bonus on manipulating and using circles in conjunction with Circles of Power and Circles of Protection spells. Also allows non-magical research in defining, identifying new "Circles" in which to add to his repertoire of circle spells.

CLIMBING (AG) (Maneuver) — This could range from the ability to climb sheer faces (absurd), through mountain climbing (very hard), to climbing a ladder (easy) through the use of hand holds. The normal climbing rate for walls with adequate hand holds is 10'/rnd as a "medium" moving maneuver. **Refer:** 3.6 *General Skills, ChL&CaL, pg 38*.

CONTORTIONS (AG/SD) (Maneuver) — Bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). Helps escape from bonds, etc. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63*.

CONTROL LYCANTHROPY (SD) (Static Action) — Bonus for control of lycanthropy. *See RMC2 Tables 11.1 and 11.2*.

COOKERY (IN/RE) (Static Action) — Bonus when detecting bad food, or preparing/neutralizing dangerous herbs and food ingredients. Includes poison preparations as well as normal cooking. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63*.

The following is a partial listing of cookery skills:

- Baking: Turning of flour into breads, cakes, pies, etc.
- Brewing: Making ale, beer, cider, malt or mead beverages.
- Curing: Salting or preserving of food.
- Distilling: Making of alcohol.
- Poisoner: Poison manufacture.
- Winery: Making of wines.

CRAFTING (RE/AG) (Static Action) — Bonus for particular craftsman skill, such as jeweler, copper etching, cloth work, etc. Different skills must be developed separately. **Refer:** 4.3 *Secondary Skills, RMC1, pg 48*.

The following is a partial list of suggested crafts:

- Barber: Hair groomer and shaver of beards, etc.
- Billeting: Innkeeping duties.
- Book Maker: Binds paper into books.
- Calligraphy: Attractive form of writing.
- Candle Maker: Use of wax and wicks to make candles.
- Ceramics: Glazing, staining of pottery, glass, etc. and firing it in a kiln to harden it.
- Cooper: Making or repairing of barrels.
- Counselor: Listening to problems and attempting to give solutions.
- Critic: Analysis and description of faults and merits of art works.
- Crocheting: See Knitting.
- Dying: Coloring of fabric and cloth.
- Embalmer: Mummification of body after death.
- Embroidering: Decorating of fabric, cloth and leather.
- Enameler: Use of enamel to place a hard, long-lasting surface on objects.
- Furrier: Turning furs into clothing.
- Glass Blower: Turning of sand into glass objects.
- Guide: Pointing the way and leading.
- Knitting: Turning yarn and thread into cloth, using needles.
- Law: Knowledge of law, its application & interpretation.
- Masseur/Masseuse: Manipulation of bones and muscle to relieve tension, etc.
- Messenger/Runner: Bearer of messages (written or verbal).
- Miller: Grinder of grains into flour.
- Net Maker: Make and repair of fishing nets.
- Paper making: Turning wood pulp into paper, reeds into papyrus, etc.
- Potter: Turning clay into objects.
- Quilting: Turning pieces of cloth into blankets, clothing, etc.
- Roofer: Putting roofs together, and maintaining them.
- Sail Maker: Making and repairing of sails.
- Scribe: One who copies manuscripts or other documents.
- Seneschal: Running of a household, daily routines, etc.
- Spinner: Turning wool or flax into thread.
- Stewardship: Management of land and people in the absence of the overlord.
- Tailoring: Turning cloth into articles of clothing.
- Taxidermist: Preparing and stuffing the skins of animals.
- Trapper: Capturing of animals either alive or dead.
- Tube Hollower: Hollows tubes out of stone, metal, wood, etc.
- Upholstery: Covering of furniture with material for decoration or comfort.
- Valet: Assists others in getting dressed and ready for various occasions.
- Weaving: Using Loom to make rugs, cloth, tapestries, etc.
- Wicker Worker: Use of wicker to make baskets, furniture, etc.

DANCE (AG/IN) (Maneuver) — Bonus when attempting to recreate a dance one witnesses. Also used to create new dances, this skill can be a factor in Magic Rituals. **Refer:** *14.14 Secondary Skills, ChL&CaL, pg 63.*

DEMON/DEVIL LORE (ME/RE) (Static Action) — Bonus for recognizing, and identifying the major powers and abilities of extradimensional beings, and things pertaining to demons/devils (land, items, etc.)

DETECT TRAPS (IN) (Static Action) — Bonus to detect inanimate traps or ambushes.

DIAGNOSTICS (IN/RE) (Static Action) — Bonus for determining medical condition a type of creature. Skill must be learned for a particular race, or type of creature. You may use similar skill for those races that are genetically close to the race you have specialized in. One must pick the skill in either general diagnosis, or diagnosis of a specific race. General diagnosis skill of 30+ allows certification of simple medical practice on all races (use of field equipment and healing drugs). Diagnosis skill for a specific race of 30+ is required for surgical certification (and reasonable competence). **Refer:** *3.48 Scientific Skills, FL, pg 11.*

DIPLOMACY (PR/IN) (Static Action) — Bonus for operating successfully in a complex, bureaucratic foreign environment, such as a foreign royal court or any other large foreign government structure. Tact, negotiation, and deceit are all facets of diplomacy. Used for the conducting of relations between nations. Bonus for using the proper protocol in an **unfamiliar** situation and impressing a person in authority. This applies to situations ranging from an audience with the High King to an involuntary meeting with the Prince of Thieves. For operating within one's own government system refer to Administration. **Refer:** *4.3 Secondary Skills, RMC1, pg 48.*

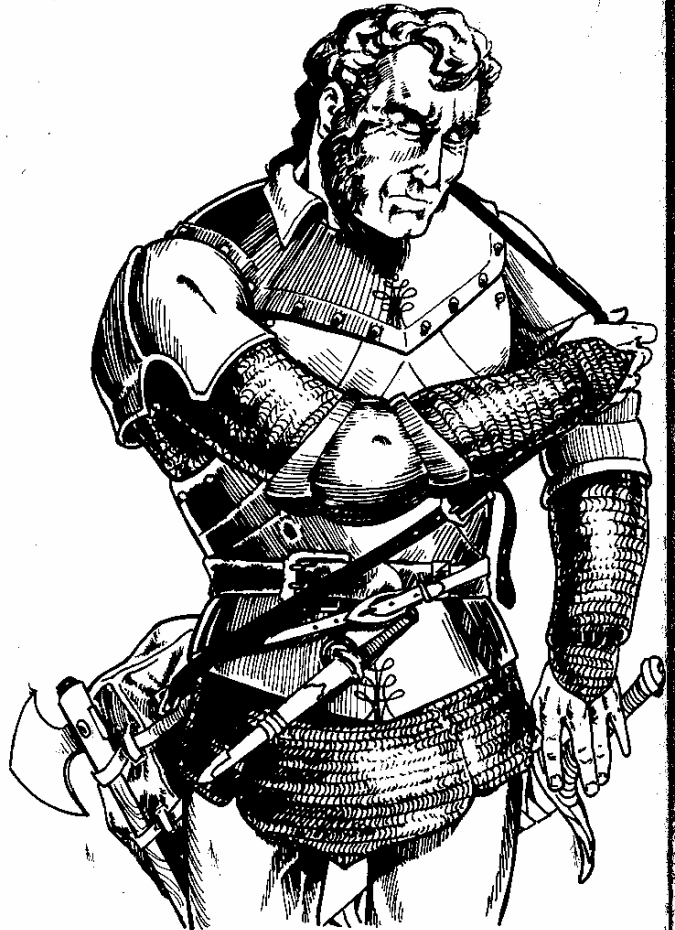
DIRECTED SPELLS (AG) (Maneuver/OB) — Spell Law makes provision for Spell Attacks Rolls with certain "elemental" spells. (These spells are specifically listed there, and have separate attack tables.) Skill may be developed separately for each such spell. Developing skill in Directed Spells is treated just as developing skill in weapons. Generally skill may be developed only for spells that are directed against single target (e.g., Fire Bolts but not Fire Ball or Fire Storms). A character wishing to develop skill with such a spell must be able to cast it at least once a day (either intrinsically or from an item or runes).

This rule is important for it allows certain Spell Users to specialize in particular spells in the same manner that fighters may specialize in their weapons. **Refer:** *3.7 Magic Skills, ChL&CaL, pg 41.*

Option 1: This option allows development of *Directed Spell* skill for the elemental "Ball" spells. Under this Option no +30 for "center of effect" is allowed, and the *Directed Spell* skill bonus is applicable to the "center of effect" target only.

Option 2: The GM may feel that the skills of *Directed Spells* are in fact quite similar to each other and so fall under the precedent of similar skill treatment. Be warned, however, that this will result in spell users being better than normal in the casting of directed spells. At the very least they will have more development points freed for the development of other skills. In order to show the difficulty of mastering the directed skill as a similar skill, the GM may decide that this Option should only be open to pure spell users and perhaps a few appropriate hybrids.

DIRECTION SENSE (IN/RE) (Static Action) — Bonus for determining which way is north or any specific direction, such as "HOME", without the aid of navigational instruments. Skill is useful determining direction while underground, during the darkest night without stars, moon, or other night lights. **See RMC2 Tables 11.1 and 11.2.**



DISARM FOE, ARMED (AG) (Maneuver) — Bonus to remove a foe's weapon with your own. If successful, the opponent must make a successful RR vs. the level (# of skill ranks) of disarming skill used. There are 4 categories for the user to develop. The first is the primary skill and the others can be used as similar skills at 1/2 skill rank bonus. Each category reflects the type of weapon that the disarmer can go against. Categories: 1 Handed, 2 Handed, Polearm and Two Weapon Combo. **Refer:** *4.3 Secondary Skills, RMC1, pg 48.*

DISARM FOE, UNARMED (AG) (Maneuver) — Bonus to remove a foe's weapon with your bare hands. If successful, the opponent must make a successful RR vs. the level (# of skill ranks) of disarming skill used. This is NOT a similar skill to Disarm Foe, Armed. There are 5 categories for the user to develop. The first is the primary skill and the others can be used as similar skills at 1/2 skill rank bonus. Each category reflects the type of weapon that the disarmer can go against. Categories: 1 Handed Edge, 1 Handed Crush, Two Handed, Polearm, and Two Weapon Combo. **Refer:** *4.3 Secondary Skills, RMC1, pg 48.*

DISARM TRAP (IN/AG) (Static Action)— Bonus in identifying and disarming, but not locating, an inanimate trap. **Refer:** 3.6 *General Skills, ChL&CaL, pg 38.*

DISGUISE (PR/SD) (Static Action) — Bonus to change one's appearance (not his actual shape or weight) by application of cosmetics and other props.

DISTANCE RUNNING (CO) (Maneuver)— Bonus is added to the character's base exhaustion points to determine his total exhaustion points for movement purposes.

DIVINATION (IN/EM) (Static Action)— Bonus for the foretelling of the future or perceiving unknown quantities/qualities, with the use of divinatory means and methods (e.g., crystal balls, tarot cards, sticks, tea leaves, palms, etc). Each method must be learned separately. Skill can also be used to scan the past and the present. *See RMC2 Tables 11.1 and 11.2.*

Note: Divinations are general in nature and are left up to interpretation of symbology rather than the cleaner, clear cut means that the appropriate Divination spells give you. Also, Divination methods take a minimum of 1 minute (and often considerably longer) to perform. The Qabbals (RMC1) may be used in conjunction with this skill.

DIVING (SD/AG) (Maneuver) — Bonus for controlled falling maneuvers. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63.*

DOWSING (EM) (Static Action) — Bonus for locating underground water sources through the ground. The water will be directly under your feet when the skill has successfully been used.

DRAFTING (RE/ME) (Static Action)— Bonus to draw an item, object, blue prints, etc. This is not free hand drawing; specialized drafting equipment (squares, triangles, compasses, etc) is used in making accurate and precise drawings (normally to scale).

DRAGON LORE (ME/RE) (Static Action)— Bonus for recognizing and identifying the major powers and abilities of dragons, and things pertaining to dragons (e.g., lands, items).

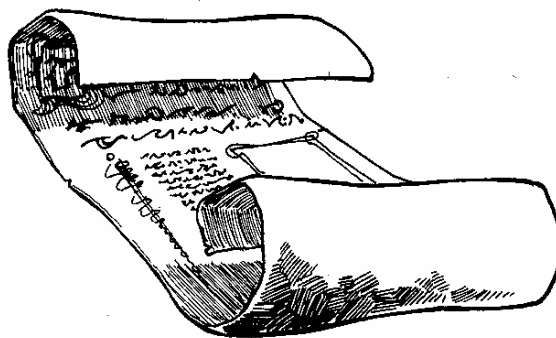
DRIVING (AG/QU) (Maneuver) — As in Riding, skill ranks in driving must be developed separately for different types of vehicles. Vehicles are defined as animals pulling such objects as wagons, carts, sleighs, etc. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability and some quickness in maneuvers.

DRUG TOLERANCE (CO/SD) (Static Action) — Bonus for resisting the effects of any one type of intoxicant, poison, or other chemical substances. Bonus is applied directly to the RR. Skill must be developed separately for each type of drug (e.g., alcohol, sodium pentothal). One need not be conscious to have the bonus. **Refer:** 3.5 *Secondary Skills, FL, pg 12.*

DUPING (PR) (Static Action) — Bonus for speaking quickly, convincingly, and confusingly in order to get a victim to do something they would not ordinarily do. This skill is normally used on one person at a time.

ENGINEERING (RE/ME) (Static Action)— Bonus for knowing major facts about engineering of the appropriate technical level known to the culture. Similar to 1 tech level forward in time and 1 tech level/skill rank back in time.

FAERIE LORE (ME/RE) (Static Action)— Bonus for recognizing and identifying the major powers and abilities of faeries, and things pertaining to faeries (e.g., lands, items, etc.).



FALSIFICATION (SD/RE) (Static Action) — Bonus for creation of false but believable writings or illustrations or records from scratch. It is used to falsify bank records and accounts, change testimony records to misrepresent the facts, etc. The ability to reproduce official documents, works of arts, or the duplication of almost anything that is already in existence or the reproduction of a successful style, technique, procedure, process, trade mark, or copyright. The ability to reproduce official currency (coined or paper monies), stocks and bonds. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63.*

FAUNA LORE (ME/RE) (Static Action)— Bonus for recognizing and identifying the major animal forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in fauna/zoological trends. Must be decided when skill is picked. Several different regions/climates may be developed simultaneously, provided that research materials are available. *See Region/Climate List, Section 4.6.* **Note:** This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of animal.

FIRST AID (SD/EM) (Static Action)— Bonus for applications of emergency aid or treatment (limited to type of creature), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, provided with the proper tools or bandages, a character using first aid could stop up to 5 hits/rnd of damage without resorting to a tourniquet, **Refer:** 7.1 *Special Abilities and Equipment, ChL&CaL, pg 53.* Used normally in the field without the benefits of a proper medical facility or elaborate equipment. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63.*

FLETCHING (AG/SD) (Static Action)— Bonus for making an arrow out of available wood, metal, paper, and/or feathers. **Note:** With this skill, sophisticated types of special purpose arrows may be crafted (such as hunting, armor piercing, message, howling, poison bearing, etc). **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 63.*

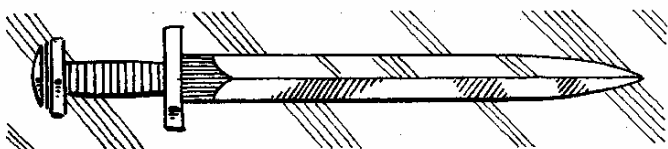
FLORA LORE (ME/RE) (Static Action)— Bonus for recognizing and identifying the major plant forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in flora/botanical trends. Must be decided when the skill is picked. Several different regions/climates may be developed simultaneously, provided that research materials are available. See Region/Climate List, Section 4.6. **Note:** This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of plant.

FLYING/GLIDING (AG) (Maneuver)— Bonus for flying or gliding through the use of natural or artificial wings. Flying/gliding has a natural -75 for all types of maneuvers performed while trying to fly/glide if this skill is not learned or developed. (e.g., feathered wings, parachute, hand-glider, balloonist, etc). Does not include powered aircraft of any type.

FORAGING (IN/ME) (Static Action)— Bonus chance of finding any local source of potable water or edible plants and animals. Includes basic food acquisition such as gathering or fishing. See Region/Climate List, Section 4.6. **Refer:** 14.14 *Secondary Skills*, ChL&CaL, pg 63.

The following is a partial listing of foraging skills:

- Clamming: Finding and digging up of clams from beaches.
- Fishing: Capture of fish by means of hook and line, spear or net.
- Hunting: Finding and killing or capturing of game animals for food or sport.



FRENZY (EM/SD) (Static Action)— Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to the OB, the ability to take twice normal concussion damage and the ability to deliver double the concussion hit damage. While in frenzy, you have no DB other than the armor bonus, get no shield bonus, and cannot parry. Preparation for frenzy takes one round. Once in a frenzied state, the berserker may make a static maneuver each round in order to resume one's normal state. Once frenzied, the berserker will continue to fight until there is no one left standing except himself, at which time he receives a +30 to end the frenzy. While frenzied, as long as there is anyone standing, the berserker may attempt (with a perception roll at a -30) to distinguish friend from foe. **Refer:** 14.14 *Secondary Skills*, ChL&CaL, pg 63.

GAMBLING (ME/PR/IN) (Static Action)— Bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game. **Refer:** 14.14 *Secondary Skills*, ChL&CaL, pg 63.

GENERAL PERCEPTION (IN/IN/RE) (Static Action)— This skill affects how much information and how many clues a character gets through observation. It may be used to notice the right things, to find carelessly hidden objects, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the secret door, the trigger for the trap ahead, the ambush. These are the types of things that the GM cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.

If a character states that he is watching or examining an area, situation, or place, the GM should make a static maneuver roll modifier with the perception skill bonus of the character to determine if the character notices or detects anything. The GM may keep this roll secret, revealing only what the character has observed. Of course a heavy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify that their characters are looking for something in particular (like-wise, looking for ceiling traps makes it difficult to see pit traps, etc). The bonus may be used to modify an opponent's maneuver roll attempt to Stalk or Hide. If a character states that he/she is looking for a specific thing, then he/she gains a +30 to perceive it, but a -30 to perceive anything else. **Refer:** 3.8 *General Skills*, ChL&CaL, pg 38.

Option 1 If the GM feels that the General Perception skill is too all-encompassing and potent, a highly viable option is to break down the General Perception skill into seven sensing categories:

- Balance: This is your sense of physical equilibrium.
- Body: This is the sense of knowing where one portion of the body is in relation to the rest. Those who have been stopped by the City Guards for RUI/RWI (Riding Under the Influence / Riding While Intoxicated) have experienced the testing of it. RUI/RWI is a nasty rap.
- Hearing: Self-explanatory
- Sight: Self-explanatory
- Smell: Self-explanatory
- Taste: Self-explanatory
- Touch: Self-explanatory

The character may develop the skill ranks of any two senses with one development cost. Each additional sense must be developed individually. This option can be extremely playable and plausible (standard perception skill is an awful lot of sense enhancement bought at bargain basement prices).

Option 2 As Option 1 above, except also allow a General Perception skill to be developed, with a basic -30 to perception rolls.

GIMMICKRY (IN/RE) (Static Action)— Bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of item (such as mathematics, laen, wood carving, etc). The GM must approve the creation of the item for it to be included in his world. **Refer:** 4.3 *Secondary Skills*, RMC1, pg 48.

GRAPPLING HOOK (AG) (Maneuver)— Bonus when throwing a grappling hook and making it stick at the intended targeted area. The hook can be thrown up to 20 feet horizontally and 10 feet vertically per skill rank learned (strength mods apply). **Refer:** *Additional Secondary Skills for MERP, Adventurer's Club, issue 10, Summer 1987, pg 63.*

HERALDRY (ME/RE) (Static Action)— Bonus for designing or recognizing a particular heraldic crest (coats-of-arms). Separate Cultures must be developed separately. **Refer:** *4.3 Secondary Skills, RMC1, pg 48.*

HERB LORE (ME/RE) (Static Action)— Bonus for recognizing and identifying herbs. *See Region/Climate listing.*

HERDING (EM/PR) (Static Action)— Bonus for gathering, befriending, or manipulating herd animals. Skill normally deals with one group of animals at a time. **Refer:** *14.14 Secondary Skills, ChL&CaL, pg 63.*

HIDE ITEM (RE/IN) (Static Action)— Bonus to hide an item from other beings.

HORTICULTURE (RE/EM)— (Static Action) — Bonus for growing flowers, fruits, fungi and vegetables.

HOSTILE ENVIRONMENTS (AG/SD) (Special)— The bonus for this skill is taken as the percentage of the character's offensive, defensive, or maneuver bonus under the given condition. Conditions must be developed separately. Each one must be learned as a separate skill.

The following is a partial listing of Hostile environments:

- Arctic Regions: North pole, South pole, tundra, etc.
- Extremely powerful gravity: Self explanatory.
- Fire Planes: Dimension that is based on fire.
- Underwater: Either fresh water, salt water, etc.
- Vacuum: Outer space, airless, etc.

HYPNOSIS (PR/SD) (Static Action)— Bonus for placing a willing individual into a trance where they are responsive to suggestions. An unwilling individual's natural RR is doubled. Once under, the individual can be told to forget that they have been placed under hypnosis. The individual can also be primed to perform some type of task which is triggered by a word, a gesture, a person, etc.

IAI (Iaijitsu) (QU/AG) (Maneuver)— Bonus for performing an Iai attack draw. The skill of Iai is a quick-draw technique to get a weapon from scabbard into battle very quickly. Iai normally is only used with bladed weapons. If the user rolls 101+ (1-100 opened roll plus the skill bonus), the weapon is out of the scabbard and in hand and moreover may make an attack and/or move the same round without the normal -20 penalty for drawing a weapon. The user will make an additional role for his attack. However, if the roll is negative, he has dropped the weapon. Otherwise, if the Iai is unsuccessful, he takes the normal -20 for drawing a weapon. **Refer:** *4.3 Secondary Skills, RMC1, pg 48.*

INTERROGATION (RE/AG) (Static Action)— Bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target, though a +25 bonus is received if the target is discomforted. However, if a target is discomforted and the "interrogation roll" is negative, the target may suffer a major injury or death. In such a case, the target should roll a RR vs level 10, using SD/CO as a modifier to determine the extent of the injury. This skill not only applies to torture but also includes the ability to piece together scattered fragments of information received. **Refer:** *4.3 Secondary Skills, RMC1, pg 48.*

JUGGLING (AG/IN) (Maneuver)— Bonus for tossing up objects and manipulating them in such a manner as to keep them up in the air. *See RMC2, Tables 11.1 and 11.2*

JUMPING (ST/AG) (Maneuver)— Bonus for jumping maneuvers either running or from a standing position. *See RMC2, Tables 11.1 and 11.2*

LANCING (ST/AG) (Maneuver)— Bonus for using complex Lancing (mounted) maneuvers, such as tilting, skewering rings in a tourney, etc.

LEADERSHIP (PR) (Static Action)— Bonus to inspire and command others to follow you, and to make others believe that you are competent to lead and that you know what you are doing. This includes the ability to raise the morale of those you command.



LEATHER WORKING (AG/RE) (Static Action)— Bonus for working with hides and creating leather goods (e.g., leather armor, bolos, etc). **Refer:** *14.14 Secondary Skills, ChL&CaL, pg 63.*

The following is a partial listing of leather crafts:

- Cobbler: Making of shoes and boots.
- Saddler: Making of saddles and other horse trappings.
- Tanner: Turning hides into leather.
- Tooler: Decorating leather with imprinted designs & coloring them.

LIE PERCEPTION (IN/RE) (Static Action)— Bonus for determining if one is being lied to. Acting skill on the part of the liar is a negative modifier.

LINGUISTICS (NONE) (Static Action)—Rolemaster is created for a world with a variety of cultures and languages. There is no such thing as a common tongue or an alignment tongue (though a GM can add them for his world system), although certain professions have developed their own languages for use in research. Each language must be developed individually in steps from a rank at which the language cannot even be recognized to a rank of full understanding of the idiom and inference. **Refer to 15.52 Linguistics Tables, ChL&CaL, pg 52**, for the communication ability given by each linguistic skill rank in a language. Skills in one language normally have little effect on others; however, “brother languages,” those deriving from an immediate common ancestor, may be an exception. **Refer: 3.8 Special Skills, ChL&CaL, pg 41.**

Linguistic Addendum: There are numerous languages already available for a GM to choose from for his world scheme, and most are already in place in a well designed world. Here we would like to set forth the general types of languages for GM consideration. In a complex and multi-faceted world these do deserve some attention.

Racial Languages: These are the Languages generally used and recognized by the individual races. For example, Elven and Dwarvish.

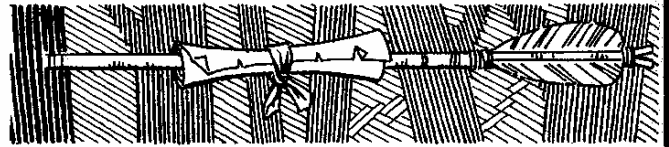
Cultural Languages: These are the language variations in an area, usually related to some extent to the racial language(s). For example, Easterner and Westron.

Social Languages: These are the language variations in a particular culture. For example, High Speech is used by the nobility in Eria, Common Erian is spoken by most others, while Street Talk is used by the lower classes. It is up to the individual GM to determine whether any such variants exist and what their similarity to each other is (e.g., knowing Erian High Speech allows 1/2 skill rank in Common Erian and 1/4 skill rank in Street Talk).

Professional Languages: These Languages are the special Languages spoken by a particular profession, and need not be related to any spoken language. For example, Sword Tongue is spoken by the members of the Brotherhood of the Blade and is a special manufactured language used for recognition and secrecy by the higher echelons. Old Landalian is spoken by the members of the Elcaluva College (spell users) for the same reasons plus the fact that it is the now dead language that many of the ancient Magi used (and wrote their texts in). The Thieve’s Guild uses a hyper-slang language known as Thieve’s Cant, for recognition, secrecy, and safety. Thieve’s Cant can be spoken at 1/4 skill rank by the local populace.

Religious Languages: These Languages are the special Languages spoken by the various religious orders, for reasons of tradition, ceremony, and recognition. They may or may not be related to any other spoken language. For example, the Priests of Kanorak speak Kanorakki in High Ceremony and for recognition (a god-given language for the followers of the True Faith), and Old Nakrin, an ancient form of the current language which can be spoken by laymembers at 1/2 skill rank. Druid Tongue, however, has been preserved unchanged untold Eons and while spoken by the Inner Circle of Druidry, is now too far removed from current Languages to be considered related.

Magical Languages: These Languages are rarely spoken except in conjunction with spell casting, where they aid the spell’s potency. Added to the list of Magical Languages is Elya, First Speech, the tongue of power which creates. This is the language of Power Words. **Refer: 2.4 Magical Languages, RMC1, pg 7-8.**



LIPREADING (IN/RE) (Static Action)— Bonus for reading lips and sign language. Lip reading is only possible with languages that the lip reader knows and then only to the known skill rank. For every 1 foot increment beyond 20 feet, subtract 2%. Special creatures (e.g., the Chicken People) might cause a penalty to be added to the character’s bonus due to distinct lack of lips. Line of sight must be maintained with the subject’s mouth. Skill is halved for reading the lips of creatures not of the same general type. Types: Human, Reptil, Avian, Non-Human Mammalian. **Refer: Additional Secondary Skills for MERP, ADVENTURER’S CLUB, Issue Ten, Summer 1987, pg 63.**

LOADING (EM/RE) (Static Action)— Bonus for packing loads and placing them on pack animals to insure safe passage of the loads and to reduce the stress and strain on the pack animals. Loading must be learned as a separate skill for each type of animal that the individual uses as a pack animal.

LOCATE SECRET OPENING (IN/RE) (Static Action)— Bonus for spotting hidden openings. *See RMC2 Tables 11.1 and 11.2.*

LOCKLORE (ME/RE) (Static Action)— Bonus for recognizing and identifying major forms of locks and similar devices. Bonuses for knowing the type of lock encountered are given in: *15.32 Static Action Table, ChL&CaL, pg 36.*

MAGICAL LANGUAGE (none) (Static Action)— Bonus for speaking and writing magical languages. **Refer: 15.52 Linguistics Table, ChL&CaL, pg 52 and 2.4 Magical Languages, RMC1, pg 7-8.**

MAGICAL RITUAL (RE/ME) (Static Action)— Bonus for enhancing a spell effect or duplicating a spell effect outside of normal spell resolution parameters (e.g., no power point expenditure). GM’s are warned that this skill can be easily abused. GM’s should understand how Magic works in their world before implementing this skill. Magic Rituals are not for hack-and-slash campaigns. Think of Celtic witches’ incantations or Shamanistic dances and you have a good idea how this skill should work. (Other skills can complement this skill such as Herb Lore, Dancing, Demon/Devil Lore, Poetry and Singing to make chants, etc). Be imaginative. *See RMC2 Tables 11.1 and 11.2.*

MANEUVERING IN ARMOR (AG) (Maneuver)—This is one of the skill areas that does not conform to the general skill bonus pattern. Each Armor Type has a maneuver penalty associated with it for untrained individuals, refer to 15.33 Armor Table, ChL&CaL, pg 37. This penalty modifies Moving Maneuver rolls. The different armor types are divided into five groups based on composition types: types 1-4 = *No armor*; types 5-8 = *Soft Leather*; types 9-12 = *Rigid Leather*; types 13-16 = *Chain*; and types 17-20 = *Plate*. A character may develop maneuvering skill for each of these groups.

Each skill rank of maneuvering for a group of armor types reduces the penalty for maneuver by 5 even (even for skill ranks over 10) until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior or magical armor. **Refer:** 3.4 *Maneuvering in Armor Skill, ChL&CaL, pg 37.*

Example: Dral has a skill rank 18 in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a maneuver penalty of only 20 = $110 - (18 \times 5)$. If he wears just the breastplate (AT 17), the penalty is 15 even though $90 - (18 \times 5) = 0$; since 15 is the minimum maneuver penalty associated with wearing a breastplate.

Notes on the Advantages of Armor Types: Armor types are designed to reflect the protective capability on one's covering. Heavier coverings (e.g., AT's 15, 16, 19, 20, etc) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with, but it resists penetration better than the less cumbersome armor types. Therefore, "critical strikes" achieved against the more cumbersome armor types will be less frequent and lower in severity. However attacks resulting in just concussion hits will be more frequent (e.g., the hindrance due to these coverings make the target easier to strike but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will completely avoid the blows. However, when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. This is reflected in the Claw Law attack tables. Animals and monsters can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's superior maneuverability. However, against higher armor types, most beast attacks are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective when a character is resisting spells, but often lessens the wearer's mobility. Therefore, he may be easier to hit with Elemental spells but harder to severely damage. Lightning, and other forms of electrical attacks, are more effective against metal clad foes. Fire is more effective against flammable armor types; primarily the organic armor types (e.g., leather and cloth).

MARTIAL ARTS (ST or AG) (Maneuver/OB)—Martial Arts (MA) skills in Character Law affect the Offensive Bonus for unarmed combat. MA skills consist of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate area for development purposes:

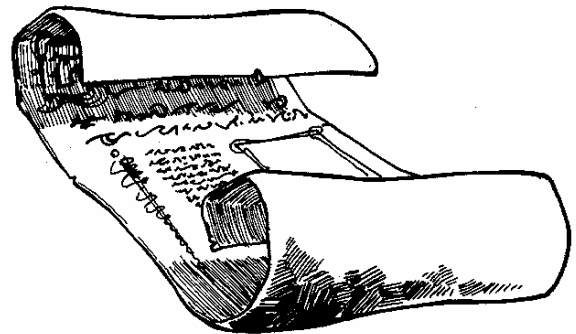
MA Striking Rank 1	MA Sweeps & Throws Rank 1
MA Striking Rank 2	MA Sweeps & Throws Rank 2
MA Striking Rank 3	MA Sweeps & Throws Rank 3
MA Striking Rank 4	MA Sweeps & Throws Rank 4

These "Ranks" should not be confused with "skill ranks", MA Ranks represent the complexity and effectiveness of the different MA attacks. Rank 1 is the simplest (and least effective), while Rank 4 is the most complex (and the deadliest). The skills are further classified according to "type" as being "striking" (Karate-like MA, including boxing) or "Sweeps & Throws" (Judo-like MA, including wrestling).

Effect on Martial Arts Skill: The skill rank bonus for a particular MA Rank is part of the Offensive Bonus used when a MA attack is made utilizing that MA Rank. Normally, a character may choose which MA Rank he wishes to use in an attack.

Effect on MA Type and Rank: Only one MA Rank and type may be used to attack in a given round. If Claw Law is being used, the MA Rank determines the maximum possible result that an attack can obtain, while the MA type (striking or sweeps & throws) determines which attack table is used. 11.72 Summary of Martial Arts Combat Capabilities Table, Claw Law, is NOT used with characters developed using Character Law.

Limitations on MA Skill Development: Skill in MA Rank can not be developed to a skill rank higher than the existing skill ranks of the lower MA Ranks of the same type (e.g., either striking or sweeps & throws). In other words, MA Striking Rank 4 can never have a higher skill rank than MA Striking Rank 3, MA Striking Rank 3 can never have a higher skill rank than MA Striking Rank 2, and MA Striking Rank 2 can never have a higher skill rank than MA Striking Rank 1. Likewise for the Sweeps & Throws.



MAPPING (RE/ME) (Static Action)— Bonus for using and making maps. This skill is also used for surveying.

MECHANITION (RE/AG) (Static Action)— Bonus for building and using a machine that already exists. It will be necessary to have the appropriate skills to build the machine. Each type of machine must be learned at a separate skill.

MEDITATION (PR/SD) (varies)— Bonus for entering, leaving, and exploiting meditative trances. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25). Elves receive an additional +25 modification to this skill bonus. The following are sub forms of this skill and each must be developed separately (they can be used as similar skills with a 1/2 bonus. *See RMC2 Tables 11.1 and 11.2. Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.*

Cleansing (SD/EM) (Static Action) — Bonus for purification ritual to help remove outside energies and influences that linger on a object, item, person, etc. The use of this skill enables the user to rid himself of the touch of curses and hexes. Skill must be used within 5 minutes/rank level of Cleansing in order to benefit the user at all. Otherwise the only way to be cleansed is from a spell or a person with a higher skill rank in cleansing.

Death (SD/PR) (Static Action) — Bonus to cause oneself instantaneous and painless death.

Healing (SD/EM) (Static Action) — Bonus for increasing one's healing rate. The individual using this skill goes into a coma. Healing rate is increased/decreased by the amount the skill bonus roll over 100 as a percentage times the racial healing rate.

Ki (SD/PR) (Static Action) — Bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user rolls 101+ (1-100 open-ended roll plus the skill bonus), +25 is added to any such activity the next round. However, this roll requires 75% of the user's activity the round it is attempted. *Refer: 4.3 Secondary Skills, RMC1, pg 48.*

Sleep (SD/IN) (Static Action) — Bonus for decreasing the amount of time one needs to fully recover. The sleep time is increased/decreased by the amount of the skill bonus roll over 100 as a percentage times racial sleep requirement.

Trance (PR/SD) (Static Action) — Bonus for an individual entering, leaving and exploiting a mental trance which the individual can use to help solve difficult problems, increase his chance to successfully cast a spell, aiding in attunement rolls, etc. (subject to GM stipulation).



METAL EVALUATION (IN/RE) (Static Action) — Bonus for determining the value and quality of metal objects in worked, refined or raw condition.

METAL LORE (ME/RE) (Static Action) — Bonus for recognizing and identifying metals, alloys, metallic crystal structures, etc. Also will give information on famous, magical artifacts, historic, legendary, or cursed types of metals. Skill lore is developed separately for each culture or region as applicable to GM's world scheme.

MIDWIFERY (EM/ME/IN) (Static Action) — Bonus for delivering and caring for newborn babies.

MILITARY ORGANIZATION (PR/RE) (Static Action) — Bonus for organization of a military force, not actual deployment, into battle which is tactics. Includes knowledge of how to billet and supply a unit, posting of watch, running of patrols, etc. *Refer: 2.42 New Skills Explanations, ROBIN HOOD, pg 12.*

The following is a partial listing of types of military organization:

- Aerial Forces: Air Cav, aerial assault forces, etc.
- Ground Forces: Infantry, calvary, or other similar types of units.
- Marine Forces: Marine, Merchant Marine or other similar types of units.
- Naval Forces: Sea, Ocean, or other similar water type units.

MIMICRY (IN/SD) (Static Action) — Bonus for imitating various sounds. *See RMC2 Tables 11.1 and 11.2.*

MIMERY (AG/SD) (Static Action) — Bonus for imitating various actions. *See RMC2 Tables 11.1 and 11.2.*

MINING (RE/IN) (Static Action) — Bonus for assessing the possibilities of mining in an area, and supervising the creation and running of the mine. Each type of mining process must be learned as as separate skill.

The following is a partial listing of mining process:

- Dredging: Scrapings of material off the bottom of a river, ocean, etc.
- Open Pit: Removal of top layers to extract materials.
- Quarry: Removal of materials in block form.
- Tunneling: Making of underground passages to extract materials.

MISSILE ARTILLERY (IN/AG) (Maneuver/OB) — This skill bonus is part of the total combat OB applied when using catapults, trebuchets, or ballistae, or other missile artillery. Each weapon must be learned as a separate skill. One third similar skill bonus may be used on all unlearned artillery types.

MNEMONICS (ME/SD) (Static Action) — Bonus for recalling information (photographic memory). *See RMC2 Tables 11.1 and 11.2.*

MUSIC (AG/EM) (Static Action) — Bonus for writing music language which other musicians can understand and use. (*Note:* This is a specialized written linguistic skill; linguistic guidelines apply.) *Refer: 14.14 Secondary Skills, ChL&CaL, pg 64*

NAVIGATION (RE/IN) (Static Action) — Bonus for determining proper directions and distances when using a map in conjunction with various directional aids, such as a compass, a landmark, or the stars. This includes the concept of orienting, and is applicable on land, water or the stars. Skill must be developed separately for each planet or dimension it is to be used on. *Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.*

PAINTING (IN/AG) (Static Action) — Bonus for painting an object or picture.

PERCEPTION (IN/IN/RE) (Static Action) — See General Perception.

PHILOSOPHY/RELIGIOUS DOCTRINE (ME/RE) (Static Action) — Bonus for recognizing and identifying major aspects of philosophy or religious doctrines. Each philosophy/religious doctrine may be concentrated in and learned separately for in-depth knowledge and understanding.

PHYSICS (RE/ME) (Static Action) — Understanding of force, energy, etc. **Refer:** 3.48 *Scientific Skills, FL, pg 11.*

PICKING LOCKS (IN/AG) (Static Action) — Bonus for locking and unlocking locks and similar devices. **Refer:** 3.6 *General Skills, ChL&CaL, pg 38.*



PICK POCKETS (AG/IN) (Static Action) — Bonus for picking pockets. If successful, the contents are lifted and the skill bonus is applied against the victim's perception. **Refer:** *Trickery.*

PLANETOLOGY (RE/EM) (Static Action) — A general science embracing the fields of geologic, meteorological and geographic analysis in a planet wide context, concentrating on sweeping environmental systems. **Refer:** 3.48 *Scientific Skills, FL, pg 11.*

PLAY INSTRUMENTS (AG/ME) (Static Action) — Bonus for playing an instrument. There are three major divisions of instruments: Strings, Winds and Percussions. When this skill is selected to be developed, the major division must be assigned at this point. (e.g., Strings as #1 selection, Percussions as #2 selection and Winds as #3 selection). Each instrument within each division must be learned as a separate skill. Similar type instruments may warrant "similar" skill consideration. There is no similar skill rule between major play instruments divisions.

POETIC IMPROVISATION (IN/RE) (Static Action) — Bonus for composing a poem. Must have 4 skill ranks in the language the poem is being written in with a +10 bonus if the composer has 7 ranks or more in the language. Elves get a +10 bonus. **Refer:** *Additional Secondary Skill for MERP, ADVENTURER'S CLUB, Issue Ten, Summer 1987, pg 63.*

POISON LORE (ME/RE) (Static Action) — Bonus for recognizing and identifying poisons, as well as knowledge of proper application and usage techniques. (These may require an agility roll to actually carry through.) *See Use/Remove Poison.*

POISON PERCEPTION (IN/RE) (Static Action) — Bonus for perceiving the presence of poison in/on an item or object.

POLE VAULTING (ST/AG) (Maneuver) — Bonus for handling a pole to surmount or cross over an obstacle. *See RMC2 Tables 11.1 and 11.2.*

POWER PERCEPTION (EM) (Static Action) — Bonus for seeing active Essence (blue), Channelling (red) and Mentalism (green) magics. If the GM allows players to develop the skill of *Power Perception* he should stipulate that *Detect Magic* spells will detect Magic, active or inactive (e.g., waiting spells).

POWER POINT DEVELOPMENT (EM or IN or PR) (Special) — This *optional* skill requires the character to spend development points to get power points. *See Section 3.1 for a full explanation.*

Option 1: In the standard RM rules an individual has an inherited number of power points that increases through normal level progression and **does not** require the expenditure of development points. The individual's power points are determined by the individuals chosen spell realm and the stat associated with that realm.

Empathy for Essence
Intuition for Channelling
Presence for Mentalism

Hybrid spell users average the stats pertaining to their two spell using realms and derive their spell points from this average.

Cross indexing the individual's temporary spell realm stat on 15.31 Bonuses for Unusual Stats, ChL&CaL, pg 30, which gives the character his power points per level.

EXAMPLE: A temporary Empathy stat of 94 gives you +1 power point/level.

Anytime the individual's temporary "spell using stat" changes and the individual "POPS" a level, recheck 15.13 Bonuses for Unusual Stats table for the new power point/level number.

Option 2: With the expenditure of development points, the individual gets the number of power points as as indicated on 15.13 Bonuses for Unusual Stats, ChL&CaL, for his intrinsic realm of power. (e.g., Eredrone Denmere, Astrologer, with PR stat of 100 and IN stat of 98. The average of the two stats gives him a 99 for power point determination. Looking on 15.13 Bonuses for Unusual Stats, Eredrone Denmere would get 2 power points if he developed one rank of this skill.) *See Section 3.1.*

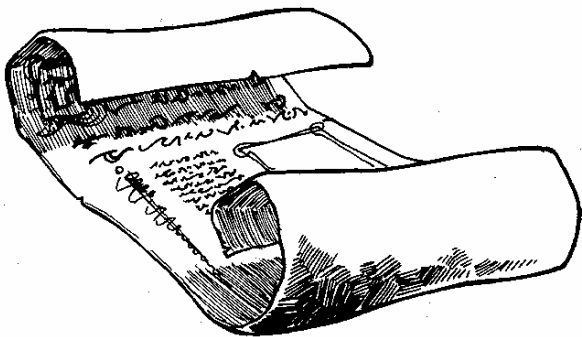
Option 3: *See RMC2, Section 3.1.*

POWER PROJECTION (EM or IN or PR) (Maneuver)—The power projection skill has a variety of uses. First, it can be used to recharge special power storing magic items, and to withdraw power from such a device. It can also be used for what is known as matching power. In matching power, two spell-users face one another at a distance of about 10'. Each makes a Power Projection roll, and if successful, begins projecting raw magical energy towards one another. When the two streams of power collide, the circuit is complete, and the circuit begins to glow (at the point of collision) and the spell users begin to feel the resistance. Each one can “up the ante” by raising the level of power. Each round a power projection roll must be made to ensure that the spell user is successful. At any point the power levels on matching can be lowered back down. If a spell user in a contest of matching power cannot meet the “ante”, his side collapses and all projected power points feed back through him, giving him 1 point of damage/power point of feedback. This cannot be used in an offensive manner because it requires two opposing spell users to complete the circuit.

PROPAGANDA (IN/EM) (Static Action)—Influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large campaigns. **Refer:** 3.5 *Secondary Skills, FL, pg 12.*

PSIONIC PERCEPTION (MC/IN) (Static Action)—Bonus for perceiving the use of psionics. Individuals who use this skill must possess psionic skills and abilities. **Refer:** *FL.*

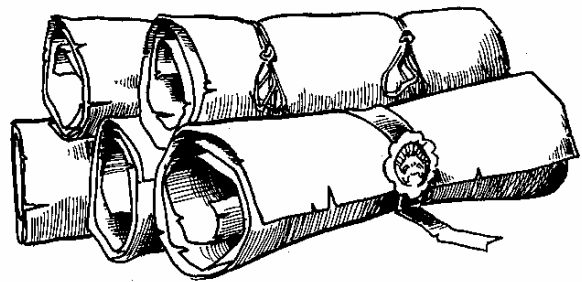
PUBLIC SPEAKING (EM/PR) (Static Action)—Bonus for impressing, entertaining, or manipulating of groups of people directly. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 64.*



RACIAL HISTORY (ME/RE) (Static Action)—Bonus for recognizing and identifying major periods, events and people of a specified race. Each different type of racial history must be learned as a separate skill. Either in-depth knowledge of a specific culture or general knowledge of multi-cultural socio-historic backgrounds may be developed.

RAPPELLING (AG) (Maneuver)—Bonus to rapidly descend from a height. If the rappelling roll is unsuccessful, the individual has a chance of falling. Rappelling rate is equal to the individual's normal movement rate: walk +0, fast walk/jog -10, run -20, fast run/sprint -30, fast sprint -40, dash -50. Negative modifiers due to speed apply.

READ TRACKS (IN/RE) (Static Action)—Bonus to identify a given set of tracks. Detailed information about the tracks can be obtained, such as type of creatures, age of tracks, weight of creature, speed creature moving at, back tracking, etc. This skill is used for identifying the tracks and the skill *Tracking* is used for following the tracks.



REGION LORE (RE/ME) (Static Action)—Bonus for knowing the ins and outs of an area or region. Each different type of region must be developed as a separate skill (e.g., mountain zone, jungle zone, large city, etc). *See Region/Climates List., Section 4.6.*

REVERSE STROKE (AG/RE) (Maneuver)—Bonus for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. In such a situation, the applicable OB is the normal OB times this skill bonus as a percentage (e.g., a normal OB of +70 and a skill bonus of 60 would result in a +42 Reverse Stroke OB). The resulting OB may never exceed the normal OB. **Refer:** 4.3 *Special Skills, RMCI, pg 48.*

RIDING (EM) (Maneuver)—A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of retaining control of the animal, when it is startled or hostile, or gaining control of an unfamiliar animal (of the type you have skill with). Also, see the optional rules on mounted combat in 13.13 *Mounted Combat, ChL&CaL, pg 60.* Like weapons, skill ranks in Riding must be developed separately for different animals. **Refer:** 3.6 *General Skills, ChL&CaL, pg 38.*

ROPE MASTERY (ME/AG) (Maneuver/Static Action)—Bonus proficiency in knot recognition, knot-tying, braiding, and splicing, or when making a maneuver while suspended from a rope or analogous flexible line, or when throwing a line. Allows one half skill ranks in grappling hook. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 64.*

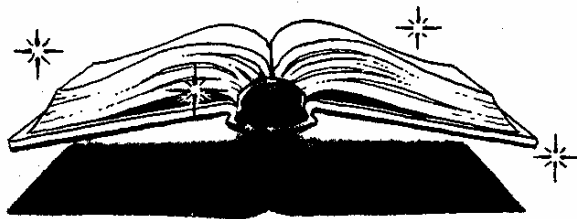
ROWING (ST/SD) (Maneuver)—Bonus for self-powered boat maneuvers, including rowing, poling, etc. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 64.*

RUNES (EM) (Static Action)—Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). To decipher a Rune a character makes an open-ended roll, adds his skill rank bonus, adds any bonuses from 15.34 Runes and Staves/Wands Table, ChL&CaL, pg 40 and subtracts the level of the spell on the Rune. If the resulting total is 101+ then the Rune is deciphered and the character may use it. If the total is negative, the spell on the Rune is casted on the character attempting to decipher the Rune (or a random bystander if the GM deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74 then nothing happens. These results are summarized in 15.34 Runes and Staves/Wands Table, ChL&CaL, pg 40.

If the level of the spell on the Rune is less than or equal to the level of the character attempting to use it to cast a spell, deciphering the Rune is sufficient to use it (subject to the normal chances of Spell Failure). If the Rune is a level above the character, or of a realm of magic other than his specialty, a second roll, similar to the first, must be made to successfully cast the spell from the Rune (for these purposes, Fighters, Thieves, Rogues, Traders, High Warrior Monks, Barbarians, Dancers, Scholars, Burglars and Warrior Monks have no realm of magic that is their specialty and so must always make a second roll). Runes are generally not reusable, but the rune paper is.

A character should be given one chance to decipher a Rune. If he fails, he may not try again until he improves his skill rank with Runes. Generally this is accomplished by going up a level, but if the character has not planned on increasing his Rune skill rank (has not allocated any development points to it), he does not get to make another try at deciphering it until his Rune skill rank is increased. Refer: 3.7 Magic Skills, ChL&CaL, pg 40.

SAILING (AG/IN) (Maneuver)—Bonus for sailing maneuvers. Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.



SANITY HEALING LORE (ME/EM) (Static Action)—Bonus for recognizing and identifying major insanities (including manias, phobias, depressions, dementia, etc) and attempting to heal or correct them. Must be developed either in-depth for a specific race or in general trends of multi-cultural racial makeups. Several races may be developed simultaneously provided research materials are available. See RMC2 Tables 11.1 and 11.2.

SCULPTING (IN/AG) (Static Action)—Bonus for making of 3D art forms through molding of malleable material or the carving of hard material.

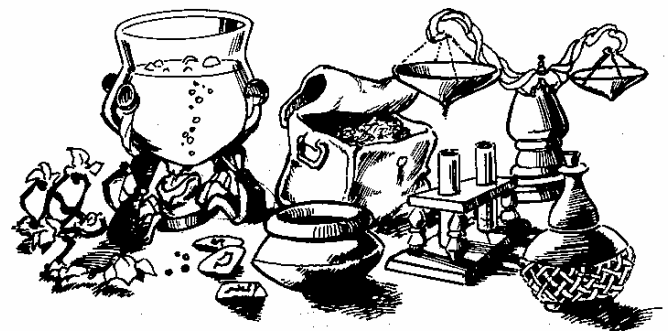
SCROUNGE (IN/RE) (Static Action)—Bonus in being able to come up with the location of a particular needed item, part or ingredient. This skill is normally used in an urban type of setting. This does not cover locating of food or water. See Foraging.

SECOND AID (SD/EM/IN) (Static Action)—Bonus for performing minor surgery, which includes, sewing closed wounds, removing diseased or mangled limbs, bone setting and any other simple minor surgery operation.

SEDUCTION (EM/PR) (Static Action)—Bonus when attempting to emotionally, sensually, or sexually manipulate someone. Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.

SENSE AMBUSH/ASSASSIN (IN/RE) (Static Action)—Bonus to detect animate traps, ambushes or assassination in progress. Range is 10' per skill rank known. See RMC2 Tables 11.1 and 11.2.

SENSE REALTY WARP (IN/EM) (Static Action)—Bonus to determine if the natural order or reality has or is going through turmoil, (e.g., Demonic Gate opening or closing, power fluctuation which is disturbing or causing the fabric of this dimension to shift, holes in the space-time continuum, etc). See RMC2 Tables 11.1 and 11.2.



SET TRAPS (RE/AG) (Static Action)—Bonus for setting traps. Traps can be lethal or non-lethal.

SIEGE ENGINEER (RE/IN) (Static Action)—Allows the user knowledge of conducting all aspects of a siege. Includes proper and best positioning of siege weapons, determining weaker portions of a wall (for siege weapon assault and/or sapping), basic engineering knowledge for building ramps, digging trenches and horse traps (for opposing cavalry), etc.

SIGNALING (ME/SD) (Static Action)—Bonus when using any form of signal communications. This skill is a specialized form of linguistics and linguistics guidelines apply. Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.

SINGING (PR/IN) (Static Action)—Bonus for attempts to mimic tunes and vocalized notes. This skill is a specialized form of linguistics and linguistics guidelines apply. Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.

SILENT KILL (AG/IN) (Maneuver)—Bonus for striking an opponent silently. If successful, the opponent cannot cry out or sound an alarm. This skill does not include the approach to the opponent, and is rolled prior to the attack role.

SKATING (AG/SD) (Maneuver)—Bonus for skating maneuvers.

SKIING (AG/SD) (Maneuver)—Bonus for skiing maneuvers. Refer: 14.14 Secondary Skills, ChL&CaL, pg 64.

SKINNING (AG/IN) (Static Action) — Bonus for removing, preserving and caring for animal skins.

SMITHING (ST/AG) (Static Action) — Bonus for working with normal metals to create or repair desired objects (e.g., horse shoes, metal ornaments). Bonus for oven or kiln building, and doubling effects of fires. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 64.*

The following is a partial listing of smithing crafts:

- Armorer: Making of iron or steel armor.
- Blacksmith: Making of small iron wares, such as horse shoes, etc.
- Bronze Smith: Working and casting of bronze.
- Copper Smith: Working and casting of copper.
- Etcher: Decorating of metals.
- Fire Starting: Starting of fires.
- Foundry: Casting, rolling, cutting and spinning of iron.
- Gold Smith: Working of gold into ornamental and functional items.
- Iron Smith: Making of iron wares.
- Silver Smith: Working of silver into ornamental and functional items.
- Tin Smith: Working of tin into ornamental and functional items.
- Tooler: Making of metal tools.
- Weapon Smith: Making of iron or steel weapons.

SPACIAL LOCATION AWARENESS (IN) (Static Action) —

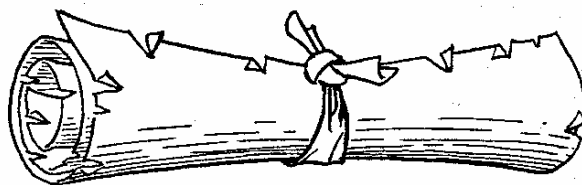
Bonus for allowing one to be aware of his surroundings without the aid of eye sight. Spatial Location Awareness (SLA) applies against the -90 for non-sight, to a maximum of +10. It also applies to audio-visual perception within a 1/bonus point radius of the perceiver, which is also the range of the skill. This skill is usually used by the blind. If a non-blinded individual possesses this skill, they must reorient to use this skill (requires minimum of one round). If the individual fails this roll, he/she is treated as blinded for that round. For each round the individual is left undisturbed or uses only 20% of their allowable turn, they may add +5 to the orientation roll each round. This +5 is cumulative provided there is no interruption of the individual's concentration. This skill is blocked by intervening barriers. See *RMC2 Tables 11.1 and 11.2.*

SPELL LIST ACQUISITION (NONE) (Special) — This skill determines when a spell list is learned (e.g., when spells on that list may be cast). Each spell list skill rank gives a 5% chance of "learning" a chosen spell list; thus when a rank of 20 is obtained, there is a 100% chance of learning the list (i.e., automatic). Spell list skill rank may only be developed for one spell list at a time.

If at the end of a development period (adolescence, apprenticeship, or when a new level is reached) a character has a spell list rank between 1 and 20, a roll should be made to see if the spell list is learned. If the sum of the roll and the spell list skill rank multiplied by 5 is greater than 100, the spell list is learned. If the spell list is not learned the skill rank remains the same. When a list is learned, the spell list skill rank is reduced to zero (0). If a skill rank of 20 is obtained during a development period, the spell list is immediately learned (with the spell list skill rank being reduced to zero (0)) and the character may develop the spell list skill rank for another spell list in order to obtain a chance of learning a second list (once again a 5% chance per rank). This process is described in greater detail in the following paragraphs.

This area diverges from the standard skill and bonus rule. **Character Law**, a character who is trying to learn spells makes a Spell Gain Roll upon reaching each new experience level. This is a 1-100 roll (not open-ended) with a roll 101+ required for success. An add is allowed for the amount of research the character has done in that particular area (list) of magic, as measured by the number of development levels he has committed to it.

All spells in **Spell Law** are grouped into "lists" of spells with similar conception and effect. When a character expends development points to acquire skills, he may attempt to study one such "List" of spells. Each time he expends the development points required for spell acquisition (usually 1/* for a pure spell user, 2* for a semi-spell user and 20, 10, 8 for non-spell user), he indicates what "List" he is attempting to learn and records one research point for that "List". A Pure, Hybrid, or Semi-spell user may acquire several research points for a "List" at one time. These research points represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through reading, meditation, etc. The GM must be the judge of the availability and cost of the information to the character (suggested requirements are given in 13.52 *Additional Requirements For Skill Acquisition, ChL&CaL, pg 62*). In this sense, a research point can be thought of as a temporary "skill rank" for a specific spell list.



- 1) When making a Spell Gain Roll, the character adds his accumulated research points multiplied by 5 to his roll (1-100, not open-ended). Thus 20 research points guarantee that the character will learn his spell list. If the roll is not successful, the accumulated research is not lost; rather, it just means that the character has not drawn the proper conclusions and inferences from what he has learned. After he has had time to reconsider what he knows and has gained further experience in the ways of the world and magic (i.e., the next time he reaches a higher level) he may make another Spell Gain Roll, gaining the full benefit of his accumulated research points (which he may increase by further development). Eventually the character will acquire the use of those spells (assuming he survives and continues to go up levels).
- 2) Once a successful Spell Gain Roll is made, the character is considered to have learned the spells he was researching and may cast them as long as such use complies with other rules for their use. The number of research points has no further effect on the game. It matters not how much effort the character put into learning the spells from this point onward; a character who used two spell research points to learn a "List" can cast spells from it as well someone who used 20. Note that when using **Spell Law**, "Lists of magic are divided at various levels and further research must be done on a list to learn it above each break point. Although the lower portion of a spell list is a prerequisite, research points used to acquire the lower spells of a list have no effect on attempts to acquire the higher spells of that list.

- 3) Partial research may only be done into one list at one time. Characters may not partially study a variety of lists and count on the gods of luck to give them spell abilities. A character must study only one spell list at a time (except as noted below).
- 4) If a character is able to allocate enough points to bring his research point total to 20 (ensuring the learning of the spell list at the next level of experience), he learns the first level spell on that list (if any) immediately (before reaching the next level of experience) and may begin working on learning another spell list. When he attains the next level of experience, he will acquire the normal use of the first list and be entitled to make a Spell Gain Roll for the second. In extreme cases, this same process may result in learning three spell lists in one level.

If a character, after making an unsuccessful Spell Gain Roll, wishes to begin the study of another list, he may do so, but he forfeits all research points accumulated with the first spell list. Such points may neither be transferred nor retained. If enough development points are allocated to bring the research point total with the first list to 20, the character may then begin to study the second as described above. **Refer:** 3.7 *Magic Skills, ChL&CaL*, pg 38.

Option: Allow stat bonuses for spell gain rolls. This variant allows a character to use his pertinent spell stat modifier to help him make his spell gain rolls. This allows a character to learn more spell lists and thus have more access to Magic, without unbalancing the power level of the game. Spell users are still restricted by level constraints (ESF not withstanding). If the GM feels that the game balance would be threatened by this variant, he can regulate it by controlling the accessibility of spell lists. Spell lists might be more difficult to find, or be very expensive. **Refer:** *ChL&CaL*, 13.22, pg. 61.

SPELL MASTERY (EM or IN or PR) (Static Action)—Related stats are based on realm of power from which spell is derived. Bonus for spells which require rolls for concentration, maneuvers, or orientation. This skill allows user to modify spells beyond basic parameters. Each individual spell requires separate skill development (as with Riding or Weapon skills). A GM may establish “similar” spell groups, **Refer:** 13.11 *Weapon Skills for Similar Weapons and 13.12 Riding Skills for Similar Animals, ChL&CaL*, pg 60. **Refer:** 14.14 *Secondary Skills, ChL&CaL*, pg 64.

Option 1: This option is only used if the Targeting skill is used. Since the Targeting skill enhances spell control within the stated spell parameters, use the *Spell Mastery* skill to allow a character to attempt to enhance and modify a particular spell beyond normal spell parameters. For example, a Magician could use the *Targeting* to control a tricky *Teleport* spell within the normal spell parameters, but if he had *Spell Mastery* he could attempt to modify the spell way outside normal parameters, perhaps only teleporting more than the normally allowed mass.

With this option, if a Spell Mastery skill roll is unsuccessful, the spell involved falls under ESF rules. The ESF mod in this case is the amount by which the Spell Mastery skill roll failed multiplied by the maneuver difficulty (Medium: x1; Hard: x2; etc.):

$$\text{ESF mod} = (\text{amount of failure}) \times (\text{difficulty multiplier})$$

Example: Rac Dur Sommette is attempting to spell master a *Shock Bolt* into a “Shock Ball 10’R”. The GM assigns -50 and a difficulty of ‘very hard’. His total skill roll bonus is 94. He fails by just 7 miserable points, (remember he had to break 100). Thus Rac Dur Sommette’s ESF mod is $21 = 7 \times 3$. Rac Dur must roll over 21 or be subject to ESF spell failure in addition to Spell Mastery failure.

Option 2: The GM may decide that the spell caster must *concentrate* in order for a spell modified by Spell Mastery to have effect. If the concentration is broken or dropped the spell ceases to operate as modified and reverts back to normal spell operation. For example, the spell *Waterwall True*, is a non-mobile spell, the caster decides to use Spell Mastery to try to make the waterwall moveable at a rate of up to 10'/rnd. The GM informs the mage that a Spell Mastery skill roll will be required and that he will have to maintain concentration on the spell to make it moveable. If concentration is broken or dropped the waterwall reverts back to a normal waterwall which is immobile.

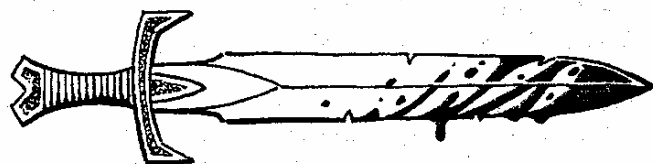
SPRINTING (QU) (Maneuver)—Bonus increase to one’s speed. *See RMC2 Tables 11.1 and 11.2.*

STALK (AG) (Maneuver)/HIDING (SD) (Static Action)—Stalking is the ability to move using silence, camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving. **Refer:** 3.6 *General Skills, ChL&CaL*, pg 38.

STAR-GAZING (ME/IN) (Static Action)—Bonus chance of determining dates, directions, and locations when the stars are visible. Provides an ideal complement to one’s navigation skills. Must be developed separately for each planet/dimension; otherwise bonus is halved for all but specific planet/dimension researched. **Refer:** 14.14 *Secondary Skills, ChL&CaL*, pg 64.

STAVES AND WANDS (EM/IN) (Static Action)—See Attunement.

STILT WALKING (ST/AG) (Maneuver)—Bonus for maneuvering on stilts. *See RMC2 Tables 11.1 and 11.2.*



STONE CRAFTS (AG/SD) (Static Action)—Bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief. **Refer:** 14.14 *Secondary Skills, ChL&CaL*, pg 64.

The following is a partial listing of stone crafts:

- Brick Maker: Making of bricks.
- Gem Cutter: Cutting and setting of stones and gems.
- Masonry: Making of building, bridges, roads, etc from bricks & stones.
- Stone Carving: Carving of stone.
- Stone Cutter: Cutting and shaping large stones from a quarry.

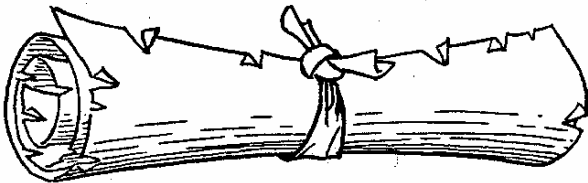
STONE EVALUATION (IN/RE) (Static Action) — Bonus for determining the value and quality of stone objects in worked, refined or raw condition. This skill is also used to evaluate gems.

STONE LORE (ME/RE) (Static Action) — Bonus for recognizing and identifying stones. Also will give information on famous, magical, powerful, historic, legendary or cursed types of stone. Skill lore is developed separately for each culture or region as applicable to GM's world scheme.

STREETWISE (PR/IN) (Static Action) — Awareness of events in the underworld and the ability to make contacts with the characters who run and live in the underworld society.

STUNNED MANEUVERING (SD) (Maneuver) — Bonus for orientation roll that has to be made each time you wish to perform any action while stunned. Each round of stun gives a -10 (cumulative), to a successful skill role. A result of 101+ allows the individual to perform any action. This skill is similar to the Ambush guidelines. Each skill rank gives the user +1/skill rank to the Stunned Maneuver. *See RMC2 Tables 11.1 and 11.2.*

Option: If the GM sees fit, he might choose to allow the Stunned Maneuvering skill to use a normal skill rank bonus progression. With this option each skill rank will confer a +5/level for the first 10 skill ranks, a +2/level for the next 10 skill ranks, etc.



SUBDUING (AG/QU) (Maneuver) — Bonus for attempting to immobilize or render unconscious/semi-conscious a foe by applying a sharp, hand-delivered blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and not "Large" or "Super-large" (i.e., does not use the critical strike tables). If this skill is successfully used by an armed subduer, then the critical (if any) may be dropped by 2 categories (never less than an "A" critical if a critical was originally indicated) and concussion hits halved. Armed subdual is not similar to unarmed subdual). **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 64-65.*

Option 1: Skill be developed in Unarmed Subdual or Armed Subdual.

Option 2: This skill may be developed separately for other types of creatures, if the type is available to practice on. A "subdual" attack roll of 101+ results in a successful attack, although the victim still receives a RR versus an attack level equal to the Subduing skill rank used. Unarmed, the character must approach the foe undetected and be able to strike before the latter can react. Should the foe be engaged in melee, the subduer's skill bonus is halved. Subduing attacks cannot be made against foes whose armor covers the entirety of their body above the legs (e.g., AT's 11, 12, 15, 16, 19 and 20). This skill can also be developed separately for "blunt" weapons such as black-jacks, clubs, etc.

SURFING (AG/SD) (Maneuver) — Bonus for surfing maneuvers.

SURGERY (SD/EM/IN) (Static Action) — Bonus for performing major surgery, which includes performing exploratory surgery, organ transplants, acupuncture, and organ and limb repairs. Use of this skill is done with simple equipment (e.g., scalpel, anesthesia, hemostats, respirators etc).

Option: Must be developed separately for exploratory, organ transplants, limb repair, organ repair, etc.

SURVEILLANCE (IN/SD) (Static Action) — Bonus for keeping watch over a person, place or object. Also includes the ability to determine the best approach and technique in solving a crime.

SWIMMING (AG) (Maneuver) — Skill rank 1 will prevent the character from drowning in water over his head. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, armor maneuver penalties are used and tripled. The GM should assign high difficulty to swimming in armor. We suggest: *plate* = absurd; *chain* = extremely hard; *rigid leather* = very hard; *soft leather* = hard; and *heavy clothes* = medium. Other factors, such as treacherous water, might increase the difficulty.

Refer: 3.6 *General Skills, ChL&CaL, pg 38.*

SYMBOL LORE (ME/RE) (Static Action) — Bonus on manipulating and using symbols in conjunction with the appropriate symbol spells. Also allows non-magical research in defining & identifying new "Symbols" which to add to his repertoire of symbol spells. For these purposes, "symbols" refers to Symbols or Glyphs (see Section 9.3); each of these should be treated as a separate skill with 1/2 similarity to the other.

Note that the GM may decide to allow this skill to help interpret dreams.

TACTICAL GAMES (RE/ME) (Static Action) — Bonus for playing games which contain very little chance element, such as Chess or Go. Skills for different games must be developed separately, but normally if the player develops more than one game, he may receive bonuses for similar games as for similar weapons. **Refer:** 4.3 *Secondary Skills, RMC1, Pg 48.*

TACTICS (RE/IN) (Static Action) — Bonus for perceiving and planning appropriate and effective strategy in a tactical military situation. Various tactical situations must be developed separately. Each type of tactics must be developed as a separate skill. The skill roll over 100 is the negative modifier applied to another trying to figure out your tactics. **Refer:** 4.3 *Secondary Skills, RMC1, pg 48.*

The following is a partial listing of types of tactics:

- Aerial: Fighter and bomber tactics.
- Battle Field: Cavalry and infantry tactics.
- Naval: Ship and boat tactics.
- Sabotage: Underground/behind enemy lines tactics.
- Siege: Reduction of fortified position tactics.
- Small Unit: Conflict between small groups.
- Strategic: Overall campaign tactical picture.

TALE TELLING (PR/ME) (Static Action) — Bonus for reciting stories. The skill rank number equals the number of tales that you have committed to memory. GM's may wish to assign names to each of these tales and the search for new tales could lead to possible adventures.

TARGETING SKILL (IN/AG) (Static Action) — Bonus to control a non-directed spell in a general way, within the parameters of the spell description. Can be used on any spell the caster throws. For example, when the Teleport spell is used the target usually dematerializes in the same position they were in at the time of the teleport. By using targeting skill the target can arrive repositioned (e.g., turned around or turned up side down). The difficulty of the maneuver is left up to GM discretion. Targeting should be developed separately for the different types of spells (e.g., 'teleport/leaving' type spells, levitation/flying type spells, illusion type spells, etc.). Non-cumulative with Spell Mastery.

Option: GM's may feel that use of the targeting skill is too limited as outlined above. If so, allow the skill to be developed as one single skill that applies to all non-directed spells.



FIGHTROPE WALKING (AG/SD) (Maneuver) — Bonus for maneuvering along narrow surfaces. See RMC2 Tables 11.1 and 11.2.

TIME SENSE (IN/ME) (Static Action) — Bonus for determining the time of day or how much time has passed over a specific time period.

TRACKING (IN/RE) (Static Action) — Bonus for tracking maneuvers and following of a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc. The skill Read Tracks gives the tracker the significant details of the tracks. **Refer:** 14.14 Secondary Skills, ChL&CaL, pg 65.

TRADING (RE/EM) (Static Action) — Bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on purchase or resale price charts found in Role Master section 7.3. **Refer:** 14.14 Secondary Skills, ChL&CaL, pg 65.

TRADING LORE (ME/RE) (Static Action) — Bonus for recognizing and identifying major products and business distribution patterns (e.g., if you buy this and take it over there can it be sold for a profit).

TRANSCEND ARMOR (EM or IN or PR) (Static Action) — Allows user to attempt to overcome the ESF modifier due to the wearing of armor. A static maneuver, if successful allows the user to apply his skill modifier against the penalty incurred by the wearing of armor, including helm.

Option 1: The GM may see fit to allow this skill to extend to overcoming the ESF modifier due to carried objects as well as those due to armor.

Option 2: The GM might decide that the skill must be developed for each method of magic separately (Essence, Channeling, Mentalism).

Option 3: The GM could determine that this skill is applicable only when Channeling, or when using Channeling spells and power.

At no time will this skill affect any other ESF mods except those stated above.

TRAP-BUILDING (RE/EM) (Static Action) — Allows building traps out of available resources. Bonus of trap-maker may subtract from any detection rolls, depending on location, care and time in construction, and trap type. **Refer:** 14.14 Secondary Skills, ChL&CaL, pg 65.

TRICKERY (PR/QU) (Maneuver) — Bonus for any maneuvers involving slight of hand; confusing sight tricks and slight-of-hand diversions. **Refer:** 14.14 Secondary Skill, ChL&CaL, pg 65.

Option: Make pick pockets a separate skill with the same cost as trickery. See Pick Pockets.

TUMBLING (AG/SD) (Maneuver) — Bonus for horizontal dives, rolling, vaulting maneuvers, or swinging on stationary objects. Also used to decrease the damage one takes from a fall. A character could fall safely up to 1/skill bonus point if a successful maneuver roll is made. **Refer:** 14.14 Secondary Skills, ChL&CaL, pg 65.

TUMBLING ATTACK (AG/ST) (Maneuver) — Bonus for attacking an opponent from a tumble maneuver with a weapon. Skill bonus of the tumbling attack is the percentage of the weapon's OB that may be used during the attack, (e.g., you have a weapon OB of 75 and a tumbling attack skill bonus of 80. You perform a tumbling attack and your weapon OB would be 80% of 75 or 60). If the Tumbling Attack is successful, the opponent is caught "Flat-Footed" and must make an orientation roll in order to function normally (target is stunned for 1 round). GM determines difficulty of the orientation.

TUMBLING EVASION (AG/QU) (Maneuver) — Bonus for evading an attack by using a tumbling maneuver. The skill rank (NOT the skill rank bonus) is added to the DB. This skill is rolled for during the round that the skill is actively used. Individual may not parry, use a shield, or attack while using this skill.

TWO WEAPON COMBO (ST) (Maneuver/OB)—Skill is used in two weapon combinations. With this skill the user may engage in two weapon combat without the -20 modifier. He gains 2 attacks each round, and may engage two opponents providing neither opponent is receiving any positional combat modifiers for their OB (e.g., If either opponent is receiving +15 for Flank Attack or +20 for Rear Attack the individual cannot attack both opponents in the same round).

Against 1 opponent: There is no negative attack mod.

Against 2 opponents: There is -20 to both attacks.

Parrying: The user must reduce **both** weapon OB's by the same amount. Against 1 opponent, the user gains the parrying effect of 1 weapon. Against 2 opponents, each opponent may be parried against equally.

Similar Skill: This skill only allows similar weapon skill for other two weapon combinations utilizing the same type of weapons.

Development Cost: The basic cost is equal to the cost of learning **both** weapons (e.g., Garrot Felheart, the Fighter, wants to learn two weapon combo in his two favorite weapons, the morning star and the mace. Each normally has a cost of 1/5, so his development cost for two weapon combo (morning star and mace) is 2/10. The two weapon combo is learned for a particular hand. For example, in Garrot's case, he learns the morning star in the right hand and the mace in the left hand. If Garrot wishes to be able to switch weapons in his hands and suffer no negative mods then he must learn two weapon combo, morning star (right hand) and mace (left hand) and then learn morning star (left hand) and mace (right hand).

Penalty for using two weapon combo with only 1 weapon:

Using only one weapon instead of both weapons puts the skill user at a -25 for any attacks made with the single weapon unless he has already developed skill using the weapon single handed (e.g., Garrot got caught napping and only managed to get his hands on his morning star. Using the morning star which he has developed as part of his two weapon combo, his OB is reduced by -25. However, he could have gotten his mace out (which he has also develop singularly) and he would not have been penalized -25).

Using two weapon combo with 2-handed weapons: There are two options for handling two weapon combo with one or both of the weapons being of the 2-handed variety.

Option 1: The GM may not allow 2-handed weapons to be used in two weapon combo.

Option 2: To use one 2-handed weapon or two 2-handed weapons in two weapon combo the user must have a strength bonus mod of +30 or +60 respectively. If the individual does not have the necessary strength, the the GM may not allow 2-handed weapons to be used in two weapon combo.

Option 3: As in Option 2 except that attempting to use the 2-handed weapon without a sufficient strength mod places a negative OB modifier to **both** of the weapons. The negative OB modifier is the difference between the required strength and the individual's strength mod times two (2). For example, Dactonic has developed a two weapon combo (great sword in right hand and long sword in left hand). Dactonic's strength mod is only +25, and so using a two weapon combo with the greatsword gives him a -10 = [(30-25) x 2] to his OB. However, if he used two greatswords, he would be at -70 = [(60-25) x 2].

USE/REMOVE POISON (AG/IN) (Static Action)—Bonus for handling, caring and storing of poisons. Allows individual to use poison without accidentally poisoning himself or rendering the poison useless.

VENTRILOQUISM (SD/IN) (Static Action) — Bonus for throwing one's voice so that it seems to originate from a point of the ventriloquist's choice. Range is approximately equal to 5'/skill rank.

WARDING LORE (ME/RE) (Static Action) — Bonus on manipulating and using wards in conjunction with the appropriate ward spells. Also allows non-magical research in defining and identifying new "Wards" (see Section 9.3) in which to add to his repertoire of ward spells.

WEATHER-WATCHING (IN/EM) (Static Action) — Bonus chance of determining local weather for next 24 hours. **Refer:** 14.14 *Secondary Skills, ChL&CaL, pg 65.*

WEAPON EVALUATION (IN/RE) (Static Action) — Bonus for determining the value and quality of a weapon.

WEAPON SKILLS (ST or AG) (Maneuver/OB)—These skills determine a character's effectiveness when using weapons in combat (as opposed to spells). Skill must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus (includes a number of factors) is usually added to any "attack rolls" made with that weapon.

Six skill costs for weapons are listed on the Character Development Table. The following six categories of weapons must be assigned to these costs:

One-Handed Edge Weapons	Bows
One-Handed Crushing Weapons	Thrown Weapons
Two-Handed Weapons	Pole Arms

Some weapons fit into more than one category—a hand axe can be held in hand or thrown, and skills should be developed with both methods of using it separately. Similarly, some weapons may be used either one-handed or two-handed, and skill must be developed separately for each mode of use.

During the adolescent period, characters will develop an interest or an affinity with a weapon (and category), making skill in that type of weapon easier to develop. Thus each character may take the six weapon skill costs listed for his profession and assign them to the six weapon categories as he sees fit. A Fighter, for example, may have two weapon categories in which it is easy to develop weapon skill (costs: 1/5 and 2/5), one category which is very difficult (cost 5), and the other categories range in between (costs: 2/7). Once assigned, these skill costs are permanent, they may not be switched around later.

The GM may decide that the culture in which the character grew up will determine some of a character's categories/cost assignments.

Example: Dral grew up in a country where bows were considered undignified and beneath true warriors, and so the GM decides that Dral (a Fighter) must put his cost "5" in the box column; in spite of the fact that the player controlling Dral would rather shoot people in the back from long range than risk death in a fair sword fight.

A character's skill with each weapon (and each way of using it) is considered a separate area for development purposes. Thus Dral's skill with a crossbow has no effect on his use of a composite bow although both are in the same weapons category. Similarly, skill with a scimitar does not help you with a longsword: although both weapons are similar, there are serious problems with trying to use them in the same way. (See the *ChL&CaL optional rules, 13.11*, for some suggestions on the effects of learning weapon skills similar to those already acquired.)

Note that because with different weapons are considered separate, two weapons of the same type may be developed simultaneously without penalty, provided that the development cost of each is paid.

Use Agility stat bonus for bows, and Strength stat bonus for other weapons. Refer: *3.5 Weapon Skills (OB), ChL&CaL, pg 38*.



WOOD CRAFTS (AG/EM) (Static Action) — Bonus for fashioning any object out of the required amount of wood, bone or similar material. Refer: *14.14 Secondary Skills, ChL&CaL, pg 65*.

The following is a partial listing of wood crafts:

- Carpentry: Cabinet maker.
- Cart Wright: Maker of carts, wagons and other similar vehicles.
- Building Wright: Construction of buildings from wood.
- Lumbering: Felling of trees.
- Ship Wright: Building of sea going vessels.
- Wheel Wright: Maker of wheels.
- Wood Carving: Carving of wood.

XENO-LORES (varies) (Static Action) — Bonus for attempting to learn and use information about extra-dimensional beings and places. The very nature of these "Xenos" makes it harder to understand the underlying principals that make their worlds what they are. The xeno-lore cost development is added to the cost of the extra-dimensional skill being learned.

Example: Basic Mathematics cost 2/6 for the No Profession and if attempting to learn Xeno-Lore Basic Mathematics the cost would be 2/6 + 6. Due to the fact that the No Profession has only cost development for 1 skill rank per level he can only learn one skill rank of Xeno-lore basic mathematics and the development cost would be 8 = 2 + 6.

A Bard wishes to learn the racial history of a xeno-lore based being. Normally the cost would be 1/6 but the xeno-lore cost development is 3/5, so the cost development would be 4/11 (1+3=4 and 6+5=11).

If the skill cost is 2/* then treat this as a skill cost of 2/2 for the purposes of learning xeno based skills. Each area must be learned as a separate skill and research material must be available. The following is a partial listing of xeno-lore skills:

Administration	Fauna Lore	Poetic Improvisation
Advance Math	Flora Lore	Propaganda
Advertising	Herb Lore	Racial History
Alchemy	Horticulture	Region Lore
Anthropology	Mechanition	Sanity Healing Lore
Astronomy	Music	Sculpting
Basic Mathematics	Painting	Singing
Biochemistry	Philosophy/Religious Doc	Streetwise
Cookery	Physics	Surgery
Diagnostics	Planetology	Trading
Engineering	Play Instruments	Trading Lore

Option 1: The GM may wish to show that learning the basic concepts of extra-dimensional worlds much more radically different from ours by having the cost development for the skills doubled or even tripled in value. For example, using the No Profession in the above example the cost for learning xeno based mathematics would be 4/12 (doubled) or 6/18 (tripled).

YADO (Yadomejutsu) (QU/AG) (Maneuver) — Bonus for using the body (hands, etc) or a weapon or a shield to deflect or even catch a thrown weapon or missile directed at the user. To determine the effect of such an attempt roll (open-ended) add the Yado skill bonus. Then refer to the *15.31 Maneuver/Movement Table, ChL&CaL, pg. 35*, using the "Extremely Hard" column against thrown weapons and the "Sheer Folly" column against missile weapons. If the result is a number, it is subtracted from the weapon's attack roll (in addition to the normal DB). In a given round, the user may attempt to deflect 1 thrown or missile weapon for every 5 skill ranks of Yado skill. All missiles must be in the user's field of vision; each deflection attempt must be rolled separately, and the user must split his Yado skill bonus between them. There are 5 types of missile parry, all similar, but each must be developed separately, 1/2 skill bonus for similar skills. Categories: 1 Handed Weapons, 2 Handed Weapons, Pole Arms, Bare-Handed and Two Weapon Combo. Refer: *4.3 Secondary Skills, RMC, pg 48*.

8.0 SPELL LISTS FOR THE HYBRID SPELL USERS

8.1 NECROMANCER BASE LISTS

8.11 ANIMATE DEAD (Necromancer Base List)

NOTE: *Animate Dead* spells may be as follows: *Animate Dead III* three 1st lvl, one 1st lvl and one 2nd lvl, or one 3rd lvl, etc.

NOTE: When an undead is created (*Dead Spirit Binding*), the GM determines what type it is; spell mastery can help the caster get what he wants. A dead body is always required.

	Area of Effect	Duration	Range
1—Animate Dead I	1 target	1 min/lvl	100'
2—Dead Spirit Binding I	1 target	P	100'
3—Animate Dead II	varies	1 min/lvl	100'
4—Dead Spirit Binding II	1 target	P	100'
5—Animate Dead III	varies	1 min/lvl	100'
6—Dead Spirit Binding III	1 target	P	100'
7—Animate Dead IV	varies	1 min/lvl	100'
8—Dead Spirit Binding IV	1 target	P	100'
9—Animate Dead V	varies	1 min/lvl	100'
10—Dead Spirit Binding V	1 target	P	100'
11—Animate Dead VI	varies	1 min/lvl	100'
12—Dead Spirit Binding VI	1 target	P	100'
13—Animate Dead VII	varies	1 min/lvl	100'
14—Dead Spirit Binding VII	1 target	P	100'
15—Animate Dead VIII	varies	1 min/lvl	100'
16—Dead Spirit Binding VIII	1 target	P	100'
17—Animate Dead IX	varies	1 min/lvl	100'
18—Dead Spirit Binding IX	1 target	P	100'
19—Lord Animate Dead	1 target	1 min/lvl	100'
20—Lich	self	P	self
25—Lord Dead Spirit Binding	1 target	P	100'
30—Animate Dead True	varies	1 min/lvl	100'
50—Dead Spirit Binding True	1 target	P	100'

1—Animate Dead I (F) Caster can animate and control a dead body (within 150% of caster's mass). The caster must concentrate for the body to perform any actions. It can maneuver at -20, melee at -10. This will be a 1st level animated dead, with a +10 OB (for the higher level spells the OB is +10/lvl).

2—Dead Spirit Binding I (FM) Caster can bind a 1st level dead spirit to a dead body. The spirit will animate the body in three rounds and become a 1st level undead.

3—Animate Dead II (F) As *Animate Dead I* except 2nd level animated.

4—Dead Spirit Binding II (FM) As *Dead Spirit Binding I* except a 2nd level undead is created.

5—Animate Dead III (F) As *Animate Dead I* except 3rd level animated.

6—Dead Spirit Binding II (FM) As *Dead Spirit Binding I* except a 3rd level undead is created.

7—Animate Dead IV (F) As *Animate Dead I* except 4th level animated.

8—Dead Spirit Binding IV (FM) As *Dead Spirit Binding I* except a 4th level undead is created.

9—Animate Dead V (F) As *Animate Dead I* except 5th level animated.

10—Dead Spirit Binding V (FM) As *Dead Spirit Binding I* except a 5th level undead is created.

11—Animate Dead VI (F) As *Animate Dead I* except 6th level animated.

12—Dead Spirit Binding VI (FM) As *Dead Spirit Binding I* except a 6th level undead is created.

13—Animate Dead VII (F) As *Animate Dead I* except 7th lvl animated.

14—Dead Spirit Binding VII (FM) As *Dead Spirit Binding I* except a 7th level undead is created.

15—Animate Dead VIII (F) As *Animate Dead I* except 8th level animated.

16—Dead Spirit Binding VIII (FM) As *Dead Spirit Binding I* except a 8th level undead is created.

17—Animate Dead IX (F) As *Animate Dead I* except 9th level animated.

18—Dead Spirit Binding IX (FM) As *Dead Spirit Binding I* except a 9th level undead is created.

19—Lord Animate Dead (F) As *Animate Dead I* except 10th level animated.

20—Lich (F) Caster turns his own body into an undead with his spirit in it in an attempt to get immortality. There is risks to this process, as the caster is now affected by spells that affect undead, and there is a chance that if he spell fumbles (natural unmodified fumble) the body has rejected this treatment. Once the body has rejected a transformation attempt, there is 5% chance per day into the treatment that the body will expire and die from the shock and strain just placed on it. If the spell caster survives this and wishes to retry, he must wait 1 week times the number of days into the treatment at the time of the rejection. This spell takes 20 days to complete and must be casted 20 times each day at equal time intervals. If using Life Level optional rules then the Lich will have an incredible hunger for the life levels of others and should be handled as to Vampirism (even though the Lich has immortality, he still must "eat" to remain alive).

25—Lord Dead Spirit Binding (FM) As *Dead Spirit Binding I* except a 10th level undead is created.

30—Animate Dead True (F) As *Animate Dead I* except up to caster's level animated.

50—Dead Spirit Binding True (FM) As *Dead Spirit Binding I* except up to caster's level undead is created.

8.12 DEATH MASTERY (Necromancer Base List)

NOTE: All "aged" targets cease aging upon death or disintegration. If already dead, the "aging" (i.e., decaying) occurs for the body.

NOTE: The maximum age a target could live to be can be determined by the average race longevity modified by target's constitution stat mods.

	Area of Effect	Duration	Range
1—Aging I (6 months)	1 target	P	100'
2—Lifestealing I *	1 target	P	100'
3—Aging II (1 year)	1 target	P	100'
4—Lifestealing II *	1 target	P	100'
5—Aging III (2 years)	1 target	P	100'
6—Minor Death *	1 target	—	50'
7—Aging IV (5 years)	1 target	P	100'
8—Lifestealing IV *	1 target	P	100'
9—Aging V (10 years)	1 target	P	100'
10—Lifestealing V *	1 target	P	100'
11—Greater Death	1 target	—	50'
12—Lifestealing VI *	1 target	P	100'
13—Aging VI (20 years)	1 target	P	100'
14—Lifestealing VII *	1 target	P	100'
15—Aging VII (40 years)	1 target	P	100'
16—Lifestealing VIII *	1 target	P	100'
17—Aging X (75 years)	1 target	P	100'
18—Lifestealing IX *	1 target	P	100'
19—Death True *	1 target	—	50'
20—Lord Lifestealing *	1 target	P	100'
25—Lord Aging (100 years)	1 target	P	100'
30—Aging True (1 yr/min)	1 target	P	100'
50—Death Mastery	1 target	1 rd/lvl	varies

1—Aging I (F) Target is physically aged 6 months in one minute.

2—Lifestealing I (M*) Target loses part of its life essence, 1 life level (see Section 6.1).

3—Aging II (F) As *Aging I* except target is aged 1 year.

4—Lifestealing II (M*) As *Lifestealing I* except 3 life levels are lost.

- 5—Aging III (F) As *Aging I* except target is aged 2 years.
- 6—Minor Death (M*) Target suffers a "C" critical strike on the table of caster's choice.
- 7—Aging IV (F) As *Aging I* except target is aged 5 years.
- 8—Lifestealing IV (M*) As *Lifestealing I* except 4 life levels are lost.
- 9—Aging V (F) As *Aging I* except target is aged 10 years.
- 10—Lifestealing V (M*) As *Lifestealing I* except 5 life levels are lost.
- 11—Greater Death (M) As *Minor Death* except target suffers an "E" crit.
- 12—Lifestealing VI (M*) As *Lifestealing I* except 6 life levels are lost.
- 13—Aging VI (F) As *Aging I* except target is aged 20 years.
- 14—Lifestealing VII (M*) As *Lifestealing I* except 7 life levels are lost.
- 15—Aging VII (F) As *Aging I* except target is aged 40 years.
- 16—Lifestealing VIII (M*) As *Lifestealing I* except 8 life levels are lost.
- 17—Aging X (F) As *Aging I* except target is aged 75 years.
- 18—Lifestealing IX (M*) As *Lifestealing I* except 9 life levels are lost.
- 19—Death True (M*) As *Minor Death* except target suffers an "E" crit on 1-5 of the Critical Tables (caster's choice, roll separately).
- 20—Lord Lifestealing (M*) As *Lifestealing I* except 10 life levels are lost.
- 25—Lord Aging (F) As *Aging I* except target is aged 100 years.
- 30—Aging True (F) As *Aging I* except target is aged 1 yr/min until dead.
- 50—Death Mastery (M) Target must resist or die.

8.13 DARK LAW (Necromancer Base List)

	Area of Effect	Duration	Range
1—Shadows	1 target	10 min/lvl	10'
2—Dark I	10'R	10 min/lvl	touch
3—Darkbolt I	1 target	—	100'
4—Darkvision	1 target	10 min/lvl	10'
5—Control Dark	10'R	C	self
6—Suddendark	10'R	—	100'
7—Dark II	50'R	10 min/lvl	touch
8—Fog of Darkness	10'R	1 rd/lvl	100'
9—Darkbolt II	1 Target	—	200'
10—Circle of Dark	10'R	1 rd/lvl	100'
11—Waiting Darkness	varies	varies	100'
12—Darkfire Bolt I	1 Target	—	100'
13—Darkbolt III	1 target	—	300'
14—Call Darkfire	10'x10'x10'	1 rd/lvl	100'
15—Obsidian Wall	10'x10'x3'	1 hr/lvl	100'
16—Darkfire Bolt II	1 target	—	200'
17—Utterdark	100'R	1 min/lvl	touch
18—			
19—Triad of Dark	varies	—	100'
20—Darkfire Bolt III	1 target	—	300'
25—Corner Darkfire Bolt	1 target	—	100'
30—Following Darkfire Bolt	1 target	—	100'
50—Dark Mastery	varies	1 rd/lvl	varies

- 1—Shadows (E) Target and all objects on his person appear to be a shadow, and thus are almost invisible in dark areas.
- 2—Dark I (F) Darkens a 10' radius about the point touched.
- 3—Darkbolt I (E) A bolt of concentrated "darkness" is shot from the palm of the caster. Results are determined on the Shockbolt Table using cold criticals.
- 4—Darkvision (U) Target can see in all darks as if in broad daylight.
- 5—Suddendark (F) Causes a 10' radius burst of intense darkness; all those inside are stunned 1 rd/5% failure.
- 6—Control Dark (F) Caster can control the degree of darkness within the range from daylight to full dark, it can be different in different parts or the radius.
- 7—Dark II (F) As *Dark I* except radius is 50'.



- 8—Fog of Darkness (E) Creates a fog of concentration dark in a 10' R which delivers an "A" cold critical to those who pass through it. It moves with the wind.
- 9—Darkbolt II (E) As *Darkbolt I* except range is 200'.
- 10—Circle of Dark (E) As *Fog of Darkness* except it is formed into a wall 10' high in a 10' R about the caster.
- 11—Waiting Darkness (F) In conjunction with a Dark or Light spell, it delays it until 24 hours or a specific time has passed, or someone passes or something happens, etc. at the caster option.
- 12—Darkfire Bolt I (E) A bolt of coruscating black fire is shot from the caster's palm. Results are determined on the Lightning Bolt Attack Table, with Cold ("A-J"), Electricity (secondary on "F-J"), and Impact (tertiary on "H-J") criticals.
- 13—Darkbolt III (E) As *Darkbolt I* except range is 300'.
- 14—Call Darkfire (E) As *Fog of Darkness* except it forms a 10'x10'x10' cube and delivers "B" Cold criticals.
- 15—Obsidian Wall (E) Creates a wall of obsidian up to 10'x10' (3' at base and 1' at top).
- 16—Darkfire Bolt II (E) As *Darkfire Bolt I* except range is 200'.
- 17—Utterdark (F) As *Dark* except radius is 100' and it nullifies all magically created light, and no non-magic light can exist inside.
- 19—Triad of Dark (E) As *Darkbolt I* except three bolts are shot from caster's palm using normal Triad Bolt restrictions.
- 20—Darkfire Bolt III (E) As *Darkfire Bolt I* except range is 300'.
- 25—Corner Darkfire Bolt (F) As *Darkfire Bolt I* except range is 200' and under normal Corner Bolt restrictions.
- 30—Following Darkfire Bolt (F) As *Darkfire Bolt I* except range is 200' and under normal Following Bolt restrictions.
- 50—Dark Mastery (F) Caster can use one lower level spell on Dark Law spell list each round.

8.14 COMMUNE (Necromancer Base List)

NOTE: All communication is subject to the dead spirit's or undead's intelligence, and the language barrier will exist if the caster doesn't know the language of the spirit or undead.

	Area of Effect	Duration	Range
1—Converse I *	1 spirit	1 min	10'
2—Force Analysis II	1 spirit	1 item	10'
3—Force Information II	1 spirit	1 question	10'
4—Force Search II	1 spirit	1 search	10'
5—Converse VI *	1 spirit	6 mins	10'
6—Force Analysis V	1 spirit	1 item	10'
7—			
8—Force Information V	1 spirit	1 question	10'
9—Converse XII *	1 spirit	12 mins	10'
10—Force Search V	1 spirit	1 search	10'
11—Force Analysis VII	1 spirit	1 item	10'
12—			
13—Force Information VII	1 spirit	1 question	10'
14—Force Search VII	1 spirit	1 search	10'
15—Converse True *	1 spirit	P	10'
16—Force Analysis X	1 spirit	1 item	10'
17—Force Information X	1 spirit	1 question	10'
18—			
19—Force Search X	1 spirit	1 search	10'
20—Force Analysis True	1 spirit	1 item	10'
25—Force Information True	1 spirit	1 question	10'
30—Force Search True	1 spirit	1 search	10'
50—Commune True *	1 spirit	1 rnd/lvl	10'

1—Converse I (M*) Allows free conversation between caster and a dead spirit or an aware undead.

2—Force Analysis II (M) Forces a 1st level dead spirit or an aware undead to analyze 1 item. Chance of success is 5%/lvl of spirit or undead.

3—Force Information II (M) Forces a 1st level dead spirit or an aware undead to answer one YES or NO question. Chance of success is 5%/lvl of spirit or undead.

4—Force Search II (M) Forces a 1st level dead spirit or an aware undead to locate a specific person, place or thing.

5—Converse VI (M*) As *Converse I* except duration is 6 minutes.

6—Force Analysis V (M) As *Force Analysis II* except with up to 5th level dead spirit or an aware undead.

8—Force Information V (M) As *Force Information II* except with up to 5th level dead spirit or an aware undead.

9—Converse XII (M*) As *Converse I* except duration is 12 minutes.

10—Force Search V (M) As *Force Search II* except with up to 5th level dead spirit or an aware undead.

11—Force Analysis VII (M) As *Force Analysis II* except with up to 7th level dead spirit or an aware undead.

13—Force Information VII (M) As *Force Information II* except with up to 7th level dead spirit or an aware undead.

14—Force Search VII (M) As *Force Search II* except with up to 7th level dead spirit or an aware undead.

15—Converse True (M*) As *Converse I* except duration is permanent.

16—Force Analysis X (M) As *Force Analysis II* except with up to 10th level dead spirit or an aware undead.

17—Force Information X (M) As *Force Information II* except with up to 10th level dead spirit or an aware undead.

19—Force Search X (M) As *Force Search II* except with up to 10th level dead spirit or an aware undead.

20—Force Analysis True (M) As *Force Analysis II* except dead spirit's or an aware undead's level can be as high as caster's level.

25—Force Information True (M) As *Force Information II* except dead spirit's or an aware undead's level can be as high as caster's level.

30—Force Search True (M) As *Force Search II* except dead spirit's or an aware undead's level can be as high as caster's level.

50—Commune True (M*) Allows use of spells on this list up to 19th level to be casted at a rate of 1 per round.

8.15 SUMMON DEAD (Necromancer Base List)

	Area of Effect	Duration	Range
1—Guardian Spirit	1 spirit	P	10'
2—Summon Dead I	1 spirit	1 rd/lvl	10'
3—Control Dead I *	1 spirit	C	100'
4—Dead Spirit Mastery I *	1 spirit	10 min/lvl	10'/lvl
5—Summon Dead III	varies	1 rd/lvl	10'
6—Control Dead III *	varies	C	100'
7—Dead Spirit Mastery III *	varies	10 min/lvl	10'/lvl
8—Summon Dead V	varies	1 rd/lvl	10'
9—Control Dead V *	varies	C	100'
10—Dead Spirit Mastery V *	varies	10 min/lvl	10'/lvl
11—Summon Dead VII	varies	1 rd/lvl	10'
12—Control Dead VII *	varies	C	100'
13—Dead Spirit Mastery VII *	varies	10 min/lvl	10'/lvl
14—Summon Dead X	varies	1 rd/lvl	10'
15—Control Dead X *	varies	C	100'
16—Dead Spirit Mastery X *	varies	10 min/lvl	10'/lvl
17—			
18—Summon Dead True	varies	1 rd/lvl	10'
19—			
20—Lord Control Dead *	varies	C	100'
25—Lord Dead Spirit Mastery *	varies	10 min/lvl	10'/lvl
30—Control Dead True *	varies	C	100'
50—Dead Spirit Mastery True *	varies	10 min/lvl	10'/lvl

1—Guardian Spirit (FM) Summons the spirit of a dead sentient (usually of caster's race) who will be benevolently disposed towards the caster. The spirit will normally be between 1st and 5th level (GM discretion or random). The spirit has 5%/lvl (80% max.) chance of knowing the answer to any "appropriate" question (i.e., the knowledge must be available to or obtainable by the spirit). The spirit communicate with the caster and can read emotions of those within 5'R. The spirit also has a 10%/lvl (70% max.) chance of detecting traps in a 5'R. The caster can have only one spirit at one time. The GM may decide that there exists a specific spirit that has a reason for guarding or aiding an individual, in which case this spell may be cast on that individual and that specific spirit will become his/her guardian (no level limit, GM discretion).

2—Summon Dead I (FM) Summons the spirit of one who has died. If the body has been cremated, the spirit can be summoned anywhere. Otherwise, the spirit must be summoned at the place the body was interred. The spirit stays 1 round, and then can leave and is uncontrolled.

3—Control Dead I (FM*) Allows caster to totally control a 1st level spirit. The spirit leaves when caster stops concentrating and will not speak with the summoner.

4—Dead Spirit Mastery I (FM*) As *Control Dead I* except that the caster can make the spirit become visible to others. Obtaining info must be done with the Commune Base spell list.

5—Summon Dead III (FM) As *Summon Dead I* except three 1st levels, one 2nd level and one 1st level or one 3rd level may be summoned.

6—Control Dead III (FM*) As *Control Dead I* except three 1st levels, one 2nd level and one 1st level or one 3rd level may be controlled.

7—Dead Spirit Mastery III (FM*) As *Dead Spirit Mastery I* except three 1st lvls, one 2nd lvl and one 1st lvl or one 3rd lvl may be mastered.

8—Summon Dead V (FM) As *Summon Dead III* except that up to 5 levels may be summoned.

9—Control Dead V (FM*) As *Control Dead III* except that up to 5 levels may be controlled.

10—Dead Spirit Mastery V (FM*) As *Dead Spirit Mastery III* * except that up to 5 levels may be mastered.

- 11—**Summon Dead VII (FM)** As *Summon Dead III* except that up to 7 levels may be summoned.
- 12—**Control Dead VII (FM*)** As *Control Dead III** except that up to 7 levels may be controlled.
- 13—**Dead Spirit Mastery VII (FM*)** As *Dead Spirit Mastery VII** except that up to 7 levels may be mastered.
- 14—**Summon Dead X (FM)** As *Summon Dead III* except that up to 10 levels may be summoned.
- 15—**Control Dead X (FM*)** As *Control Dead X** except that up to 10 levels may be controlled.
- 16—**Dead Spirit Mastery X (FM*)** As *Dead Spirit Mastery X** except that up to 10 levels may be mastered.
- 18—**Summon Dead True (FM)** As *Summon Dead III* except that levels equal to caster's level may be summoned.
- 20—**Lord Control Dead (FM*)** As *Control Dead III** except that up to 20 lvls may be controlled.
- 25—**Lord Dead Spirit Mastery (FM*)** As *Dead Spirit Mastery III** except that up to 20 levels may be mastered.
- 30—**Control Dead True (FM*)** As *Control Dead III** except that levels equal to caster's level may be controlled.
- 50—**Dead Spirit Mastery True (FM*)** As *Dead Spirit Mastery III** except that levels equal to caster's level may be mastered.

8.16 UNDEAD MASTERY (Necromancer Base List)

	Area of Effect	Duration	Range
1—Control Undead I *	1 undead	C	100'
2—Master Undead I *	1 undead	10 min/lvl	100'
3—Control Undead II *	1 undead	C	100'
4—Master Undead II *	1 undead	10 min/lvl	100'
5—Control Undead III *	1 undead	C	100'
6—Master Undead III *	1 undead	10 min/lvl	100'
7—Control Undead IV *	1 undead	C	100'
8—Master Undead IV *	1 undead	10 min/lvl	100'
9—Control Undead V *	1 undead	C	100'
10—Master Undead V *	1 undead	10 min/lvl	100'
11—Control Undead VI *	1 undead	C	100'
12—Master Undead VI *	1 undead	10 min/lvl	100'
13—Control Undead VII *	1 undead	C	100'
14—Master Undead VII *	1 undead	10 min/lvl	100'
15—Control Undead VIII *	1 undead	C	100'
16—Master Undead VIII *	1 undead	10 min/lvl	100'
17—Control Undead IX *	1 undead	C	100'
18—Master Undead IX *	1 undead	10 min/lvl	100'
19—Lord Control Undead *	1 undead	C	100'
20—Lord Master Undead *	1 undead	10 min/lvl	100'
25—Undead Control True *	1 undead	C	100'
30—Undead Mastery True *	1 undead	10 min/lvl	100'
50—Master of Undead Mastery	1 undead	varies	100'

- 1—**Control Undead I (F*)** Caster can control one first level undead.
- 2—**Master Undead I (F*)** As *Control Undead I* except caster does not need to concentrate. The undead will stay until caster is killed or the undead is outside the 10'/lvl range limit or the caster releases the undead. One undead/lvl may be mastered. Chance of failure is 1%/undead's level.
- 3—**Control Undead II (F*)** As *Control Undead I* except that up to 2 lvls may be controlled.
- 4—**Master Undead II (F*)** As *Master Undead I* except that up to 2 lvls may be mastered.
- 5—**Control Undead III (F*)** As *Control Undead I* except that up to 3 lvls may be controlled.
- 6—**Master Undead III (F*)** As *Master Undead I* except that up to 3 lvls may be mastered.
- 7—**Control Undead IV (F*)** As *Control Undead I* except that up to 4 lvls may be controlled.

- 8—**Master Undead IV (F*)** As *Master Undead I* except that up to 4 lvls may be mastered.
- 9—**Control Undead V (F*)** As *Control Undead I* except that up to 5 lvls may be controlled.
- 10—**Master Undead V (F*)** As *Master Undead I* except that up to 5 lvls may be mastered.
- 11—**Control Undead VI (F*)** As *Control Undead I* except that up to 6 lvls may be controlled.
- 12—**Master Undead VI (F*)** As *Master Undead I* except that up to 6 lvls may be mastered.
- 13—**Control Undead VII (F*)** As *Control Undead I* except that up to 7 lvls may be controlled.
- 14—**Master Undead VII (F*)** As *Master Undead I* except that up to 7 lvls may be mastered.
- 15—**Control Undead VIII (F*)** As *Control Undead I* except that up to 8 lvls may be controlled.
- 16—**Master Undead VIII (F*)** As *Master Undead I* except that up to 8 lvls may be mastered.
- 17—**Control Undead IX (F*)** As *Control Undead I* except that up to 9 lvls may be controlled.
- 18—**Master Undead IX (F*)** As *Master Undead I* except that up to 9 lvls may be mastered.
- 19—**Lord Control Undead (F*)** As *Control Undead I* except that up to 10 lvls may be controlled.
- 20—**Lord Master Undead (F*)** As *Master Undead I* except that up to 10 lvls may be mastered.
- 25—**Undead Control True (F*)** As *Control Undead I* except up to 1 lvl of undead/caster's lvl.
- 30—**Undead Mastery True (F*)** As *Master Undead I* except up to 1 lvl of undead/caster's lvl.
- 50—**Master of Undead Mastery (F*)** As *Undead Mastery True* except undead is mastered permanently until released, controlled or mastered by another caster or destroyed.

NOTE: Using the spell list, Undead Mastery, a Necromancer may master spirit bound undead levels up to but not exceeding his own level. If this limit is passed, the lesser undead will be unbound and released until the total number of levels of undead are within limitations. The unbound spirit will then have the option of remaining or leaving. If it leaves, the Necromancer is left with a standard non-intelligent undead. If mastered, standard non-intelligent undead (those without spirits bound to them) are under the Necromancer's total control, but cannot act independently. Control may be transferred, and control may be usurped whenever another Undead Mastery spell is cast. The new spell must first defeat the original mastery spell which resists at its level with a +20 bonus. A Necromancer may have any number of standard non-intelligent undead he desires. A spirit bound undead has to be mastered or controlled for the Necromancer to have any power over it at all. It can still act independently of supervision and within the bounds and strictures that a mastering Necromancer sets forth (if unmastered it can do as it pleases). Its control cannot truly be transferred to another master except as interpreted by the undead spirit, unless mastered by a new controller. These undead can retain experience and advance in levels.

CREATING NORMAL UNDEAD

- 1) Cast an *Animate Dead* spell on a dead body.

CREATING SPIRIT BOUND UNDEAD

- 1) Cast an *Animate Dead* spell on a dead body.
- 2) Cast a *Summon Dead* spell equal in level to the *Animate Dead* spell.
- 3) Cast a *Master Undead* spell (of the appropriate level) on the dead spirit.
- 4) Cast a *Dead Spirit Binding* spell on the spirit and the dead body, making sure the proper spirit binding is used.

NOTE: The above process gives you a *spirit bound undead*, mastered. However, it need not communicate with you, if it so chooses. Communication is accomplished though the use of the *Commune* spell list. A resourceful Necromancer can bargain with an unbound undead, if he can satiate its appetites.

8.2 WARLOCK BASE LISTS

8.21 CHANGELING (Warlock Base List)

NOTE: All of the lower spells may be reversed by use of any one of the following: *Remove Curse*, *Will vs Will* (requires caster's presence), *Cancel Mentalism*, *Remove Hex*, or caster's death.

	Area of Effect	Duration	Range
1—Changeling Kind I	1 target	v	100'
2—Changeling I	1 target	v	100'
3—Changeling Kind II	1 target	v	100'
4—Changeling II	1 target	v	100'
5—Changeling Kind III	1 target	v	100'
6—Changeling III	1 target	v	100'
7—Changeling Kind IV	1 target	v	100'
8—Changeling IV	1 target	v	100'
9—Changeling Kind V	1 target	v	100'
10—Changeling V	1 target	v	100'
11—Changeling Kind VI	1 target	v	100'
12—Changeling VI	1 target	v	100'
13—Changeling Kind VII	1 target	v	100'
14—Changeling VII	1 target	v	100'
15—Changeling Kind VIII	1 target	v	100'
16—Changeling VIII	1 target	v	100'
17—Changeling Kind IX	1 target	v	100'
18—Changeling IX	1 target	v	100'
19—Changeling Kind X	1 target	v	100'
20—Changeling X	1 target	v	100'
25—Lord Changeling Kind	1 target	v	100'
30—Lord Changeling	1 target	v	100'
35—Changeling Kind True	1 target	v	100'
40—Changeling True	1 target	v	100'
45—Changeling Kind Mastery	1 target	v	100'
50—Changeling Mastery	1 target	v	100'

1—Changeling Kind I (FM) The caster can cause target to transform by using the Changeling rules. This spell allows one option on the Outward Appearance (Type A) Listing to be used. This spell only affects humanoid type targets.

2—Changeling I (FM) The caster can cause target to transform by using the Changeling rules. This spell allows one option on the Outward Appearance (Type A) Listing to be used. This spell affects any target.

3—Changeling Kind II (FM) As *Changeling Kind I* except that two "Type A" options may be used.

4—Changeling II (FM) As *Changeling I* except that two "Type A" options may be used.

5—Changeling Kind III (FM) As *Changeling Kind I* except that one "Type B" (Simple Modification) option may be used.

6—Changeling III (FM) As *Changeling I* except that one "Type B" (Simple Modification) option may be used.

7—Changeling Kind IV (FM) As *Changeling Kind I* except that two "Type A" and one "Type B" options may be used.

8—Changeling IV (FM) As *Changeling I* except that two "Type A" and one "Type B" options may be used.

9—Changeling Kind V (FM) As *Changeling Kind I* except that three "Type A" and two "Type B" options may be used.

10—Changeling V (FM) As *Changeling I* except that three "Type A" and two "Type B" options may be used.

11—Changeling Kind VI (FM) As *Changeling Kind I* except that one "Type C" (Moderate Modification) option may be used.

12—Changeling VI (FM) As *Changeling I* except that one "Type C" (Moderate Modification) option may be used.

13—Changeling Kind VII (FM) As *Changeling Kind I* except that three "Type A", two "Type B", and one "Type C" options may be used.

14—Changeling VII (FM) As *Changeling I* except that three "Type A", two "Type B", and one "Type C" options may be used.

15—Changeling Kind VIII (FM) As *Changeling Kind I* except that four "Type A", three "Type B", and two "Type C" options may be used.

16—Changeling VIII (FM) As *Changeling I* except that four "Type A", three "Type B", and two "Type C" options may be used.

17—Changeling Kind IX (FM) As *Changeling Kind I* except that one "Type D" (Severe Modification) option may be used.

18—Changeling IX (FM) As *Changeling I* except that one "Type D" (Severe Modification) option may be used.

19—Changeling Kind X (FM) As *Changeling Kind I* except that four "Type A", three "Type B", two "Type C", and one "Type D" options may be used.

20—Changeling X (FM) As *Changeling I* except that four "Type A", three "Type B", two "Type C", and one "Type D" options may be used.

25—Lord Changeling Kind (FM) As *Changeling Kind I* except that five "Type A", four "Type B", three "Type C", and two "Type D" options may be used.

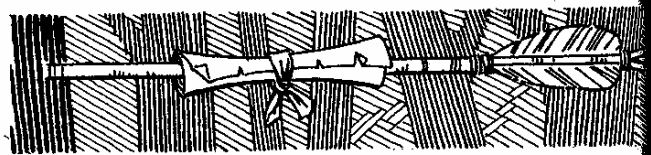
30—Lord Changeling (FM) As *Changeling I* except that five "Type A", four "Type B", three "Type C", and two "Type D" options may be used.

35—Changeling Kind True (FM) As *Changeling Kind I* except that one "Type E" (Non-mammilian Modification) option may be used.

40—Changeling True (FM) As *Changeling I* except that one "Type E" (Non-mammilian Modification) option may be used.

45—Changeling Kind Mastery (FM) As *Changeling Kind I* except that five "Type A", four "Type B", three "Type C", two "Type D", and one "Type E" options may be used.

50—Changeling Mastery (FM) As *Changeling I* except that five "Type A", four "Type B", three "Type C", two "Type D", and one "Type E" options may be used.



8.22 SCRYING GUARD (Warlock Base List)

NOTE: Scrying is defined as the practice of predicting the the future, past or present, e.g., seeing ability or divination.

	Area of Effect	Duration	Range
1—Scrying Lore	1 subject	—	self
2—Cloud Scrying	1 subject	varies	—
3—Detect Scrying	10' R/lvl	10 min/lvl	self
4—Scrying Maze	1 subject	varies	—
5—Scrying Misdirection	1 subject	varies	—
6—Scrying Blast	1 subject	varies	—
7—Scrying Defense II	1 subject	varies	—
8—Scrying Guardian I	1 subject	until killed	—
9—False Scrying	1 subject	varies	—
10—Feel Scrying *	self	—	self
11—Access Set	varies	varies	—
12—Scrying Displacement	1 subject	varies	—
13—Scrying Defense III	1 subject	varies	—
14—Scrying Guardian II	1 subject	until killed	—
15—Locate Access *	1 vision	—	—
16—Scrying Fear	1 subject	varies	—
17—Scrying Calling	1 subject	varies	—
18—Scrying Coma	1 subject	1 scrying	—
19—Scrying Death	1 subject	1 scrying	—
20—Scrying Bar	1 Subject	varies	—
25—Scrying Guardian III	1 subject	until killed	—
30—Scrying Defense IV	1 subject	varies	—
50—Scrying Guardian True	1 subject	until killed	—

Warlock Base Spell Lists

1—Scrying Lore (U) This spell allows the caster to determine if a particular location, object, or person has any prophecies about them, who did the prophecy, and if the prophecy has yet been fulfilled. Also, this spell gives the caster a +30 bonus for unravelling prophetic and oracular riddles. If spell mastery is used, the caster may determine how long ago the prophecy was cast. This spell only works in the very near (physical contact) vicinity of the subject matter.

2—Cloud Scrying (D) Allows the caster to attempt to cloud the Sight, Vision, or Scrying of others. If successful, the scryer sees his vision as through a fog, gathering but 50% of the knowledge he would have gained unimpeded. If the viewer wishes to attempt to rend the clouding, a RR at a-15 must first be made by the attacker. Success for the attacker means that the Defender must then make a RR at a +15. Failure for the attacker ends that and all future attacks on the spell with that vision. If the defender succeeds in his RR, the result is the same. If the defender fails, then the cloud is rent and dissipated permanently. If it is not destroyed, the clouding will last for one scrying attempt/lvl of the caster minus 1.

3—Detect Scrying (I) This spell allows the caster to detect whether or not a scrying spell of any type is being used in or on anything within his spell radius.

4—Scrying Maze (D) This spell creates a maze which will be encountered whenever a scrying attempt is made upon the subject decided upon by the caster. The maze cannot be destroyed, but can be navigated by rolling 1-100 (open-ended) + Reasoning mod + level vs the defender's 1-100 (open-ended) + Reasoning mod + level + 20. If the defender's roll is higher, the attacker must leave this scrying. If the defender's roll is higher by 50 or more, the attacker is lost in the maze for 10-100 minutes. If the attacker's roll is higher, the maze is defeated and the original subject of his scrying stands before him. This spell lasts for 1 scrying attempt/lvl of the caster minus 3.

5—Scrying Misdirection (D) With this spell, the caster may cause a scrying to go awry and lock onto a very similar subject, one so similar that the scryer must make a successful sight perception and then a Reasoning roll to realize that something is wrong and what it is. This cannot be broken, as only one subject may be examined with a given scrying. It lasts for 1 scrying attempt/lvl of the caster minus 4.

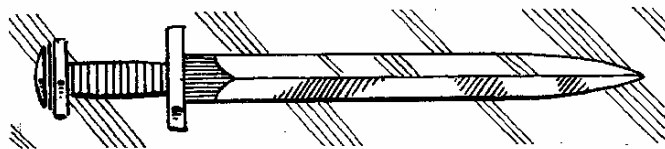
6—Scrying Blast (DM) Caster sets a psychic blast between the subject and any would-be scryers. The target suffers an "A" Impact critical each round that scrying of the protected subject is going on. The spell lasts for one scrying attempt/lvl of the caster minus 1.

7—Scrying Defense II (D) This spell allows the caster to combine any two spells which guard against scrying. First this spell is cast and then the defensive spells are cast, each within 3 rounds of each other. This is the only way that defensive spells may be combined on a single subject. A scryer must encounter and pass all defensive spells before beholding his subject. This spell lasts for the duration of the shortest duration defensive spell.

8—Scrying Guardian I (FD) The caster may set a Guardian between the subject and any would-be scryers. The Guardian is actually a precognitive shadow of the caster, and would choose as the caster would choose with regards to the disposition of winnings. The scryer has 1 round to decide whether or not to enter into combat with the Guardian before the Guardian attacks. The Guardian will not let any pass save he who set him there. Combat with the Guardian is through Will (RMC1 5.1), and the Guardian has a +50. The scryer must control the Guardian in order to pass by. If mastered, the scryer has the option of slaying the Guardian outright, or leaving it to continue guarding the subject. Once controlled the scryer has a +25 on all future scrying attempts past that Guardian, and if mastered he has a +50 on the Guardian. If the Guardian gains control he may evict the character from the scrying, and has the option of delivering a "C" Impact critical upon the scryer. If the Guardian masters the scryer he may evict the scryer, hold the scryer while pummeling him with "C" Impact criticals (1/rd), or force the scryer to fight future Will contests for the Guardian. As long as the scryer wins these contests, he will continue to be held by the Guardian while his body goes into a coma. If defeated, the new scryer may either kill the old scryer outright or release him. In either case, he must then fight the next captured scryer in line or the Guardian himself. The Guardian may be dispelled by its caster at any time.

9—False Scrying (DI) With this spell the caster may set a false vision upon a subject for would be scryers to discover. The false vision must be fairly simple, and may not be projected more than 24 hours. That is, the events in the vision may not go on longer than 24 hours. The only way that this spell can be defeated is by repeated scrying and running out the duration or noting that something is extremely unlikely or noting that the events in the scrying repeat themselves. The duration is 1 scrying attempt/lvl of the caster minus 8.

10—Feel Scrying (P*) Once learned, this ability (no powerpoint expenditure required) allows the caster to know when a scrying attempt has been made upon him.



11—Access Set (I) This spell allows the caster to set an access in a False Scrying from whence the true subject may be found. This must be an object in the False Scrying which, if viewed intensely and closely, will open up to reveal a tunnel leading to the original vision. Only one attempt at accessing may be made per scrying, and without the use of a *Locate Access* spell, there is only a 1% chance/lvl of the scryer of locating the proper access. This spell lasts the duration of the False Scrying.

12—Scrying Displacement (FD) This spell causes the scrying to be displaced up to 100'/lvl in a random or set direction. Once the exact cause of the anomaly is determined, the scryer may attempt to pierce the displacement in the same manner as the dissipation of the Cloud Scrying spell. This spell lasts for 1 scrying attempt/lvl of the caster minus 11.

13—Scrying Defense III (D) As *Scrying Defense II* except that this spell allows up to 3 defenses to be combined.

14—Scrying Guardian II (FD) As *Scrying Guardian I* except that this spell produces a Guardian with a Will of +100 and is capable of inflicting "D" criticals.

15—Locate Access (I*) This spell allows a caster to locate the access (if any) to a subject after determining that a False Scrying is being viewed. This spell may only be cast once/False Scrying.

16—Scrying Fear (DM) The subject is protected by a ring of fear. If the target fails the RR, then he may not see the subject and leaves the scrying victim in a state of extreme fear. However, if the target successfully resists, the fear barrier is removed permanently. This spell lasts for one scrying attempt/lvl of the caster minus 1.

17—Scrying Calling (DM) The scryer is lured to face the presence of the caster and is subject Will versus Will combat. If the target wins the will combat the scrying attempt is successful otherwise the result of the Will vs Will applies. This spell last for one scrying attempt/lvl of the caster minus 1.

18—Scrying Coma (DM) The scryer is put into a coma for 1 hr/10% failure. If the scryer makes a successful orientation roll (very hard), the scrying attempt is successful.

19—Scrying Death (DM) The scryer suffers the results of an "E" crit of the caster's choice. If the scryer makes a successful orientation roll (very hard), the scrying attempt is successful.

20—Scrying Bar (FD) This spell simply bars any scrying on the subject, with no way around it except to run out the duration. However, after encountering a Scrying Bar and leaving, the scryer will note that he has been drained of 20 power points. This will happen every time that the Scrying Bar is encountered. Scrying Bar last for one scrying attempt/lvl of the caster minus 1.

25—Scrying Guardian III (FD) As *Scrying Guardian I* except that the Guardian has a +150 Will and is capable of inflicting "D" criticals.

30—Scrying Defense IV (D) As *Scrying Defense II* except that up to 4 defenses may be combined.

50—Scrying Guardian True (FD) As *Scrying Guardian I* except that the Guardian has a +200 Will and is capable of inflicting an "E" critical on 1-10 critical charts in one round.

8.23 DOOM'S LAW (Warlock Base List)

NOTE: Bones which are broken by the use of the *Bone Break* spell are determined by the use of the critical rolled. If more than 1 bone is broken it should be determined at random. *Skin Burn* spells affect the outer skin layer of the target. The spell burns a approximate percentage of the target's outer skin equal to the level of the spell (e.g., *Skin Burn I* (6th level) burns approximately 6% of the outer skin surface.) The specific area burned is determined by a critical roll.

	Area of Effect	Duration	Range
1—Bleeding I	1 target	P	100'
2—Nerve Impair I	1 target	P	100'
3—Bleeding II	1 target	P	100'
4—Nerve Impair II	1 target	P	100'
5—Bone Break I	1 target	P	100'
6—Skin Burn I	1 target	P	100'
7—Bleeding III	1 target	P	100'
8—Nerve Impair III	1 target	P	100'
9—Bone Break II	1 target	P	100'
10—Skin Burn II	1 target	P	100'
11—Bleeding IV	1 target	P	100'
12—Nerve Impair IV	1 target	P	100'
13—Bone Break III	1 target	P	100'
14—Skin Burn III	1 target	P	100'
15—Bleeding V	1 target	P	100'
16—Nerve Impair V	1 target	P	100'
17—Bone Break IV	1 target	P	100'
18—Skin Burn IV	1 target	P	100'
19—Bleeding True	1 target	P	100'
20—Nerve Impair True	1 target	P	100'
25—Bone Break True	1 target	P	100'
30—Skin Burn True	1 target	P	100'
50—Law of Doom	1 target	P	100'

- 1—**Bleeding I (F)** Causes the target to begin to bleed at +1 per round.
- 2—**Nerve Impair I (F)** Target is at -5 for all actions due to his nervous system being damaged.
- 3—**Bleeding II (F)** As *Bleeding I* except bleeding is at +2 per round. Target also suffers an "A" Puncture Critical.
- 4—**Nerve Impair II (F)** As *Nerve Impair I* except target is at -10. Target also suffers an "A" Electricity Critical.
- 5—**Bone Break I (F)** One of the target's bone is broken at random. The target also suffers an "A" Impact Critical.
- 6—**Skin Burn I (E)** Target's skin receives 1st degree burns and the target also suffers an "A" Heat Critical.
- 7—**Bleeding III (F)** As *Bleeding II* except bleeding is at +3 per round and target suffers a "B" Puncture Critical.
- 8—**Nerve Impair III (F)** As *Nerve Impair II* except target is at -15 and suffers a "B" Electricity Critical.
- 9—**Bone Break II (F)** As *Bone Break I* except two bones are broken and target suffers a "B" Impact Critical.
- 10—**Skin Burn II (E)** As *Skin Burn I* except burns target suffers a "B" Heat Critical.
- 11—**Bleeding IV (F)** As *Bleeding III* except bleeding is at +4 per round and target suffers a "C" Puncture Critical.
- 12—**Nerve Impair IV (F)** As *Nerve Impair III* except target is at -20 and suffers a "C" Electricity Critical.
- 13—**Bone Break III (F)** As *Bone Break II* except three bones are broken and target suffers a "C" Impact Critical.
- 14—**Skin Burn III (E)** As *Skin Burn II* except the burns are now 2nd degree and the target suffers "C" Heat Critical.
- 15—**Bleeding V (F)** As *Bleeding IV* except bleeding is at +5 per round and target suffers a "D" Puncture Critical.
- 16—**Nerve Impair V (F)** As *Nerve Impair IV* except target is at -25 and target suffers a "D" Electricity Critical.

17—**Bone Break IV (F)** As *Bone Break III* except four bones are broken and target suffers a "D" Impact Critical.

18—**Skin Burn IV (E)** As *Skin Burn III* except target suffers a "D" Heat Critical.

19—**Bleeding True (F)** As *Bleeding V* except bleeding is at +1 x (lvl/2—per round and target suffers an "E" Puncture Critical.

20—**Nerve Impair True (F)** As *Nerve Impair V* except target is at -5 x (lvl/2—and suffers an "E" Critical.

25—**Bone Break True (F)** As *Bone Break IV* except one bone x (lvl/5—is broken and target suffers an "E" Impact Critical.

30—**Skin Burn True (E)** As *Skin Burn IV* except target suffers 3rd degree burns and suffers an "E" Heat Critical.

50—**Law of Doom (F)** Caster can use one spell on this list each round on any target within spell range.

8.24 VISIONS OF DOOM (Warlock Base List)

NOTE: Target normally gets vision prior to an intense moment, and most likely at the most inconvenient moment such as in the middle of combat, or casting a spell, etc.

	Area of Effect	Duration	Range
1—Vision of Misfortune I	1 target	1 vision	100'
2—Vision of Doom I	1 target	1 vision	100'
3—Death's Vision I	1 target	1 vision	100'
4—Nightmare I	1 target	1 nightmare	100'
5—Mirror Vision I	1 target	24 hrs	100'
6—Vision of Misfortune II	1 target	2 visions	100'
7—Vision of Doom II	1 target	2 visions	100'
8—Death's Vision II	1 target	2 visions	100'
9—Nightmare II	1 target	2 nightmares	100'
10—Mirror Vision II	1 target	2 days	100'
11—Vision of Misfortune III	1 target	3 visions	100'
12—Vision of Doom III	1 target	3 visions	100'
13—Death's Vision III	1 target	3 visions	100'
14—Nightmare III	1 target	3 nightmares	100'
15—Mirror Vision III	1 target	3 days	100'
16—Vision of Misfortune IV	1 target	4 visions	100'
17—Vision of Doom IV	1 target	4 visions	100'
18—Death's Vision IV	1 target	4 visions	100'
19—Nightmare IV	1 target	4 nightmares	100'
20—Mirror Vision IV	1 target	4 days	100'
25—Vision of Misfortune True	1 target	varies	100'
30—Vision of Doom True	1 target	varies	100'
35—Death's Vision True	1 target	varies	100'
40—Nightmare True	1 target	varies	100'
50—Mirror Vision True	1 target	varies	100'

1—**Misfortune of Misfortune I (I)** Target receives a vision of impending misfortune, such as losing a valuable item, weapon breaking at a crucial time, etc. This vision will not be associated with a death scene (e.g., vision would show rope breaking and target falling, but not the sudden stop at the end of the fall.)

2—**Vision of Doom I (I)** Target receives a vision of impending doom, which involves the target. The target will get visions of important events that are going to happen near or around him. However, as there are many paths for the vision to go along, the target will only see bad outcomes, in relation to the target's own future. Thus the name "Doom Sayer" has been attached to the individuals that been exposed to this spell. (e.g., if the target is about to enter a room filled with angry Orcs, he would possibly get the vision of his entire adventuring party being wiped out.)

3—**Death's Vision I (I)** As *Vision of Doom I* except target gets the visions from the past. Vision must be associated with a death scene which has happened in the vicinity of the target at the time of the vision.

4—**Nightmare I (I)** As *Vision of Doom I* except the target is plagued with visions that manifest themselves as nightmares during his next sleep period. His nightmare must be associated with a death scene.

5—Mirror Vision I (I) As *Vision of Doom I* except target gets the visions every time he looks upon a mirrored surface (i.e., mirrors, glassy or shiny surfaces which have the ability to reflect light).

6—Vision of Misfortune II (I) As *Vision of Misfortune I* except target gets two visions of impending misfortune.

7—Vision of Doom II (I) As *Vision of Doom I* except target gets two visions of impending doom.

8—Death's Vision II (I) As *Vision of Doom I* except target gets two visions of deaths from the past.

9—Nightmare II (I) As *Visions of Doom I* except target next two sleep periods are infested with nightmares of death.

10—Mirror Vision II (I) As *Vision of Doom I* except target is affected for two days.

11—Vision of Misfortune III (I) As *Vision of Misfortune I* except target get three visions of impending misfortunes.

12—Vision of Doom III (I) As *Vision of Doom I* except target gets three visions of impending doom.

13—Death's Vision III (I) As *Vision of Doom I* except target gets three visions of deaths from the past.

14—Nightmare III (I) As *Vision of Doom I* except target next three sleep periods are infested with nightmares of death.

15—Mirror Vision III (I) As *Vision of Doom I* except target is affected for three days.

16—Vision of Misfortune IV (I) As *Vision of Misfortune I* except target get four visions of impending misfortunes.

17—Vision of Doom IV (I) As *Vision of Doom I* except target gets four visions of impending doom.

18—Death's Vision IV (I) As *Vision of Doom I* except target gets four visions of deaths from the past.

19—Nightmare IV (I) As *Vision of Doom I* except target next four sleep periods are infested with nightmares of death.

20—Mirror Vision IV (I) As *Vision of Doom I* except target is affected for four days.

25—Vision of Misfortune True (I) As *Vision of Misfortune I* except the target receives 1 vision of impending misfortune for every five levels that the caster has (round down).

30—Vision of Doom True (I) As *Vision of Doom I* except the target gets 1 vision of impending doom for every five levels that the caster has (round down).

35—Death's Vision True (I) As *Vision of Doom I* except the target gets 1 vision of death from the past for every five levels that the caster has (round down).

40—Nightmare True (I) As *Vision of Doom I* except the target has 1 nightmare for every five levels that the caster has (round down).

50—Mirror Vision True (I) As *Vision of Doom I* except the target is affected for 1 day for every five levels that the caster has (round down).

8.25 EVIL EYE (Warlock Base List)

NOTE: This is a Mentalism based spell list.

NOTE: *Look of Disfigure* spells damages the outer skin layer and may be healed by use of the 4 associated Joining spells.

NOTE: All of the lower spells may be reversed by use of the following: *Remove Curse*, *Will vs Will*, *Cancel Mentalism*, *caster's death*, *Remove Hex*, or leaving the territorial influence of the caster. These spells are affected by the caster's reputation and are reinforced by the target's own belief and faith that the spells work.

NOTE: *Look of Terror* and *Unnerving Eye* spells can also be reversed by *Calming* spells.

NOTE: In the *Glare* spells, the caster must gain eye contact with the target. (a "medium" static action if target is unaware, "very hard" if the target is weary, or "sheer folly" if target is actively on guard.) Once eye contact has been established it can only be broken if the caster drops eye contact, target wins *Will vs Will* or caster's concentration is interrupted.

NOTE: In the *Look of Terror* spells the target must know who the caster is for this spell to work, must know the caster's reputation otherwise this spell will only give the target chills up and down his spine.

	Area of Effect	Duration	Range
1—Look of Disfigure I	1 target	P	100'
2—Glare I (Charm Kind)	1 target	1 hr/lvl	50'
3—Unnerving Eye II	1 target	P	100'
4—Glare II (Suggestion)	1 target	1 task	50'
5—Look of Disfigure II	1 target	P	100'
6—Mark of Doom	1 target	P	10'
7—Unnerving Eye IV	1 target	P	100'
8—Glare III (Hold Kind)	1 target	10 min/lvl	50'
9—Look of Disfigure III	1 target	P	100'
10—Look of Terror I •	1 target	P	100'
11—Glare IV (Master Kind)	1 target	10 min/lvl	50'
12—Unnerving Eye VII	1 target	P	100'
13—Glare V (Quest)	1 target	1 task	50'
14—Look of Disfigure IV	1 target	P	100'
15—Look of Terror II •	1 target	P	100'
16—Glare VI (Hold True)	1 target	1 min/lvl	50'
17—Unnerving Eye X	1 target	P	100'
18—Glare V (True Quest)	1 target	1 task	50'
19—Look of Disfigure V	1 target	P	100'
20—Look of Terror III •	1 target	P	100'
25—Unnerving Eye True	1 target	P	100'
30—Look of Disfigure True	1 target	P	100'
50—Look of Terror True •	1 target	P	100'

1—Look of Disfigure I (M) The caster causes the target's Appearance stat to decrease by 5 for the potential and by 10 for the temporary.

2—Glare I (Charm Kind) (M) Humanoid target believes caster is a good friend.

3—Unnerving Eye I (M) The caster causes the target to believe he is being watched all the time and puts him at -5 for all actions.

4—Glare II (Suggestion) (M) Target will follow a single suggested act that is not completely alien to him (e.g., suicide, blinding himself, etc).

5—Look of Disfigure II (M) As *Look of Disfigure I* except potential is -10 and the temporary is -20.

6—Mark of Doom (M) The target receives a brand on his forehead or cheek. This is visible sign of the caster's displeasure with the target. Upon receiving the "Mark", the populace will actually shun the target in fear of being labelled as one who associates with those who are "Marked" and possibly incur the wrath of the caster. The "Mark" is normally the family device of the caster.

7—Unnerving Eye IV (M) As *Unnerving Eye I* except mod is -20.

8—Glare III (Hold Kind) (M) Humanoid target is held to 25% of normal action.

9—Look of Disfigure III (M) As *Look of Disfigure I* except potential is -15 and the temporary is -30.

10—Look of Terror I (M•) The target has a permanent terror of the caster. Each and every time that the target is in the sight of the caster he is at -10 to all actions, and if the caster speaks at the target the penalty is -20.

11—Glare IV (Master Kind) (M) Target must obey caster as in *Glare II*.

12—Unnerving Eye VII (M) As *Unnerving Eye II* except mod is -35.

13—Glare V (Quest) (M) Target is given one task; failure results in a penalty determined by GM (task must be within capabilities of target).

14—Look of Disfigure IV (M) As *Look of Disfigure I* except potential is -20 and temporary is -40.

15—Look of Terror II (M•) As *Look of Terror I* exceptsight of the caster puts the target at -15, and if the caster actually speaks at the target, the penalty is -30.

16—Glare VI (Hold True) (M) As *Glare III (Hold Kind)* except any sentient being can be affected.

17—Unnerving Eye X (M) As *Unnerving Eye I* except mod is -50.

18—Glare V (True Quest) (M) As *Glare V (Quest)* except failure is punished by the target suffering "E" critical strikes on 1-10 of the critical tables (caster's choice, roll each separately).

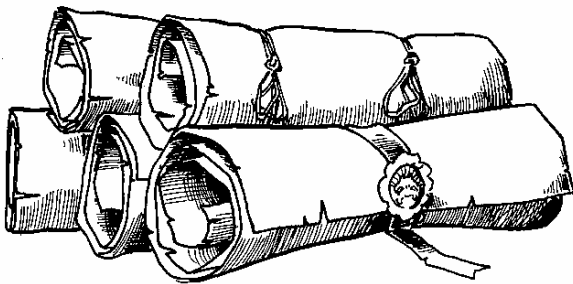
19—Look of Disfigure V (M) As *Look of Disfigure I* except potential is -25 and temporary is -50.

20—Look of Terror III (M•) As *Look of Terror I* except sight of the caster puts the target at -20, and if the caster actually speaks at the target, the penalty is -40.

25—Unnerving Eye True (M) As *Unnerving Eye I* except mod is -5/(level of caster/2).

30—Look of Disfigure True (M) As *Look of Disfigure I* except potential is -5/(lvl of caster/2), and temporary is -10/(lvl of caster/2).

50—Look of Terror True (M•) As *Look of Terror I* except sight of the caster puts the target at -5/(lvl of caster/5), and if the caster actually speaks at the target the penalty is -10/(lvl of caster/5).



8.26 REVENGING LAW (Warlock Base List)

	Area of Effect	Duration	Range
1—Research	1 item	24 hrs	self
2—Detect Curse	1 item	1 min/lvl	100'
3—Curse of Gab	1 target	P	100'
4—Curse of Silence	1 target	P	100'
5—Curse Craft I	1 target	P	100'
6—Curse of Unquenchable Thirst	1 target	P	100'
7—Family Curse I	1 target	P	100'
8—Curse of Ravenous Hunger	1 target	P	100'
9—Room Curse I	1 room	P	100'
10—Curse Craft II	1 target	P	100'
11—Miser's Curse	1 target	P	100'
12—Family Curse II	1 target	P	100'
13—Curse of Back Spasm	1 target	P	100'
14—Dwelling Curse II	1 dwelling	P	100'
15—Curse Craft III	1 target	P	100'
16—Hex	1 target	varies	touch
17—Family Curse III	1 target	P	100'
18—Detect Hex	1 target	—	10'/lvl
19—Curse Craft IV	1 target	P	100'
20—Town Curse III	1 town	P	100'
25—Curse Craft True	1 target	P	100'
30—Family Curse True	1 target	P	100'
50—Area Curse True	1 mile R	P	100'

1—Research (I) Allows the caster to research special curses to be use as part of his repertoire.

2—Detect Curse (P) Detects any active curses on any one item.

3—Curse of Gab (F) Target now has a compulsion to talk and talk and talk. The target will get this compulsion everytime he hears someone talking.

4—Curse of Silence (F) Target does not wish to talk at all. He must be motivated in some manner to get him to talk.

5—Curse Craft I (F) Allows caster to limit one skill that the target has

to 20 or less skill ranks. The caster must state which skill is going to be affected. If the target doesn't have any skill ranks in the skill, the skill is still cursed if the target ever begins to develop it. If the target has more than 20 skill levels he immediately begins to lose one skill rank each time he goes up a level (these are lost permanently, but can be relearned at normal development cost once the curse has been removed).

6—Curse of Unquenchable Thirst (F) Target can not get enough to drink. He will attempt to drain any container he is drinking from and he will want more.

7—Family Curse I (F) GM determines exact nature of curse. Options include limiting social levels, dooming to failure of certain specific objectives (land, wealth, love, etc). Effect is upon target's generation which also includes the target. Can only be removed by *Remove Curse* or *Remove Hex*.

8—Curse of Ravenous Hunger (F) Target will eat until he passes out. There is that much food. Target will put on 1-3 pounds each month. Target just cannot satisfy his hunger, wanting more and more.

9—Room Curse I (F) Allows caster to place a curse on 1 room. Rooms may not exceed 10'x10'x10' area. GM determines exact nature of curse. Options include decline in business, decline in quality of customer, room gaining reputation as being haunted, room falling into disrepair, etc.

10—Curse Craft II (F) As *Curse Craft I* except skill levels are limited to 15 skill levels.

11—Miser's Curse (F) Target will not spend any of his money. He will hoard it. If anyone takes or tries to spend his money, he will defend it with all his power and might.

12—Family Curse II (F) As *Family Curse I* except it affects two generations.

13—Curse of Back Spasm (F) Anytime the target rolls a natural 66 or 00, his back will spasm causing him to become partially or completely paralyzed for 1-20 rounds. Another percentile die roll is the amount of action he may accomplish during this time. If he rolls another 66 or 00, just tack it on.

14—Dwelling Curse II (F) As *Room Curse I* except puts a curse on a dwelling. Dwelling size may not exceed 50'x50'x50' area.

15—Curse Craft III (F) As *Curse Craft I* except skill levels are limited to 10 skill levels.

16—Hex (F) Target is hexed and misfortune becomes his companion. A magical pentagram is inscribed and the Hex spell powers it. The Hex spell must be casted once every day for 16 weeks to become permanent. As long as the pentagram is powered, the Hex is enforced. The target will slowly be enveloped in things just going wrong (e.g., weapons breaking, rope being cut in two, stepping on a branch while stalking, slipping on a draft floor, etc.) Recommend that the use of the skill *Magical Ritual* be used with the Hex spell in establishing the pentagram. Hex can only be removed by the breaking of the magical pentagram. **NOTE:** The pentagram has power in it and the sudden removal of the pattern of the pentagram will deliver "C" impact and "B" heat criticals to all within 30'. **NOTE:** *Detect Curse* will detect a Hex, but it will register as a curse.

17—Family Curse III (F) As *Family Curse I* except effects three generations.

18—Detect Hex (P) Allows caster to detect the presence of a Hex which has been placed upon an individual, object or place by sensing the link of the Hex and the magical pentagram. Spell does not give the direction, distance or location of the magical pentagram only the knowledge that it exists.

19—Curse Craft IV (F) As *Curse Craft I* except skill levels are limited to 5 skill levels.

20—Town Curse III As *Room Curse I* except effects 1000'x1000'x1000' area. (Normally the size of small villages, castle, etc).

25—Curse Craft True (F) As *Curse Craft I* except skill levels are limited to zero skill levels.

30—Family Curse True (F) As *Family Curse I* except 1 generation is affected for every 5 levels that the caster has obtained.

50—Area Curse True (F) As *Room Curse I* except effects 1 mile radius



8.3 WITCH BASE LISTS

8.31 GLAMOURS (Witch Base List)

	Area of Effect	Duration	Range
1—Ventriloquism	self	C	100'
2—Illusion II	10' R	1 min/lvl	100'
3—Glamour I	1 Target	1 min/lvl	100'
4—Phantasm I	10' R	1 min/lvl	100'
5—Illusion III	10' R	1 min/lvl	100'
6—Glamour II	1 Target	1 min/lvl	100'
7—Phantasm II	10' R	1 min/lvl	100'
8—Waiting Illusion II	10' R	24 hrs	100'
9—Glamour III	1 Target	1 min/lvl	100'
10—Waiting Glamour II	1 Target	24 hrs	100'
11—Waiting Phantasm II	10' R	24 hrs	100'
12—Illusion V	10' R	1 min/lvl	100'
13—Glamour V	1 Target	1 min/lvl	100'
14—Phantasm III	10' R	1 min/lvl	100'
15—Waiting Illusion III	10' R	24 hrs	100'
16—Waiting Glamour III	1 Target	24 hrs	100'
17—Waiting Phantasm III	10' R	24 hrs	100'
18—Illusion X	10' R	1 min/lvl	100'
19—Glamour X	1 Target	1 min/lvl	100'
20—Phantasm V	10' R	1 min/lvl	100'
25—Glamour True	1 Target	P	100'
30—Phantasm X	10' R	1 min/lvl	100'
50—Illusion True	10' R	P	100'

1—Ventriloquism (E) As *Ventriloquism* on the Open Essence list: Lesser Illusions

3—Glamour I (M) By changing the target's frame of reference by 1 detail, the caster can create an illusion/phantasm which only the target experiences. With high level Glamour spells, one of the following options may be chosen: a) an extra sense may be added with Mirage spells or b) the duration can be doubled or c) another reference point may be changed. The effects stays with the target for the spell duration. For example, a target could be Glamoured to see all humans as rabbits.

6—Glamour II (M) As *Illusion III*, except that it affects only 1 target as *Glamour I*.

9—Glamour III (M) As *Illusion III*, except that it affects only 1 target as *Glamour I*.

10—Waiting Glamour II (M) As *Waiting Illusion II* except that it applies to the *Glamour* spell.

13—Glamour V (M) As *Illusion V*, except that it affects only 1 target as *Glamour I*.

16—Waiting Glamour III (M) As *Waiting Illusion III*, except that it affects only 1 target as *Glamour I*.

19—Glamour X (M) As *Illusion X*, except that it affects only 1 target as *Glamour I*.

25—Glamour True (M) As *Glamour X* except that its duration is permanent (until dispelled).

2,4,5,7,8,11,12,14,15,17,18,20,30, and 50 — As the spells by the same name on Illusion Mastery (Illusionist Base List).

8.32 EARTH MASTERY (Witch Base List)

	Area of Effect	Duration	Range
1—Enchanted Rope	1 target	C	10'/lvl
2—Loosen Earth	100 cu'	P	100'
3—Earth to Dust	10 cu'	P	100'
4—Earthwall	varies	1 min/lvl	100'
5—Blight I	10' R	P	100'
6—Cracks Call	varies	—	100'
7—Earth to Mud	100 cu'	P	100'
8—Stonewall	varies	1 min/lvl	100'
9—Blight II	100' R	P	100'
10—Earthwall True	varies	P	100'
11—Stone to Earth	100 cu'	P	100'
12—Earth to Dust	1000 cu'	P	100'
13—Blight III	200' R	P	100'
14—Unearth	100 cu'	P	100'
15—Stonewall True	varies	P	100'
16—Powder Stone	1000 cu'	P	100'
17—Cause Cracks	varies	P	100'
18—Disruption	100 cu'	P	100'
19—Meld Wall	varies	P	touch
20—Unstone	100 cu'	P	100'
25—Unmetal	1 cu'	P	100'
30—Tremors	varies	1 rnd	100'
50—Earth Master	varies	1 rnd/lvl	varies

5—Blight I (F) Caster creates an area where no form of plant life will grow in until healed.

9—Blight II (F) As *Blight I* above except that the area of effect is a 100'R.

13—Blight III (F) As *Blight I* above except that the area of effect is a 200'R.

1 to 4, 6 to 8, 10 to 12, and 14 to 50 — As the spells by the same name on Earth Law (Magician Base List) and on Matter Disruption (Evil Magician Base List).

8.33 NATURES MASTERY (WitchBaseList)

	Area of Effect	Duration	Range
1—Plant Lore	10' R	24 hrs	self
2—Animal Sleep III	3 targets	1 min/lvl	100'
3—Plant Tongues	1 target	1 min/lvl	touch
4—Animal Tongues	1 target	1 min/lvl	10'
5—Speed/Slow Growth x100	1 plant	24 hrs	touch
6—Animal Summon I	1 target	1 min/lvl	1 mi/lvl
7—Animal Mastery I	1 targets	1 min/lvl	100'
8—Plant Location	1 plant	1 min/lvl	1 mile
9—Plant Growth	1 plant	P	touch
10—Speed/Slow Growth x100	10' R	24 hrs	touch
11—Animal Mastery V	5 targets	1 min/lvl	100'
12—Plant Growth x3	1 plant	P	touch
13—Animal Call	1 target	—	1 mi/lvl
14—Plant Control V	5 targets	1 min/lvl	100'
15—Speed/Slow Growth x100	100' R	24 hrs	touch
16—Animal Mastery	100' R	1 min/lvl	100'
17—Plant Growth x5	1 plant	P	touch
18—Animal Summon X	10 targets	1 min/lvl	1 mi/lvl
19—Animal Growth x2	1 target	1 min/lvl	10'
20—Plant Growth x10	1 plant	P	touch
25—Plant Control True	100' R	1 min/lvl	100'
30—Plant Animation	1 plant	1 min/lvl	100'
50—Animal Mastery True	100' R/lvl	1 min/lvl	1 mi/lvl

5—Speed/Slow Growth x100 (F) As *SpeedGrowthx100* except that the growth can be slowed by x100.

10—Speed/Slow Growth x100 (F) As *SpeedGrowthx100*.

15—Speed/Slow Growth x100 (F) As *SpeedGrowthx100*.

1 to 4, 6 to 9, 11-14, and 16-50 — As the spells by the same name on Animal Mastery and Plant Mastery (Animist Base Lists).



8.34 CANDLE MAGIC (WitchBaseList)

NOTE: Unless otherwise noted, all of the spells referred to in the spell descriptions below are from *Essence Imbedding* (Alchemist Base List).

NOTE: The spells on this lists may only be used to create enchanted *candles* according to the alchemical rules normally used by the GM (see SL 9.92).

NOTE: A spell caster using this spell list can only imbed his/her own spells.

	Area of Effect	Duration	Range
1—Candle Lore	touch	24 hrs	self
2—Research	touch	24 hrs	self
3—Candle Imbedding I	touch	till used	self
4—Charge Wand	touch	24 hrs	self
5—Candle Imbedding II	touch	till used	self
6—Multi-burn I	touch	till used	self
7—Candle Imbedding III	touch	till used	self
8—Charge Rod	touch	24 hrs	self
9—Candle Imbedding IV	touch	till used	self
10—Multi-burn III	touch	till used	self
11—Candle Imbedding V	touch	till used	self
12—Charge Staff	touch	24 hrs	self
13—Candle Imbedding VI	touch	till used	self
14—Multi-burn V	touch	till used	self
15—Candle Imbedding VII	touch	till used	self
16—Multi-burn VI	touch	till used	self
17—Candle Imbedding VIII	touch	till used	self
18—Multi-burn VII	touch	till used	self
19—Candle Imbedding IX	touch	till used	self
20—Multi-burn VIII	touch	till used	self
25—Candle Imbedding X	touch	till used	self
30—Constant	touch	24 hrs	self
35—Multi-burn X	touch	till used	self
40—Candle Imbedding True	touch	till used	self
50—Multi-burn True	touch	till used	self

1—Candle Lore (I) As *PowerLore* on the Open Mentalist list: Delving.

2—Research (I) As *Research* on the Alchemist Base list: Enchanting Ways.

3—Candle Imbedding I (F) As *ImbedI*.

4—Charge Wand (F) As *ChargeWand*.

5—Candle Imbedding II (F) As *ImbedII*.

6—Multi-burn I (F) Allows caster to make a multi-spell candle. The candle can have a number of first level spells imbedded equal to caster's level. Each spell is trigger one at a time as the candle burns down.

7—Candle Imbedding III (F) As *ImbedIII*.

8—Charge Rod (F) As *ChargeRod*.

9—Candle Imbedding IV (F) As *ImbedIV*.

10—Multi-burn III (F) As *Multi-burnI* except that 1st-3rd level spells may be imbedded.

11—Candle Imbedding V (F) As *ImbedV*.

12—Charge Staff (F) As *ChargeStaff*.

13—Candle Imbedding VI (F) As *ImbedVI*.

14—Multi-burn V (F) As *Multi-burnI* except that 1st-5th level spell maybe imbedded.

15—Candle Imbedding VII (F) As *ImbedVII*.

16—Multi-burn VI (F) As *Multi-burnI* except that 1st-6th level spells may be imbedded.

17—Candle Imbedding VIII (F) As *ImbedVIII*.

18—Multi-burn VII (F) As *Multi-burnI* except that 1st-7th level spells may be imbedded.

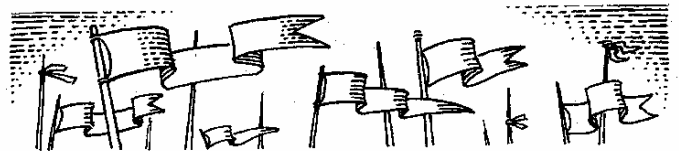
- 19—Candle Imbedding IX (F) As *Imbed IX*.
- 20—Multi-burn VIII (F) As *Multi-burn VIII* except that 1st-8th level spells may be imbedded.
- 25—Candle Imbedding X (F) As *Imbed X*.
- 30—Constant (F) As *Constant*.
- 35—Multi-burn X (F) As *Multi-burn I* except that 1st-10th level spells may be imbedded.
- 40—Candle Imbedding True (F) As *Imbed True*.
- 50—Multi-burn True (F) As *Multi-burn I* except that any level spell may be imbedded.

8.35 POTION MAGIC (WitchBaseList)

	Area of Effect	Duration	Range
1—Potion Lore	10' R	24 hrs	self
2—Research	touch	24 hrs	self
3—Work Liquid	1 target	24 hrs	self
4—Potion I	1 target	24 hrs	self
5—Minor Poison	1 target	24 hrs	self
6—Potion II	1 target	24 hrs	self
7—Extra Strong I (-10)	1 target	24 hrs	self
8—Potion III	1 target	24 hrs	self
9—Extra Strong II (-20)	1 target	24 hrs	self
10—Major Poison	1 target	24 hrs	self
11—Potion IV	1 target	24 hrs	self
12—Extra Strong III (-30)	1 target	24 hrs	self
13—Potion V	1 target	24 hrs	self
14—Extra Strong IV	1 target	24 hrs	self
15—Potion VI	1 target	24 hrs	self
16—Potion VII	1 target	24 hrs	self
17—Extra Strong V (-50)	1 target	24 hrs	self
18—Potion VIII	1 target	24 hrs	self
19—Potion IX	1 target	24 hrs	self
20—Potion X	1 target	24 hrs	self
25—Potion True	1 target	24 hrs	self
30—Multiple Dose	1 target	24 hrs	self
50—Lord Potion	1 target	24 hrs	self

- 1—**Potion Lore (I)** Caster gets details of where, when and how the examined potion was made.
- 2—**Research (I)** As *Research* on the Alchemist Base list: Enchanting Ways.
- 3—**Work Liquids (F)** Allows caster to work with nonmagical Liquids.
- 4—**Potion I (F)** Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it.
- 5—**Minor Potion (F)** Allows caster to safely handle, prepare and process minor poisons.
- 6—**Potion II (F)** As *Potion I* except that 1st-2nd level spells maybe imbedded.
- 7—**Extra Strong I (-10) (F)** Allows caster to make the resistance to a potion more difficult; -10 to user's RR.
- 8—**Potion III (F)** As *Potion I* except that 1st-3rd level spells maybe imbedded.
- 9—**Extra Strong II (-20) (F)** As *Extra Strong I* except that -20 to user's RR.
- 10—**Major Poison (F)** As *Minor Poison* except that works with all but the deadliest poisons.
- 11—**Potion IV (F)** As *Potion I* except that 1st-4th level spells maybe imbedded.
- 12—**Extra Strong III (-30) (F)** As *Extra Strong I* except that -30 to user's RR.
- 13—**Potion V (F)** As *Potion I* except that 1st-5th level spells maybe imbedded.

- 14—**Extra Strong IV (F)** As *Extra Strong I* except that -40 to user's RR.
- 15—**Potion VI (F)** As *Potion I* except that 1st-6th level spells maybe imbedded.
- 16—**Potion VII (F)** As *Potion I* except that 1st-7th level spells maybe imbedded.
- 17—**Extra Strong V (-50) (F)** As *Extra Strong I* except that -50 to user's RR.
- 18—**Potion VIII (F)** As *Potion I* except that 1st-8th level spells maybe imbedded.
- 19—**Potion IX (F)** As *Potion I* except that 1st-9th level spell maybe imbedded.
- 20—**Potion X (F)** As *Potion I* except that 1st-10th level spells maybe imbedded.
- 25—**Potion True (F)** As *Potion I* except that 1st-20th level spells maybe imbedded.
- 30—**Multiple Dose (F)** As *Potion I* except that allows a potion "n" spell to be used to create multiple doses: for example a *Potion V* could be used to create 5 doses of a 1st level spell, or 1 dose of a 3rd level spell and 1 dose of a 2nd level spell, etc.
- 50—**Lord Potion (F)** As *Potion I* except that any level spell maybe imbedded.



8.36 CONJURING WAYS (WitchBaseList)

	Area of Effect	Duration	Range
1—Familiar	1 Target	P	touch
2—Force Analysis III	1 Target	1 item	10'
3—Lesser Demonic Contact	1 Target	2 rnds	10'
4—Control Demon I	1 Target	C	10'/lvl
5—Lesser Demonic Gate	1 Target	2 rnds	10'
6—Force Information III	1 Target	varies	10'
7—Control Demon II	1 Target	C	10'/lvl
8—Greater Demonic Contact	1 Target	2 rnds	10'
9—Force Search III	1 Target	1 item	10'
10—Demon Mastery I	1 Target	varies	10'/lvl
11—Greater Demonic Gate	1 Target	2 rnds	10'
12—Control Demon II	1 Target	C	10'/lvl
13—Demon Mastery III	1 Target	varies	10'/lvl
14—Force Analysis IV	1 Target	1 item	10'
15—Force Information IV	1 Target	varies	10'
16—Force Search IV	1 Target	1 item	10'
17—Control Demon V	1 Target	C	10'/lvl
18—Demon Mastery V	1 Target	varies	10'/lvl
19—Force Analysis V	1 Target	1 item	10'
20—Force Information V	1 Target	1 item	10'
25—Force Search V	1 Target	1 item	10'
30—Bind Demon I	1 Target	24 hrs	10'
50—Bind Demon True	1 Target	24 hrs	10'

- 1—**Familiar (M)** As *Familiar* on the Close Essence list: Gate Mastery.
- 30—**Bind Demon I (M)** Allows the caster to bind a demon to his will for a 24 hour duration. Demon must have been mastered before binding spell is casted. Demon has unlimited range while under the binding spell.
- 50—**Bind Demon True (M)** As *Bind Demon I* except demon is bound to the caster until caster releases the demon or the caster dies..
- 2 to 25— As the spells by the same name on Dark Contacts (Evil Magician Base List) and on Dark Summons (Evil Magician Base List).

9.0 SPELL LISTS FOR NEW PURE SPELL USERS

9.1 CONJUROR BASE LISTS

9.11 CIRCLES OF POWER (ConjurerBaseList)

NOTE: Power circles can be up to 1'R/lvl of the caster in size. The caster must take 1 min/1'R to "draw" the circle. *Drawing* the 'circle' consists of inscribing the circle onto a solid surface: for example, tracing it in dirt or sand (very fragile), drawing it with chalk on stone, painting it on wood, chiseling it into stone (very resistant), etc. After the 'circle' is drawn, the spell for a power circle is cast (normal casting rules for time and ESF). All protection circles are immobile once activated.

NOTE: All targets get a resistance roll versus a power circle spell upon initially encountering its area of effect and again upon crossing the actual drawn 'circle'.

NOTE: All power circles extend to their full area of effect irregardless of obstacles in the way, inorganic or organic. Once the radius exceeds the height of the caster the circle becomes a sphere, which will always maintain it's height to accommodate the creatures within it.

NOTE: When a power circle is cast, the caster can have it radiate *inwards* or *outwards*: Note that individual power circles have highly variable effects that can modify these guidelines greatly.

- Radiating *inwards* — The circle projects its effect at double strength only inside of the 'circle'; any targets have an additional -50 to their resistance rolls (if applicable).
- Radiating *outwards* — The circle's area of effect is the area outside of the 'circle' and within 5'/1'R of the circle; any targets have an additional -25 to their resistance rolls (if applicable).

NOTE: Crossing a power circle deliver the 1/4 of the trespasser's remaining hits if he/she fails a RR. If the circle is 'broken' at any point (i.e., its inscription is even partially erased or destroyed), the spell is canceled and the caster will take 1/4 of his remaining concussion hits.

NOTE: All power circles have a basic duration of 10 min/lvl or until the circle is broken, unless otherwise noted. The effects of the spell also last for the same duration unless otherwise noted.

	Area of Effect	Duration	Range
1—Power Circle Sleep	varies	varies	touch
2—Power Circle Stun	varies	varies	touch
3—Power Circle Charm	varies	varies	touch
4—Power Circle Command	varies	varies	touch
5—Power Circle Invisibility	varies	varies	touch
6—Power Circle Pain	varies	varies	touch
7—Power Circle Passion	varies	varies	touch
8—Power Circle Strength	varies	varies	touch
9—Power Circle Insanity	varies	varies	touch
10—Power Circle Strength Leech	varies	varies	touch
11—Power Circle Knowledge	varies	varies	touch
12—Power Circle Animate Dead	varies	varies	touch
13—Power Circle All Seeing	varies	varies	touch
14—Power Circle Perception	varies	varies	touch
15—Power Circle Force	varies	varies	touch
16—Power Circle Power	varies	varies	touch
17—Power Circle Healing	varies	varies	touch
18—Power Circle Power Drain	varies	varies	touch
19—Power Circle Death	varies	varies	touch
20—Power Circle Teleport	varies	varies	touch
25—Stabilize Power Circle	varies	varies	touch
30—Power Circle Power Matrix	varies	varies	touch
50—P. Circle Dimensional Rift	varies	varies	touch

1—**Power Circle Sleep (FM)** All within the area of effect must resist or fall into an enchanted sleep.

2—**Power Circle Stun (FM)** All within the area of effect must resist or be stunned for 1 rd/5% failure.

3—**Power Circle Charm (FM)** All within the area of effect must resist or be charmed and see the caster (and all on the opposite side of the power circle) as their trusted friend.

4—**Power Circle Command (FM)** All within the area of effect must resist or have to obey the caster's verbal command. One simple command may be given each minute. Note that the targets will not follow commands that are obviously harmful or fatal.

5—**Power Circle Invisibility (FM)** All within the area of effect must resist or be turned invisible. The invisible targets may give or take 1 hostile action (see Invisible Ways list) for every five levels of the spell (round down) before losing their invisibility.

6—**Power Circle Pain (FM)** All within the area of effect must resist or take 10% of their remaining hits every round they fail a RR.

7—**Power Circle Passion (FM)** All within the area of effect must resist or feel an emotion of the caster's choice, and act accordingly. The more the RR is failed by, the more extreme the emotion. If the target fails by more than 50 then they will be affected to the limit of their capacity.

8—**Power Circle Strength (FM)** All within the area of effect must resist or gain a +1/1% of failure to their strength modifier. This will last for 1 min/lvl of the caster.

9—**Power Circle Insanity (FM)** All within the area of effect must resist or be afflicted with a random insanity which will last 1 day/10% failure.

10—**Power Circle Strength Leech (FM)** All within the area of effect must resist or lose 1 strength point/rd to the power circle. These strength points may be regained through normal stat gain rolls.



11—**Power Circle Knowledge (FM)** All within the area of effect must resist or gain 1 knowledge tier/10% failure in one subject. This knowledge will last 1 day/10% failure before being totally forgotten.

12—**Power Circle Animate Dead (FM)** All dead within the area of effect, *animate* and follow the instructions of the caster (see Evil Cleric Base list; Necromancy). The caster may control one corpse/lvl.

13—**Power Circle All Seeing (FM)** All within the area of effect must resist or gain an awareness of all activity within 50'/lvl of the circle. Similar in effect to the *Natures Awareness* spell (Animist Base list).

14—**Power Circle Perception (FM)** All within the area of effect must resist or gain a +2/5% failure to all perception rolls. The effects of this spell last 10 min./10% failure.

15—**Power Circle Force (FM)** The 'circle' becomes a virtually impenetrable sphere of force which will last 1 min/lvl of the caster. (If the GM wishes, the sphere can be assigned 500-1000 'hits'. If these hits are delivered to the sphere disperse. Criticals for these 'hit' purposes count as follows: 'A'=10, 'B'=20, 'C'=30, 'D'=40, 'E'=50, etc.)

16—**Power Circle Power (FM)** All within the area of effect must resist or gain 10% of their total power points/10 minutes. If a character gains more power points (PP) than his PP total, the excess is subtracted from his PP total (permanent) due to a overload burnout.

17—**Power Circle Healing (FM)** All within the area of effect must resist or heal 1 hit/minute for the normal duration of the power circle.

18—**Power Circle Power Drain (FM)** All within the area of effect must resist or lose 1 power point/round.

19—**Power Circle Death (FM)** All within the area of effect must resist or take an "E" critical on any 3 critical charts of the caster's choosing.

20—**Power Circle Teleport (FM)** All within the area of effect must resist or be teleported to a location of the caster's choosing. Handle as *Teleport I* on the Lofty Bridge list (closed Essence).

25—**Stabilize Power Circle (FM)** After a Power Circle or Circle of Protection is 'drawn', this spell may be cast to increase the duration of the 'circle' to 1 hr/lvl.

30—Power Circle Power Matrix (U) Allows the caster to do one of two things; first he can 'link' multiple power circles (within a 50'/lvl range) for the transfer of power points or spells or he can use this spell to allow multiple spell-users to join their power points together to cast a single spell of any level (no ESF) as long as the requisite power points are available and the spell is known by at least one of the spell casters. Each spell caster must be in a separate power circle in order to be 'linked' into the matrix. Only one spell caster must cast the *power matrix*. If the spell fails, roll on the spell failure chart with a +200 modification: all spell caster involved take the effect.

50—Power Circle Dimensional Rift (FM) All within the area of effect must resist or be *Gated* to another plane of the caster's choice.

9.12 CIRCLES OF PROTECTION (Conjurer Base List)

	Area of Effect	Duration	Range
1—Prot. Circle vs. Animals	varies	10 min/lvl	touch
2—Prot. Circle vs. Evil	varies	10 min/lvl	touch
3—Prot. Circle vs. Elem. Forces	varies	10 min/lvl	touch
4—Prot. Circle vs. Spirits	varies	10 min/lvl	touch
5—Multi-Circle II	varies	10 min/lvl	100'
6—Prot. Circle vs. Gargoyles	varies	10 min/lvl	touch
7—Prot. Circle vs. Were-Creatures	varies	10 min/lvl	touch
8—Prot. Circle vs. Efreeti/Djinn	varies	10 min/lvl	touch
9—Prot. Circle vs. Ess. Attacks	varies	10 min/lvl	touch
10—Multi-Circle III	varies	10 min/lvl	100'
11—Prot. Circle vs. Constructs	varies	10 min/lvl	touch
12—Prot. Circle vs. Elementals	varies	10 min/lvl	touch
13—Prot. Circle vs. Undead	varies	10 min/lvl	touch
14—Prot. Circle vs. Ment. Attacks	varies	10 min/lvl	touch
15—Multi-Circle IV	varies	10 min/lvl	100'
16—			
17—Prot. Circle vs. Demons	varies	10 min/lvl	touch
18—Prot. Circle vs. Faeries	varies	10 min/lvl	touch
19—			
20—Prot. Circle vs. Chan. Attacks	varies	10 min/lvl	touch
25—Multi-Circle V	varies	10 min/lvl	100'
30—Prot. Circle vs. Dragons	varies	10 min/lvl	touch
50—Multi-Circle True	varies	10 min/lvl	1000'

NOTE: All 'circles' mentioned in this section are *protection circles*.

NOTE: Protection circles can be up to 1'R/lvl of the caster in size. The caster must take 1 min/1'R to "draw" the circle. *Drawing* the 'circle' consists of inscribing the circle onto a solid surface: for example, tracing it in dirt or sand (very fragile), drawing it with chalk on stone, painting it on wood, chiseling it into stone (very resistant), etc. After the 'circle' is drawn, the spell for a power circle may be cast (normal casting rules for time and ESF). All protection circles are immobile once activated.

NOTE: All protection circles are mainly line of sight. They are totally blocked by inorganic substances, and organic substances block half of their effects (50% effective).

NOTE: Protection circles can radiate in one of two directions, *inwards* or *outwards*:

- Radiating *inwards* — Any targets within the 'circle' receive a negative 100 modification to all actions (RR's do apply).
- Radiating *outwards* — The circle's area of effect is the area outside of the 'circle' and within 100' of the circle; any targets receive a negative (100 - distance from 'circle') modification to all actions: e.g., -100 at 0' from the 'circle' dissipating down to a -1 at 99' from the 'circle'.

NOTE: All targets get a resistance roll versus a protection circle spell upon initially encountering its area of effect and again upon crossing the actual drawn 'circle'. The target must make a RR vs. the level of the spell at an additional -25 to 'break' through the circle. If the creature fails it loses 1/4 of it's remaining hits and does not cross the circle. If it succeeds it takes no damage and it breaks the circle. If the circle is 'broken' at any point (i.e., as above or if its inscription is even partially erased or destroyed), the spell is canceled and the caster will take 1/4 of his remaining concussion hits.

1—Protection Circle vs Animals (FD) When cast and a proper 'circle' is drawn, all animals in the area of effect at a negative modifier (see NOTE above) to all actions. This spell can be cast without the aid of the actual circle, but without the circle the negative modifier is only -20 on the target with a range of 50', and only the caster or a single designated target is "protected".

2—Protection Circle vs Evil (FD) As *Circle vs Animals* except that the protection is against evil.

3—Protection Circle vs Elemental Forces (FD) As *Circle vs Animals* except that the protection is against natural elemental forces such as a storm or the desert heat.

4—Protection Circle vs Spirits (FD) As *Circle vs Animals* except that the protection is against spirits of the dead.

5—Multi-Circle II (U) Allows the caster to place two circles around each other, thereby combining their effects without negating one another. If this spell is not used, where two or more circles of any type intersect or overlap in physical location or effect, both will be cancelled, with a feedback result of 1/4 remaining hit point damage from each circle back upon their caster(s).

6—Protection Circle vs Gargoyles (FD) As *Circle vs Animals* except that the protection is against gargoyles.

7—Protection Circle vs Were-Creatures (FD) As *Circle vs Animals* except that the protection is against were-creatures.

8—Protection Circle vs Efreeti/Djinn (FD) As *Circle vs Animals* except that the protection is against efreeti and djinn of all types.

9—Protection Circle vs Essence Attacks (FD) As *Circle vs Animals* except that the protection is against Essence attack rolls made in the area of effect.

10—Multi-Circle III (U) As *Multi-Circle II* except that this spell is for up to 3 circles.

11—Protection Circle vs Constructs (FD) As *Circle vs Animals* except that the protection is against constructs of all types.

12—Protection Circle vs Elementals (FD) As *Circle vs Animals* except that the protection is against elementals of all types as well as elemental attack rolls.

13—Protection Circle vs Undead (FD) As *Circle vs Animals* except that the protection is against undead of all types.

14—Protection Circle vs Mentalism Attacks (FD) As *Circle vs Animals* except that the protection is against Mentalism attack rolls made in the area of effect.

15—Multi-Circle IV (U) As *Multi-Circle II* except that this spell is for up to 4 circles.

17—Protection Circle vs Demons (FD) As *Circles vs Animals* except that the protection is against demons of all types.

18—Protection Circle vs Faeries (FD) As *Circle vs Animals* except that the protection is against faeries of all types.

20—Protection Circle vs Channeling AttacksS (FD) As *Circles vs Animals* except that the protection is against Channeling attack rolls made within the area of effect.

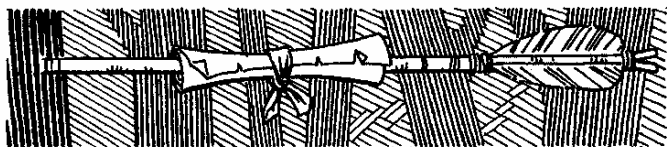
25—Multi-Circle V (U) As *Multi-Circle II* except that this spell is for up to 5 circles.

30—Protection Circle vs Dragons (FD) As *Circles vs Animals* except that the protection is against dragons of all types.

50—Multi-Circle True (U) As *Multi-Circle II* except that this spell allows as many circles as the caster's level to operate within the area of effect simultaneously.

9.13 CIRCLES OF SUMMONING (ConjurerBaseList)

NOTE: All summoning circles begin in size at a diameter of 5', and may be increased by up to 1'R/lvl of the caster if he so desires. The summoned creature must fit within the circle (all spirits can fit within any size circle, it just seems that they won't due to their immense presence). 'Drawing' (see Notes in 9.11) a circle of summoning takes 1 minute plus 1 min per additional 1'R (minimum time 1 minute). After that, casting time for the actual spell is as normal.



NOTE: All summoning circles keep the summoned creature within the bounds of the circle by making it unpleasant to pass the perimeter (a psychic jolt is delivered). However, this can be overcome by determined creatures, who must first resist vs. the level of the spell with a -25. If the creature fails it loses 1/4 of its remaining hits and is still confined. If it succeeds it takes no damage, breaks the circle, and is free. Note that the creature is summoned into the circle. If the circle is 'broken' (see Notes in 9.11), the summoned creature(s) is free to do as it pleases and is not required to return at the end of the spell duration.

NOTE: All "Summons" spells described in this section are *summoning circles*. All the spells on this list are independent of range. The summoned creatures are summoned from wherever they happen to be, even if that somewhere is on another planet or plane.

NOTE: Spells on this list often refer to "x levels of creatures", this means that the sum of the levels of all of the creatures summoned can not exceed 'x' levels.

	Area of Effect	Duration	Range
1—Familiar	self	P	self
2—Animal Summons II	varies	varies	—
3—Monster Summons II	varies	varies	—
4—Lesser Demon Summons	varies	varies	—
5—Animal Summons V	varies	varies	—
6—Spirit Summons II	varies	varies	—
7—Monster Summons V	varies	varies	—
8—Spirit Summons V	varies	varies	—
9—Greater Demon Summons	varies	varies	—
10—Animal Summons X	varies	varies	—
11—Monster Summons VII	varies	varies	—
12—Spirit Summons VII	varies	varies	—
13—			
14—Monster Summons X	varies	varies	—
15—Lord Animal Summons	varies	varies	—
16—			
17—Spirit Summons X	varies	varies	—
18—Lord Monster Summons	varies	varies	—
19—			
20—Lord Demon Summons	varies	varies	—
25—Lord Spirit Summons	varies	varies	—
30—Animal Summons True	varies	varies	—
35—Monster Summons True	varies	varies	—
40—Demon Summons True	varies	varies	—
50—Spirit Summons True	varies	varies	—

1—Familiar (M) As *Familiar* on the Gate Mastery closed Essence spell list.

2—Animal Summons II (FM) Caster can summon up to 2 animals which gradually appear over the course of 3 rounds, to do his bidding. They will remain for up to 10 min/lvl following variable instructions (which can only be changed by concentrating a minimum of 1 round) or until they complete 1 task. The general type of the creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g., the caster could specify four-legged, hooved, and could get a zebra, horse, or camel).

3—Monster Summons II (FM) As *Animal Summons II* except that 2 levels of monsters can be summoned (e.g. the caster could specify four-legged, clawed, and could get a Al-mi'raj, Hell Hound, or Basilisk).

4—Lesser Demon Summons (FM) As *Animal Summons II* except that 4 levels of demons can be summoned. The demons need not follow instructions unless controlled or mastered. Nothing about a demon can be specified by the caster unless its true name is known, and the spell always summons a number of demons equal to the level of the spell. No single demon will exceed 4th level.

5—Animal Summons V (FM) As *Animal Summons II* except that the total number of levels of animals is 5.

6—Spirit Summons II (FM) As *Animal Summons II* except that 2 levels of spirits can be summoned. The spirits need not follow instructions unless controlled or mastered. The caster may only summon the spirits of the dead, and they need not speak with him unless the proper Converse spell has been cast. The caster may not summon a specific spirit unless that spirit's true name is known and used.

7—Monster Summons V (FM) As *Monster Summons II* except that the total number of levels summoned is 5.

8—Spirit Summons V (FM) As *Spirit Summons II* except that the total number of levels summoned is 5.

9—Greater Demon Summons (FM) As *Lesser Demon Summons* except that the total number of levels is 10 and the maximum level demon will not exceed 10.

10—Animal Summons X (FM) As *Animal Summons II* except that the total number of levels summoned is 10.

11—Monster Summons VII (FM) As *Monster Summons II* except that the total number of levels summoned is 7.

12—Spirit Summons VII (FM) As *Spirit Summons II* except that the total number of levels summoned is 7.

14—Monster Summons X (FM) As *Monster Summons II* except that the total number of levels summoned is 10.

15—Lord Animal Summons (FM) As *Animal Summons II* except that up to 20 levels may be summoned.

17—Spirit Summons X (FM) As *Spirit Summons II* except that the total number of levels summoned is 10.

18—Lord Monster Summons (FM) As *Monster Summons II* except that up to 20 levels of monsters may be summoned.

20—Lord Demon Summons (FM) As *Lesser Demon Summons* except that the total number of levels is 20 and the maximum level for any one demon is 20.

25—Lord Spirit Summons (FM) As *Spirit Summons II* except that the total number of levels is 20.

30—Animal Summons True (FM) As *Animal Summons II* except that up to 1 animal/caster's lvl can be summoned.

35—Monster Summons True (FM) As *Monster Summons II* except that up to 1 monster level/caster's level can be summoned.

40—Demon Summons True (FM) As *Lesser Demon Summons* except that up to 1 demon level/caster's level may be summoned (no limit to the level of the demons).

50—Spirit Summons True (FM) As *Spirit Summons II* except that up to 1 spirit level/caster's may be summoned.

9.14 DEMON MASTERY (ConjurerBaseList)

	Area of Effect	Duration	Range
1—Demon Familiar	self	P	10'
2—Force Analysis II *	1 demon	1 item	10'
3—Control Demon I *	1 demon	C	10'/lvl
4—Force Analysis III *	1 demon	1 item	10'
5—Force Information I *	1 demon	1 question	10'
6—Demon Mastery I *	1 demon	P	10'/lvl
7—Control Demon II *	1 demon	C	10'/lvl
8—Force Search III *	1 demon	1 search	10'
9—Demon Mastery II *	1 demon	P	10'/lvl
10—Control Demon III *	1 demon	C	10'/lvl
11—Force Analysis IV *	1 demon	1 item	10'
12—Force Information IV *	1 demon	1 question	10'
13—Demon Mastery III *	1 demon	P	10'/lvl
14—Control Demon IV *	1 demon	C	10'/lvl
15—Demon Mastery IV *	1 demon	P	10'/lvl
16—Force Analysis V *	1 demon	1 item	10'
17—Force Information V *	1 demon	1 question	10'
18—Control Demon V *	1 demon	C	10'/lvl
19—Force Search V *	1 demon	1 search	10'
20—Demon Mastery V *	1 demon	P	10'/lvl
25—Force Analysis VI *	1 demon	1 item	10'
30—Force Information VI *	1 demon	1 question	10'
35—Control Demon VI *	1 demon	C	10'
40—Force Search VI *	1 demon	1 search	10'
50—Demon Mastery VI *	1 demon	P	10'/lvl

1—**Demon Familiar (FM)** As *Familiar* on the Gate Mastery closed Essence spell list except that this spell summons a very minor demon, such as a Darkling. The demon will be first level but can advance in experience.
 2—**Force Analysis II (M*)** As *Force Analysis III* on Dark Contacts (Evil Magician Base List) except that this spell forces a type II demon.
 3 to 50— As the spells by the same name on Dark Contacts (Evil Magician Base List) and on Dark Summons (Evil Magician Base List).



9.2 SAGE BASE LISTS

9.21 RECREATIONS (SageBaseList)

	Area of Effect	Duration	Range
1—Store Scene*	10'R/lvl	P	100'/lvl
2—Light/Sound Mirage	10'R	10 min/lvl	100'
3—Taste/Smell Mirage	10'R	10 min/lvl	100'
4—Illusion II	10'R	1 min/lvl	100'
5—Recreate Scene II	10'R	1 min/lvl	100'
6—Phantasm II	10'R	1 min/lvl	100'
7—Record	10'R	10 min/lvl	100'
8—Feel Mirage	10'R	10 min/lvl	100'
9—Illusion V	10'R	1 min/lvl	100'
10—Recreate Scene IV	10'R	1 min/lvl	100'
11—Phantasm V	10'R	1 min/lvl	100'
12—Waiting Illusion III	10'R	varies	100'
13—Presence Mirage	10'R	10 min/lvl	100'
14—Waiting Record	10'R	varies	100'
15—Recreate Scene VII	10'R	1 min/lvl	100'
16—Waiting Phantasm III	10'R	varies	100'
17—Illusion VIII	10'R	1 min/lvl	100'
18—			
19—Phantasm VIII	10'R	1 min/lvl	100'
20—Recreate Scene X	1'R/lvl	10 min/lvl	10'/lvl
25—Illusion X	10'R	1 min/lvl	100'
30—Phantasm X	10'R	1 min/lvl	100'
50—Recreations True	10'R/lvl	P	100'/lvl

1—**Store Scene (I*)**—Allows the caster to store any scene for later use with a Recreate Scene spell. This spell will store the scene in it's entirety; all sensory input available within the Area of effect. On replay, however, the scene will be limited by the caster's capability to display the scene in it's entirety.

5—**Recreate Scene II (E)** This spell allows the caster to precisely recreate an immobile Stored scene or image within the Area of effect. One of the following options may also be chosen:

- 1) an extra sense can be added to the basic image (the corresponding Mirage spell must be known);
- 2) the duration may be doubled;
- 3) the range may be doubled;
- 4) the Area of effect may be doubled;
- 5) the image may be magnified up to x1/lvl.

7—**Record (I)** As *Spell Store* except that the caster places this spell on an target and need not be around while the spell is recording the scene or image. The caster must reach the recording target and cast another Record spell on it to draw forth the recording. A second Record spell cast on a recording acts as a Store Scene spell. When the first Record spell's duration is up it dissipates taking all of it's recordings with it.

10—**Recreate Scene IV (E)** As *Recreate Scene II* above except that up to 3 additional options may be chosen. The same option may be chosen more than once.

14—**Waiting Record (I)** As *Record* above except that this spell may be delayed up to 24 hours or until set off by a specific action or noise within it's Area of effect. When set off, it begins to function as a normal Record spell.

15—**Recreate Scene VII (E)** As *Recreate Scene IV* except that up to 7 additional options may be chosen.

20—**Recreate Scene X (E)** As *Recreate Scene VI* except that up to 10 additional options may be chosen.

50—**Recreate Scene True (E)** As *Recreate Scene X* except that the caster may make the recreation permanent.

2,3,4,6,8,9,11,12,13,16,17,19,25, and 30 — As the spells by the same name on the Lesser Illusions (Open Essence List), Illusion Mastery, Mind Sense Molding, and Feel-Taste-Smell (Illusionist Base Lists).

9.22 ANALYSIS (Sage Base List)

	Area of Effect	Duration	Range
1—Text Analysis I	Self	1 min/lvl(C)	Self
2—Earth Analysis	Self	—	10'
3—Stone Analysis	Self	—	10'
4—Metal Analysis	Self	—	10'
5—Gas Analysis	Self	—	10'
6—Text Analysis II	Self	1 min/lvl(C)	Self
7—Liquid Analysis	Self	—	10'
8—Light Analysis	Self	—	10'
9—Cold Analysis	Self	—	10'
10—Delving	Self	—	Touch
11—Spell Analysis	Self	—	100'
12—Fire Analysis	Self	—	10'
13—Mechanism Analysis	Self	—	10'
14—Death Analysis	Self	—	Touch
15—Text Analysis	Self	1 min/lvl(C)	Self
16—Power Analysis	Self	—	100'
17—Rune Analysis	Self	—	100'
18—Death's Delving	Self	—	Touch
19—Symbol Analysis	Self	—	100'
20—Analysis	Self	—	100'
25—Ward Analysis	Self	—	100'
30—Mass Analysis	Self	1 rd/lvl	100'
50—Power Analysis True	Self	—	100'

- 1—Text Analysis I (I)** Caster can read text written in an unknown language, but only understands basic concepts from it.
- 2—Earth Analysis (I)** Gives nature and origin of natural earth as well as when and how worked earth was obtained and worked.
- 3—Stone Analysis (I)** Gives nature and origin of natural stone as well as when and how worked stone was obtained and worked.
- 4—Metal Analysis (I)** Gives nature and origin of natural metal as well as when and how worked metal was obtained and worked.
- 5—Gas Analysis (I)** Gives nature and origin of natural gas as well as when and how worked gas was obtained and worked.
- 6—Text Analysis (I)** As *Text Analysis I* except gives a complete technical analysis (vocabulary and syntax), but not an understanding of idioms (jargon), implications or cultural references.
- 7—Liquid Analysis (I)** Gives nature and origin of natural liquid as well as when and how worked liquid was obtained and worked.
- 8—Light Analysis (I)** Gives nature and origin of natural light as well as when and how worked light was obtained and worked.
- 9—Cold Analysis (I)** Gives nature and origin of natural cold, ice, frost, snow, etc., as well as when and how worked cold (etc.) was obtained and worked.
- 10—Delving (I)** Gives significant details about an item's construction and purpose (not specific powers).
- 11—Spell Analysis (I)** Provides analysis of an active or inactive spell, giving its duration, type, and the profession of its caster (NOT its level or exactly what spell it is).
- 12—Fire Analysis (I)** Gives nature and origin of natural heat and fire, as well as when and how worked heat and fire was obtained and worked.
- 13—Mechanism Analysis (I)** Gives caster a +20 working with the particular mechanism; a +10 to anyone he describes it to. Also gives the caster the nature and origin of the mechanism, as well as how it was obtained and made.
- 14—Death Analysis (I)** Gives information concerning a creature or being's death such as how (weapon, spell, disease, poison, etc.) and when (within 1 day/lvl of the caster if no body is present, no time limit if the bodily remains are present).

15—Text Analysis III (I) As *Text Analysis II* except that everything but implications is known (answers to riddles are not known automatically, but clues may be given for the caster to decipher).

16—Power Analysis (I) One item, person, or place may be examined to see if it has power, which realm(s) it is from, a general idea of its origin and its basic configuration (type and approximate level).

17—Rune Analysis (I) One Rune may be safely examined (without setting it off) to determine its general purpose, approximate level, its type and its general effect (general means just that, nothing specific).

18—Death's Delving (I) As *Death Analysis* except that the caster gets a visual image of the killer, and a vague reason for the death (e.g., revenge, robbery, accident, etc.).

19—Symbol Analysis (I) One Symbol may be safely examined (without setting it off) to determine its general purpose, approximate level, its type and its general effect (general means just that, nothing specific).

20—Analysis (I) Any of the lower level spells may be used together on one item, person, or place.

25—Ward Analysis (I) One Warding circuit may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effect (general means just that, nothing specific).

30—Mass Analysis (I) As *Analysis* except that one item/round may be examined.

50—Power Analysis True (I) As *Power Analysis* except that this spell gives the exact origin, creator, and a detailed purpose.



9.23 LORE'S MASTER (Sage Base List)

NOTE: • indicates that the spell requires no power point expenditure to use.

	Area of Effect	Duration	Range
1—Organize Knowledge •	Self	Constant	Self
2—Remember *	Self	1 day/lvl	Self
3—Afterthoughts	Self	1 day/lvl	Self
4—			
5—Weigh Decision I	Self	—	Self
6—Retrieve Knowledge * •	Self	Constant	Self
7—Calculate I *	Self	—	Self
8—Revitalize Manuscript I	Self	P	Touch
9—Weigh Decision II	Self	—	Self
10—Correlations I	Self	—	Self
11—Calculate II *	Self	—	Self
12—Revitalize Manuscript	II Self	P	Touch
13—Weigh Decision III	Self	—	Self
14—			
15—Correlations II	Self	—	Self
16—			
17—Calculate III *	Self	—	Self
18—Revitalize Manuscript III	Self	P	Touch
19—			
20—Correlations III	Self	—	Self
25—Weigh Decision True	Self	—	Self
30—Calculate True *	Self	—	Self
50—Correlations True	Self	—	Self

1—Organize Knowledge (S*) Allows the user to organize his knowledge in his mind to maximize efficiency. This translates into a +20 to Reasoning.

2—Remember (P*) Allows the caster to designate and commit a piece of knowledge to memory for recall at a later time, the time being designated at the time of casting the spell (and within the spell's duration). When the designated time arrives, the caster will remember the piece of knowledge.

3—Afterthoughts (I) Allows caster virtual total recall of a conversation or writing which he has encountered within the spell's duration (1 day/1vl).

5—Weigh Decision I (I) When faced with a decision that is equally (apparently) balanced and could go either way, the caster may throw this spell and the GM will determine which decision he makes, biasing his decision by 15% to the decision which is most correct, proper, equitable, Good, or profitable (caster's choice of type of biasing).

6—Retrieve Knowledge (S*) Allows user to retrieve knowledge from his mind efficiently and almost instantaneously, giving him a +20 to his Memory.

7—Calculate I (I*) Allows the caster to calculate basic mathematics (very simple equations).

8—Revitalize Manuscript (F) Allows caster to reduce the effects of time upon a given book, scroll, or parchment (and similar objects) 1 year/caster's level. This spell also will repair all damage to the manuscript towards restoring it to its proper condition; including rips, tears, punctures, stains, crush damage, ink spills, water and heat damage, cracks, binding problems, etc. Although it will not replace missing pages, it will replace basic binding and covers. Magical manuscripts may also be revitalized though this spell will not restore power or spells (active or inactive — it will restore spell knowledge inscripted) to the manuscript.

9—Weigh Decision II (I) As *Weigh Decision I* except that the GM biasing is 30%.

10—Correlations I (I) Allows the caster to correlate known facts to reach a short term conclusion, inference, or trend (e.g., help is given by the GM based upon a roll biased by 25%).

11—Calculate II (I*) As *Calculate I* except that caster can calculate moderately difficult equations (e.g., algebra and geometry).

12—Revitalize Manuscript II (F) As *Revitalize Manuscript I* except that the time reduction is 10 years/caster's level.

13—Weigh Decision III (I) As *Weigh Decision I* except that the GM biasing is 45%.

15—Correlations II (I) Allows caster to correlate known facts to reach a short and/or medium term conclusion, inference, or trend (the most likely one). GM biasing is based upon a roll biased by 50%.

17—Calculate III (I*) As *Calculate I* except that the caster can calculate very difficult equations (e.g., calculus, trigonometry, etc.).

18—Revitalize Manuscript III (F) As *Revitalize Manuscript I* except that the time reduction is 100 years/caster's level.

20—Correlations III (I) Allows caster to correlate known facts to reach a short and/or medium and/or long term conclusion, inference, or trend (the most likely one). The GM will bias a roll by 75%.

25—Weigh Decision True (I) As *Weigh Decision I* except that the GM biasing is 50%.

30—Calculate True (I*) As *Calculate I* except that the caster can calculate even absurd equations (e.g., extra-dimensional mathematics, super long and complex equations, ect.).

50—Correlations True (I) Allows the caster to correlate known facts (even when only minimum data is available) to reach a short and/or medium and/or long and/or ultimate conclusion, inference, or trend (the most likely one). The GM will bias a roll by 95%.

9.24 ABSORB KNOWLEDGE (SageBaseList)

	Area of Effect	Duration	Range
1—Study I	self	C	self
2—Learn Language II	self	C	self
3—Language Lore	self	C	self
4—Mind's Lore I	1 target	1 rd/1vl	50'
5—Study II	self	C	self
6—Meditation I •	self	C	self
7—Learn Language III	self	C	self
8—Mind's Lore III	1 target	1 rd/1vl	50'
9—Study III	self	C	self
10—Passage Origin I	1 text	C	self
11—Meditation III •	self	C	self
12—Learn Language IV	self	C	self
13—Mind's Lore V	1 target	1 rd/1vl	50'
14—Meditation IV •	self	C	self
15—Study V	self	C	self
16—Passage Origin II	1 text	C	self
17—Meditation V •	self	C	self
18—			
19—Study True	self	C	self
20—Meditation VI •	self	C	self
25—Learn Language V	self	C	self
30—Mind's Lore True	1 target	1 rd/1vl	50'
50—Learn Language True	self	C	self

1—Study I (P) Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.

2—Learn Language II (P) Doubles the rate at which the caster can learn a language.

3—Language Lore (P) Caster knows what language a piece of text is written and the author if he was noteworthy or the caster has seen his work before.

4—Mind's Lore I (M) Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be rolled for each piece of information that the target knows.

5—Study II (P) As *Study I* except that the caster can also read at x2 rate.

6—Meditation I (U•) Allows the caster to add a +10 to his meditation roll.

7—Learn Language III (P) As *Learn Language II* except that the caster learns at x3 rate.

8—Mind's Lore III (M) As *Mind's Lore I* except that 30% knowledge is gained.

9—Study III (P) As *Study II* except that the caster can also read at x3 rate.

10—Passage Origin I (P) Caster can read a piece of text and tell if it has been translated; and, if so, what the original language was and possible who the author was (if he was noteworthy or the caster has seen his work).

11—Meditation III (U•) Allows the caster to add a +30 to his meditation skill roll.

12—Learn Language IV (P) As *Learn Language II* except that the caster learns at x4 rate.

13—Mind's Lore V (M) As *Mind's Lore I* except that 50% knowledge is gained.

14—Meditation IV (U•) Allows the caster to add a +40 to his meditation skill roll.

15—Study V (P) As *Study II* except that the caster can also read at x5 rate.

16—Passage Origin II (P) As *Passage Origin I* except that the caster can tell how many times the text has been translated, what languages the text has been through, who the translators were, and who the original author was.

17—Meditation V (U•) Allows the caster to add a +50 to his meditation skill roll.

19—Study True (P) As *Study II* except that the caster can read as fast as he can glance at a page.

- 20—Meditation VI (U•)** Allows the caster to add a +60 to his meditation skill roll.
- 25—Learn Language V (P)** As *Learn Language II* except that the caster learns at x5 rate.
- 30—Mind's Lore True (M)** As *Mind's Lore I* except that all knowledge is obtained.
- 50—Learn Language True (P)** If the caster has access to a being that knows a certain language, then he can learn that language (as well as the being knows it) by touching the being and concentrating for 24 hours.

9.25 WEAVE TALE (SageBaseList)

NOTE: All of the spells on this spell list require the caster to speak audibly, in story form, unless otherwise specified.

	Area of Effect	Duration	Range
1—Calming Tale	1 target	varies	10'/lvl
2—Holding Tale	1 target	varies	10'/lvl
3—Stunning Tale	1 target	varies	10'/lvl
4—Orate I	self	1 min/lvl(C)	self
5—Sleep Tale	1 target	varies	10'/lvl
6—Suggestion	1 target	varies	10'
7—Charming Tale	1 target	varies	10'/lvl
8—Tale Of Fear	1 target	varies	10'/lvl
9—Orate II	self	1 min/lvl(C)	self
10—Tale Of Forgetfulness	1 target	varies	10'/lvl
11—Charming Tale True	1 target/lvl	varies	10'R/lvl
12—Tale Of Panic	1 target	varies	10'/lvl
13—Orate III	self	10 min/lvl(C)	10'/lvl
14—Tale Of Mastery	1 target	10 min/lvl	10'
15—Sleep Tale True	1 target/lvl	varies	10'R/lvl
16—			
17—Silent Tale	varies	varies	varies
18—Orate IV	self	10 min/lvl(C)	self
19—			
20—Weave Tale True	10'R/lvl	varies	self
25—Orate True	self	1 hour/lvl(C)	self
30—Coma's Tale	1 target	1 day/lvl	100'
50—Tale of Death	1 target	P	100'

- 1—Calming Tale (M)** Allows the caster to tell a very soothing tale to his audience. The target cannot take any aggressive (hostile) action while the caster speaks and for the same duration after the caster finishes speaking.
- 2—Holding Tale (M)** Allows the caster to tell an absorbing and very engaging tale to his audience. The target is held to 25% of normal action while the caster speaks and for the same duration after the caster finishes speaking.
- 3—Stunning Tale (M)** Allows the caster to tell a tale of shocking consequences. The target will be stunned while the caster speaks and for the same duration after the caster finishes speaking.
- 4—Orate I (U)** Allows the caster to gain a +15 to any vocal action during the spell duration.
- 5—Sleep Tale (M)** Allows the caster to tell a very boring but comforting tale to his audience. The target will fall into an enchanted sleep (cannot be awoken) while the caster concentrates. After the caster ceases concentration the target falls into a normal sleep.
- 6—Suggestion (M)** The target will follow a single suggested act if not completely alien to him (i.e., suicide, blinding himself, etc.).
- 7—Charming Tale (M)** Allows the caster to tell a tale which will cause the target to believe that the caster is the target's best friend. This lasts for as long as the caster is concentrating and for the same duration after the caster stops speaking.
- 8—Tale Of Fear (M)** Allows the caster to tell a tale of horror and terror, generating massive fear on the part of the audience. This lasts for as long as the caster is concentrating and for the same duration after the caster stops speaking.

9—Orate II (U) As *Orate I* except that this spell allows a +30.

10—Tale Of Forgetfulness (M) Allows the caster tell a very odd tale which the audience will forget as soon as the story is finished, recalling nothing specific about the tale, only that it was a very good story. In addition to this, the listeners will forget an amount of time equal to the length of the tale. This mnemonic lapse can be of any specified past period specified by the caster.

11—Charming Tale True (M) As *Charming Tale* above, except that each creature within the spell range and within the Area of effect will be affected.

12—Tale Of Panic (M) Allows the caster to tell a terrifying tale which will cause the listener to panic.

13—Orate III (U) As *Orate I* above except that this spell allows a +45.

14—Tale Of Mastery (M) Cast with any other Tale spell of this list, the Tale Of Mastery allows the other spell to be cast and completed in normal spell casting time, with a duration of 10 minutes/lvl.

15—Sleep Tale True (M) As *Sleep Tale* above except that this spell allows the caster to affect all targets within his casting radius up to the limits of the Area of effect.

17—Silent Tale (U) Allows the caster to cast his tale without speaking.

18—Orate IV (U) As *Orate I* above except that this spell allows the caster a +60.

20—Weave Tale True (M) Allows the caster to cast one lower level spell on this list each minute.

25—Orate True (U) As *Orate I* above except that this spell allows the caster a +75.

30—Coma's Tale (M) Allows the caster to place the target in a deep coma for the spell's duration.

50—Tale of Death (M) Target must resist this spell each round that the tale is being told, or die.



9.3 RUNEMASTER BASE LISTS

9.31 WORDS OF POWER (RunemasterBaseList)

NOTE: A word of power is a single spoken word which induces special effects.

	Area of Effect	Duration	Range
1—Research Word of Power	touch	24 hrs	self
2—Sleep Power Word *	1 target	—	50'
3—Dark Power Word *	10' R	10 min/lvl	50'
4—Stun Power Word *	1 target	—	50'
5—Light Power Word *	10' R	10 min/lvl	50'
6—Charm Power Word *	1 target	1 hr/lvl	50'
7—Command Power Word *	1 target	varies	50'
8—Pain Power Word *	1 target	—	50'
9—Discord Power Word *	1 target	—	50'
10—Insanity Power Word *	1 target	1 day/lvl	50'
11—Strength Leech P. Word *	1 target	P	50'
12—Shrink Power Word *	1 target	10 min/lvl	50'
13—Enlarge Power Word *	1 target	10 min/lvl	50'
14—Cold Power Word *	10' cube	10 rnds	50'
15—Multiword II Power Word *	varies	—	50'
16—Immobility Power Word *	1 target	—	50'
17—Fire Power Word *	10' cube	10 rnds	50'
18—Death Power Word *	1 target	—	50'
19—Heal Power Word *	1 target	—	50'
20—Multiword III Power Word *	varies	—	50'
25—Ess. Concentration P. Word *	100' R	1 min/lvl	50'
30—Life Power Word *	1 target	—	touch
50—Time Freeze Power Word *	50' R	1 rnd/lvl	50'

1—**Research (I)** When he hears a word of power used, this spell may be immediately cast to allow the caster to know the origins of the power word and to 'learn' it as a part of his repertoire.

2—**Sleep Power Word (M*)** Causes target to fall into a natural sleep.

3—**Dark Power Word (E*)** Darkens a 10' R area.

4—**Stun Power Word (M*)** Target is stunned for 1 rnd/10% failure.

5—**Light Power Word (E*)** Lights a 10' R area.

6—**Charm Power Word (M*)** Target believes caster is a good friend.

7—**Command Power Word (M*)** Target will follow a single suggested act that is not completely alien to him (i.e., suicide, blinding himself).

8—**Pain Power Word (M*)** Target loses 50% of remaining concussion hits.

9—**Discord Power Word (M*)** Target will not cooperate or agree with anyone for 1 day/10% failure.

10—**Insanity Power Word (M*)** Gives a random insanity GM's choice.

11—**Strength Leech Power Word (M*)** Target's temporary strength stat is lowered 25 pts and the caster's strength mod bonus is increased +25 for 1 min/lvl of the caster. Target regains lost strength through normal up level progression.

12—**Shrink Power Word (M*)** As *Shrink* on the Closed Essence list: Living Change.

13—**Enlarge Power Word (M*)** As *Enlarge* on the Closed Essence list: Living Change.

14—**Cold Power Word (E*)** Creates a cube of cold which delivers a cold crit for each round to all within the cube. 1st/2nd rnd—"C" crit, 3rd/4th rnd—"B" crit, 5th/6th rnd—"A" crit, etc.

15—**Multiword II Power Word (M*)** Allows caster to use two words of power in one round. Minimum power point expenditure is 15 pts + (lvl of the other spell, or the combined cost of both spells; whichever is higher). No ESF is required unless one or both spells are of a higher level than the caster.

16—**Immobility Power Word (M*)** Target cannot move from his position for 1 min/10% failure.

17—**Fire Power Word (E*)** As *Cold* except delivers Heat Criticals.

18—**Death Power Word (M*)** Target suffers the results of an "E" critical strike on the table of the caster's choice.

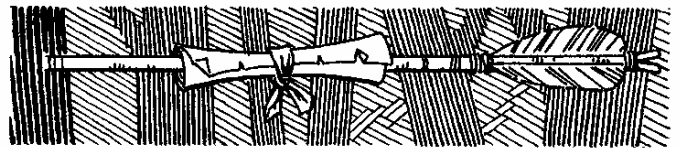
19—**Heal Power Word (M*)** Target regains 10% of his concussion hit/10% failure.

20—**Multiword III Power Word (M*)** As *Multiword III* except 3 words may be used in one round.

25—**Essence Concentration Power Word (M*)** Essence power levels in the surrounding 100' R area are doubled, i.e., the Power Points cost for all Essence spells cast while in this area of concentrated Essence are halved (round up).

30—**Life Power Word (M*)** Target gains back his lost life levels at 1/10% failure.

50—**Time Freeze Power Word (M*)** All time is stopped within a 50' R area.



9.32 CIRCLE MASTERY (RunemasterBaseList)

NOTE: For the details on handling the 'Circles' in this section, see Circles of Power and Circles of Protection (Conjurer Base Lists).

	Area of Effect	Duration	Range
1—Prot. Circle Vs Animals	varies	10 min/lvl	touch
2—Prot. Circle Vs Evil	varies	10 min/lvl	touch
3—Prot. Circle Vs Elementals	varies	10 min/lvl	touch
4—Prot. Circle Vs Spirits	varies	10 min/lvl	touch
5—Multi-Prot. Circle II	varies	10 min/lvl	100'
6—Prot. Circle Vs Undead	varies	10 min/lvl	touch
7—Prot. Circle Vs Weres	varies	10 min/lvl	touch
8—Prot. Circle Vs Essence	varies	10 min/lvl	touch
9—Prot. Circle Vs Ment./Chan.	varies	10 min/lvl	touch
10—Prot. Circle Vs Demon	varies	10 min/lvl	touch
11—Power Circle Sleep	varies	varies	touch
12—Power Circle Stun	varies	varies	touch
13—Power Circle Command	varies	varies	touch
14—Power Circle Invisibility	varies	varies	touch
15—Power Circle Pain	varies	varies	touch
16—Power Circle Strength	varies	varies	touch
17—Power Circle Insanity	varies	varies	touch
18—Power Circle Strength Leech	varies	varies	touch
19—Power Circle Knowledge Drain	varies	varies	touch
20—Multi-Circle III	varies	10 min/lvl	100'
25—Prot. Circle Vs Dragons	varies	10 min/lvl	touch
30—Power Circle Teleport	varies	varies	touch
50—Power Circle Power Matrix	varies	varies	touch

9—**Protection Circle Vs Mentalism/Channeling Attacks (FD)** As *Protection Circle Vs Mentalism* or *Protection Circle Vs Channeling* (Conjurer Base List, Circles of Protection). It must be established at the time of casting whether it will work on Mentalism or Channeling Attacks.

1 to 8 and 10-50 — As the spells by the same name on Circles of Power and Circles of Protection (Conjurer Base Lists).

9.33 GLYPH LAW (RunemasterBaseList)

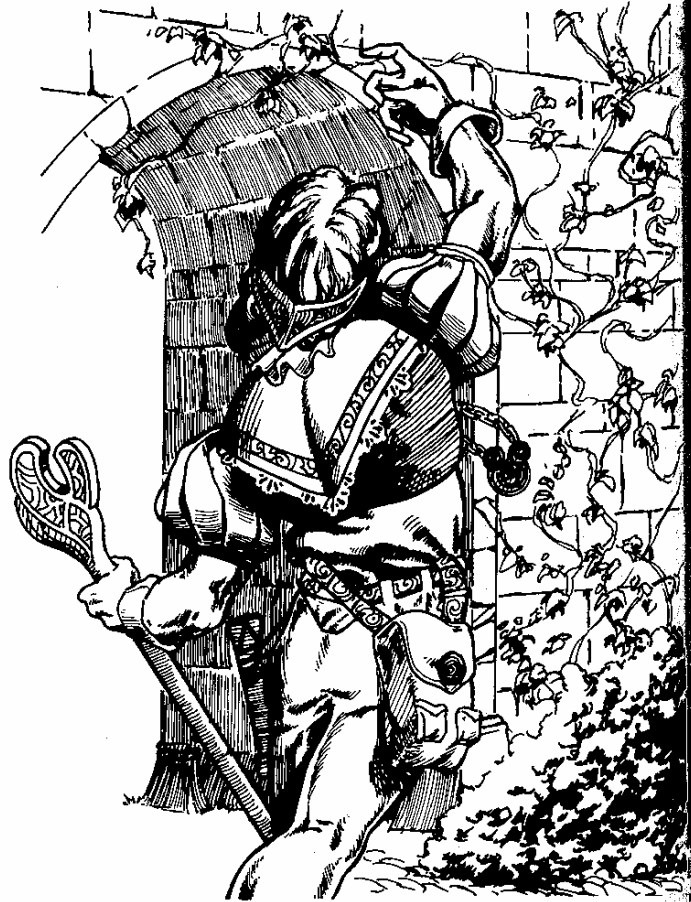
NOTE: Glyphs are "runes" that are 'traced' on an in-flux background (air, water, etc.) instead of rune paper. First the glyph spell must be cast and then the spell to be 'traced' must be cast. At this point the glyph is set, and its effects start when someone enters the 10'R area (can be smaller if caster desires) around the glyph or one round after it is 'traced' (caster's choice). Glyphs can be either normal spells or special glyphs.

NOTE: A Runemaster has special rules governing their spell casting, having to do with the number of free hands available during spell casting.

Minimum Spell Level	# of Hands Free	Non-Compliance Penalty
1st-10th	1	ESF mod — 40
11th+ level	2	ESF mod — 70

The ESF modifiers mentioned above are additional to any other ESF modifiers already accrued.

NOTE: If a spell-user that 'knows' this list sees a glyph created by someone else, he can 'learn' the glyph by using the 1st level spell, *Research*, or by studying the glyph for 1 hr/lvl of the glyph.



	Area of Effect	Duration	Range
1—Research Glyph	varies	24 hrs	self
2—Glyph I	10'R	10 min/lvl	touch
3—Decipher Glyph	1 target	1 rnd/lvl	self
4—Glyph II	10'R/lvl	10 min/lvl	touch
5—Waiting Glyph II	10'R/lvl	1 day/lvl	touch
6—Glyph III	10'R/lvl	10 min/lvl	touch
7—Unglyph III	1 target	P	self
8—Glyph IV	10'R/lvl	10 min/lvl	touch
9—Waiting Glyph IV	10'R/lvl	1 day/lvl	touch
10—Glyph V	10'R/lvl	10 min/lvl	touch
11—Multi-Glyph II	10'R/lvl	varies	touch
12—Glyph VI	10'R/lvl	10 min/lvl	touch
13—Unglyph VI	1 target	P	self
14—Glyph VII	10'R/lvl	10 min/lvl	touch
15—Waiting Glyph VII	10'R/lvl	1 day/lvl	touch
16—Glyph VIII	10'R/lvl	10 min/lvl	touch
17—Multi-Glyph III	10'R/lvl	varies	touch
18—Glyph IX	10'R/lvl	10 min/lvl	touch
19—Glyph X	10'R/lvl	10 min/lvl	touch
20—Waiting Glyph X	10'R/lvl	1 day/lvl	touch
25—Unglyph X	1 target	P	self
30—Lord Glyph	10'R/lvl	10 min/lvl	touch
35—Lord Waiting Glyph	10'R/lvl	1 day/lvl	touch
40—Multi-Glyph V	10'R/lvl	varies	touch
50—Lord Unglyph	1 target	P	self

1—Research Glyph (I) Allows caster to know the origins of a glyph and 'learn' it as a part of his repertoire.

2—Glyph I (F) Allows caster to 'trace' a glowing visible glyph on an in-flux medium that will set off a given spell when the area of influence is violated. Power points for both spell and glyph must be expended, but only casting time of the glyph is used. A glyph can be a spell or a special glyph which is basically a power pattern.

3—Decipher Glyph (I) Allows caster to decipher a glyph (it takes 1 round per level of the glyph) and know exactly what it does without setting it off. However, nothing is learned if the Decipher spell expires prior to completion of deciphering (this happens when the rune being deciphered is of a higher lvl than the decipher spell).

4—Glyph II (F) As *Glyph I* except a 2nd lvl glyph can be 'traced'.

5—Waiting Glyph II (F) Cast prior to creating a glyph, it delays the glyph for a set time or until an event specified by the caster has happened.

6—Glyph III (F) As *Glyph I* except a 3rd lvl glyph can be 'traced'.

- 7—Unglyph III (F)** Allows caster to erase a glyph of up to 3rd lvl.
- 8—Glyph IV (F)** As *Glyph I* except a 4th lvl glyph can be 'traced'.
- 9—Waiting Glyph IV (F)** As *Waiting Glyph II* except 4th lvl glyph can be 'traced'.
- 10—Glyph V (F)** As *Glyph I* except a 5th lvl glyph can be 'traced'.
- 11—Multi-Glyph II (F)** Allows caster to 'trace' 2 glyphs simultaneously with the casting time of the highest level glyph. Basically a glyph 'phrase'.
- 12—Glyph VI (F)** As *Glyph I* except a 6th lvl glyph can be 'traced'.
- 13—Unglyph VI (F)** As *Unglyph III* except erases up to a 6th lvl glyph.
- 14—Glyph VII (F)** As *Glyph I* except a 7th lvl glyph can be 'traced'.
- 15—Waiting Glyph VII (F)** As *Waiting Glyph II* except 7th lvl glyph can be 'traced'.
- 16—Glyph VIII (F)** As *Glyph I* except a 8th lvl glyph can be 'traced'.
- 17—Multi-Glyph III (F)** As *Multi-Glyph II* except 3 glyph can be 'traced' simultaneously.
- 18—Glyph IX (F)** As *Glyph I* except a 9th lvl glyph can be 'traced'.
- 19—Glyph X (F)** As *Glyph I* except a 10th lvl glyph can be 'traced'.
- 20—Waiting Glyph X (F)** As *Waiting Glyph II* except a 10th lvl glyph can be 'traced'.
- 25—Unglyph X (F)** As *Unglyph III* except erases up to a 10th lvl glyph.
- 30—Lord Glyph (F)** As *Glyph I* except up to a 20th lvl glyph can be 'traced'.
- 35—Lord Waiting Glyph (F)** As *Waiting Glyph II* except a 20th lvl glyph can be 'traced'.
- 40—Multi-Glyph V (F)** As *Multi-Glyph II* except 5 glyphs can be 'traced' simultaneously.
- 50—Lord Unglyph (F)** As *Unglyph III* except erases up to a 20th lvl glyph.

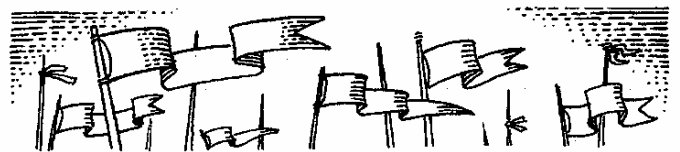
9.34 WARDING LAW (Runemaster Base List)

NOTE: Wards are like spell trip wires that can cover a large area. They may be 'triggered' by an event of the caster's choosing (e.g., time period, certain movement, certain sounds, touch, etc.). First the ward spell must be cast and then the spell to be 'set' must be cast. At this point the spell is 'set', and its effects start when someone 'triggered' it. Wards can be either normal spells or special wards. Normally, up to a 10'R/lvl may be 'warded'.

	Area of Effect	Duration	Range
1—Research	10' R	24 hrs	self
2—Mold Ward	varies	24 hrs	touch
3—Alarm Ward	varies	24 hrs	touch
4—Warding I	varies	24 hrs	touch
5—Alert Ward	varies	24 hrs	touch
6—Warding II	varies	24 hrs	touch
7—Awareness Ward	varies	24 hrs	touch
8—Warding III	varies	24 hrs	touch
9—Warding IV	varies	24 hrs	touch
10—Warding V	varies	24 hrs	touch
11—Projection Ward	varies	24 hrs	touch
12—Warding VI	varies	24 hrs	touch
13—Stun Ward	varies	24 hrs	touch
14—Warding VII	varies	24 hrs	touch
15—Fear Ward	varies	24 hrs	touch
16—Warding VIII	varies	24 hrs	touch
17—Sleep Ward	varies	24 hrs	touch
18—Warding IX	varies	24 hrs	touch
19—Blind Ward	varies	24 hrs	touch
20—Warding X	varies	24 hrs	touch
25—Death Ward	varies	24 hrs	touch
30—True Ward	varies	24 hrs	touch
50—Ward Mastery	varies	1 rnd/lvl	varies

- 1—**Research (I)** Allows caster to know the origins of a ward and learn it as a part of his repertoire.
- 2—**Mold Ward (D)** If cast immediately after a *Ward* has been 'imbedded', the caster may conform the area 'warded' into any shape he desires (up to the 10'R/lvl limit).
- 3—**Alarm Ward (D)** Spell will sound a loud sound (caster's choice) if the warding system is broken.
- 4—**Warding I (F)** Allows the caster to 'set' a 1st level spell which is triggered when the warding system is broken.
- 5—**Alert Ward (D)** As *Alarm Ward* except the caster receives a mental summons that the ward has been broken but not where.
- 6—**Warding II (F)** As *Warding I* except a 2nd lvl spell can be 'set'.
- 7—**Awareness Ward (D)** As *Alert Ward* except the caster knows the exact location where the ward has been breached.
- 8—**Warding III (F)** As *Warding I* except a 3rd lvl spell can be 'set'.
- 9—**Warding IV (F)** As *Warding I* except a 4th lvl spell can be 'set'.
- 10—**Warding V (F)** As *Warding I* except a 5th lvl spell can be 'set'.
- 11—**Projection Ward (D)** As *Awareness Ward* except the caster can place a *Phantasm/Illusion* (Illusion Mastery, Illusionist Base List, image of caster's choice) within 10' of the exact spot the ward was breached. A *Phantasm/Illusion* spell must be cast immediately after this spell in order for the ward to be 'set' (by caster or some other cooperating spell-user). Any damage done by a *Phantasm* is rolled on the *AL&CL*, Bare Fist Combat Table (Table 8.41).
- 12—**Warding VI (F)** As *Warding I* except a 6th lvl spell can be 'set'.
- 13—**Stun Ward (D)** As *Awareness Ward* except the being/thing that caused the breached is stunned for 10 min/10% failure.
- 14—**Warding VII (F)** As *Warding I* except a 7th lvl spell can be 'set'.

- 15—**Fear Ward (D)** As *Stun Ward* except the target will flee the place for 1 min/5% failure.
- 16—**Warding VIII (F)** As *Warding I* except a 8th lvl spell can be 'set'.
- 17—**Sleep Ward (D)** As *Stun Ward* except the target is placed in an enchanted sleep and cannot be awakened normally for 10 min/10% failure. Awaken spell will work immediately.
- 18—**Warding IX (F)** As *Warding I* except a 9th lvl spell can be 'set'.
- 19—**Blind Ward (D)** As *Stun Ward* except target is blinded for 10 min/10% failure.
- 20—**Warding X (F)** As *Warding I* except a 10th lvl spell can be 'set'.
- 25—**Death Ward (D)** As *Stun Ward* except target suffers an "E" crit of the caster's choice.
- 30—**True Ward (F)** As *Warding I* except up to a 20th lvl spell can be 'set'.
- 50—**Ward Mastery (F)** Caster can use one lower level spell from this list each round.



9.35 SIGIL/RUNES IMBEDDING

(Runemaster Base List)

NOTE: The spells on this list may only be used to make multi-charge/use sigils/runes (see 9.32) according to the alchemical rules normally used by the GM (see *SL* 9.92). The sigils/runes must still be 'imbedded' on rune paper or some similar fragile organic material, but this list allows them to have multiple charges, daily effect, constant effect, etc. They are still used as runes in all other ways.

	Area of Effect	Duration	Range
1—Research	touch	24 hrs	self
2—			
3—Imbed I	touch	24 hrs	self
4—			
5—Imbed II	touch	till used	self
6—Daily I	touch	24 hrs	self
7—Imbed III	touch	24 hrs	self
8—Charge Wand	touch	24 hrs	self
9—Imbed IV	touch	24 hrs	self
10—Daily III	touch	24 hrs	self
11—Imbed V	touch	24 hrs	self
12—Charge Rod	touch	24 hrs	self
13—Imbed VI	touch	24 hrs	self
14—Daily V	touch	24 hrs	self
15—Imbed VII	touch	24 hrs	self
16—Charge Staff	touch	24 hrs	self
17—Imbed VIII	touch	24 hrs	self
18—Daily VII	touch	24 hrs	self
19—			
20—Imbed X	touch	24 hrs	self
25—Daily True	touch	24 hrs	self
30—Constant	touch	24 hrs	self
45—Imbed True	touch	24 hrs	self
50—Permanent	touch	P	self

50—**Permanent (U)** As *Permanent* on the Closed Essence list: Spell Enhancement.

1 to 45 — As the spells by the same name on Essence Imbedding (Alchemist Base List).

9.36 RUNE LAW (RunemasterBaseList)

NOTE: Runes and Sigils are written (*enruned*) upon Rune Paper and may be activated later. Runes require the casting of another spell that is to be 'enruned', each Sigil automatically 'enrunes' a specific spell.

	Area of Effect	Duration	Range
1—Spell Store	varies	3 rnds	self
2—Rune I	varies	til casted	touch
3—Decipher Rune/Sigil	1 target	1 rnd/lvl	self
4—Rune II	varies	til casted	touch
5—Sigil of Stunning	varies	til casted	touch
6—Rune III	varies	til casted	touch
7—Sigil of Sleep	varies	til casted	touch
8—Rune IV	varies	til casted	touch
9—Sigil of Pain	varies	til casted	touch
10—Rune V	varies	til casted	touch
11—Sigil of Fear	varies	til casted	touch
12—Rune VI	varies	til casted	touch
13—Sigil of Discord	varies	til casted	touch
14—Rune VII	varies	til casted	touch
15—Sigil of Blinding	varies	til casted	touch
16—Rune VIII	varies	til casted	touch
17—Sigil of Paralysis	varies	til casted	touch
18—Rune IX	varies	til casted	touch
19—Sigil of Death	varies	til casted	touch
20—Rune X	varies	til casted	touch
25—Lord Research	varies	varies	self
30—Lord Rune	varies	til casted	touch
50—Mass Sigil	varies	1 rnd/lvl	touch

3—Decipher Rune/Sigil (I) Allows caster to decipher up to 1 lvl of rune/sigil per rnd (i.e., to know what it does without setting it off). Nothing is learned if the Decipher spell expires prior to completion of deciphering (i.e., the rune being deciphered is a higher lvl than the decipher spell).

5—Sigil of Stunning (F) As a *Rune* spell except that no second spell need be cast since the spell 'enruned' is Stunning. Once activated the spell 'enruned' will stun all targets within 10'/lvl for 1 rnd/5% failure.

7—Sigil of Sleep (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will cause all targets within 10'/lvl fall into an enchanted sleep for 1 rnd/5% failure. Targets cannot be awakened normally during this time. The spell *Awaken* will work immediately.

9—Sigil of Pain (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will cause all targets within 10'/lvl intense pain; each target takes a number of hit points equal to the amount they missed their RR times the caster's lvl divided by 5 (round up).

11—Sigil of Fear (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will affect all targets within 10'/lvl: a) 1-50% RR failure — flee at best possible speed; b) 51-100% RR failure — fall down cowering and whimpering; c) 101-200% RR failure — freeze up and lose fluids; d) 201%+ RR failure — victim suffers a stroke or heart failure.

13—Sigil of Discord (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will cause all targets within 10'/lvl to not want to do any action that anyone else is doing for 1 min/lvl.

15—Sigil of Blinding (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will cause all targets within 10'/lvl to be blinded for 1 rnd/5% failure.

17—Sigil of Paralysis (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will cause all targets within 10'/lvl to be immobilized for 1 rnd/5% failure.

19—Sigil of Death (F) As *Sigil of Stunning* except that once activated the spell 'enruned' will cause all targets within 10'/lvl to suffer one "E" crit of caster's choice/10% failure.

50—Mass Sigil (F) As *Sigil of Stunning* except that caster can inscribe one sigil per round/lvl.

1,2,4,6,8,10,12,14,16,18,20,25, and 30 — As the spells by the same name on Rune Mastery (Open Essence List).

9.4 SHAMAN BASE LISTS

NOTE: The spirits referred to in the Shaman Base Lists are described in Section 6.2 and Table 11.9.

9.41 ANIMAL WAYS (ShamanBaseList)

	Area of Effect	Duration	Range
1—Familiar	self	P	self
2—Animal Speech I	self	10 min/lvl	self
3—Control Animal I *	1 animal	C	100'
4—Animal Speech II	self	10 min/lvl	self
5—Animal Master I *	1 animal	P	10'
6—Control Animal II *	2 animals	C	100'
7—Animal Speech III	self	10 min/lvl	self
8—Animal Master II *	2 animals	P	10'
9—Control Animal III *	3 animals	C	100'
10—Animal Speech V	self	10 min/lvl	self
11—Animal Master III *	3 animals	P	10'
12—Control Animal V *	5 animals	C	100'
13—Animal Speech VI *	6 animals	10 min/lvl	self
14—Animal Master V *	5 animals	P	10'
15—Animal Speech True	1 animal/lvl	10 min/lvl	self
20—Control Animal X *	10 animals	C	100'
25—Animal Master X *	10 animals	P	10'
30—Lord Animal Control *	20 animals	C	10'/lvl
50—Lord Animal Master *	20 animals	P	10'

1—Familiar (M) As *Familiar* on Gate Mastery (Closed Essence).

2—Animal Speech I (I) Allows caster to understand and speak the language of one type of animal.

3—Control Animal I (M*) Allows the caster to control the actions of one animal.

4—Animal Speech II (I) Allows caster to understand and speak the languages of two types of animals.

5—Animal Master I (M*) Caster may master 1 animal which will then do his bidding (assuming it can understand him when he communicates with it via Animal Speech). The animal will remain 'mastered' until it is more than 100'/lvl from him or out of sight (whichever is further); in either case it will carry out the last command given it.

6—Control Animal II (M*) Allows the caster to control the actions of up to two animals.

7—Animal Speech III (I) Allows the caster to understand and speak the languages of three types of animals.

8—Animal Master II (M*) As *Animal Master I* except for two animals.

9—Control Animal III (M*) Allows the caster to control the actions of up to 3 animals

10—Animal Speech V (I) Allows the caster to understand and speak the languages of five types of animals.

11—Animal Master III (M*) As *Animal Master I* except for 3 animals.

12—Control Animal V (M*) Allows the caster to control the actions of up to 5 animals.

13—Animal Speech VI (I) Allows the caster to understand and speak the languages of seven types of animals.

14—Animal Master V (M*) As *Animal Master I* except with up to five animals.

15—Animal Speech True (I) Allows the caster to understand and speak the languages of all animals within the area of effect.

20—Control Animal X (M*) Allows the caster to control the actions of up to 10 animals.

25—Animal Master X (M*) As *Animal Master I* except with up to 10 animals.

30—Lord Animal Control (M*) Allows the caster to control the actions of up to 20 animals.

50—Lord Animal Master (M*) As *Animal Master* except with up to 20 animals.

9.42 SPIRIT SUMMONING (ShamanBaseList)

	Area of Effect	Duration	Range
1—Totem Familiar	1 spirit	P	10'
2—Summon Dead I	varies	1 min/lvl	100'/lvl
3—Spirit Summons I	varies	1 rd/lvl	—
4—Summon Dead III	varies	1 min/lvl	100'/lvl
5—Spirit Summons III	varies	1 rd/lvl	—
6—Summon Dead V	varies	1 min/lvl	100'/lvl
7—Spirit Summons V	varies	1 rd/lvl	—
8—Summon Dead X	varies	1 min/lvl	100'/lvl
9—Spirit Summons X	varies	1 rd/lvl	—
10—Spirit of Calm	100'R	1 hr/lvl	self
11—Spirit of Happiness	100'R	1 hr/lvl	self
12—Spirit of Harmony	100'R	1 hr/lvl	self
13—Spirit of Discord	100'R	1 hr/lvl	self
14—Spirit of Friends	100'R	1 hr/lvl	self
15—Spirit of Fear	100'R	1 hr/lvl	self
16—			
17—Lord Dead Summons	varies	10 min/lvl	500'/lvl
18—Spirit of Anger	100'R	1 hr/lvl	self
19—Spirit of Grief	100'R	1 hr/lvl	self
20—Lord Spirit Summons	varies	1 min/lvl	—
25—Summon Dead True	varies	1 hr/lvl	1 mi/lvl
30—Summon Spirits True	varies	1 hr/lvl	—
50—Spirit of Awe	100'/lvl	1 hr/lvl	self

1—Totem Familiar (F) As *Familiar* on the Closed Essence Gate Mastery spell list except that the caster gains a Spirit Totem to help and guide him. The exact totem is chosen by the GM and is the permanent totem for the caster. The GM may wish to choose randomly, for the truth of the matter is, the totem chooses the caster, not the other way around.

TOTEM FAMILIAR CHART

Failed, No Totem	01—05	Rabbit	06—10
Bat	11—15	Deer	16—20
Lion	21—25	Beaver	26—30
Eagle	31—35	Badger	36—40
Buffalo/Bull	41—45	Otter	46—50
Moose	51—55	Lynx	56—60
Hawk	61—65	Wolverine	66—70
Horse	71—75	Snake	76—80
Wolf	81—85	Bear	86—90
Owl	91—95	Player's Choice	96—100

If the totem Familiar is ever killed and this spell is recast, the caster will gain a new Familiar of the same totem. The totem Familiar is always a young one which gains in experience levels as the caster progresses in experience, since it experiences the world through the caster.

2—Summon Dead I (FM) This spell allows the caster to summon the spirits of the dead in the spell range (referenced to the place of death), one 1st level dead spirit or 2 of adolescence or less. The spirit will come to the caster's immediate vicinity (10'R) and will obey and not attack the caster for 3 rds. After this the dead spirit is free to do as it pleases within the spell radius unless spirit bound. At no time is the dead spirit constrained to communicate unless the appropriate *Converse* spell has been cast.

3—Spirit Summoning I (FM) The caster may summon a 1st level spirit of the Spirit World to his immediate vicinity (10'R) which will obey him and not attack him for 3 rds. After this time the spirit is free to do as it pleases, including leaving the spell radius, unless spirit bound. If the name of a particular spirit is known, then the caster may summon that spirit. Otherwise, a random spirit(s) is summoned. At no time is the spirit constrained to communicate unless the appropriated *Converse* spell has been cast upon it.

4—Summon Dead III (FM) As *Summon Dead I* except that the dead spirit may be up to 3rd level or any combo of spirits totaling 3 levels.

5—Spirit Summoning III (FM) As *Spirit Summoning I* except that the spirit may be up to 3rd level or any combo of spirits totaling 3 levels.

6—Summon Dead V (FM) As *Summon Dead III* except with 5 levels of dead spirits.

7—Spirit Summoning V As *Spirit Summoning III* except with 5 levels of spirits.

8—Summon Dead X (FM) As *Summon Dead III* except with 10 levels of dead spirits.

9—Spirit Summoning X (FM) As *Spirit Summoning III* except with 10 levels of spirits.

10—Spirit of Calm (FM) With this spell the caster may invite a greater emotive spirit to come and dwell within him for a time (spell duration). If the spirit consents, the caster is exalted and may radiate the spirits power (for this spell, Calm). In essence, the caster becomes the greater emotive spirit's avatar, wielding its attribute. This type of spell is considered to be both one of the most sacred and the most dangerous, for the spirit actually becomes the caster and the caster the spirit. The spirit may opt to stay in the caster longer than the caster wishes (within the spell duration), or to take control of the caster, or to permanently possess the caster. If this happens, a spirit combat may take place. The greater emotive spirit is at a -30 for any such combat, and the caster may have his totem Familiar and any bound spirits he has fight with him.

Chance of acceptance/consent 86%

Chance that spirit wants to stay longer 10%

Chance that spirit want to take control 05%

Chance that spirit want to take possession 02%

This particular spell will call to a greater emotive spirit of Calm, and if radiated, all affected will be unable to take any aggressive or offensive actions. The effect lasts for the full duration for all affected.

11—Spirit of Happiness (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of happiness, and all affected will be unable to be hostile or take any hostile actions.

12—Spirit of Harmony (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of harmony, and all affected will feel a great unity and desire to work together.

13—Spirit of Discord (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of discord, and all affected will feel a great dissatisfaction and refuse to agree with anyone about anything.

14—Spirit of Friends (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of friendship, and all affected will feel a tremendous camaraderie and goodwill.

15—Spirit of Fear (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of fear, and all affected will either flee or be incapacitated by the effect.



17—Lord Dead Summoning (FM) As *Summon Dead III* except with a combo of up to 20 levels.

18—Spirit of Anger (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of anger, and all affected will go berserk with anger.

19—Spirit of Grief (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of grief and sorrow, and all affected will be overcome with grief.

20—Lord Spirit Summoning (FM) As *Spirit Summoning III* except that any combo of up to 20 levels of spirits may be summoned.

25—Summon Dead True (FM) As *Summon Dead III* except that any combo of levels equaling the caster's own may be summoned.

30—Spirit Summoning True (FM) As *Spirit Summoning III* except that any combo of levels equaling the caster's own may be summoned.

50—Spirit of Awe (FM) As *Spirit of Calm* except that this spell calls a greater emotive spirit of awe, and all affected will be overcome with awe and worship.

9.43 SPIRIT HEALING (ShamanBaseList)

	Area of Effect	Duration	Range
1—Purify Spirit I	1 target	P	10'
2—Taint Resistance I	1 target	1 min/lvl	10'
3—Spirit Healing I	1 target	P	10'
4—Taint Resistance II	1 target	1 min/lvl	10'
5—Preserve Spirit I	1 target	1 hr/lvl	10'
6—Purify Spirit II	2 targets	P	10'
7—Taint Resistance III	1 target	1 min/lvl	10'
8—Spirit Healing II	1 target	P	10'
9—Preserve Spirit II	1 target	1 day/lvl	10'
10—Spirit Exorcism	1 target	P	10'
11—Purify Spirit III	3 targets	P	10'
12—Taint Resistance V	1 target	1 min/lvl	10'
13—Regenerate Spirit I	1 target	P	10'
14—Preserve Spirit III	1 target	1 wk/lvl	10'
15—Untaint	1 target	P	10'
16—Spirit Healing III	1 target	P	10'
17—Regenerate Spirit II	1 target	P	10'
18—			
19—Lord Purify Spirit	varies	P	10'
20—Spirit Healing IV	1 target	P	10'
25—Regenerate Spirit III	1 target	P	10'
30—Preserve Spirit IV	1 target	1 mo/lvl	10'
50—Spirit Healing True	1 target	P	10'

1—Purify Spirit (H) This spell allows the caster to cleanse one spirit (one of any world, Spirit, dead, or living) of any taint to its wholeness and oneness. Note that this spell only stops the taint from spreading and removes its original presence. It does not cure any damage to the spirit that was incurred due to the presence of the taint.

2—Taint Resistance I (H) This spell gives a spirit one additional resistance roll versus the taint incurred. If the RR is successful, the taint is utterly removed along with all damage accrued thereby.

3—Spirit Healing I (H) Allows the caster to heal 1-10 hits of damage on the spirit.

4—Taint Resistance II (H) As *Taint Resistance I* except that this spell allows 2 RRs.

5—Preserve Spirit I (H) The caster may preserve the spirit's form and nature for the duration of the spell. The spirit may not act, being in a sort of stasis. It may revert back to the Spirit World when released from the summoning spell or mastery. There, however, it must still abide by the strictures of the preservation spells. ation spell.

6—Purify Spirit II (H) As *Purify Spirit I* except that it may be directed at two targets.

7—Taint Resistance III (H) As *Taint Resistance I* except that this spell allows 3 RRs.

8—Spirit Healing II (H) As *Spirit Healing I* except that this spell heals 3-30 hits.

9—Preserve Spirit II (H) As *Preserve Spirit I* except that this spell preserves for longer.

10—Spirit Exorcism (FH) With this spell the caster can exorcise a possessed spirit of any sort, including those dead or living.

11—Purify Spirit III (H) As *Purify Spirit I* except it may be directed at 3 targets.

12—Taint Resistance V (H) As *Taint Resistance I* except that it allows the target 5 RRs.

13—Regenerate Spirit I (H) This spell allows the caster to regenerate minor losses of the spirit's integral wholeness. This spell will not correct for purity imbalances.

14—Preserve Spirit III (H) As *Preserve Spirit I* except that this spell preserves longer.

15—Untaint (H) If the target fails to resist this spell then the taint is fully removed, instead of gaining additional RRs.

16—Spirit Healing III (H) As *Spirit Healing I* except that this spell heals 10-100 points of damage.

17—Regenerate Spirit II (H) As *Regenerate Spirit I* except that this spell will regenerate moderate losses.

19—Lord Purify Spirit (H) As *Purify Spirit I* except that this spell will affect 1 target/lvl of the caster.

20—Spirit Healing IV (H) As *Spirit Healing I* except that this spell will heal 20-200 points of damage.

25—Regenerate Spirit III (H) As *Regenerate Spirit I* except that this spell will regenerate major losses of integrity, including core areas, as long as a bit of the original spirit is present.

30—Preserve Spirit IV (H) As *Preserve Spirit I* except that the duration is longer.

50—Spirit Healing True (H) As *Spirit Healing I* except that this spell heals all damage to the spirit.

9.44 SPIRIT MASTERY (ShamanBaseList)

	Area of Effect	Duration	Range
1—Identify Spirit *	1 spirit	—	10'/lvl
2—Converse I	1 level	1 min/lvl	self
3—Spirit Binding I	1 level	P	10'/lvl
4—Converse II	2 levels	1 min/lvl	self
5—Spirit Binding II	2 levels	P	10'/lvl
6—Converse III	3 levels	1 min/lvl	self
7—Spirit Binding III	3 levels	P	10'/lvl
8—Converse V	5 levels	1 min/lvl	self
9—Spirit Binding V	5 levels	P	10'/lvl
10—Spirit Banishing	1 spirit	P	10'/lvl
11—Converse VI	6 levels	1 min/lvl	self
12—Spirit Binding VI	6 levels	P	10'/lvl
13—Converse VII	7 levels	1 min/lvl	self
14—Spirit Binding VII	7 levels	P	10'/lvl
15—Identify Spirit True *	varies	—	10'R/lvl
16—Converse X	10 levels	1 min/lvl	self
17—Spirit Binding X	10 levels	P	10'/lvl
18—			
19—Lord Spirit Tongue	20 levels	1 min/lvl	self
20—Lord Spirit Binding	20 levels	P	10'/lvl
25—Spirit Banishing True	varies	P	10'R/lvl
30—Spirit Tongue True	varies	10 min/lvl	self
50—Spirit Binding True	varies	P	10'/lvl

1—Identify Spirit (I) This spell allows the caster to identify any spirit in regard to its general type and its approximate level of power (low, medium, high, or very high). The caster is also able to determine the exact level of purity in a given spirit. There is no resistance roll.

2—Converse I (I) This allows the caster to communicate with a 1st level spirit. The word communicate is used because the exact method used has no analogous term. It would not be speech but rather more like a pictorial experience, but with all senses included. If this spell is used with dead spirits, such as ghosts, then the method might well be actual talking.

3—Spirit Binding I (M) With this spell the caster may bind a 1st level spirit to his service. The spell is automatically successful if the spirit is willing (and the BAR isn't a UM failure) and if the spell succeeds it lasts until the spirit is released or the death of the caster. The spirit will normally serve to the best of its abilities and can communicate with the caster at a range of 10'/lvl. The spell is not dependent on the casting range for purposes of maintaining after a successful casting. If the spell fails to succeed, the spirit may opt to enter into spirit combat with the caster. If it wins, it can do as it pleased (unrestricted by range) for the remainder of the summoning spell duration. A bound spirit may not directly attack its binder, and if released remains for 3 rds, before being forced to return to the Spirit World. During these 3 rds. the spirit is free to do as it pleases. At one time, a caster may only have up to 1 bound spirit/level (of the caster).

- 4—**Converse II (I)** As *Converse I* except with 2 levels of spirits.
- 5—**Spirit Binding II (M)** As *Spirit Binding I* except with 2 levels of spirits.
- 6—**Converse III (I)** As *Converse I* except with 3 levels of spirits.
- 7—**Spirit Binding III (M)** As *Spirit Binding I* except with 3 levels of spirits.
- 8—**Converse V (I)** As *Converse I* except with up to 5 levels of spirits.
- 9—**Spirit Binding V (M)** As *Spirit Binding I* except with 5 levels of spirits.
- 10—**Spirit Banishing (FM)** This spell gives a caster the ability to banish spirits back to the Spirit World. If cast on a dead spirit such as a ghost, it will act as a repel undead spell, sufficient to repel undead up to the caster's level. Note that this is only functional against undead which have dead spirits in them, unintelligent undead assumed to merely be animated bodies which would be unaffected.
- 11—**Converse VI (I)** As *Converse I* except with up to 6 levels of spirits.
- 12—**Spirit Binding VI (M)** As *Spirit Binding I* except with 6 levels of spirits.
- 13—**Converse VII (I)** As *Converse I* except with up to 7 levels of spirits.
- 14—**Spirit Binding VII (M)** As *Spirit Binding I* except with 7 levels of spirits.
- 15—**Identify Spirit True (I)** As *Identify Spirit* except that all spirits within the spell radius may be identified. The spirits may be identified to their exact level of power, and spirits of a higher level than the caster gain a resistance roll.



- 16—**Converse X (I)** As *Converse I* except with up to 10 levels of spirits.
- 17—**Spirit Binding X (M)** As *Spirit Binding I* except with 10 levels of spirits.
- 19—**Lord Spirit Tongue (I)** As *Converse I* except that up to 20 levels of spirits may be communicated with.
- 20—**Lord Spirit Binding (M)** As *Spirit Binding I* except that up to 20 levels of spirits may be bound.

- 25—**Spirit Banishing True (FM)** As *Spirit Banishing* except that the caster may banish every spirit in the spell range.
- 30—**Spirit Tongues True (I)** As *Converse I* except that the caster may communicate with a number of spirit levels equal to his own.
- 50—**Spirit Binding True (M)** As *Spirit Binding I* except that the caster may bind a number of spirit levels equal to his own.

9.45 VISIONS (ShamanBaseList)

NOTE: Unless otherwise noted, all of the spells referred to in the spell descriptions below are from Past Visions and Future Visions (Seer Base Lists).

	Area of Effect	Duration	Range
1—Guess *	1 question	—	self
2—Intuitions I	self	—	self
3—Dream Vision I	1 topic	sleep	self
4—Past Visions I	1 place/item	C	self
5—Intuitions V	self	—	self
6—Anticipations I	1 target	—	self
7—Vision Guide	1 topic	C	self
8—Past Visions II	1 place/item	C	self
9—Intuitions X	self	—	self
10—Dream Vision III	3 topics	sleep	self
11—Anticipations I	1 target	—	100'
12—Past Visions III	1 place/item	C	self
13—Past Store	1 vision	P	self
14—Spell Anticipations	1 target	—	100'
15—Intuitions True	self	—	self
16—Past Visions IV	1 place/item	C	self
17—			
18—Vision Location	1 place/event	1 vision	self
19—Anticipations V	5 targets	—	100'
20—Lord Dream Vision	5 topics	sleep	self
25—Past Visions V	1 place/item	C	self
30—Anticipations True	100'R	—	10'/lvl
50—Dream Vision True	10 topics	sleep	sleep

- 1—**Guess (I*)** As *Guess* on the open mentalist list Anticipations.
- 2—**Intuitions I (I)** As *Intuitions I*.
- 3—**Dream Vision I (I)** As *Dreams I*.
- 4—**Past Visions I (I)** As *Vision Behind*.
- 5—**Intuitions V (I)** As *Intuitions V*.
- 6—**Anticipations I (I)** As *Anticipations I*.
- 7—**Vision Guide (I)** As *Vision Guide*.
- 8—**Past Visions II (I)** As *Vision Behind* except that the caster may look back 1 hr./lvl.
- 9—**Intuitions X (I)** As *Intuitions X*.
- 10—**Dream Visions III (I)** As *Dreams III*.
- 11—**Anticipations III (I)** As *Anticipations III*.
- 12—**Past Visions III (I)** As *Vision Behind* except that the caster may look back 1 day/lvl
- 13—**Past Store (I)** As *Past Store*.
- 14—**Spell Anticipations (I)** As *Spell Anticipations*.
- 15—**Intuitions True (I)** As *Intuitions True*.
- 16—**Past Visions IV (I)** As *Vision Behind* except that the caster may look back 1 year/lvl.
- 18—**Vision Location (I)** As *Vision Location*.
- 19—**Anticipations V (I)** As *Anticipations V*.
- 20—**Lord Dream Vision (I)** As *Lord Dream*.
- 25—**Past Visions V (I)** As *Vision Behind* except that the caster may look back 10 years/lvl.
- 30—**Anticipations True (I)** As *Anticipations True*.
- 50—**Dream Vision True (I)** As *Lord Dream Vision* above except that the caster may choose to use up to 10 topics.

9.46 TRANCES (Shaman Base List)

NOTE: All spells on this list which place the caster in a trance state also render the caster totally unaware of his physical surroundings. He may not be aroused from the trance by exterior occurrences. Because of this we recommend that the GM require the caster to determine the exact duration of the trance used before it begins.

NOTE: Time and distance in the Spirit World are considered irrelevant to the natural denizens. However, visitors bring their own preconceptions and perspectives and are judged accordingly. Thus a caster on the Spirit World is limited by the spell durations and ranges given below.

	Area of Effect	Duration	Range
1—Meditation	self	C	self
2—Healing Trance I	self	C	self
3—Spirit Travel I	self	1 min/lvl	self
4—Awakening S *	self	—	self
5—Alert	self	1 trance	self
6—Open Window	1 window	1 min/lvl	10'
7—Healing Trance II	self	C	self
8—Spirit Travel II	self	5 min/lvl	self
9—Locate Window	1 window	C	100'/lvl
10—Close Window	1 window	—	10'
11—Healing Trance III	self	C	self
12—Locate Window	1 window	C	1 mi/lvl
13—Spirit Travel III	self	10 min/lvl	self
14—Concentration	self	1 min/lvl	self
15—Locate Window True	1 window	C	—
16—Open Window True	1 window	1 min/lvl	10'
17—Healing Trance IV	self	C	self
18—Spirit Travel IV	self	30 min/lvl	self
19—			
20—Waking Trance	self	1 trance	self
25—Cross Window	varies	1 rd/lvl	10'R
30—Healing Trance True	self	C	self
50—Spirit Travel True	varies	1 hr/lvl	20'R

1—Meditation (U) This spell allows the caster to add a +25 plus 5/lvl to his normal meditation bonus.

2—Healing Trance I (MH) The caster may use this spell to enter a healing trance from which he may heal himself at a rate of 1 hit/5 minutes and heal 1 minor burn or frostbite every hour and clot bleeding at a rate of 1 "hit/rd" per minute. All healing is done simultaneously.

3—Spirit Travel I (MF) The caster may remove his spirit to the spirit world with this spell. For the duration of this spell he may cast any spells he chooses, including additional Spirit Travel spells. He may engage in spirit combat with spirits or other casters. However, if he loses such a combat on the Spirit World he may be ejected out of the Spirit World at the victor's discretion. If he wishes, he may opt to have his own bound spirits accompany him, but these spirits must be those bound on the Spirit World, for they may not cross over without the aid of a summoning spell. The caster's totem spirit is the exception to this, able to cross over at the caster's discretion. When returning to his body, the caster is at -75 for 3 rounds. This spell does not allow access to other planes.

4—Awakening (US*) With this spell the caster may instantly awaken his body to full awareness, eliminating the -75 penalty for disorientation.

5—Alert (MI) When cast prior to a trance spell this spell allows the caster to set up to 1 condition/3 lvls (round down) of the caster which will trigger the Alert spell. These conditions must pertain to situations in his physical environment. The Alert spell does not disturb the caster; it merely informs him that one of the conditions has been met. It does not tell the caster which condition has been met.

6—Open Window (MF) This spell allows the caster to "open a window" on a plane he has access to, usually the one he just left. The "window" is two-way, from the caster's side looking like precisely aligned rectangular 10'X10' opening and from the "outside" appearing to be a nebulous dark area of swirling colours with the caster's head in the center, along with

whoever else is within 10' of the "window". The caster may choose to have visual only or audio only or both through the "window" he has opened. The opening cannot be closed prior to the end of the spell duration without the use of a *Close Window* spell. The caster has a 3% chance/lvl of finding the exact location he desires to view without the aid of a *Locate Window* spell.

7—Healing Trance II (MH) As *Healing Trance I* except that the caster may heal the following: Concussion Hits—1 per Min.; Hits/Rnd—1 per 3 rnd; Lt. Burn/Frostbite—1 per 30 Min.; Md. Burn/Frostbite—1 per 60 Min. Muscle/Tendon/Lig.—1 per 60 Min.; Poison/Disease—1 per 10 Min.

8—Spirit Travel II (MF) As *Spirit Travel I* except that the caster may stay longer.

9—Locate Window (I) With this spell the caster may locate any "window" to the exact location he desires within the range of the spell referenced to the location of the caster's physical body.

10—Close Window (MF) This spell allows the caster to close any "window" prior to the normal spell duration. If someone else opened the "window" the caster must first overcome a RR on the part of the opener. This is part of the casting of the spell, and if the original opener resists then the window stays open.

11—Locate Window II (I) As *Locate Window I* except that the spell range is greater.

12—Healing Trance III (MH) As *Healing Trance II* except that the caster may heal as below: Concussion Hits—1 per 3 Rds.; Hits/Rnd—1 per 2 rnd; Lt. Burn/Frostbite—1 per 10 Min.; Md. Burn/Frostbite—1 per 30 Min.; Hy. Burn/Frostbite—1 per 60 Min.; Muscle/Tendon/Lig.—1 per 30 Min.; Bone Damage —1 per 60 Min.; Poison/Disease —1 per Min.; Regeneration (Any)—1 per 60 Min.

13—Spirit Travel III (MF) As *Spirit Travel I* except the spell duration is longer.

14—Concentration (U) With this spell the caster may place himself in a trance state from which his concentration may not be disturbed. In the Spirit World he can act as usual, but in the physical world he is restricted to 25% action.

15—Locate Window True (I) As *Locate Window I* except that the caster may locate any "window" he chooses regardless of range.

16—Open Window True (MF) As *Open Window* except the caster may choose to open a one-way "window" with visual or audio or both. The one-way "window" need not be noticeable from the other side. If he opts to make the "window" two-way then the other side will appear as it does from the inside.

17—Healing Trance IV (MH) As *Healing Trance III* except as stated below: Concussion Hits—1 per rnd; Hits/rnd—1 per rnd; Lt. Burn/Frostbite—1 per Min.; Md. Burn/Frostbite—1 per 10 Min.; Hy. Burn/Frostbite—1 per 30 Min.; Muscle/Tendon per Lig.—1 per 10 Min.; Bone Damage—1 per 30 Min.; Poison/Disease—1 per 3 rnds; Regeneration (Any)—1 per 30 Min.

18—Spirit Travel IV (MF) As *Spirit Travel I* except that the duration is longer and the caster may travel to "windows" that open on other planes.

20—Waking Trance (M) This spell allows the caster to enter a trance and maintain awareness of the physical world and the Spirit World at the same time. He is at 75% action on the physical world during this spell, and may act on both the physical world and the Spirit World, although not simultaneously.

25—Cross Window (MF) With this spell the caster may bring up to 1 target/5 lvls of the caster, not including himself, across a "window" into the new location. This is both the spirit and the physical bodies which make the transition, and all are subject to 3 rds. of disorientation upon arrival of -75.

30—Healing Trance True (MH) As *Healing Trance IV* except as stated below: Concussion Hits—2 per rnd; Hits/Rnd—1 per rnd; Lt. Burn/Frostbite—1 per rnd; Md. Burn/Frostbite—1 per Min.; Hy. Burn/Frostbite—1 per 10 Min.; Muscle/Tendon/Lig.—1 per Min.; Bone Damage—1 per 10 Min.; Regeneration (Any)—1 per 10 Min.

50—Spirit Travel True (MF) As *Spirit Travel IV* except that the duration is longer and the caster may bring along up to 1 target/5 lvls of the caster along with him, not including himself.

10.0 OTHER SPELL LISTS

10.1 BEASTMASTER BASE LISTS

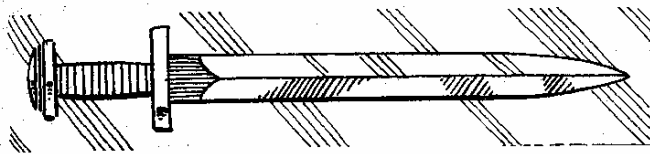
10.11 ANIMAL BONDING (Beastmaster Base List)

NOTE: Animal bonding spells must be cast in order. A caster must have already cast Animal Bonding I, II, III, and IV in order to cast Animal Bonding V.

	Area of Effect	Duration	Range
1—			
2—			
3—Animal Bonding I	1 animal	P	touch
4—			
5—Familiar	1 creature	P	touch
6—Animal Bonding II	2 animals	P	touch
7—Range Extension II	Self	1 min/lvl	self
8—Call Bond	1 animal	—	1000'/lvl
9—Animal Bonding III	3 animals	P	touch
10—Familiar II	1 creature	P	touch
11—Dissociation	1 target	P	touch
12—Animal Bonding IV	4 Animals	P	touch
13—Range Extension III	self	1 min/lvl	self
14—Locate Bond	1 Animal	C	self
15—Animal Bonding V	5 Animals	P	self
16—			
17—Range Extension IV	self	1 min/lvl	self
18—			
19—Lord Animal Bonding	10 Animals	P	touch
20—Familiar True	1 creature	P	touch
25—Range Extension V	self	1 min/lvl	self
30—Animal Bonding True	1 Animal/lvl	P	touch
50—Range Extension True	self	1 min/lvl	self

3—Animal Bonding I (M) This spell allows the caster to make a pact with one animal at a time. The pact is one of friendship and mutual aid, and the animal will kill and even sacrifice its own life willingly to fulfill his end of the pact. If either party is ever killed, the surviving member will be at a -30 for 1 week, then -20 for a week, then -10 for a week until the shock and grief fade away. The only limitation to this spell is that the target must be of animal intelligence or less. This spell takes 1 hour to complete.

5—Familiar (M) As 5th level spell on the Familiar Law spell list (RMC1 3.52).



6—Animal Bonding II (M) As *Animal Bonding I* except that this spell allows a second animal to be bonded.

7—Range Extension II (U) As third level spell on the Familiar Law spell list.

8—Call Bond (FM) Caster can call (summon) his bonded animal (or his choice if more than one) which will then try and come to him.

9—Animal Bonding III (M) As *Animal Bonding I* except that this spell allows a third animal to be bonded.



10—Familiar II (M) As the 10th level spell on the Familiar Law spell list.

11—Dissociation (M) As the 8th level spell on the Familiar Law spell list.

12—Animal Bonding IV (M) As *Animal Bonding I* except that this spell allows a fourth animal to be bonded.

13—Range Extension III (U) As the 9th level spell on the Familiar Law spell list.

14—Locate Bond (P) Gives the direction and distance to the caster's bonded animal (his choice if more than one).

15—Animal Bonding V (M) As *Animal Bonding I* except that this spell allows a fifth animal to be bonded.

17—Range Extension IV (U) As the 14th level spell on the Familiar Law spell list.

19—Lord Animal Bonding (M) As *Animal Bonding I* except that this spell allows the caster to bond up to 10 animals. **Note:** This spell must be cast once for each animal over 5 already bonded and is good for up to 10.

20—Familiar True (M) As the 25th level spell on the Familiar Law spell list.

25—Range Extension V (U) As the 18th level spell on the Familiar Law spell list.

30—Animal Bonding True (M) As *Lord Animal Bonding* except that this spell allows the caster to bond up to 1 animal/level.

50—Range Extension True (U) As the 50th level spell on the Familiar Law spell list.

10.12 COMBAT ENHANCEMENT

(Beastmaster Base List)

	Area of Effect	Duration	Range
1—Combat I *	Self	1 rd/lvl	Self
2—Blur *	Self	1 min/lvl	Self
3—Shield I *	Self	1 min/lvl	Self
4—Combat II *	Self	1 rd/lvl	Self
5—Deflections I *	1 Target	—	100'
6—Haste I *	Self	1 round	Self
7—Combat III *	Self	1 rd/lvl	Self
8—Bladeturn I *	1 Target	—	100'
9—Shield II *	Self	1 rd/lvl	Self
10—Aim Untrue I *	1 Target	—	100'
11—Deflections II *	2 Targets	—	100'
12—Haste II *	Self	2 rounds	Self
13—Combat IV *	Self	1 rd/lvl	Self
14—Bladeturn II *	2 Targets	—	100'
15—Aim Untrue II *	2 Targets	—	100'
16—Deflections III *	3 Targets	—	100'
17—Haste III *	Self	3 rounds	Self
18—Combat V *	Self	1 rd/lvl	Self
19—Bladeturn III *	3 Targets	—	100'
20—Aim Untrue III *	3 Targets	—	100'
25—Mass Deflections *	1 Target/lvl	—	100'
30—Haste X *	Self	10 rounds	Self
35—Combat VIII *	Self	1 rd/lvl	Self
40—Mass Bladeturn *	1 Target/lvl	—	100'
45—Mass Aim Untrue *	1 Target/lvl	—	100'
50—Combat True *	Varies	1 round/lvl	Varies

1—**Combat I (U*)** With this spell the caster's attacks and defensive moves become faster and more fluid, and so he may add an additional +5 to both his OB and his DB. This is cumulative with any other modifications he has, but is not cumulative with other Combat spells.

2—**Blur (F*)** As on the closed Essence spell list Shield Mastery.

3—**Shield I (F*)** As on the closed Essence spell list Shield Mastery.

4—**Combat II (U*)** As *Combat I* except that this spell allows a +10.

5—**Deflections I (F*)** As on the closed Essence spell list Shield Mastery.

6—**Haste I (F*)** As on the closed Essence spell list Rapid Ways.

7—**Combat III (U*)** As *Combat I* except that this spell allows a +15.

8—**Bladeturn I (F*)** As on the closed Essence spell list Shield Mastery.

9—**Shield II (F*)** As *Shield I* except that this spell allows a +50.

10—**Aim Untrue I (F*)** As on the closed Essence spell list Shield Mastery.

11—**Deflections II (F*)** As *Deflections I* except that this spell allows the caster to deflect 2 missiles.

12—**Haste II (F*)** As *Haste I* except for duration.

13—**Combat IV (U*)** As *Combat I* except that this spell allows a +20.

14—**Bladeturn II (F*)** As *Bladeturn I* except that this spell allows the caster to deflect 2 melee attacks.

15—**Aim Untrue II (F*)** As *Aim Untrue I* except that this spell allows the caster to deflect 2 missiles.

16—**Deflections III (F*)** As *Deflections I* except that this spell allows the caster to deflect 3 missiles.

17—**Haste III (F*)** As *Haste I* except for duration.

18—**Combat V (U*)** As *Combat I* except that this spell allows a +25.

19—**Bladeturn III (F*)** As *Bladeturn I* except that this spell allows the caster to deflect 3 melee attacks.

20—**Aim Untrue III (F*)** As *Aim Untrue I* except that this spell allows the caster to deflect 3 missiles.

25—**Mass Deflections (F*)** As *Deflections I* except that this spell allows the caster to deflect up to 1 missile/lvl within the spell range.

30—**Haste X (F*)** As *Haste I* except for duration.

35—**Combat VIII (U*)** As *Combat I* except that this spell allows the caster a +40.

40—**Mass Bladeturn (F*)** As *Bladeturn I* except that this spell allows the caster to deflect up to 1 melee attack/lvl within the spell range.

45—**Mass Aim Untrue (F*)** As *Aim Untrue I* except that this spell allows the caster to deflect up to 1 missile /lvl within the spell range.

50—**Combat True (UF*)** This spell allows the caster to cast one spell from this list each round as he sees fit.

10.13 MOVEMENT ENHANCEMENT

(Beastmaster Base List)

	Area of Effect	Duration	Range
1—Run I *	self	10 min/lvl	self
2—Longjump I *	self	—	self
3—Landing *	self	—	self
4—Silent Movement *	self	10 min/lvl	self
5—Sprint I *	self	10 min/lvl	self
6—Balance I *	self	1 rd/lvl	self
7—Swim I *	self	10 min/lvl	self
8—Longjump II *	self	—	self
9—Climbing I *	self	1 min/lvl	self
10—Float *	self	1 min/lvl	self
11—Fast Sprint I *	self	10 min/lvl	self
12—Balance II *	self	1 rd/lvl	self
13—Swim II *	self	10 min/lvl	self
14—Longjump III *	self	—	self
15—Levitation *	self	1 min/lvl	self
16—Dash I *	self	1 min/lvl	self
17—Balance III *	self	1 rd/lvl	self
18—Swim III *	self	10 min/lvl	self
19—Longjump IV *	self	—	self
20—Fly *	self	10 min/lvl	self
25—Lord Run *	1 target/lvl	10 min/lvl	100'
30—Lord Balance *	1 target/lvl	1 rd/lvl	100'
50—Movement Mastery *	self	10 min/lvl	self

1—**Run I (F*)** Allows the caster to run (x2 walking pace) without tiring, but once the caster stops or performs some other action the spell is cancelled.

2—**Longjump I (F*)** The caster may jump, from any pace, up to 50' long and/or 20' high. This includes a safe landing.

3—**Landing (F*)** The caster may land safely from up to 10'/lvl height, or take that distance off any higher fall.

4—**Silent Movement (F*)** This spell allows the recipient to cloak all of his movements in utter silence. Intentional noise making will cancel the spell.

5—**Sprint I (F*)** As *Run I* except that this spell allows a x3 walking pace.

6—**Balance I (U*)** With this spell the caster may perform all balancing maneuvers at a +50 walking pace.

7—**Swim I (F*)** This spell allows the caster to swim at double the normal pace. If the caster stops or performed any other action the spell will be cancelled.

8—**Longjump II (F*)** As *Longjump I* except that this spell allows a leap up to 75' long and/or 30' high.

9—**Climbing I (F*)** This spell allows the caster to climb at double normal pace. If the caster stops or performs any other action the spell will be cancelled.

10—**Float (F*)** This spell allows the caster float upon the air for the duration of the spell. While floating the caster is at the mercy of the prevailing winds, and cannot control any aspect of his flight.

11—**Fast Sprint I (F*)** As *Run I* except that the caster may move at x4.

12—**Balance II (U*)** As *Balance I* except that caster may move at x2 pace.

13—**Swim II (F*)** As *Swim I* except that the caster may swim at triple the normal pace.

- 14—**Longjump III (F*)** As *Longjump I* except that the caster may leap up to 100' long and/or 40' high.
- 15—**Levitation (F*)** As *Levitation* on Lofty Bridge (Closed Essence).
- 16—**Dash I (F*)** As *Run I* except that the caster may run at x5 normal walking pace.
- 17—**Balance III (U*)** As *Balance I* except that the caster may move at x3 pace.
- 18—**Swim III (F*)** As *Swim I* except that the caster may swim at x4 the normal rate.
- 19—**Longjump IV (F*)** As *Longjump I* except that the caster may leap up to 125' long and/or 50' high.
- 20—**Fly (F*)** This spell allows the caster to fly at a 100'/rd. pace
- 25—**Lord Run (F*)** As *Run I* except that the caster may affect up to 1 target/lvl.
- 30—**Lord Balance (U*)** As *Balance I* except that the caster may affect up to 1 target/lvl.
- 50—**Movement Mastery (FU*)** Allows the caster to use any spell on this list once/round for the duration of the spell.

10.14 SENSE ENHANCEMENT (Beastmaster Base List)

	Area of Effect	Duration	Range
1—Sly Ears	self	10 min/lvl	self
2—Nightvision	self	10 min/lvl	self
3—Smelling	self	10 min/lvl	self
4—Sidevision	self	10 min/lvl	self
5—Tasting	self	10 min/lvl	self
6—Sharp Eyes	self	10 min/lvl	self
7—Fine Touch	self	10 min/lvl	self
8—Far Sense I	self	1 min/lvl	50'/lvl
9—Watervision	self	10 min/lvl	self
10—Darkvision	self	10 min/lvl	self
11—Far Sense II	self	1 min/lvl	50'/lvl
12—Sunvision	self	10 min/lvl	self
13—Sensory Marker	1 location	P	touch
14—Woodsight	self	10 min/lvl	self
15—Far Sense III	self	1 min/lvl	50'/lvl
16—			
17—Stonesight	self	10 min/lvl	self
18—			
19—Far Sense IV	self	1 min/lvl	50'/lvl
20—Vision	self	10 min/lvl	self
25—Far Sense V	self	1 min/lvl	50'/lvl
30—Far Sense True	self	10 min/lvl	1 mile/lvl
50—Sense Mastery	self	10 min/lvl	self

- 1—**Sly Ears (U)** Caster gains double normal hearing ability.
- 2—**Nightvision (U)** Caster may see 100' on normal night as if it were daylight.
- 3—**Smelling (U)** Caster gains double normal smelling ability.
- 4—**Sidevision (U)** Caster has a 300 degree field of vision.
- 5—**Tasting (U)** Caster gains double normal tasting ability.
- 6—**Sharp Eyes (U)** Caster gains double normal seeing ability.
- 7—**Fine Touch (U)** Caster gains double normal touch ability.
- 8—**Far Sense I (U)** Caster may designate a point, up to 50'/lvl away, that he is familiar with (or one within line of sight) to be used as a remote sensing site. If he is not familiar with it (use the Teleport error chart), roll for random direction and distance that he is off. If familiarity conditions are met, then he may set one sense of his choice at the site. The caster may acquire all sensory data that his choice of sense can acquire, using his whatever his perception skill and ability is at the time. The remote sensory point may be rotated to face any direction, but other than that it is immobile and cannot be detected save through *Detect Magic* spells and skills. Each higher level *Far Sense* allows the caster to utilize an additional sense.
- 9—**Watervision (U)** Caster may see up to 100' even in murky waters.

- 10—**Darkvision (U)** Caster may see up to 100' through any Magical darkness, up to 200' in normal total darkness, and as though in full daylight on a normal night.
- 11—**Far Sense II (U)** As *Far Sense I* except that the caster may use two senses.
- 12—**Sunvision (U)** Caster can see normally in any bright and/or blinding light without being blinded.
- 13—**Sensory Marker (U)** One location may be Magically marked so that the caster may find it later, for use with a *Far Sense* spell. The marker is automatically found if it is in range when the *Far Sense* spell is cast, and only the caster's own markers may be found. A Sensory Marker may be placed upon a moving object and the *Far Sense* will stay with the marker. This is the only way that a *Far Sense* will ever be mobile, but the range limits remain in effect and if the marker ever moves out of the range, the *Far Sense* will be voided.
- 14—**Woodsight (U)** Allows the caster to see through up to 1"/lvl of wood.
- 15—**Far Sense III (U)** As *Far Sense I* except that up to 3 senses may be used.
- 17—**Stonevision (U)** Allows the caster to see through up to 1"/lvl of stone.
- 19—**Far Sense IV (U)** As *Far Sense I* except that up to 4 senses may be used.



- 20—**Vision (U)** Allows the caster to use all vision spells below 13th level simultaneously.
- 25—**Far Sense III (U)** As *Far Sense I* except that all the senses may be used.
- 30—**Far Sense True (U)** As *Far Sense I* except that all the senses may be used and the range is 1 mile/lvl.
- 50—**Sense Mastery (U)** Allows the caster to use any spell on this list at a rate of 1/rd.

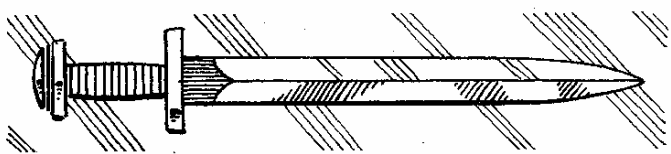
10.2 WARRIORMAGE BASE LISTS

10.21 MIND'S TOUCH (Warrior Mage Base List)

	Area of Effect	Duration	Range
1—Staying I	1 target	1 min/lvl	100'
2—Sleep VI	6 levels	varies	100'
3—Charm Kind	1 target	1 hr/lvl	100'
4—Telekinesis I	1 target	1 min/lvl	100'
5—Suggestion	1 target	varies	10'
6—Sleep X	10 levels	varies	100'
7—Hold Kind	1 target	C	100'
8—Telekinesis II	1 target	1 min/lvl	100'
9—Master Of Kind	1 target	10 min/lvl	100'
10—Telepathy I	1 target	1 rd/lvl (C)	10'
11—Lord Sleep	20 levels	varies	100'
12—True Charm	1 target	1 hr/lvl	100'
13—Staying II	1 target	1 min/lvl	100'
14—Quest	1 target	varies	10'
15—Telepathy II	1 target	1 min/lvl (C)	10'
20—Telekinesis III	1 target	10 min/lvl	100'
25—Staying III	1 target	10 min/lvl	100'
30—Telepathy III	1 target	10 min/lvl (C)	10'
50—Telepathy True	1 target	1 hr/lvl (C)	10'

1—Staying I (F) Exerts 1 lb./lvl of pressure on a person or object. The pressure is one direction only, and movement of the target requires concentration.

2—Sleep VI (M) Causes the target(s) to fall into a natural sleep. The first round of this spell, if it is successful, the target(s) is in an enchanted sleep from which it cannot be awoken (thus a sentry who fails his resistance roll does not wake up when he falls to the ground). This spell affects the stated number of levels of target(s) in the range (i.e., the spell's level capacity of 6 can be split as desired: 6 1st levels, 3 2nd levels, etc.). If a target's level exceeds the level capacity directed at him, he automatically makes his resistance roll (e.g., if the caster directs 2 levels of capacity at each of 3 targets, any of the targets that are 3rd level or higher automatically resist). The target's resistance roll is modified by a -10 for each additional level (above the target's level) of the spell's level capability directed at it.



3—Charm Kind (M) Humanoid target believes the caster is a good friend.

4—Telekinesis I (F) Can move 1 object up to 1 lb./lvl in mass at a rate of 1 foot/level/second, with no acceleration. Living creatures get a normal resistance roll. If the caster stops concentrating on the target it remains stationary in its last position as if *Stayed*.

5—Suggestion (M) target will follow a single suggested act which is not completed alien to him (i.e., suicide, blinding himself, etc.).

6—Sleep X (M) As *Sleep VI* except that this spell affects 10 levels.

7—Hold Kind (M) Holds one humanoid target to 25% action.

8—Telekinesis II (F) As *Telekinesis I* except that the caster may move up to 5 lbs./lvl.

9—Master Of Kind (M) target must obey caster as per Suggestion.

10—Telepathy I (M) Caster may read the surface thoughts of one target. If the target makes his resistance roll by more than 25 he realizes what was attempted. Contact range is 10'/lvl.

11—Lord Sleep (M) As *Sleep VI* except that up to 20 levels are affected.

12—True Charm (M) As *Charm Kind* except that any kind of sentient is affected.

13—Staying II (F) As *Staying I* except that up to 5 lbs./lvl pressure is exerted.

14—Quest (M) target is given one task, failure results in a penalty determined by the Gamemaster (task must be within the capabilities of the target).

15—Telepathy II (M) As *Telepathy I* except as noted above. Contact range is 50'/lvl.

20—Telekinesis III (F) As *Telekinesis I* except that up to 10 lbs./lvl may be moved.

25—Staying III (F) As *Staying I* except that up to 10 lbs./lvl pressure may be exerted.

30—Telepathy III (M) As *Telepathy I* except as noted above. Contact range is 100'/lvl.

50—Telepathy True (M) As *Telepathy I* except as noted above. Contact range is 1 mile/lvl.

10.22 ELEMENTAL WAYS (Warrior Mage Base List)

	Area of Effect	Duration	Range
1—Projected Light	hand	10 min/lvl	S
2—Shock Bolt	1 target	—	5'/lvl
3—Fog	10'R/lvl	P	S
4—Light/Dark	10'R	10 min/lvl	touch
5—Water Bolt	1 target	—	5'/lvl
6—Stun Cloud	5'R	6 rds	10'
7—Ice Bolt	1 target	—	5'/lvl
8—Fire Bolt	1 target	—	5'/lvl
9—Cold Ball	10'R	—	5'/lvl
10—Vacuum	10'R	—	5'/lvl
11—Fire Ball	10'R	—	5'/lvl
12—Lightning Bolt	1 target	—	5'/lvl
13—Fire/Ice Blade	1 weapon	1 min/lvl	touch
14—Stonewall	10'x10'	10 min/lvl	5'/lvl
15—Elemental Servant	1 servant	1 min/lvl	5'/lvl
16—			
17—Firestorm	1'R/lvl	1 rd/lvl	5'/lvl
18—			
19—Call Cold	20'R	1 rd/lvl	5'/lvl
20—Utterlight	100'R	1 min/lvl	touch
25—Stonewall True	10'x10'	P	5'/lvl
30—Utterdark	100'R	1 min/lvl	touch
50—Elemental Mastery	Varies	1 rd/lvl	Varies

1—Projected Light (F) As *Projected Light* on the Light Law Magician base list.

2—Shock Bolt (E) As *Shock Bolt* on the Light Law Magician base list.

3—Fog (F) As *Fog* on the Water Law Magician base list.

4—Light/Dark (F) As *Light or Dark* on the Light Law Magician base list.

5—Water Bolt (E) As *Water Bolt* on the Water Law Magician base list.

6—Stun Cloud (F) As *Stun Cloud* on the Wind Law Magician base list.

7—Ice Bolt (E) As *Ice Bolt* on the Ice Law Magician base list.

8—Fire Bolt (E) As *Fire Bolt* on the Fire Law Magician base list.

9—Cold Ball (E) As *Cold Ball* on the Ice Law Magician base list.

10—Vacuum (F) As *Vacuum* on the Wind Law Magician base list.

- 11—**Fire Ball (E)** As *Fire Ball* on the Fire Law Magician base list.
- 12—**Lightning Bolt (E)** As *Lightning Bolt* on the Light Law Magician base list.
- 13—**Fire/Ice Blade (E)** This spell allows the caster to cause his weapon to be covered with either running flames or glittering ice, bestowing a critical of equal severity to the strike. The critical will be either fire or cold depending on the spell mode chosen.
- 14—**Stonewall (E)** As *Stonewall* on the Earth Law Magician base list.
- 15—**Elemental Servant (F)** As *Servant Spirit* on the Entity Mastery Arcane spell list.
- 17—**Firestorm (E)** As *Firestorm* on the Fire Law Magician base list.
- 19—**Call Cold (E)** As *Call Cold* on the Ice Law Magician base list.
- 20—**Utterlight (F)** As *Utterlight* on the Light Law Magician base list.
- 25—**Stonewall True (E)** As *Stonewall True* on the Earth Law Magician base list.
- 30—**Utterdark (F)** As *Utterdark* on the Light Law Magician base list.
- 50—**Elemental Mastery (FE)** Allows the caster to use one of the spells (lower level) on this spell list each round.

10.23 HIGHRIDING (Warrior Mage Base List)

	Area of Effect	Duration	Range
1—Landing *	1 target	—	100'
2—Float	1 target	10 min/lvl	10'
3—Fly I	1 target	1 min/lvl	10'
4—Leaving I	1 target	—	10'
5—Fly II	1 target	1 min/lvl	10'
6—Platform I	10'R	10 min/lvl	10'
7—Leaving II	1 target	—	10'
8—			
9—Fly III	1 target	1 min/lvl	10'
10—Long Door I	1 target	1 min/lvl	10'
11—Leaving III	1 target	—	10'
12—Teleport I	1 target	—	10'
13—Fly IV	1 target	1 min/lvl	10'
14—Long Door II	1 target	—	10'
15—Platform II	10'R	10 min/lvl	10'
20—Teleport III	3 targets	—	10'
25—Platform III	10'R	10 min/lvl	10'
30—Lord Teleport	20 targets	—	50'
35—Platform IV	10'R	10 min/lvl	10'
50—Teleport True	1 target	—	10'

- 1—**Landing (F*)** As *Landing ** on the Lofty Bridge closed Essence Spell list.
- 2—**Float (F*)** This spell allows the caster float upon the air for the duration of the spell. While floating the caster is at the mercy of the prevailing winds, and cannot control any aspect of his flight.
- 3—**Fly I (F)** As *Fly (75/RD)* on the Lofty Bridge closed Essence spell list except that this spell only allows a movement rate of 30'/rd.
- 4—**Leaving I (F)** As *Leaving* on the Lofty Bridge closed Essence spell list.
- 5—**Fly II (F)** As *Fly I* above except that this spell allows a movement rate of 75'/rd.
- 6—**Platform I (F)** Allows the caster to create a transparent disc of force which will hold his weight x2. This disc is immobile and can take damage equal to (caster's weight x2)—before being destroyed. The disc's immobility is absolute.
- 7—**Leaving II (F)** As *Leaving* on the Lofty Bridge closed Essence spell list except target can be moved 200'.
- 9—**Fly III (F)** As *Fly I* above except that this spell allows a movement rate of 150'/rd.



- 10—**Long Door I (F)** As *Leaving I* except that the caster may pass through barriers by specifying exact distances.
- 11—**Leaving III (F)** As *Leaving I* except that that the movement range is 300'.
- 12—**Teleport I (F)** As *Teleport* on the Lofty Bridge closed Essence spell list.
- 13—**Fly IV (F)** As *Fly I* except that this spell allows a movement rate of 300'/rd.
- 14—**Long Door II (F)** As *Long Door I* above except that this spell allows a movement range of 200'.
- 15—**Platform II (F)** As *Platform I* except that this spell allows the caster to move his disc (with 1 rd of concentration) up and down at a rate of 10'/rd. He can also rotate it in any direction. The disc may not be moved horizontally from any position.
- 20—**Teleport III (F)** As *Teleport I* except that the caster may teleport up to 3 targets.
- 25—**Platform III (F)** As *Platform II* except that this spell allows the caster to move his disc in any direction at a rate of 100'/rd.
- 30—**Lord Teleport (F)** As *Teleport I* except that the caster may teleport up to 20 targets.
- 35—**Platform IV (F)** As *Platform III* except that this spell allows the caster to control his disc at will. Also the disc's speed increase up to 300'/round.
- 50—**Teleport True (F)** As *Teleport True* except that this spell has no movement range limitations.

10.3 DERVISH BASE LISTS

10.31 FASCINATION DANCES (DervishBaseList)

NOTE: All spells on this list, unless otherwise specified, require the caster to know and perform a specific dance. This dance is normally learned when the spell is learned.

	Area of Effect	Duration	Range
1—Dance Of Calming	1 target/lvl	varies	10'/lvl
2—Dance Of Holding	1 target/lvl	varies	10'/lvl
3—Beat *	10'R/lvl	varies	self
4—			
5—Fascination Dance III	1 target/lvl	varies	10'/lvl
6—Dance Of Slumber	1 target/lvl	varies	10'/lvl
7—Dance Of Beguiling	1 target/lvl	varies	10'/lvl
8—			
9—Fascination Dance V	1 target/lvl	varies	10'/lvl
10—Dance Of Fear	1 target/lvl	varies	10'/lvl
11—Dance Of Forgetting	1 target/lvl	varies	10'/lvl
12—Music *	10'R/lvl	varies	self
13—Dance Of Panic	1 target/lvl	varies	10'/lvl
14—Fascination Dance VII	1 target/lvl	varies	10'/lvl
15—Dance Of Mastery	1 target/lvl	varies	10'/lvl
20—Fascination Dance X	1 target/lvl	varies	10'/lvl
25—			
30—Dance Of Binding	1 target	varies	100'
50—Fascination Dance True	1 target/lvl	varies	10'/lvl

1—Dance Of Calming (M) Allows the caster to project an intense feeling of calm upon the target(s). Under this calm they will take no hostile actions except in self-defense. This will last for as long as the caster dances, and for a like period of time after he stops.

2—Dance Of Holding (M) As *Dance Of Calming* except allows the caster to hold the target(s) down to 20% of normal action.

3—Beat (F*) Allows the caster to cause the proper percussion sounds to manifest, accompanying the dance. The sound will carry throughout the area of effect.

5—Fascination Dance III (M) As *Dance Of Calming* except that this spell allows the caster to project up to 3 of the following options;

- 1) Project a feeling of logic and rationality;
- 2) Project an emotion on the target;
- 3) Project an hallucinatory sense upon the target;
- 4) Draw forth a memory from the target (the target remembers an event with great vividness);
- 5) place the target within a trance from which the target can take no physical action.

6—Dance Of Slumber (M) As *Dance Of Calming* except allows the caster to place the target into an enchanted sleep while the caster dances, and normal sleep after the caster stops dancing.

7—Dance Of Beguiling (M) As *Dance Of Calming* except allows the caster to charm the target(s) into believing whatever the caster wishes them to believe, so long as it is not against the nature of the target(s) to believe it (i.e. their arms are food, a crevasse can be walked across without a bridge, etc.).

9—Fascination Dance V (M) As *Fascination Dance III* except that this spell allows 5 options to be chosen.

10—Dance Of Fear (M) As *Dance Of Calming* except allows the caster to cause great fear to be visited upon the target(s). Any who fail their RR by more than 50 will faint of the fear.



11—Dance Of Forgetting (M) As *Dance Of Calming* except allows the caster to cause the target(s) to forget everything that happened during the spell's duration.

12—Music (M*) As *Beat* except allows the caster to cause the full music belonging to dance to manifest throughout the area of effect.

13—Dance Of Panic (M) As *Dance Of Calming* except allows the caster to send the target(s) into an absolute panic, each thinking his or her worst fears have come true.

14—Fascination Dance VII (M) As *Fascination Dance III* except allows 7 options to be chosen.

15—Dance Of Mastery (M) As *Dance Of Calming* except allows caster to charm and master the target(s), making them believe that the caster is a good friend and obeying him in all ways not foreign to their nature (i.e. suicide, blinding self, etc.). This will last up to 1 day/10 minutes of the caster dancing.

20—Fascination Dance X (M) As *Fascination Dance III* except allows the caster to choose up to 10 options.

30—Dance Of Binding (M) As *Dance Of Mastery* except that the duration is 1 day/1% of RR failure.

50—Fascination Dance True (M) As *Fascination Dance III* except allows full use of all the options.

10.32 DEADLY DANCES (DervishBaseList)

	Area of Effect	Duration	Range
1—Dance Preparation •	self	varies	self
2—Touch Of Pain I *	1 target	—	touch
3—Deadly Dance I •	self	varies	self
4—Blurring Dance *	self	1 min/lvl	self
5—Touch Of Subdual *	1 target	varies	touch
6—Touch Of Pain II *	1 target	—	touch
7—			
8—Deadly Dance II •	self	varies	self
9—Touch Of Pain III *	1 target	—	touch
10—Whirling Death	self	1 rd/lvl	self
11—Touch Of Sleep *	1 target	varies	touch
12—			
13—Deadly Dance III •	self	varies	self
14—Touch Of Pain IV *	1 target	—	touch
15—Touch Of Paralyzation	1 target	10 min/lvl	touch
20—Deadly Dance V •	self	varies	self
25—Touch Of Pain True	1 target	—	touch
30—Deadly Dance True •	self	varies	self
50—Touch Of Death	1 target	—	touch

- 1—Dance Preparation (U•)** This spell allows the caster to prepare his body for the extreme rigors that use of this spell list will incur, and so use the spells on this list without destroying his own body. This spell must be cast prior to every utilization of the spells on this list. If it is not used, the caster will take a base 10 points of concussion damage/level of the spell cast, along with whatever other penalty which the GM deems appropriate.
- 2—Touch Of Pain I (F*)** Allows the caster to touch a target and inflict an "A" critical on them.
- 3—Deadly Dance I (U•)** Allows the caster to use Martial Arts in conjunction with any dance, gaining an additional +10 bonus to Martial Arts attacks. This spell will last the duration of the combat and reflects the special non-Magical combat capabilities of the caster who uses this list.
- 4—Blurring Dance (U*)** Allows the caster to add +10 to his DB.
- 5—Touch Of Subdual (F*)** Allows the caster to touch a target and force the target to resist this spell with a -30 to their RR or be stunned for one round/1% of failure.
- 6—Touch Of Pain II (F*)** As *Touch Of Pain I* except gives a "B" critical.
- 8—Deadly Dance II (U•)** As *Deadly Dance I* except allows a +20 to Martial Arts combat.
- 9—Touch Of Pain III (F*)** As *Touch Of Pain I* except gives a "C" critical.
- 10—Whirling Death (U)** Allows the caster to, while dancing, add a +25 to his DB, and attack/defend against up to 1 opponent for every 3 levels of experience (decrease OB by 20 for each foe over 1 engaged). This spell also gives the capability to attack/defend in a 360 degree arc.
- 11—Touch Of Sleep (F)** As *Touch Of Subdual* except that this spell allows the target to be sent into unconsciousness for 10 minutes/lvl, and a normal sleep thereafter.
- 13—Deadly Dance III (U•)** As *Deadly Dance I* except allows a +30 to Martial Arts combat.
- 14—Touch Of Pain IV (F*)** As *Touch Of Pain I* except gives a "D" critical.
- 15—Touch Of Paralyzation (F*)** As *Touch Of Subdual* except that this spell allows the part of the target touched to be paralyzed for 10 min/lvl.
- 20—Deadly Dance IV (U•)** As *Deadly Dance I* except allows a +40 to Martial Arts combat.
- 25—Touch Of Pain True (F*)** As *Touch Of Pain I* except gives an "E" critical.
- 30—Deadly Dance True (U•)** As *Deadly Dance I* except allows a +50 to Martial Arts combat.
- 50—Touch Of Death (F*)** Allows the caster to require to target to resist this spell with a -30 to his RR, or die. If the target does resist, then he is subject to 1 "E" critical/10 levels of the caster.

10.33 TRAVELLING DANCES (DervishBaseList)

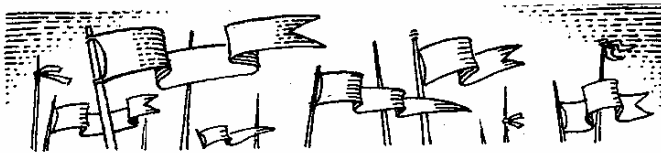
	Area of Effect	Duration	Range
1—Dance Preparation •	self	varies	self
2—Run	self	10 min/lvl (C)	self
3—			
4—Travelling Dance I	self	10 min/lvl	self
5—Extending Dance II	self	—	self
6—Haste I	self	1 rd	self
7—Sprint	self	10 min/lvl (C)	self
8—			
9—Travelling Dance II	self	10 min/lvl	self
10—Whirling Gate	self	—	self
11—Fast Sprint	self	10 min/lvl (C)	self
12—Extending Dance IV	self	—	self
13—Haste III	self	3 rds	self
14—Travelling Dance III	self	10 min/lvl	self
15—			
16—			
17—Extending Dance V	self	—	self
18—			
19—			
20—Travelling Dance True	self	1 hr/lvl	self
25—Dash	self	10 min/lvl (C)	self
30—Haste X	self	10 rds	self
50—Whirling Gate True	self	—	self

- 1—Dance Preparation (U•)** This spell allows the caster to prepare his body for the extreme rigors that use of this spell list will incur, and so use the spells on this list without destroying his own body. This spell must be cast prior to every utilization of the spells on this list. If it is not used, the caster will take a base 10 points of concussion damage/level of the spell cast, along with whatever other penalty which the GM deems appropriate.
- 2—Run (F)** Allows the caster to move at a x2 pace without tiring, as long as he concentrates.
- 4—Travelling Dance I (F)** Allows the caster to perform any physical action at a .75 exhaustion rate. This spell is normally used for strenuous activities such as long distance running, and may be used beyond the normal spell duration if the caster concentrates constantly from the beginning of the spell until he decides to stop.
- 5—Extending Dance II (F)** Allows the caster to double the duration of the next spell cast within 3 rounds.
- 6—Haste I (F)** Caster may act at double normal speed for 1 round.
- 7—Sprint (F)** As *Run* except pace is x3.
- 9—Travelling Dance II (F)** As *Travelling Dance I* except the exhaustion rate is .5.
- 10—Whirling Gate (F)** Allows the caster to go into a whirl which culminates in a teleportation of up to 1 miles/lvl. The chances for error are the same as the 10th level *Teleport* spell on the Gate Mastery closed Essence list.
- 11—Fast Sprint (F)** As *Run* except pace is x4.
- 12—Extending Dance IV (F)** As *Extending Dance II* except duration is x4.
- 13—Haste III (F)** Caster may act at double normal speed for 3 rounds.
- 14—Travelling Dance III (F)** As *Travelling Dance I* except the exhaustion rate is .25.
- 17—Extending Dance V (F)** As *Extending Dance II* except duration is x5.
- 20—Travelling Dance True (F)** As *Travelling Dance I* except that there is no exhaustion.
- 25—Dash (F)** As *Run* except pace is x5.
- 30—Haste V (F)** Caster may act at double normal speed for 5 rounds.
- 50—Whirling Gate True (F)** As *Whirling Gate* except that caster may move either up to 10 miles/lvl or up to 1 years/lvl forward or backwards in time (or 100 miles/lvl and 10 years/lvl: GM discretion).

10.34 CHANGING DANCES (DervishBaseList)

	Area of Effect	Duration	Range
1—Dance Preparation •	self	varies	self
2—Shrinking Step	self	1 min/lvl	self
3—Change Typing	1 Target	—	100'
4—Growing Step	self	1 min/lvl	self
5—Face Shifting	self	10 min/lvl	self
6—Metabolize Liquids •	self	10 min/lvl	self
7—Shrinking Whirl	self	10 min/lvl	self
8—Body Shifting	self	10 min/lvl	self
9—Metabolize Solids •	self	10 min/lvl	self
10—Growing Whirl	self	10 min/lvl	self
11—Whirl Of Change	self	10 min/lvl	self
12—			
13—Whirl Of True Change	self	10 min/lvl	self
14—Metabolize Gas	self	10 min/lvl	self
15—Whirling Changes	self	10 min/lvl	self
20—Merging Dance	self	1 hr/lvl (C)	self
25—Whirling Merge	self	10 min/lvl	self
30—Metabolize True	self	10 min/lvl	self
50—True Whirling Change	self	10 min/lvl	self

- 1—Dance Preparation (U•)** This spell allows the caster to prepare his body for the extreme rigors that use of this spell list will incur, and so use the spells on this list without destroying his own body. This spell must be cast prior to every utilization of the spells on this list. If it is not used, the caster will take a base 10 points of concussion damage/level of the spell cast, along with whatever other penalty which the GM deems appropriate.
- 2—Shrinking Step (P)** Caster may shrink to 1/2 his normal mass (height in normal situations); there is no decrease in strength.
- 3—Change Typing (P)** Allows caster to analyze the form of another being for future use with the *Whirl Of True Change* spell.
- 4—Growing Step (P)** As *Shrinking Step* except caster may increase by 1/2, and there is no increase in his strength (except for movement purposes).
- 5—Face Shifting (F)** Caster may cause his face to shift to the form of another face.



- 6—Metabolize Liquids (U•)** Allows the caster to consume or be immersed in any type of liquid without taking damage, indeed his body will convert even harmful liquids to nourishing ones. Note that this does not mean that super-hot or super-cold liquids will not harm the caster by virtue of their temperature extremes.
- 7—Shrinking Whirl (P)** As *Shrinking Step* except decrease is up to 10% of his mass/lvl.
- 8—Body Shifting (F)** Caster may cause his entire body to shift into the shape of any other humanoid race.
- 9—Metabolize Solids (U•)** As *Metabolize Liquids* except that this spell will allow the caster to consume any organic solid (within size constraints).
- 10—Growing Whirl (P)** As *Growing Step* except increase is up to 10% of his mass/lvl.

11—Whirl Of Change (F) As *Body Shifting* except alteration can be to any organic form within 1/2 to x2 his current mass; does not obtain any special abilities.

13—Whirl Of True Change (F) As *Whirl Of Change* except altered form can be that of a specific being analyzed by Change Typing.

14—Metabolize Gas ! (U) As *Metabolize Liquids* except that this spell will allow the caster to consume or be immersed in any gas (within size constraints).

15—Whirling Changes (F) As *Whirl Of True Change* except caster may assume a different form anytime during the spell, by concentrating for 1 rd/change.

20—Merging Dance (F) Caster can merge into any solid inanimate material (up to 1' in depth), is inactive but aware of surrounding activity. The caster can exit at any time up to the duration.

25—Whirling Merge (F) Caster can pass through any inanimate material up to 5'/lvl.

30—Metabolize True (U) As all the lower level *Metabolize* spells working together except that both organic and inorganic substances may be metabolized.

50—True Whirling Changes (F) As *Whirling Changes* except that all special abilities will be acquired.

10.35 TELEDANCE (DervishBaseList)

	Area of Effect	Duration	Range
1—Dance Preparations •	self	varies	self
2—			
3—Vibrations I	varies	1 rd/lvl (C)	10'R/lvl
4—Pyrokinesis I	1 target/lvl	1 rd/lvl (C)	10'
5—Teledance I	varies	1 rd/lvl (C)	10'R/lvl
6—Control Flight I	1 target	1 rd	100'
7—			
8—Vibrations II	varies	1 rd/lvl (C)	10'R/lvl
9—Pyrokinesis II	1 target/lvl	1 rd/lvl (C)	30'
10—Teledance II	varies	1 rd/lvl (C)	10'R/lvl
11—Control Flight II	1 target	1 rd	100'
12—			
13—Vibrations IV	1 varies	1 rd/lvl (C)	10'R/lvl
14—Pyrokinesis IV	1 target/lvl	1 rd/lvl (C)	50'
15—Teledance IV	varies	1 rd/lvl	10'R/lvl
16—			
17—Control Flight III	1 target	1 rd	100'
18—Vibrations True	varies	1 rd/lvl (C)	10'R/lvl
19—Lord Pyrokinesis	1 target/lvl	1 min/lvl	(C)100'
20—Control Flight IV	1 target	1 rd	100'
25—Teledance V	varies	1 rd/lvl	10'R/lvl
30—Control Flight True	1 target	1 rd	100'
50—Teledance True	varies	1 min/lvl	300'R

- 1—Dance Preparation (U•)** This spell allows the caster to prepare his body for the extreme rigors that use of this spell list will incur, and so use the spells on this list without destroying his own body. This spell must be cast prior to every utilization of the spells on this list. If it is not used, the caster will take a base 10 points of concussion damage/level of the spell cast, along with whatever other penalty which the GM deems appropriate.
- 3—Vibrations I (F)** This spell causes any number of objects totalling up to 1 lb/lvl in mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- 4—Pyrokinesis I (F)** Allows the caster to cause up to 1 highly flammable object/lvl within the spell range to burst in flames. With only a single intense glance, one object may be ignited each round.

- 5—**Teledance I (F)** Caster may cause any number of objects totalling up to 1 lb/lvl (5 mass factors at 5th level) in mass to move at a base rate of 1 foot/second. The speed of the objects may be doubled for each reduction of one mass factor (1b).
- 6—**Control Flight I (F)** Caster may add or delete up to 20 points on the OB of a flying object.
- 8—**Vibrations II (F)** As *Vibrations I* except that this spell allows up to 3 lbs/lvl to be vibrated.
- 9—**Pyrokinesis II (F)** As *Pyrokinesis I* except that this spell will also ignite moderately flammable objects within 10' of the caster.
- 10—**Teledance II (F)** As *Teledance I* except that this spell allows up to 3 lbs/lvl (10 mass factors at 10th level totalling 30 lbs).
- 11—**Control Flight II (F)** Caster may add or delete up to 40 points on the OB of a flying object.
- 13—**Vibrations IV (F)** As *Vibrations I* except that this spell allows up to 5 lbs/lvl to be vibrated.
- 14—**Pyrokinesis IV (F)** As *Pyrokinesis I* except that this spell will ignite minimally flammable objects within 10' of the caster, moderately flammable objects within 30', and highly flammable objects out to 50'.
- 15—**Teledance IV (F)** As *Teledance I* except that this spell allows up to 5 lbs/lvl (15 mass factors at 15th level totalling 75 lbs).
- 17—**Control Flight III (F)** Caster may add or delete up to 60 points on the OB of a flying object.
- 18—**Vibrations True (F)** As *Vibrations I* except that this spell allows up to 10 lbs/lvl to be vibrated.
- 19—**Lord Pyrokinesis (F)** As *Pyrokinesis I* except that this spell will ignite non-flammable objects within 10' of the caster, minimally flammable objects within 30', moderately flammable objects within 50', and highly flammable objects out to 100'.
- 20—**Control Flight IV (F)** Caster may add or delete up to 80 points on the OB of a flying object.
- 25—**Teledance V (F)** As *Teledance I* except that this spell allows up to 10 lbs/lvl (25 mass factors at 25th lvl totalling 250 lbs).
- 30—**Control Flight True (F)** Caster may add or delete up to 100 points on the OB of a flying object.
- 50—**Teledance True (F)** As *Teledance I* except that this spell allows up to 20 lbs/lvl (50 mass factors at 50th lvl totalling 1000 lbs).

10.36 COMMUNING DANCES (DervishBaseList)

	Area of Effect	Duration	Range
1—Dance Preparation •	self	varies	self
2—			
3—Intuitive Dance I	self	—	self
4—Dream Dance I	self	sleep	self
5—Intuitive Dance III	self	—	self
6—Dance Of Fervor	10'R/lvl	1 min/lvl	self
7—Channeling Dance I	self	C	1 mi/lvl
8—Intuitive Dance V	self	—	self
9—			
10—Dream Dance III	self	sleep	self
11—Intuitive Dance X	self	—	self
12—Communing Dance	self	C	self
13—			
14—			
15—Channeling Dance II	self	C	10 mi/lvl
16—			
17—			
18—			
19—Dance Of Fervor True	10'R/lvl	10 min/lvl	self
20—Communing Dance True	self	C	self
25—Intuitive Dance True	self	—	self
30—Channeling Dance True	self	—	unlimited
50—Dance Of High Communion	self	C	self

- 1—**Dance Preparation (U•)** This spell allows the caster to prepare his body for the extreme rigors that use of this spell list will incur, and so use the spells on this list without destroying his own body. This spell must be cast prior to every utilization of the spells on this list. If it is not used, the caster will take a base 10 points of concussion damage/level of the spell cast, along with whatever other penalty which the GM deems appropriate.
- 3—**Intuitive Dance I (I)** Caster gains a vision of what will happen in the next minute if he takes a specified action.



- 4—**Dream Dance I (P)** Caster has a dream relating to a topic decided upon before retiring.
- 5—**Intuitive Dance III (I)** As *Intuitive Dance I* except caster gets to gaze 3 minutes into the future.
- 6—**Dance Of Fervor (FP)** Allows the caster to become subsumed in religious fervor and ecstasy, dancing and radiating a lesser presence of his deity to all within the radius of effect. All will recognize the fact that deity's power is present (though this does not confer religious experience points, it is an experience). The caster may not be harmed in any way during this time, and cannot take any actions other than the dancing and performing the Will of the Deity (25% chance of manipulation). The caster will know nothing of what he does during this time. During this time the caster might kill someone, make a prophesy, commit suicide, destroy a small building, or just dance and caper about. This spell places the life of the caster entirely into the hands of the Deity, and has given it's casters the reputation of being touched with divine madness.
- 7—**Channeling Dance I (F)** Caster can make contact with any 1 known being he is acquainted with: this spell will enable the caster to learn the specific location of the other being, making it possible for the caster to Channel power or spells (if the skill to do so is there).
- 8—**Intuitive Dance V (I)** As *Intuitive Dance I* except that caster gets to gaze 5 minutes into the future.
- 10—**Dream Dance III (P)** As *Dream Dance I* except the limit is 3 dreams/night on different topics.
- 11—**Intuitive Dance X (I)** As *Intuitive Dance I* except that caster gets to gaze 10 minutes into the future.
- 12—**Communing Dance (I)** Caster receives (usually from his patron deity) a "yes" or "no" to a question on a single topic; usable but once a day.
- 15—**Channeling Dance II (F)** As *Channeling Dance I* except that range is greater.
- 19—**Dance Of Fervor True (FP)** As *Dance Of Fervor* except that the chance of deitic manipulation is 75%.
- 20—**Communing Dance True (I)** As *Communing Dance* except caster can receive a more detailed answer to a question involving but 1 concept (i.e., a name or short phrase may constitute a complete answer).
- 25—**Intuitive Dance True (I)** As *Intuitive Dance I* except caster gets a gaze into the future equal to 1 minute/lvl.
- 30—**Channeling Dance True (F)** As *Channeling Dance I* except caster may open a channel to anyone he chooses, regardless of range or degree of acquaintance. Caster must at least know the being's name, and cannot use the Channeling skill unless the other being is willing.
- 50—**Dance Of High Communion (I)** Caster receives detailed information from his deity on a single topic.

10.4 ADDITIONAL PALADIN BASE LISTS

10.41 SHIELDING WAYS (Paladin Base List)

NOTE: All "Wall" spells require that at least 1 cu' of the material of which the wall consists be within 50' of the caster.

	Area of Effect	Duration	Range
1—Shield *	self	1 min/lvl	self
2—Blur	self	1 min/lvl	self
3—Aura	self	10 min/lvl	self
4—Protection Prayer I	10'R	1 min/lvl	self
5—Deflections I *	1 missile	—	100'
6—Airwall	10'x10'x3'	C	50'
7—Bladeturn I *	1 attack	—	100'
8—Protection Prayer II	10'R	1 min/lvl	self
9—Deflections II *	2 missiles	—	100'
10—Aim Untrue I *	1 missile	—	100'
11—Bladeturn II *	2 attacks	—	100'
12—True Aura	self	10 min/lvl	self
13—Deflections III *	3 missiles	—	100'
14—Earthwall	10'x10'x3'	10 min/lvl	50'
15—Aim Untrue II *	2 missiles	—	100'
16—Protection Prayer V	10'R	1 min/lvl	self
17—Bladeturn III *	3 attacks	—	100'
18—Barrier Pit	varies	P	50'
19—Stonewall	10'x10'x1'	10 min/lvl	50'
20—Spell Shield True *	self	C	self
25—Protection Prayer X	10'R	1 min/lvl	self
30—Protection Prayer True	10'R	1 min/lvl	self
50—Shielding Ways Mastery	varies	1 rd/lvl	varies

- 1—**Shield (F*)** Creates an invisible force shield before the caster, subtracting 25 from missile and melee attacks. Functions as a normal shield.
- 2—**Blur (F)** Allows caster to appear blurred to attackers and subtracts 10 from all attacks.
- 3—**Aura (F)** Causes a bright aura about the caster, making him appear more powerful and subtracts 10 from all attacks.
- 4—**Protection Prayer I (D)** Everyone "aligned with the caster" (GM discretion) to the caster in a 10' R subtracts 5 from all elemental attack rolls and adds 5 to all RR's vs spells.
- 5—**Deflections (I*)** Caster can deflect any one missile, giving it -100 to hit. Caster must have line of sight.
- 6—**Airwall (E)** Creates a 10' x 10' x 3' wall of dense churning air which cuts all movement and attacks through it by 50%.
- 7—**Bladeturn I (F*)** Caster can deflect any one melee strike, giving it -100 to hit. Caster must be able to see the strike in order to deflect it.
- 8—**Protection Prayer II (D)** As *Protection Prayer I* except mod is 10.
- 9—**Deflections II (F*)** As *Deflections I* except that 2 missile attacks are effected.
- 10—**Aim Untrue I (F*)** As *Deflections I* except that the missile attacks automatically misses.
- 11—**Bladeturn II (F*)** As *Bladeturn I* except 2 melee strikes are effected.
- 12—**True Aura (F)** As *Aura* except it makes him appear very powerful and subtracts 15 from all attacks.
- 13—**Deflections III (F*)** As *Deflections I* except 3 missiles attacks are effected.
- 14—**Earthwall (E)** Creates a wall of earth up to 10' x 10' x 3' (at base and 1' at top) of packed earth. Must rest on a solid surface. Can be dug through in 10 man-rounds at the top.
- 15—**Aim Untrue II (F*)** As *Deflections I* except 2 missile attacks automatically misses.
- 16—**Protection Prayer V (F)** As *Protection Prayer I* except with a +25.

17—**Bladeturn III (F*)** As *Bladeturn I* except 3 melee strikes are affected.

18—**Barrier Pit (E)** Opens a pit (500 cu' in stone; 1000 cu' in earth or ice).

19—**Stonewall (E)** As *Earthwall* except that it is 10' x 10' x 1' of stone and requires 200 man-rounds to chip a 1' R hole through it.

20—**Spell Shield True (D*)** Creates a shimmering shield before the caster that subtracts 10 from all frontal spell attacks. If caster performs no other action that round, he can parry one spell attack by subtracting his melee OB from the attack roll made against him.

25—**Protection Prayer X (D)** As *Protection Prayer I* except with a +50.

30—**Protection Prayer True (D)** As *Protection Prayer I* except that the mod is 5/lvl of caster.

50—**Shielding Ways Mastery (F)** Caster can use any one of the lower spells on this list at one per round.

10.42 EXORCISM (Paladin Base List)

	Area of Effect	Duration	Range
1—Cleanse	1' R/lvl	—	touch
2—			
3—Repel Demon I	type 1	C	10'
4—			
5—			
6—Banish Demon I	type 1	1 yr/lvl	10'
7—			
8—Repel Demon II	type 1	C	10'
9—			
10—Banish Demon II	type 1	1 yr/lvl	10'
11—			
12—Repel Demon III	type 1	C	10'
13—			
14—Banish Demon III	type 1	1 yr/lvl	10'
15—			
16—Repel Demon IV	type 1	C	10'
17—			
18—Banish Demon IV	type 1	1 yr/lvl	10'
19—			
20—Repel Demon V	type 1	C	10'
25—Banish Demon V	type 1	1 yr/lvl	10'
30—Repel Demon VI	type 1	C	10'
50—Banish Demon VI	type 1	1 yr/lvl	10'

1—**Cleanse (F)** Allows caster to physically clean an area.

3—**Repel Demon I (FM)** Causes a type 1 demon to flee.

6—**Banish Demon I (FM)** Banishes a type 1 demon from this plane of existences for 1 year.

8—**Repel Demon II (FM)** As *Repel Demon I* except affects type 2 demons.

10—**Banish Demon II (FM)** Banishes a type 2 demon from this plane of existences for 1 year.

12—**Repel Demon III (FM)** As *Repel Demon I* except affects type 3 demons.

14—**Banish Demon III (FM)** Banishes a type 3 demon from this plane of existences for 1 year.

16—**Repel Demon IV (FM)** As *Repel Demon I* except affects type 4 demons.

18—**Banish Demon IV (FM)** Banishes a type 4 demon from this plane of existences for 1 year.

20—**Repel Demon V (FM)** As *Repel Demon I* except affects type 5 demons.

25—**Banish Demon V (FM)** Banishes type 5 demon from this plane of existences for 1 year.

30—**Repel Demon VI (FM)** As *Repel Demon I* except affects type 6 demons.

50—**Banish Demon VI (FM)** Banishes type 6 demon from this plane of existences for 1 year.

10.43 LAYING ON HANDS (PaladinBaseList)

	Area of Effect	Duration	Range
1—Laying On Hands I	1 target	P	touch
2—Heal Frostbite I	1 target	P	touch
3—Heal Burn I	1 target	P	touch
4—Heal Minor Fracture	1 target	P	touch
5—Remove Stun I *	1 target	P	touch
6—Laying On Hands II	1 target	P	touch
7—Heal Major Fracture	1 target	P	touch
8—Resist Disease	1 target	P	touch
9—Resist Poison	1 target	P	touch
10—Awaken	1 target	P	touch
11—Laying On Hands III	1 target	P	touch
12—Heal Frostbite II	1 target	P	touch
13—Heal Burn II	1 target	P	touch
14—Remove Stun II *	1 target	P	touch
15—Restore Shatter	1 target	P	touch
16—Laying On Hands IV	1 target	P	touch
17—Heal Burn III	1 target	P	touch
18—Undisease	1 target	P	touch
19—Unpoison	1 target	P	touch
20—Remove Stun True *	1 target	P	touch
25—Laying On Hands V	1 target	P	touch
30—Purify Body	1 target	P	touch
50—Laying On Hands True	1 target	P	touch

- 1—**Laying On Hands I (H)** Target is healed of 1 hit/rnd, as long as the caster concentrates.
- 2—**Heal Frostbite I (H)** Will heal one area of frostbite.
- 3—**Heal Burn I (H)** Will heal one area of first degree burn.
- 4—**Heal Minor Fracture (H)** Allows target to set simple fractures (not compound fractures, shatters, joint damage, etc). 1 fracture/spell cast: requires 1-10 days recovery time.
- 5—**Remove Stun I (H*)** Target is relieved of 1 round worth of accumulated stun effects.
- 6—**Laying On Hands II (H)** Target is healed of 2 hits/rnd, as long as the caster concentrates.
- 7—**Heal Major Fracture (H)** As *Set Minor Fracture* except compound fractures are set.
- 8—**Resist Disease (H)** Target gets an additional RR vs disease.
- 9—**Resist Poison (H)** Target gets an additional RR vs poison.
- 10—**Awaken (H)** Target is instantly awakened.
- 11—**Laying On Hands III (H)** Target is healed of 3 hits/rnd, as long as the caster concentrates.
- 12—**Heal Frostbite II (H)** Two areas of frostbite are healed.
- 13—**Heal Burn II (H)** As *Heal Burn I* except second degree burns are healed.
- 14—**Remove Stun II (H*)** Target is relieve of two rounds worth of accumulated stun.
- 15—**Restore Shatter (H)** As *Set Minor Fracture* except shatters are restored.
- 16—**Laying On Hands IV (H)** Target is healed of 4 hits/rnd, as long as the caster concentrates..
- 17—**Heal Burn III (H)** As *Heal Burn I* except third degree burns are healed.
- 18—**Undisease (H)** Target is relieved of 1 disease.
- 19—**Unpoison (H)** Target is relieved of 1 poison.
- 20—**Remove Stun True (H*)** Target is relieved of caster's lvl/5 rounds worth of stun.
- 25—**Laying On Hands V (H)** Target is healed of 5 hits/rnd, as long as the caster concentrates.
- 30—**Purify Body (H)** Target is relieved of all poisons and diseases.
- 50—**Laying On Hands True (H)** Target is healed of all damage curable by the lower level spells on this list.

10.44 ARM'S WAY (PaladinBaseList)

NOTE: All spells on this list are NON-CUMULATIVE.

	Area of Effect	Duration	Range
1—Attack +5 *	self	1 rd	self
2—Attack +10 *	self	1 rd	self
3—Attack +15 *	self	1 rd	self
4—Attack +20 *	self	1 rd	self
5—Attack +25 *	self	1 rd	self
6—Attack +30 *	self	1 rd	self
7—Attack +35 *	self	1 rd	self
8—Attack +40 *	self	1 rd	self
9—Attack +45 *	self	1 rd	self
10—Retributive Strike *	varies	1 rd	varies
11—Attack +50 *	self	1 rd	self
12—Attack +55 *	self	1 rd	self
13—Attack +60 *	self	1 rd	self
14—Attack +65 *	self	1 rd	self
15—Attack +70 *	self	1 rd	self
16—Attack +75 *	self	1 rd	self
17—Attack +80 *	self	1 rd	self
18—Attack +85 *	self	1 rd	self
19—Attack +90 *	self	1 rd	self
20—Holy Avenger *	self	1 rd/lvl	self
25—Attack +120 *	self	1 rd	self
30—Attack +150 *	self	1 rd	self
50—Holy Avenger True *	self	1 rd/lvl	self

- 1—**Attack +5 (F*)** Adds +5 to the melee or missile attack that the caster makes the round after this spell is cast.
- 2—**Attack +10 (F*)** Adds +10 for 1 rd or +5 for 2 rds.
- 3—**Attack +15 (F*)** Adds +15 for 1 rd or +10 for 1 rd and +5 for 1 rd or +5 for 3 rds (i.e., a '+15 limit').
- 4—**Attack +20 (F*)** As *Attack +15* except with a +20 limit.
- 5—**Attack +25 (F*)** As *Attack +15* except with a +25 limit.
- 6—**Attack +30 (F*)** As *Attack +15* except with a +30 limit.
- 7—**Attack +35 (F*)** As *Attack +15* except with a +35 limit.
- 8—**Attack +40 (F*)** As *Attack +15* except with a +40 limit.
- 9—**Attack +45 (F*)** As *Attack +15* except with a +45 limit.
- 10—**Retributive Strike (F*)** This is a Paladin's last chance at glory. Unless the GM deems it a special case, the Paladin is DEAD, irrevocably. This allows the Paladin to cause a direct exposure of his deity's power to all within 1'/lvl (1d10/lvl concussion damage) in a burst, or at a single target up to 10'/lvl away (2d10/lvl concussion damage). This does not damage true adherents to the Paladin's deity and a Channeler of the same deity can convert this concussion damage into PPs through Channelling skill. Otherwise, there is no defense against this.
- 11—**Attack +50 (F*)** As *Attack +15* except with a +50 limit.
- 12—**Attack +55 (F*)** As *Attack +15* except with a +55 limit.
- 13—**Attack +60 (F*)** As *Attack +15* except with a +60 limit.
- 14—**Attack +65 (F*)** As *Attack +15* except with a +65 limit.
- 15—**Attack +70 (F*)** As *Attack +15* except with a +70 limit.
- 16—**Attack +75 (F*)** As *Attack +15* except with a +75 limit.
- 17—**Attack +80 (F*)** As *Attack +15* except with a +80 limit.
- 18—**Attack +85 (F*)** As *Attack +15* except with a +85 limit.
- 19—**Attack +90 (F*)** As *Attack +15* except with a +90 limit.
- 20—**Holy Avenger (F*)** Turns caster into a High Champion of his Deity, allowing him to take on a portion of his Deity's aspect. This includes a +100 to OB, a Great Aura adding +30 to DB, plus the wielding of particular powers of his Deity, at his Deity's discretion.
- 25—**Attack +120 (F*)** As *Attack +15* except with a +120 limit.
- 30—**Attack +150 (F*)** As *Attack +15* except with a +150 limit.
- 50—**Holy Avenger True (F*)** As *Holy Avenger* except OB bonus is +200, DB bonus is +50. The "powers of the Paladin's Deity" are at his command. 1 to 20 Deity Champions may be summoned to aid the Paladin.

10.45 INSPIRATIONS (Paladin Base List)

	Area of Effect	Duration	Range
1—Charm Animal	1 target	1 hr/lvl	100'
2—Inspirations I *	10'R/lvl	2 rds/lvl	100'
3—Charm Kind	1 target	1 hr/lvl	100'
4—Inspirations II *	10'R/lvl	2 rds/lvl	100'
5—Suggestion	1 target	varies	10'
6—Familiar	1 target	P	touch
7—Inspirations IV *	10'R/lvl	2 rds/lvl	100'
8—Hold Kind I	1 target	C	10'/lvl
9—Inspirations V *	10'R/lvl	2 rds/lvl	100'
10—Master of Kind I	1 target	1 min/lvl	50'
11—Summon Mount	1 target	P	1 mi/lvl
12—Inspirations VI *	10'R/lvl	2 rds/lvl	100'
13—Hold Kind II	2 targets	C	10'/lvl
14—Master of Kind II	1 target	10 min/lvl	100'
15—Inspirations VII *	10'R/lvl	2 rds/lvl	100'
16—			
17—Inspirations VIII *	10'R/lvl	2 rds/lvl	100'
18—			
19—Inspirations IX *	10'R/lvl	2 rds/lvl	100'
20—Quest	1 target	varies	10'
25—Inspirations X *	10'R/lvl	2 rds/lvl	100'
30—True Quest	1 target	varies	10'
50—Inspirations Mastery	varies	1 rd/lvl	varies

- 1—**Charm Animal (M)** Animal target believes caster is a good friend.
- 2—**Inspirations I (M*)** Allows caster to inspire all within a 10' R/lvl of himself who are on the caster's side (they must be aware that he is there). Thus giving them a +5 to all rolls. Note that this spell does not affect the caster. Inspiration spells are not cumulative. This spell is normally only usable in combat or at highly religious moments.
- 3—**Charm Kind (M)** Humanoid target believes caster is a good friend.
- 4—**Inspirations II (M*)** As *Inspirations I* except bonus is +10.
- 5—**Suggestion (M)** Target will follow a single suggested act that is not completely alien to him (i.e., suicide, binding himself, etc).
- 6—**Familiar (M)** The caster can attune himself to a creature of animal intelligence or lower. The caster must obtain the creature (can be no more than 3 times caster's mass) and cast the spell thrice a day for one week (concentrating one hour each time), the caster can then control the familiar and view the world through it's senses by concentrating (within 50'/lvl). If the animal is killed, the caster will be at -50 to all actions for 1 week.
- 7—**Inspirations IV (M*)** As *Inspirations I* except bonus is +20.
- 8—**Hold Kind I (M)** Humanoid target is held to 25% of normal actions.
- 9—**Inspirations V (M*)** As *Inspirations I* except bonus is +25.
- 10—**Master of Kind I (M)** Target must obey caster as in Suggestion.
- 11—**Summon Mount (M)** Caster gets a steed within the area that is most suited to the caster's mission. Steed must be unclaimed by another being. Steed is of animal intelligence or lower.
- 12—**Inspirations VI (M*)** As *Inspirations I* except bonus is +30.
- 13—**Hold Kind II (M)** As *Hold Kind I* except two targets may be held.
- 14—**Master of Kind II (M)** As *Master of Kind I* except duration is 10 min/lvl with a range of 100'.
- 15—**Inspirations VII (M*)** As *Inspirations I* except bonus is +35.
- 17—**Inspirations VIII (M*)** As *Inspirations I* except bonus is +40.
- 19—**Inspirations IX (M*)** As *Inspirations I* except bonus is +45.
- 20—**Quest (M)** Target is given one task, failure results in a penalty determined by GM and Paladin's divinity (task must be within target's capability).
- 25—**Inspirations X (M*)** As *Inspirations I* except bonus is +50.
- 30—**True Quest (M)** As *Quest* except failure is punished by the target suffering an "E" critical on each of the critical tables.
- 50—**Inspirations Mastery (M)** Caster can use 1 spell on this list each round (10th level or lower).

10.5 ARCANESPELL LISTS

10.51 SPELL TRIGGERS (Arcane Spell List)

NOTE: The specific Spell Trigger cast must be cast at a level equal to the level of the second spell.

	Area of Effect	Duration	Range
1—			
2—Smell Trigger	1 Spell	Varies	Self
3—Detect Waiting	Self	10 min/lvl	Self
4—			
5—Feel Trigger	1 Spell	Varies	Self
6—			
7—Time Trigger	1 Spell	Varies	Self
8—			
9—Sound Trigger	1 Spell	Varies	Self
10—			
11—			
12—Sight Trigger	1 Spell	Varies	Self
13—			
14—			
15—Spell Trigger I	1 Spell	Varies	Self
20—Spell Trigger II	1 Spell	Varies	Self
25—Spell Trigger III	1 Spell	Varies	Self
30—Lord Spell Trigger	1 Spell	Varies	Self
50—Spell Triggers True	1 Spell	Varies	Self

- 2—**Smell Trigger (U)** When another spell is cast within 3 rounds the casting of this spell, this spell keeps the second spell from going off until the designated trigger smell (does not have to be simple) is encountered. The maximum range for the triggering is determined by the maximum range of the the second spell, and the caster may set the triggering range anywhere within the maximum. This spell lasts until triggered or 24 hours, whichever comes first. If 24 hours comes first the spell automatically goes off. **Note:** At the GM's discretion, this spell may be set upon any object and be mobile, or at an immobile location.
- 3—**Detect Waiting (P)** This spell allow the spell caster to detect any *Waiting* or *Trigger* spells in the spell range.
- 5—**Feel Trigger (U)** As *Smell Trigger* above except that the second spell is triggered by a specific physical sensation.



- 7—**Time Trigger (U)** As *Smell Trigger* above except that the second spell may be set to go off at a specific time.
- 9—**Sound Trigger (U)** As *Smell Trigger* above except that the second spell is triggered by a specific sound or sequence of sounds (may be words).
- 12—**Sight Trigger (U)** As *Smell Trigger* above except the second spell is triggered by a specific sight or sequence of sights.
- 15—**Spell Trigger I (U)** As *Smell Trigger* except that this spell allows the caster to use all of the lower level Trigger spells on this list simultaneously.
- 20—**Spell Trigger II (U)** As *Spell Trigger I* except that this spell can hold the second spell for up to 1 week.
- 25—**Spell Trigger III (U)** As *Spell Trigger I* except that this spell can hold the second spell for up to 1 month.
- 30—**Lord Spell Trigger (U)** As *Spell Trigger I* except that this spell can hold the second spell for up to 1 year.
- 50—**Spell Trigger True (U)** As *Spell Trigger I* except that this spell can hold the second spell until triggered.

10.52 METAL LORE (Arcane Spell List)

	Area of Effect	Duration	Range
1—Metal Analysis	1 target	—	touch
2—Rust	1 target	C	100'
3—Metal Edge I	blade	24 hrs	touch
4—Locate Metal	10'/lvl	1 min/lvl	self
5—Warp Metal	1 target	P	100'
6—Metal Bolt	1 target	—	100'
7—Metal Edge III	blade	24 hrs	touch
8—Metalwall	10'x10'x1'	1 min/lvl	100'
9—Rust True	1 target	C	100'
10—Warp Metal True	1 target	P	100'
11—Metal Bolt 300'	1 target	—	300'
12—Metal Edge V	blade	24 hrs	touch
13—Metal Speech	1 target	1 min/lvl	10'
14—Metalwall True	10'x10'x1'	P	100'
15—Metal Fires	1 target	1 min/lvl	100'
16—Metal Bolt 500'	1 target	—	100'
17—Shatter Metal	1 target	—	100'
18—Metal Edge True	blade	24 hrs	touch
19—Triad Metal Bolt	varies	—	100'
20—Unmetal	1 cu'/lvl	P	100'
25—Metal Sight	1 target	1 min/lvl	10'
30—Corner Metal Bolt	1 target	—	300'
35—Metal Fires True	target/lvl	1 min/lvl	100'
40—Following Metal Bolt	1 target	—	300'
45—Metal Storm	1 mi/lvl	1 hr	1 mi
50—Metal Mastery	varies	1 rnd/lvl	self

1—Metal Analysis (I) Gives details of where, when and how the examined metal object was worked.

2—Rust (F) 1 metal target is permanently oxidized at a rate of 1 cu"/min.

3—Metal Edge I (F) Caster magically sharpens a blade. +5 nonmagic bonus (not normally cumulative with other weapon bonuses). May only be used on a bladed edge.

4—Locate Metal (P) Gives the direction and distance to any ore metal lode within the spell's range.

5—Warp Metal (F) Caster can warp/bend a metal object. Metal object should be shaped as a pole, round bar, plate, blade, etc. A cube could not be warped.

6—Metal Bolt (E) A bolt of metal is shot from the caster's palm, results are determined on Light Cross Bow Chart. One the metal bolt has been cast it is treated as a normal missile weapon.

7—Metal Edge III (F) As *Metal Edge I* except 3 blades may be enchanted with +5 bonus or 2 blades may receive bonus of +5 for one and +10 for the other or 1 blade may receive a +15 bonus.

8—Metalwall (E) Summons a metal wall up to 10'x10'x1', must rest on a solid surface.

9—Rust True (F) As *Rust* except all metal with 1'/lvl of the caster begins to oxidize at a total rate of 1 cu'/minute.

10—Warp Metal True (F) As *Warp Metal* except 1 object/lvl may be warped or bent.

11—Metal Bolt 300' (E) As *Metal Bolt* except range is 300'.

12—Metal Edge V (F) As *Metal Edge III* except any combo of +25 and/or 5 blades.

13—Metal Speech (I) Allows target to communicate with any 1 intelligent metal object.

14—Metalwall True (E) As *Metalwall* except duration is permanent.

15—Metal Fires (F) Causes a metal object to burst into flames, the object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR and if it fails the being takes a Heat Crit of a severity to be determined by its location on the being's body.

16—Metal Bolt 500' (E) As *Metal Bolt* except range is 500'.

17—Shatter Metal (F) As *Metal Fires* except metal is shattered and the being takes an impact critical.

18—Metal Edge True (F) As *Metal Edge V* except any combo of +5/lvl bonus and/or number of blades/lvl.

19—Triad Metal Bolt (E) As *Metal Bolt* and follows normal triad bolt rules.

20—Unmetal (F) Disintegrates 1 cu'/lvl of metal.

25—Metal Sight (I) Allows target to see through 1"/lvl of metal.

30—Corner Metal Bolt (E) As *Metal Bolt 300'* except follows normal corner bolt rules.

35—Metal Fires True (F) As *Metal Fires* except a number of metal items/lvl are affected.

40—Following Metal Bolt (E) As *Corner Metal Bolt* except follows normal following bolt rules.

45—Metal Storm (E)—Summons forces of nature in a fierce thunderstorm; heavy rain, metal hail ("D" Impact crits). 25-60 MPH winds, lightning (random) and a blizzrds (if correct climate). Can be delayed up to 1 hr/lvl during spell preparation.

50—Metal Mastery (F)—Caster can use one lower level spell on this list each round.

10.53 STONE LORE (Arcane Spell List)

NOTE: (R) Indicates that the spell is reversible.

	Area of Effect	Duration	Range
1—Stone Analysis	1 target	—	touch
2—Powder Stone I (R)	10 cu'	P	100'
3—Cracks Call	10 cu'	P	100'
4—Shape Stone	1 cu'/lvl	C	touch
5—Stone Walking	1 target	1 min/lvl	10'
6—Stone/Earth (R)	100 cu'	P	100'
7—Stonewall	10'x10'x1'	1 min/lvl	100'
8—Stone Running	1 target	1 min/lvl	10'
9—Powder Stone II (R)	100 cu'	P	100'
10—Stone Door	3'x6'x1'	P	touch
11—Shatter Stone	1 cu'/lvl	—	10'
12—Unstone	100 cu'	P	100'
13—Stonewall True	10'x10'x1'	P	100'
14—Cause Cracks	100 cu'	P	100'
15—Stone Speech	1 target	1 min/lvl	10'
16—Stone/Mud (R)	100 cu'	P	100'
17—Powder Stone III (R)	100 cu'/lvl	P	100'
18—Stone Door True	6'x12'x10'	P	touch
19—Shape Stone True	100 cu'/lvl	C	touch
20—Stone Sight	1 target	1 min/lvl	10'
25—Tremors	varies	1 rnd	100'lvl
30—Stone Tunnel	50'/lvl	1 min/lvl	touch
35—Great Cracks	varies	P	300'
40—Quakes	varies	varies	touch
45—Stone Tunnel True	100'/lvl	P	touch
50—Shape Stone Tunnel	100'/lvl	P	touch

1—Stone Analysis (I) Gives details of where, when and how the examined stone object was worked.

2—Powder Stone (F) Turns 10 cu' of stone into fine powder.

3—Cracks Call (F) As *Cracks Call* on the Magician Base list: Earth Law.

4—Shape Stone I (F) Caster may shape (1 cu'/lvl) stone by molding it with hands. It's apparent consistency is that of clay and cannot break during shaping.

5—Stone Walking (F) Target can walk on stone surfaces up to 60 degrees as if he were on level ground.

- 6—Stone/Earth (F)** Allows caster to change 100cu' stone to packed earth or vice versa. Change is gradual and takes 3 rounds.
- 7—Stonewall (E)** As *Stonewall* on the Magician Base list: Earth Law.
- 8—Stone Running (F)** As *Stone Walking* except target can run.
- 9—Powder Stone II (F)** As *Powder Stone I* except amount may be up to 100 cu'.
- 10—Stone Door (F)** Creates a doorway through stone 3'x6'x1'.
- 11—Shatter Stone (F)** Causes a stone object to shatter; up to 1 cu'/lvl in size. Intelligent stone objects get a RR.
- 12—Unstone (F)** Disintegrates 100cu' of stone.
- 13—Stonewall True (E)** As *Stonewall* except it is permanent.
- 14—Cause Cracks (F)** Causes cracks to appear in up to 100cu' of stone.
- 15—Stone Speech (I)** Enables target to communicate with any 1 intelligent stone object.
- 16—Stone/Mud (F)** As *Stone/Mud* except changes stone to mud or vice versa.
- 17—Powder Stone III (F)** except amount may be up to 100'/lvl.
- 18—Stone Door True (F)** As *Stone Door* except door is 6'x12'x10'.
- 19—Shape Stone True (F)** As *Shape Stone* except 100cu'/lvl per rnd.
- 20—Stone Sight (U)** Target can see through 1"/lvl of stone.
- 25—Tremors (F)** As *Tremors* on the Magician Base list: Earth Law.
- 30—Stone Tunnel (F)** Creates a straight tunnel through stone 4' diameter and 50'/lvl long.
- 35—Great Cracks (F)** As *Great Cracks* on the Sorcerer Base list: Solid Destruction.
- 40—Quakes**—As *Quakes* on the Sorcerer Base list: Solid Destruction.
- 45—Stone Tunnel True (F)**—As *Stone Tunnel* except it is permanent and the size may be up to 1'/lvl in diameter and 100'/lvl long.
- 50—Shape Stone Tunnel (F)**—As *Stone Tunnel True* except caster can bend, branch and twist the tunnel within the limits of the tunnel size.

10.54 WOOD SHAPING (Arcane Spell List)

	Area of Effect	Duration	Range
1—Wood Analysis	1 target	—	touch
2—Limb Walking	1 target	1 min/lvl	10'
3—Mold Wood	10' R	C	self
4—Plant Facade	1 target	1 min/lvl	10'
5—Wood Sight	1 target	1 min/lvl	10'
6—Woodwall	varies	1 min/lvl	50'
7—Limb Running	1 target	1 min/lvl	10'
8—Speed Growth	1 plant	1 min/lvl	10'
9—Merge Wood	1 target	1 min/lvl	10'
10—Tree Door I	100'/lvl	—	10'
11—Wood Tongue	1 target	1 min/lvl	10'
12—Wood Control I	1 plant	1 min/lvl	100'
13—Bowbreak	1 target	—	100'
14—Woodwall True	varies	P	50'
15—Great Merge Wood	1 target	1 min/lvl	10'
16—Wood Control III	3 plants	1 min/lvl	100'
17—Plant Form	1 target	1 min/lvl	10'
18—Tree Door III	1000'/lvl	—	10'
19—Wood Control V	5 plants	1 min/lvl	100'
20—Merge True Wood	1 target	1 min/lvl	10'
25—Live Wood	1 target	P	touch
30—Plant Form True	1 target	1 min/lvl	10'
35—Tree Door True	1 mi/lvl	—	10'
40—Wood Control True	1 plant/lvl	1 min/lvl	100'
45—Speed Growth True	varies	P	varies
50—Wood Shaping Mastery	varies	1 rnd/lvl	varies

- 1—Wood Analysis (I)** Gives details of where, when and how the examined wooden object was worked.
- 2—Limb Walking (F)** Target can walk along nearly horizontal tree limbs (that can support the target's weight) as if he were on level ground.
- 3—Mold Wood (F)** Allows caster to mold and shape limbs and trunks without harming the plant. Molding and shaping is very time consuming (moving 1" of living wood 10 degrees/rnd or 3"/rnd). Wood takes on the consistency of clay like material.
- 4—Plant Facade (F)** Allows target to appear as any 1 type of plant; target retains his size and will not smell or feel like a plant.
- 5—Wood Sight (U)** Target can see through 6"/lvl of wood.
- 6—Woodwall (E)** As *Woodwall* on the Open Channeling list: Barrier Law.
- 7—Limb Running (F)** As *Limb Walking* except target can run.
- 8—Speed Growth (F)** Caster can increase speed of growth for any 1 species of plant by times 10.
- 9—Merge Wood (F)** Target can merge (body + 1' depth) into wood (live or dead); target cannot move while merge.
- 10—Tree Door I (F)** Allows target to enter one tree and exit from another tree up to 100'/lvl away.



- 11—Wood Tongue (I)** Allows target to understand the language of an intelligent wooden object (alive or dead).
- 12—Wood Control I (M)** Caster can control the automatic and/or mental processes of any 1 living wooden object; caster can also control the wooden object's normal movement if it has one. Wood objects with intelligence gain a RR.
- 13—Bowbreak (F)** Caster can break a piece of wood up to 1"/lvl in diameter. Wood objects with intelligence gain a RR.
- 14—Woodwall True (E)** As *Woodwall* except duration is permanent.
- 15—Great Merge Wood (F)** As *Merge Wood* except target may turn within the wood and see outside if within 6" of the surface.
- 16—Wood Control III (M)** As *Wood Control I* except 3 living wooden objects can be controlled.
- 17—Plant Form (F)** Target can take the form of any 1 plant; which will look, smell and feel as the plant. Target retains original size.
- 18—Tree Door III (F)** As *Tree Door I* except range is 1000'/lvl.
- 19—Wood Control V (M)** As *Wood Control I* except 5 living wooden objects can be controlled.
- 20—Merge True Wood (F)** As *Great Merge Wood* except target can cast spells on himself.
- 25—Live Wood (F)** Allows caster to select a live wooden limb which the caster shapes into a Staff of Power. The limb will continue to live (and even grow after being removed with this spell) drawing energy and life directly from the Essence. The Staff is shaped using the appropriate spells from this list. As the Staff is created the caster can endow the Staff with Essence power. The Staff may retain and cast spells equal to its level (GM Discretion), and gains experience from this casting. Only the caster may attune himself to the Staff. Anyone else who tries to attune to the Staff of Power immediately suffers an "E" crit off of the lightning bolt crit table. If the Staff of Power is destroyed the caster is stunned 1 rnd/lvl of the Staff and is at -35% for three weeks.
- 30—Plant Form True (F)** As *Plant Form* except the target can increase size up to 30' or decrease size down to 6" at a rate of 1'/rnd.
- 35—Tree Door True (F)** As *Tree Door I* except range is 1 mile/lvl.
- 40—Wood Control True**—As *Wood Control I* except caster can control 1 living wooden object/lvl.
- 45—Speed Growth True (F)**—As *Speed Growth* except all plants with 10' R/lvl are affect or one specie within 1 mile radius.
- 50—Wood Shaping Mastery (F)**—Caster can use any one of the lower spells at one per rnd.

10.6 MISCELLANEOUS SPELL LISTS

10.61 ELEMENTAL SUMMONS (Magician Base List)

NOTE: Elemental Types: Air, Cold, Dark, Earth, Fire, Light and Water. See C&T, 2.34, for an explanation of the various elementals mentioned.

NOTE: Spell Duration 1 rd/lvl(C) indicates that the spell will last 1 round per level of spell caster or as long as the caster maintains concentration on the spell whichever is longer.

NOTE: Elemental operating range is 100'/lvl of the caster.

	Area of Effect	Duration	Range
1—			
2—			
3—Control Elem. Servant *	1 target	C	10'/lvl
4—			
5—Summons Elem. Servant	1 target	1 rd/lvl(C)	10'/lvl
6—Master Elem. Servant *	1 target	—	5'/lvl
7—			
8—Control Weak Elem. *	1 target	C	10'/lvl
9—			
10—Summons Weak Elem.	1 target	1 rd/lvl(C)	10'/lvl
11—			
12—Master Weak Elem. *	1 target	—	5'/lvl
13—			
14—			
15—Control Strong Elem. *	1 target	C	10'/lvl
16—			
17—			
18—			
19—			
20—Summons Strong Elem.	1 target	1 rd/lvl(C)	10'/lvl
25—Master Strong Elem. *	1 target	—	5'/lvl
30—Summons Elem. Guardian	1 target	1 rd/lvl(C)	10'/lvl
50—Control Elem. Guardian *	1 target	C	10'/lvl

3—Control Elemental Servant (M*) Allows caster total control of an Elemental Servant. When caster stops concentrating the Servant will remain until returned by summoner or until summons duration is up, whichever is shortest.

5—Summons Elemental Servant (E) Allows caster to summons an Elemental Servant (see C&T for statistics). Must be in range of necessary materials for elemental type (i.e., campfire for Fire Servant, ice for Cold Servant, etc.) and the elemental will gradually manifest over a two (2) round period.

6—Master Elemental Servant (M*) As *Control Elemental Servant* except caster need not concentrate to control elemental. The elemental will remain and obey the caster until the caster is killed, the elemental is outside the range limit, or the caster releases it. A maximum of three Elemental Servants can be mastered at any one time by any one being.

8—Control Weak Elemental (M*) As *Control Elemental Servant* except affects Weak Elementals.

10—Summons Weak Elemental (E) As *Summons Elemental Servant* except summons Weak Elementals (See C&T for statistics).

12—Master Weak Elemental (M*) As *Master Elemental Servant* except masters Weak Elementals.

15—Control Strong Elemental (M*) As *Control Elemental Servant* except affects Strong Elementals.

20—Summons Strong Elemental (E) As *Summons Elemental Servant* except summons Strong Elementals (See C&T for statistics).

25—Master Strong Elemental (M*) As *Master Elemental Servant* except masters Strong Elementals.

30—Summons Elemental Guardian (E) As *Summons Elemental Servant* except summons Elemental Guardian (See C&T for statistics).

50—Control Elemental Guardian (M) As *Control Elemental Servant* except affects Elementals Guardian.

10.62 GUARDED SIGHT (Seer Base List)

	Area of Effect	Duration	Range
1—Sight Lore	1 Subject	—	Self
2—Cloud Sight	1 Subject	Varies	—
3—Dectect Sight	10'R/lvl	10 min/lvl	Self
4—Vision Maze	1 Subject	Varies	—
5—Sight Misdirection	1 Subject	Varies	—
6—			
7—Vision Defense II	1 Subject	Varies	—
8—Sight Guardian I	1 Subject	Until Killed	—
9—False Sight	1 Subject	Varies	—
10—Feel Sight *	Self	—	Self
11—Access Set	1 False Sight	Varies	—
12—Sight Displacement	1 Subject	Varies	—
13—Vision Defense III	1 Subject	Varies	—
14—Sight Guardian II	1 Subject	Until Killed	—
15—Locate Access *	1 Vision	—	—
16—			
17—			
18—			
19—			
20—Sight Bar	1 Subject	Varies	—
25—Sight Guardian III	1 Subject	Until killed	—
30—Vision Defense IV	1 Subject	Varies	—
50—Sight Guardian True	1 Subject	Until Killed	—

1—Sight Lore (U) See *Scrying Lore* on Scrying Guard (Warlock Base List).

2—Cloud Sight (D) See *Cloud Scrying* on Scrying Guard (Warlock Base List).

3—Dectect Sight (I) This spell allows the caster to detect whether or not a scrying spell of any type is being used in or on anything within his spell radius.

4—Vision Maze (D) See *Scrying Maze* on Scrying Guard (Warlock Base List).

5—Sight Misdirection (D) See *Scrying Misdirection* on Scrying Guard (Warlock Base List).

7—Vision Defense II (D) See *Scrying Defense II* on Scrying Guard (Warlock Base List).

8—Sight Guardian I (FD) See *Scrying Guardian I* on Scrying Guard (Warlock Base List).

9—False Sight (DI) See *False Scrying* on Scrying Guard (Warlock Base List).

10—Feel Sight (P*) See *Feel Scrying Misdirection* on Scrying Guard (Warlock Base List).

11—Access Set (I) See *Access Set* on Scrying Guard (Warlock Base List).

12—Sight Displacement (FD) See *Scrying Displacement* on Scrying Guard (Warlock Base List).

13—Vision Defense III (D) See *Scrying Defense III* on Scrying Guard (Warlock Base List).

14—Sight Guardian II (FD) See *Scrying Guardian II* on Scrying Guard (Warlock Base List).

15—Locate Access (I*) See *Locate Access* on Scrying Guard (Warlock Base List).

20—Sight Bar (FD) See *Scrying Bar* on Scrying Guard (Warlock Base List).

25—Sight Guardian III (FD) See *Scrying Guardian III* on Scrying Guard (Warlock Base List).

30—Vision Defense IV (D) See *Scrying Defense IV* on Scrying Guard (Warlock Base List).

50—Sight Guardian True (FD) See *Scrying Guardian True* on Scrying Guard (Warlock Base List).

10.63 CONVEYING WAYS (MagicianBaseList)

NOTE: All mounts leave when outside range of caster.

NOTE: All mounts are +25 to ride.

	Area of Effect	Duration	Range
1—Earth Mount I	1 elemental	10 min/lvl	10'
2—Water Steed I	1 elemental	10 min/lvl	10'
3—Air Wing I	1 elemental	10 min/lvl	10'
4—			
5—Flying Disk I	5'R	10 min/lvl	10'
6—Earth Mount II	1 elemental	10 min/lvl	10'
7—Water Steed II	1 elemental	10 min/lvl	10'
8—Air Wing II	1 elemental	10 min/lvl	10'
9—			
10—Flying Disk II	1 elemental	10 min/lvl	10'
11—Earth Mount III	1 elemental	10 min/lvl	10'
12—Water Steed III	1 elemental	10 min/lvl	10'
13—Air Wing III	1 elemental	10 min/lvl	10'
14—			
15—Flying Disk III	1 elemental	10 min/lvl	10'
16—Mass Earth Mount	varies	10 min/lvl	10'
17—Mass Water Steed	varies	10 min/lvl	10'
18—Mass Air Wing	varies	10 min/lvl	10'
19—			
20—Mass Flying Disk	varies	10 min/lvl	10'
25—Earth Mount True	1 elemental	10 min/lvl	10'
30—Water Steed True	1 elemental	10 min/lvl	10'
50—Air Wing True	1 elemental	10 min/lvl	10'

1—Earth Mount I (EF) Summons an Earth Elemental in the shape of a horse. It can carry up to 500 lbs at a max. speed of 10 mph (approx. 150'/rd). The Earth Mount has 200 hits and will not fight. It obeys the caster.

2—Water Steed I (EF) Summons an Water Elemental in the shape of a dolphin. It can carry up to 400 lbs and at a maximum speed of 15 mph (approx. 225'/rd). The Water Steed has 150 hits and will not fight. It obeys the caster.

3—Air Wing I (EF) Summons an Air Elemental in the shape of a giant eagle. It can carry up to 300 lbs at a maximum speed of 20 mph (approx. 300'/rd). The Air Wing has 100 hits and will not fight. It obeys the caster.

5—Flying Disk I (F) Creates a non-transparent disk 5' in diameter which will maneuver as the caster mentally directs. It can carry up to 500 lbs at a maximum speed of 15 mph/lvl. The Flying Disk has 125 hits.

6—Earth Mount II (EF) As *Earth Mount I* except that it can carry up to 750 lbs, moves at 20 mph and has 300 hits.

7—Water Steed II (EF) As *Water Steed I* except that it can carry up to 600 lbs, moves at 30 mph and has 200 hits.

8—Air Wing II (EF) As *Air Wing I* except that it can carry up to 500 lbs, moves at 40 mph and has 150 hits.

10—Flying Disk II (F) As *Flying Disk I* except that it creates a non-transparent disk up to 1'/lvl in diameter, can carry up to 1,000 lbs, moves at 25 mph and has 250 hits.

11—Earth Mount III (EF) As *Earth Mount II* except that it's moves at 40 mph and fights as a lesser Earth Elemental.

12—Water Steed III (EF) As *Water Steed II* except that it's moves at 60 mph and fights as a lesser Water Elemental.

13—Air Wing III (EF) As *Air Wing II* except that it's moves at 80 mph and fights as a lesser Air Elemental.

15—Flying Disk III (F) As *Flying Disk II* except that it can carry up to 100 lbs/lvl of caster and can move at 50 mph.

16—Mass Earth Mount (EF) As *Earth Mount II* except that 1 Earth Mount/lvl may be summons.

17—Mass Water Steed (EF) As *Water Steed II* except that 1 Water Steed/lvl may be summons.

18—Mass Air Wing (EF) As *Air Wing II* except that 1 Air Wing/lvl may be summons.

20—Mass Flying Disk (F) As *Flying Disk II* except that 1 Flying Disk/lvl may be summons.

25—Earth Mount True (EF) As *Earth Mount III* except fights as a greater earth elemental.

30—Water Steed True (EF) As *Water Steed III* except fights as a greater water elemental.

50—Air Wing True (EF) As *Air Wing III* except fights as a greater air

10.64 LIFE ESSENCE HEALING (HealerBaseList)

NOTE: See Section 6.1 for an explanation of Life Essence. None of the similar spells on this list are cumulative, and can only be cast once on each target for each Life Essence wounding.

	Area of Effect	Duration	Range
1—			
2—Diagnose Life Essence	1 target	—	10'
3—Cleanse Life Essence	1 target	P	10'
4—			
5—Restore Life Essence III	1 target	P	touch
6—			
7—Heal Life Essence III	1 target	P	touch
8—			
9—			
10—Restore Life Essence V	1 target	P	touch
11—			
12—Heal Life Essence V	1 target	P	touch
13—			
14—			
15—Restore Life Essence VII	1 target	P	touch
16—			
17—Heal Life Essence VII	1 target	P	touch
18—			
19—			
20—Restore Life Essence X	1 target	P	touch
25—Heal Life Essence X	1 target	P	touch
30—Restore Life Essence True	1 target	P	touch
50—Heal Life Essence True	1 target	P	touch

2—Diagnose Life Essence (P) Allows the caster to determine exactly how much Life Essence is within a creature.

3—Cleanse Life Essence (H) Allows the caster to cleanse the Life Essence of a target of any poisons, diseases, or taints.

5—Restore Life Essence III (H) Allows the caster to restore up to 3 Life Levels to the target. This assumes that the loss of Life Levels is a temporary loss.

7—Heal Life Essence III (H) Allows the caster to heal the target permanent damage to the target's Life Essence capacity, making it once again possible to regain lost Life Levels. This spell will heal up to 3 levels of permanent damage. Note that this spell does not restore Life Levels.

10—Restore Life Essence V (H) As *Restore Life Essence III* except that this spell will restore up to 5 Life Levels.

12—Heal Life Essence V (H) As *Heal Life Essence III* except that this spell will heal up to 5 levels of permanent damage.

15—Restore Life Essence VII (H) As *Restore Life Essence III* except that this spell will restore up to 7 Life Levels.

17—Heal Life Essence VII (H) As *Heal Life Essence III* except that this spell will heal up to 7 levels of permanent damage.

20—Restore Life Essence X (H) As *Restore Life Essence III* except that this spell will restore up to 10 Life Levels.

25—Heal Life Essence X (H) As *Heal Life Essence III* except that this spell will heal up to 10 levels of permanent damage.

30—Restore Life Essence True (H) As *Restore Life Essence III* except that this spell will restore all temporarily lost Life Levels.

50—Heal Life Essence True (H) As *Heal Life Essence III* except that this spell will heal all permanent Life Essence damage.

11.1 AN EXTENSION TO THE STATIC ACTION TABLE

NOTE: See ChL&CaL — Section 3.3, and Table 15.32.

Category	Mnemonics *	Mimery	Tightrope Walking	Fear	Magic Rituals	Beast Master	Jump **	Sense of Direction	Jug- gling	Mimicry
DIFFICULTY										
Routine	+30	+30	+30	+30	+30	+30	+30	NA	+30	+30
Easy	+20	+20	+20	+20	+20	+20	+20	NA	+20	+20
Light	+10	+10	+10	+10	+10	+10	+10	NA	+10	+10
Medium	0	0	0	0	0	0	0	NA	0	0
Hard	-10	-10	-10	-10	-10	-10	-10	NA	-10	-10
Very Hard	-20	-20	-20	-20	-20	-20	-20	NA	-20	-20
Ext. Hard	-30	-30	-30	-30	-30	-30	-30	NA	-30	-30
Sheer Folly	-50	-50	-50	-50	-50	-50	-50	NA	-50	-50
Absurd	-70	-70	-70	-70	-70	-70	-70	NA	-70	-70
LIGHTNING										
No Shadows	NA	NA	+10	0	+10	0	+10	NA	+10	NA
Lt. Shadows	NA	NA	+5	-5	+5	-5	+5	NA	+5	NA
Med. Shadows	NA	NA	0	-10	0	-10	0	NA	0	NA
Hvy. Shadows	NA	NA	-5	-20	-5	-15	-5	NA	-5	NA
Dark	NA	NA	-20	-40	-20	-30	-20	NA	-20	NA
Pitch Black	NA	NA	-40	-50	-30	-50	-40	NA	-40	NA
SHOCK & PAIN										
25-50% Hits Taken	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
51-75% Hits Taken	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
76-UP Hits Taken	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
BLEEDING										
Each Hit/Rnd taken	-10	-5	-10	-5	-10	-10	-10	-10	-10	-10
SERIOUS WOUND										
For each limb out	-10	-10	-10	-5	-10	-10	-10	-10	-10	-10
Stunned	-50	-50	-50	-50	-50	-50	-50	-50	-50	-50
Down	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
COMBAT SITUATION										
In melee	-30	NA	-30	-30	-30	-70	-30	-30	-30	-70
Under missile fire	-10	NA	-10	-10	-10	-50	-10	-10	-10	-50
	Sanity Healing Lore	Divina- tion	Body Damage Stab.	Spatial Location Aware	Senses ***	Stun Man	Change- ling	Locate Secret Open.	Control Lycan- tropy	Medi- tation
DIFFICULTY										
Routine	+30	+30	+30	+30	+30	+30	+30	+30	+30	+30
Easy	+20	+20	+20	+20	+20	+20	+20	+20	+20	+20
Light	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
Medium	0	0	0	0	0	0	0	0	0	0
Hard	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Very Hard	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Ext. Hard	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
Sheer Folly	-50	-50	-50	-50	-50	-50	-50	-50	-50	-50
Absurd	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
LIGHTNING										
No Shadows	NA	NA	NA	NA	0	+10	NA	+10	NA	NA
Lt. Shadows	NA	NA	NA	NA	-5	+5	NA	+5	NA	NA
Med. Shadows	NA	NA	NA	NA	-10	0	NA	0	NA	NA
Hvy. Shadows	NA	NA	NA	NA	-20	-5	NA	-5	NA	NA
Dark	NA	NA	NA	NA	-40	-20	NA	-20	NA	NA
Pitch Black	NA	NA	NA	NA	-50	-30	NA	-40	NA	NA
SHOCK & PAIN										
25-50% Hits Taken	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
51-75% Hits Taken	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
76-UP Hits Taken	-30	-30	-30	-30	-30	-30	-30	-30	-30	-30
BLEEDING										
Each Hit/Rnd taken	-10	-10	-5	-10	-5	-10	-10	-5	-10	-5
SERIOUS WOUND										
For each limb out	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Stunned	-50	-50	-50	-50	-50	-50	-50	-50	-50	-50
Down	-70	-70	-70	-70	-70	-70	-70	-70	-70	-70
COMBAT SITUATION										
In melee	-30	-30	NA	-30	-30	-30	-30	-30	-30	-30
Under missile fire	-10	-10	NA	-10	-10	-10	-10	-10	-10	-10

* — Category also includes all lores, academic skills, linguistic, and social skills.

** — Category also includes pole vaulting, gymnastic skills, and athletic skills.

*** — Category includes all sense related skills, sense assassination/ambush, and sense reality warp.

SPECIAL MODIFICATIONS

MNEMONICS: Lore & Academic, Linguistic, and social skills

PER WEEK IN THE PAST	-5
COMMITTED TO MEMORY	+30
IMPACT ON PC: NONE	-10
LITTLE	-5
MODERATE	0
GREAT	+5
VERY GREAT	+10

MIMERY

SIMPLE CONCEPTS	0
COMPLEX CONCEPTS	-15
WITH PROPS	+15

TIGHTROPE WALKING

3' WIDE	+30
2' WIDE	+20
1' WIDE	+10
6" WIDE	0
3" WIDE	-10
1" WIDE	-20
.5" WIDE	-30
.2" WIDE	-50
.1" WIDE OR LESS	-70
Wind conditions	(+00/-70) (No wind to hurricane force)
Surface condition	(+30/-70) (sticky to icy slick surface)
Balancing Pole	(+10)
Tightrope Sole Shoes	(+10)

POLEVAULTING

4' HIGH x 4' WIDE	+30
6' HIGH x 6' WIDE	+20
8' HIGH x 8' WIDE	+10
10' HIGH x 10' WIDE	0
15' HIGH x 15' WIDE	-10
20' HIGH x 20' WIDE	-20
30' HIGH x 30' WIDE	-30
40' HIGH x 40' WIDE	-50
50' HIGH x 50' WIDE	-70

JUMP

BODY LENGTH x 1	+30
BODY LENGTH x 1.5	+20
BODY LENGTH x 2	+10
BODY LENGTH x 2.5	0
BODY LENGTH x 3	-10
BODY LENGTH x 3.5	-20
BODY LENGTH x 4	-30
BODY LENGTH x 4.5	-50
BODY LENGTH x 5	-70

DIRECTION SENSE

STRONG NATURAL MAGNETIC FIELD	+30
STRONG UNNATURAL MAGNETIC FIELD	-30
WEAK NATURAL MAGNETIC FIELD	-5
WEAK UNNATURAL MAGNETIC FIELD	-10

BEAST MASTERY

HERBIVORE	+30
OMNIVORE	0
CARNIVORE	-30
NON-INTELLIGENT	-50
LOW-INTELLIGENT	-10
ANIMAL INTELLIGENT	0
WILD/UNTAMED	-20
BEFRIENDED/MOTHERED FROM BIRTH	+30
AMPHIBIANS (ALL)	-10
ARTHROPODS (INSECTS)	-50
AVIANS (BIRDS)	-20
BOVINE (CATTLE, BUFFALO, DEER, ETC)	0
CANINE (DOGS, WOLVES, FOXES, ETC)	+10
CETACEAN (ALL SEA MAMMALS)	-20
COELENTERATE (JELLYFISH, ETC)	-10
EQUINE (ALL HORSE TYPES)	0
FELINE (ALL CATS)	-10
FISH (ALL FISH WITH BONES, SCALES, FINS)	-30
MOLLUSCA (SNAILS, CLAMS, SQUIDS, ETC)	-40
PACHYDERM (ELEPHANTS, RHINOCEROS, ETC)	0
RODENTS (RATS, BEAVERS, RABBITS, ETC)	0
SAURIANS (DRY LANDED LEGGED REPTILES)	-10
SERPENTINE (ALL SNAKES AND SERPENTS)	-10
SIMIANS (APES, MONKEYS AND GORILLAS)	+50
SWINE (PIGS AND BOARS)	0
URSINE (BEARS, WOLVERINES, PANDAS, ETC)	0

JUGGLING

2 OBJECTS	+30
3 OBJECTS	+20
4 OBJECTS	+10
5 OBJECTS	0
7 OBJECTS	-10
9 OBJECTS	-20
10 OBJECTS	-30
11 OBJECTS	-50
12 OBJECTS OR MORE	-70
IRREGULAR SHAPED OBJECTS	-10
SHARP OBJECTS	-20
DIFFERENT ITEMS	-30

MIMICRY

SIMPLE SOUNDS (ONE NOTE/TONES)	+20
MULTITONE SOUNDS (BIRDS TRILLING, ETC)	-10
VERY COMPLEX (COMPREHENSIVE WORDS)	-20
IMITATE ANOTHER'S VOCAL PATTERNS	-20
MULTISIDED CONVERSATIONS	-30

SANITY HEALING LORE

SLIGHT MENTAL ILLNESS	+5
MODERATE MENTAL ILLNESS	-5
DEEP BASED MENTAL ILLNESS	-20
EACH YEAR AFFECTED	-10
SEVERITY OF ACT WHICH CAUSED ILLNESS	+30/-70
LVL OF NPC/PC WHICH CAUSED ILLNESS	-1/LVL

FEAR REACTION

- +5 for each time you have successfully faced this fear before.
- 5 for each level of fear (6th level fear = -30)
- 30 if touch object which radiates fear
- 10 if within 10' of object which radiates fear
- +5 if within 100' of object which radiates fear
- +/- targets Self Discipline Bonus Modifier

MAGIC RITUALS (Success modifiers are non-cumulative)

ROUTINE	+30	1 rd
EASY	+20	2 rds
LIGHT	+10	3 rds
MEDIUM	+00	4 rds
HARD	-10	6 rds or 1 min
VERY HARD	-20	30 rds or 5 mins
EXTREMELY HARD	-30	90 rds or 15 mins
SHEER FOLLY	-50	180 rds or 30 mins
ABSURD	-70	360 rds or 1 hour
Taking extra time	+/-	(GM option)
Spell user	+5	
Semi-spell user	-10	
Non-spell user	-25	
Others using your successful ritual:		
+25 for a SUCCESS		
+40 for a ABSOLUTE SUCCESS		

DIVINATIONS

		PAST	FUTURE
ROUTINE	+30	12 hours	10 minutes
EASY	+20	1 day	30 minutes
LIGHT	+10	1 week	1 hour
MEDIUM	+00	2 week	6 hours
HARD	-10	1 month	12 hours
VERY HARD	-20	3 months	1 day
EXTREMELY HARD	-30	6 months	1 week
SHEER FOLLY	-50	1 year	1 month
ABSURD	-70	1 year+	6 months

- Major influencing factor upon the past +10
- Minor influencing factor upon the past -10
- Major influencing factor upon the future -30
- Minor influencing factor upon the future -70

BODY DAMAGE STABILIZATION

ROUTINE	+30	Practicing BDS Trance
EASY	+20	Bleeding 1 per round
LIGHT	+10	Bleeding 2 per round
MEDIUM	+00	Bleeding 3 per round
HARD	-10	Bleeding 4 per round
VERY HARD	-20	Bleeding 5 per round
EXTREMELY HARD	-30	Bleeding 6+ per round
SHEER FOLLY	-50	One limb amputated
ABSURD	-70	Two limbs amputated

SPACIAL LOCATION AWARENESS

Being Effectively Blind -90

SENSE ASSASSINATION/AMBUSH

+30 to -70 Based on difficulty of act and how well assassins have set up the act.

SENSE REALTY WARP

Within 10'	+30
11' - 30'	+20
31' - 100'	+10
101' - 300'	+00
301' - 500'	-10
501' - 1000'	-20
1001' - 3000'	-30
3001' - 5000'	-50
5001'+	-70
.....	+1/lvl of warp

CHANGELING

	Skill Bonus	Stat Bonus	Resistance Bonus	Changeling Type
ROUTINE	+30	-10	-5	TYPE A
EASY	+20	-5		
LIGHT	+10	+0	+0	TYPE B
MEDIUM	+00	+5		
HARD	-10	+10	+5	TYPE C
VERY HARD	-20	+15		
EXT. HARD	-30	+20	+10	TYPE D
SHEER FOLLY	-50	+25		
ABSURD	-70	+30	+15	TYPE E

NOTE: Skill bonus, stat bonus, resistance bonus are the proposed or desired change to a skill, stat, or resistance of the target.

LOCATE SECRET OPENING

- Varies due to the size of opening be hidden. +30 to -70
- Lighting conditions. +30 to -70
- Concealment. +30 to -70

STUNNED MANEUVERS

	# of rds of stun accrued	-10/rd of stun -50 if disorientated +3/lvl of individual
ROUTINE	+30	0
EASY	+20	0
LIGHT	+10	0
MEDIUM	+00	1
HARD	-10	2
VERY HARD	-20	3 - 4
EXT. HARD	-30	5 - 7
SHEER FOLLY	-50	8 - 9
ABSURD	-70	10+

CONTROL LYCANTROPY

Modifies transformation rolls and control rolls

full moon	-100	daybreak	+100
half moon	-50	daylight outdoors	+50
new moon	+00	daylight indoors	+25
no moon	+00	daylight underground	+10
stop change	-25	have taken hits	-25
start change	+0	have taken a critical	-50
		see a friend wounded	-25
		see a friend killed	-50

MEDITATIONS varies due to situation

- +30 for calm and sedate settings, etc.
- 70 for on going battle & melee combat, etc.

Each situation and use of the mediative skills needs to be evaluated on an individual basis and assigned a bonus (+/-) accordingly.

NOTE: See ChL&CaL — Section 14.31, and Table 15.76.

BEAST MASTERY

NOTE: Communication with animals is limited to very basic concepts such as food, enemy, follow, attack, etc.

- 26 **down BLUNDER:** Spectacular failure — Animal which you are attempting to communicate with attacks you. You are Stunned for 20 rounds. You will not attempt this skill for 1D10 days due to low self-esteem.
- 25—04 **ABSOLUTE FAILURE:** Lose mental concentration. Animal is disorientated and flees at best possible speed. You are Stunned for 10 rounds. Any other static action in next 10 minutes (60 rnds) will fail. See 05-75 below.
- 05—75 **FAILURE:** You have failed. You may not try again for 1 day. Animal still there, if carnivore or omnivore. All herbivores will wander off, realizes that trying to understand the antics of a lunatic is fruitless.
- 76—90 **PARTIAL SUCCESS:** Your animal is still there. You may try again.
- 91—110 **NEAR SUCCESS:** Your animal has stopped moving, looking slightly puzzled. Try again but add +20 this time.
- 111—175 **SUCCESS:** You have influenced your animal and may communicate with it.
- 176 **up ABSOLUTE SUCCESS:** Not only did you influence your animal, but you have mastered it. Receive a +50 bonus on influencing it until you do something to cause it to lose confidence in you.

SPECIAL MODS

- 30—Carnivore
- +00—Omnivore
- +30—Herbivore
- 50—Non-Intelligent
- 10—Low-Intelligent
- +00—Animal-Intelligent
- 20—Wild/Untamed
- +30—Befriended since birth
- 10—Amphibians (all)
- 50—Arthropods (Insects)
- 20—Avians (Birds)
- 30—Fish (Bony Fish)
- 20—Cetacean (Sea Mammals)
- +10—Canine (Dogs, wolves)
- +00—Bovine (Cattle, buffalo, antelopes, deer, elk, etc)
- 10—Coelenterate (Jellyfish, Portuguese Man-of-War, etc)
- +00—Equine (All horse types)
- 10—Feline (Lions, tigers, leopards, domestic cats, etc)
- 40—Mollusca (Snails, clams, squids, octopus, etc)
- +00—Pachyderm (Elephant, mammoths, rhinoceros, etc)
- +00—Rodents (Rats, beavers, hamsters, rabbits, bats, etc)
- 10—Saurians (All dry land-legged reptiles)
- 10—Serpentine (All snakes and serpents)
- +50—Simians (All apes, gorillas and monkeys)
- +00—Swine (Tame & wild pigs and boars, etc)
- +00—Ursine (Bears, wolverines, pandas, grizzlies, etc)

FEAR REACTION

- 26 **down BLUNDER:** Spectacular Failure—Your heart seizes up and refuses to beat. The fear is released as you tumble down and fall into a coma for 1 month. Fear hath done thee in.
- 25—04 **ABSOLUTE FAILURE:** Fear speaks and controls your very soul. You demand your feet to flee, run from this place, but alas they move not. You can only stand, staring out into space for next 1D6 turns before collapsing.
- 05—75 **FAILURE:** As Fear washes over your being, you turn and run at best possible speed from the source of the fear, stopping only when completely exhausted.
- 76—90 **PARTIAL SUCCESS:** Unnerved, you back away until freed from the tentacles of fear. You are limited to only 20% of your normal action until out of the influence of fear or reroll in one (1) turn. Of course you may turn and flee.
- 91—110 **NEAR SUCCESS:** Fear slaps you in the face and leaves you with only 1/2 of a rd to act. You may try again after 3 rounds of trying to get a hold of yourself. However, fleeing may be viable option.
- 111—175 **SUCCESS:** Though Fear shivers in your veins, you steel yourself and operate normally.
- 176 **up ABSOLUTE SUCCESS:** You laugh in the very face of fear. You get +20 bonus for all actions for the next minute (6 rnds). As a tremendous adrenal high pumps through you.

MODS

- +5 — for each time you have successfully faced this type of fear.
- 5 — for each level of fear (6th level fear = -30)
- 30 — if touch object which radiates fear
- 10 — if within 10' of object which radiates fear
- +5 — if within 100' of object which radiates fear
- +/- — targets Self Discipline Bonus Modifier

JUGGLING

- 26 **down BLUNDER:** Spectacular Failure—You drop every object, and if the object is breakable it breaks/shatters, in addition to hurting yourself with the objects (if possible). Can't try again until circumstances change.
- 25—04 **ABSOLUTE FAILURE:** Lose of mental concentration and objects one by one crash to the ground. Any further attempt in next 10 minutes (60 rounds) fails. See 05-75 below.
- 05—75 **FAILURE:** You have failed and looked extremely clumsy. You can try again in 1 day.
- 76—90 **PARTIAL SUCCESS:** You have dropped 1 item. Try again in one (1) hour after contemplating situation.
- 91—110 **NEAR SUCCESS:** Imperfect technique results in one (1) object being out of position which causes a near fumble. Try again with +20.
- 111—175 **SUCCESS:** You did it!!!!
- 176 **up ABSOLUTE SUCCESS:** You make it look easy. Anytime you juggle this exact combination, and conditions remain the same, you get an additional +75 bonus.

SPECIAL MODS

- Routine 2 Objects +30
- Easy 3 Objects +20
- Light 4 Objects +10
- Medium 5 Objects +00
- Hard 7 Objects -10
- Very Hard 9 Objects -20
- Extremely Hard 10 Objects -30
- Sheer Folly 11 Objects -50
- Absurd 12 Objects -70
- Irregular shaped objects -10
- Objects are sharp -20
- Objects are different -30

JUMPING — POLE VAULTING — GYMNAS- TIC & ATHLETIC SKILLS

- 26 down BLUNDER: Your landing was completely wrong. You crush your ankles upon impact with the ground. (If jumping over hole or opening treat s if Tightrope Walking and apply its Blunder instead of this one.) You won't try again for 1D10 day min.
- 25—04 ABSOLUTE FAILURE: Mental Blackout. (if jumping over a hole or opening, use Tightrope Absolute Failure instead of this one.) Reorientate: If successful attempt a safe landing. If unsuccessful check for fall/crush damage.
- 05—75 FAILURE: You have failed but are uninjured—You won't try again for at least one (1) day.
- 76—90 PARTIAL SUCCESS: You are on your way. Try again.
- 91—110 NEAR SUCCESS: You have made it half way. Roll again and add +20 to your next roll.
- 111—175 SUCCESS: You made it!!!!
- 176 up ABSOLUTE SUCCESS: As long as you do this SKILL the same way you just did this one and conditions remain the same or are better you will automatically make this SKILL the next time you try it.

SPECIAL MODS

BL = Body Length of individual making the jump

BROAD JUMP		POLE VAULTING	
Running	Standing		High x Wide
BL x 1	BL x .5	Routine +30	4' x 4'
BL x 1.5	BL x .7	Easy +20	6' x 6'
BL x 2.0	BL x .9	Light +10	8' x 8'
BL x 2.5	BL x 1.1	Medium +00	10' x 10'
BL x 3.0	BL x 1.5	Hard -10	15' x 15'
BL x 3.5	BL x 2.0	Very Hard -20	20' x 20'
BL x 4.0	BL x 2.5	Ext. Hard -30	30' x 30'
BL x 4.5	BL x 3.0	Sh. Folly -50	40' x 40'
BL x 5.0	BL x 3.5	Absurd -70	50' x 50'

MIMICRY

- 26 down BLUNDER: You fail spectacularly. Your voice squeaks and maintains that high pitch for 1D10 days giving you a -50 to all social and linguistic skills during this time.
- 25—04 ABSOLUTE FAILURE: Utter and complete mental lapse. Any static actions attempted during the next 10 minutes (60 rounds) will result in failure. See 05-75 below.
- 05—75 FAILURE: Ludicrous failure. You may not try again until tomorrow.
- 76—90 PARTIAL SUCCESS: You managed to copy about 20% of the new sound. Try again in 1 hour.
- 91—110 NEAR SUCCESS: Halfway there. Sound is coming around. Try again with +20 bonus (non-cumulative).
- 111—175 SUCCESS: You got it!!!!
- 176 up ABSOLUTE SUCCESS: You have done so well, that anytime you use this exact sound you do it automatically.

SPECIAL MODS

- +20 One note or tone
- 10 Multitone sounds (Bird trilling, oscillating sound)
- 20 Comprehensive words
- 20 Imitate another's vocal pattern
- 30 Multisided conversation

ACADEMIC & LINGUISTIC & SOCIAL SKILLS — MNEMONICS — LORES

- 26 down BLUNDER: Spectacular Failure—Your mind has gone completely blank. Memory loss is recovered slowly over next 1D10 days.
- 25—04 ABSOLUTE FAILURE: You have complete memory loss on the subject. Any static maneuver taken in next 10 minutes (60 rounds) is a failure. See 05-75 below.
- 05—75 FAILURE: You have failed. Don't recall a thing. Try again in 1 day.
- 76—90 PARTIAL SUCCESS: You remember enough to be dangerous. (The main points but none of the details). You are unaware that you might have missed something. You may try again in 1 hour.
- 91—110 NEAR SUCCESS: The topic is remembered with some clarity. Major points and some details are recalled, but the finer points are just not there. You are aware that you don't have it all. Try again in 3 rounds.
- 111—175 SUCCESS: You gain total recall of what you had memorized.
- 176 up ABSOLUTE SUCCESS: You are able to get total recall, and if applicable, photographic memory of your information and gain a major insight to its hidden meaning or other important conclusions (if any).

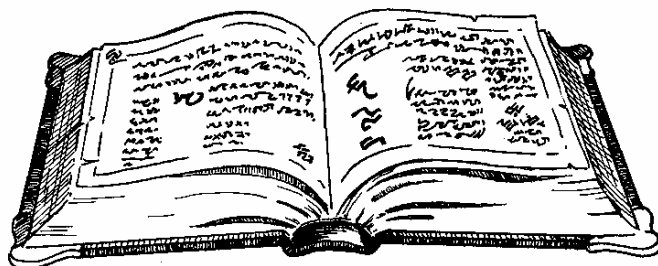
SPECIAL MODS

- 5 Per week in past item was memorized or viewed. (Max of -50)
- +30 Committed to memory
- 10/+10 Impact on individual (GM determined) (None = -10) (Greatly = +10)

REFER: To Lore Table to get depth of knowledge indicator.

SPRINTING

- 26 down BLUNDER: Spectacular Failure: You misplaced your foot and pull all groin muscles, twist an ankle putting you at a -70 until healed. You are in immense pain, Take fall/crush damage at +30. You won't try again for at least 1D10 days.
- 25—04 ABSOLUTE FAILURE: Legs tighten up unexpectedly. Twist knee Take fall/crush damage. (Any other action is at -70 until knee is healed.) Any action within next 10 minutes (60 rounds) will result in failure. See 05-75 below.
- 05—75 FAILURE: You failed. Run at (x5). May not try to sprint above (x5) for 1 day.
- 76—90 PARTIAL SUCCESS: You achieved 10% increase of speed. Above, your normal maximum.
- 91—110 NEAR SUCCESS: You achieved 25% increase of speed.
- 111—175 SUCCESS: You made it. 50% increase in speed leaves all followers in your dust.
- 176 up ABSOLUTE SUCCESS: Add 75% increase to your speed; leaves all onlookers stunned and gaping in amazement.



STUNNED MANEUVERS

- 26 down BLUNDER:** Spectacular Failure: Head over heels, your head smacks the ground. If helmed, knock self out for 10 minutes; otherwise, out for 1 hour and you are at -50 for 1 day due to splitting headache.
- 25—04 ABSOLUTE FAILURE:** Ringing in head continues unabated. You don't even know that you have fallen and knocked yourself out. If helmed, out for 1 minute; otherwise out for 10 minutes and you are at -30 for 6 hours due to grogginess. See 05-75 below.
- 05—75 FAILURE:** Still stunned. Add another round of stun due to sudden movement that shudders through your body. Better luck next time!
- 76—90 PARTIAL SUCCESS:** Break stun this round and manage to get 1/4 of your normal action. If character has more than 1 round of stun accrued he still is stunned next round.
- 91—110 NEAR SUCCESS:** Break stun this round and manage to get 1/2 of your normal action. If character has more than 1 round of stun accrued, he still is stunned next round.
- 111—175 SUCCESS:** Break stun this round and manage to get one full round of normal action. If character has more than 1 round of stun accrued, he still is stunned next round.
- 176 up ABSOLUTE SUCCESS:** Break stun this and next round, which allows you normal actions for both rounds. If character has more than 2 rounds of stun accrued, he still is stunned after these two rounds have finished.

SPECIAL MODS

	# of rds of stun accrued	-10/rd of stun -50 if disorientated +3/lvl of individual
Routine	+30 0	
Easy	+20 0	
Light	+10 0	
Medium	+00 1	
Hard	-10 2	
Very Hard	-20 3—4	
Extremely Hard	-30 5—7	
Sheer Folly	-50 8—9	
Absurd	-70 10+	

TIGHTROPE WALKING

- 26 down BLUNDER:** Spectacular Failure. You step into midair and fall to the ground taking Fall/Crush damage (+50). However, you also snap your spinal cord and are paralysed from the waist down.
- 25—04 ABSOLUTE FAILURE:** Mind goes blank momentarily. Down you plunge to the ground. Take Fall/Crush damage (+20). Any action within 10 minutes (60 rounds) will result in failure. You won't try this again for at least 24 hours.
- 05—75 FAILURE:** You failed. Reorientate to attempt to maintain your balance (Very Hard orientation). If successful you may make a balancing roll. If unsuccessful take Fall/Crush damage. You may try again in 12 hours.
- 76—90 PARTIAL SUCCESS:** You make it 20% of the way before losing your balance. Try again in 1 hour.
- 91—110 NEAR SUCCESS:** You make it 50%. Try again at +30.
- 111—175 SUCCESS:** You walking with a steady step and make it all the across. Well Done.
- 176 up ABSOLUTE SUCCESS:** You near perfect performance has gained you much fame. Whenever you attempt this same exact stunt and the conditions remain the same, you automatically succeed.

MAGIC RITUALS

- 26 down BLUNDER:** Spectacular Failure. Your spell and your magic ritual fails with many pyrotechnic effects. Roll spell failure twice with negative magic ritual roll as a positive modifier. To take further action make an Extremely Hard orientation roll.
- 25—04 ABSOLUTE FAILURE:** Confusion over ritual components causes a mental lapse and loss of concentration. Any further action requires a medium orientation roll. Roll spell failure once, and any magical ritual attempts during the hour will result in failure. See 05-75 below.
- 05—75 FAILURE:** Somehow your ritual failed. If enhancing a spell, normal spell resolution occurs. If duplicating spell effects, ritual fails. Currently you have no new ideas on how to make this particular ritual work. After 24 hours you may try again.
- 76—90 PARTIAL SUCCESS:** If possible, only 20% of potential result is attained whether enhancing or duplicating spell effects. You may not try this particular spell ritual again until you've had 10 minutes to contemplate procedures.
- 91—110 NEAR SUCCESS:** Quickly add another ritual component (within 1/2 rd) and roll again with a +20. Otherwise, if possible, only 50% of the potential result is attained. You may try again after 3 rounds of total contemplation.
- 111—175 SUCCESS:** Whether enhancing or duplicating a spell your ritual is successful. If you ever try this particular ritual again, you may take a +50.
- 176 up ABSOLUTE SUCCESS:** If you try this particular ritual again, you may take a +60, and a +30 on similar magic rituals in the future. Also, you have a +20 on static maneuvers for the next 10 minutes.

SPECIAL MODS

Routine	+30	1 rd
Easy	+20	2 rds
Light	+10	3 rds
Medium	+00	4 rds
Hard	-10	6 rds or 1 min
Very Hard	-20	30 rds or 5 mins
Extremely Hard	-30	90 rds or 15 mins
Sheer Folly	-50	180 rds or 30 mins
Absurd	-70	360 rds or 1 hour
Taking extra time	+/-	(GM option)
Spell user	+5	
Semi-spell user	-10	
Non-spell user	-25	

Others using your successful ritual (Success modifiers are non-cumulative):
 +25 for a SUCCESS;
 +40 for a ABSOLUTE SUCCESS

SPECIAL MODS

Routine	+30	3' wide
Easy	+20	2' wide
Light	+10	1' wide
Medium	+00	6" wide
Hard	-10	3" wide
Very Hard	-20	1" wide
Ext. Hard	-30	.5" wide
Sheer Folly	-50	.2" wide
Absurd	-70	.1" wide
Wind conditions	(+00/-70)	(No wind to hurricane force)
Surface condition	(+30/-70)	(sticky to icy slick surface)
Balancing Pole	(+10)	
Tightrope Sole Shoes	(+10)	

CONTROL LYCANTROPY

This skill can be used to stop the change, start it, or arrest it at a partial change.

- 26 down BLUNDER: Spectacular failure. The change is not controlled. You are at -30 in all future attempts to control the change due to loss of confidence in your abilities. Confusion reigns for 1d10 rounds.
- 25—04 ABSOLUTE FAILURE: You didn't even slow the change. You are at -10 in all future attempts to control the change due to loss of confidence in your prowess.
- 05—75 FAILURE: The change wins the battle for control once again.
- 76—90 PARTIAL SUCCESS: You manage to slow the change, giving you another chance to win the battle for control. Try again.
- 91—110 NEAR SUCCESS: You have temporarily stopped the change. Try again with a +10 to see if you can win the battle for control.
- 111—175 SUCCESS: Well Done. You have won the battle for control and the change has been stopped completely.
- 176 up ABSOLUTE SUCCESS: You have total control of change (you can stop, cancel, or arrest it at a partial change). Gives you a one time permanent bonus of +30. Also gives a +10 which is only used to negate the negative bonus the character has cumulated during past endeavors.

SPECIAL MODS (To transformation rolls and control rolls)

full moon	-100	day break	+100
half moon	-50	daylight outdoors	+50
new moon	+00	daylight indoors	+25
no moon	+00	daylight underground	+10
stop change	-25	have taken hits	-25
start change	+0	have taken a critical	-50
		see a friend wounded	-25
		see a friend killed	-50

BODY DAMAGE STABILIZATION

- 26 down BLUNDER: Spectacular Failure: Your temples bulge, sweat rains upon your body, respiration slows to a halt, and you realize at the moment of your death that you have made the last mistake of your life. Death is your last reward. GM may allow a RR.
- 25—04 ABSOLUTE FAILURE: The last blow stunned you worst than you imagined. Any action on your part during the next 10 mins (60 rnds) will fail. Good Luck. See 05-75 below.
- 05—75 FAILURE: You strive for complete control over your body but the agony of your wounds denies you this last simple pleasure. Unless you receive immediate attention from some outside source, you will probably die from the your wounds.
- 76—90 PARTIAL SUCCESS: You just manage to hold on. Body functions are slowed. Bleeding is slowed by 2 per round.
- 91—110 NEAR SUCCESS: As you gain confidence, your mental control over your body functions increases. Bleeding is slowed by half or 4 per round, whichever is greater.
- 111—175 SUCCESS: You have perfect control over your body. All bleeding is stopped.
- 176 up ABSOLUTE SUCCESS: You have mastered the control over your body. You not only stop all bleeding, but your healing rate is doubled until you come out of the Body Damage Stabilization trance.

SPECIAL MODS

Routine	+30	Practicing BDS Trance
Easy	+20	Bleeding 1 per round
Light	+10	Bleeding 2 per round
Medium	+00	Bleeding 3 per round
Hard	-10	Bleeding 4 per round
Very Hard	-20	Bleeding 5 per round
Extremely Hard	-30	Bleeding 6+ per round
Sheer Folly	-50	One limb amputated
Absurd	-70	Two limbs amputated

DIVINATIONS

- 26 down BLUNDER: Spectacular Failure: Grand delusion stupefies you beyond belief and leaves you unable to ever speak of the great wonder you have just seen. You are at -70 for 10 days as you recover.
- 25—04 ABSOLUTE FAILURE: Divination produces unexpected side-affect. Numbing spreads throughout your body. Incompetence rules the day. You are at -30 for the next 1D6 for all social actives until numbness leaves. See 05-75 below.
- 05—75 FAILURE: Your prediction is a failure. Currently you don't know why the divination didn't work. You may try again in 24 hours.
- 76—90 PARTIAL SUCCESS: Well at last you have some clarity on the subject at hand. You have been able to get the main gist but the finer details escape you. Try again in 1 hour.
- 91—110 NEAR SUCCESS: You learn much of the divination. You are aware that you missed something and may try again after 3 rounds of further contemplation.
- 111—175 SUCCESS: You gain full insight to the divination.
- 176 up ABSOLUTE SUCCESS: You have seen the divination in its entirety. You are aware of all the pertinent information about the divination and have some ability to use this information.

SPECIAL MODS

	Past	Future	
Routine	+30	12 hours	10 minutes
Easy	+20	1 day	30 minutes
Light	+10	1 week	1 hour
Medium	+00	2 week	6 hours
Hard	-10	1 month	12 hours
Very Hard	-20	3 months	1 day
Extremely Hard	-30	6 months	1 week
Sheer Folly	-50	1 year	1 month
Absurd	-70	1 year +	6 months
Major influencing factor upon the past	+10		
Minor influencing factor upon the past	-10		
Major influencing factor upon the future	-30		
Minor influencing factor upon the future	-70		



MEDITATIONS

Meditative states: Cleanse, Death, Heal, Sleep & Trance

- 26 down BLUNDER:** Spectacular failure. No matter how you try to come out of your meditative state, you don't seem to be able to do it. "COMA" for 1d10 days after which you are at -70 for two weeks for your close brush with "DEATH".
- 25—04 ABSOLUTE FAILURE:** Ever have one of those days where nothing goes your way? Well today is one of them. Any static action within the next 10 minutes (60 rds) fails. See 05-75 below.
- 05—75 FAILURE:** Your inner tension doesn't allow you to relax. You may try again in two hours.
- 76—90 PARTIAL SUCCESS:** You struggle to enter into the meditative state. You only accomplish 50% of your action. Try again in one hour.
- 91—110 NEAR SUCCESS:** Nerves are still tense. 75% of desire action was accomplished. Try again in 10 minutes.
- 111—175 SUCCESS:** You slide into your meditative state with no problem. Add +10 to any action while in this state: **NOTE to GM:** Bonus only good for those actions which may be done while in a meditative state.
- 176 up ABSOLUTE SUCCESS:** So easy. You have no inner conflicts. Mental peace is your reward. Add +30 to all actions while within this state and +5 to all other actions for 1 day. **NOTE to GM:** +30 bonus only good for those actions which may be done while in the meditative state.

SPECIAL MODS

varies due to situation: +30 for calm and sedate settings, etc.
-70 for on going battle & melee combat, etc.

Each situation and use of the meditative skills needs to be evaluate on an individual bases and assigned a bonus (+/-) accordingly. (e.g., Total exhaustion would be +30 for sleep and -50 for all other meditative variations.)

SENSE ASSASSINATION/AMBUSH —
SENSE REALITY WARP

- 26 down BLUNDER:** Spectacular Failure: Internal burnout of ability to sense for 1d10 days. A mental numbness leaves you at -70 for 1 day.
- 25—04 ABSOLUTE FAILURE:** You have lost the ability to focus your mind and cannot sense a thing. Any actions you take within the next 10 minutes (60 rounds) will fail. See 05-75 below.
- 05—75 FAILURE:** Your confidence has been shaken. It is unnerving to suddenly "feeling blind". It takes 1d10 days to regain confidence that your sensing ability is still there.
- 76—90 PARTIAL SUCCESS:** Something is sensed but you are unsure just what it was. Try again. (**Note to GM:** It may not be possible to sense it again, so just leave them wondering. Otherwise they get the +30 for concentrating on one task.)
- 91—110 NEAR SUCCESS:** There is was. You thought you notice something try again and add +50. If the moment has come and gone, they notice nothing.
- 111—175 SUCCESS:** You have done it. If it is still applicable, you have made a successful skill roll.
- 176 up ABSOLUTE SUCCESS:** You amaze even yourself. This seems like child's play. Add +50 to sensing ability for 1d10 days. (**NOTE:** Bonus may never exceed +50).

SPECIAL MODS

Sense Assassination/Ambush

+30 to -70
Based on difficulty of act
and how well assassins
have set up the act.

Sense Realty Warp

Within 10' +30
11'—30' +20
31'—100' +10
101'—300' +00
301'—500' -10
501'—1000' -20
1001'—3000' -30
3001'—5000' -50
5001'+ -70
+1/vl of warp

CHANGELING

NOTE: To be used in conjunction with the Changeling spell.

- 26 down BLUNDER:** Spectacular Failure: Your attempt to change your target has backfired. Roll twice on spell failure attack chart. You are also stunned 20 rds. You will not attempt this spell again for 1d10 due to loss of confidence.
- 25—04 ABSOLUTE FAILURE:** Slip of mental control. Your target is disoriented (Hard orientation). You are stunned 10 rds. Roll once on the spell failure attack chart. Any other action in next 10 mins (60 rds) will fail. See 05-75 below.
- 05—75 FAILURE:** You have failed. It will take 1 day for you to figure out what went wrong and you get your confidence back to try this again.
- 76—90 PARTIAL SUCCESS:** Only got 50% of the change you were opting for. Better luck next time.
- 91—110 NEAR SUCCESS:** So close, you can taste success. With a little more practice you might get the right combination. However, you only managed to get 75% of the change.
- 111—175 SUCCESS:** BAM! Will your target be surprised. The change was just as you planned. Good job!
- 176 up ABSOLUTE SUCCESS:** The flow of energy was incredible. Not only did you achieve a successful change, you outdid yourself. You have the option of increasing the change by 50%

SPECIAL MODS

	Skill Bonus	Stat Bonus	Resistance Bonus	Changeling Type
Routine	+30	-10	-5	TYPE A
Easy	+20	-5		TYPE B
Light	+10	+0	+0	TYPE C
Medium	+00	+5		TYPE C
Hard	-10	+10	+5	TYPE D
Very Hard	-20	+15		TYPE D
Ext. Hard	-30	+20	+10	TYPE D
Sheer Folly	-50	+25		TYPE E
Absurd	-70	+30	+15	TYPE E

NOTE: Skill bonus, stat bonus, resistance bonus are the proposed or desired change to a skill, stat, or resistance of the target.

LOCATE SECRET OPENING

- 26 down BLUNDER: Spectacular Failure: No matter how hard you try you don't seem able to find it even if shown where it is. Condition for this opening last for 1d10 days.
- 25—04 ABSOLUTE FAILURE: Nothing seems to be there. Any static action you attempt in next 10 minutes (60 rnds) will fail. See 05-75 below.
- 05—75 FAILURE: You have failed to find anything. Try again in 24 hours.
- 76—90 PARTIAL SUCCESS: You have found what you believe has the possibilities of being a secret opening. Try again in 3 rounds. NOTE to GM: Remember to actually find a secret opening, one must exist.
- 91—110 NEAR SUCCESS: You have spied the outlines of a possible opening. Try again immediately with a +30. NOTE to GM: Remember to actually find a secret opening, one must exist.
- 111—175 SUCCESS: If the secret opening is there you have found it. Way to go.
- 176 up ABSOLUTE SUCCESS: If the secret opening exists, you have not only found it, you also have spotted the opening mechanism if the secret opening can be opened from this side.

SPECIAL MODS

- Varies due to the size of opening be hidden. +30 to -70
- Lighting conditions. +30 to -70
- Concealment. +30 to -70

SANITY HEALING LORE

- 26 down BLUNDER: Spectacular Failure: Your patient nearly dies and suffers a complete relapse due to your incompetence. Future attempts to cure your patient are at -70. You contemplate retirement for 10 days before trying this skill once again.
- 25—04 ABSOLUTE FAILURE: You have convinced yourself that your patience has been healed. All future attempts to cure him are at -35. See 05-75 below.
- 05—75 FAILURE: Your failure to communicate with your patient has left you unable to cure him. You may attempt again tomorrow.
- 76—90 PARTIAL SUCCESS: You have achieved a minor breakthrough.

MIMERY

- 26 down BLUNDER: Spectacular Failure: While performing, your mind went blank and forgot to return. Your memory will return gradually over the next 10 days. Perhaps you should chose a new profession.
- 25—04 ABSOLUTE FAILURE: Your mental and manual dex are out of sync. All your actions for the next 6 days are at -50 as your system readjust. See 05-75 below.
- 05—75 FAILURE: You failed. Your miming was terrible. It will take you 24 hours to recovery your esteem and summons up the courage to try this skill again.
- 76—90 PARTIAL SUCCESS: You have the moves down independently. Now all you have to do is put them together as 1 act. Try again in 1 hour.
- 91—110 NEAR SUCCESS: You near the completion of the act. Fine tuning is all that you lack. Try again with a +30.
- 111—175 SUCCESS: You have it!!!! An act fit for a King.
- 176 up ABSOLUTE SUCCESS: You have surpassed yourself and anytime you try this mime routine you automatically succeed.

SPECIAL MODS

- Simple to Complex concepts +30/-70
- With props +15

SPACIAL LOCATION AWARENESS

- 26 down BLUNDER: Spectacular Failure: Your mind refuses to accept the concept that their is a world outside of your body. You are at -90 due to blindness which will last 10 days.
- 25—04 ABSOLUTE FAILURE: You have lost the ability to focus your mind and cannot use SLA. Any actions you take within the next 10 minutes (60 rounds) will fail. See 05-75 below.
- 05—75 FAILURE: Your sixth sense fails to work properly. You don't get any patterns of recognition and are effectively blind unless you can open your eyes and reorientate. Try again in 1 day.
- 76—90 PARTIAL SUCCESS: You have partial control over your SLA skill. However, your range is extremely limited and will not extend any further than SLA Skill Level/5.
- 91—110 NEAR SUCCESS: Your control of SLA is near complete. Try again and add +30.
- 111—175 SUCCESS: You have done it. You have full range of your sixth sense.
- 176 up ABSOLUTE SUCCESS: You have tap a hidden inner reserve and your SLA effective range has been doubled.

SPECIAL MODS — Reins Effectively Blind -90

11.3 SIMILAR SKILLS TABLE

NOTE: This table gives the "degree of similarity" between skills within a category and between certain other skills. See Section 4.1 for a complete explanation.

SIMILARITY FOR SKILLS NOT IN THE SAME CATEGORY

The following is a partial composite listing of similar skills between major skill areas. There is not enough room in RMC2 to attempt to give a full and complete similar skill bonus for every situation. We have attempted to give you examples for those situations which we believe will occur frequently during the course of game play. Feel free to add, delete, modify or expand this listing as dictated by any given situation.

Notation → One way similarity. Having first skill gives you second skill at listed fraction or bonus.

Notation ↔ Two way similarity. Having either skill gives you the other at listed fraction or bonus.

Aerobatics	↔	Diving	1/4
Advertising	↔	Propaganda	1/2
Alchemy	↔	Cookery	1/8
Alchemy	↔	Poison Perception	1/4
Animal Healing	↔	Animal Handling	1/8
Anthropology	→	All Evaluation for specific culture	1/8
Anthropology	→	Language for specific culture spoken	1/4
Anthropology	→	Language for specific culture written	1/2
Anthropology	↔	Magic Rituals (Both for specific culture)	1/8
Anthropology	↔	Region Lore for region where specific culture is located	1/4
Architecture	→	Locate Secret Opening	1/4
Astronomy	↔	Divination (Only using stars, planets, etc.) No other method usable	1/8
Astronomy	→	Time Sense	1/8
Athletic Games	→	Jumping	1/4
Athletic Games	→	Pole Vaulting	1/8
Beastmastery	→	Languages (for that animal type)	1/4
Beastmastery	↔	Control Lycanthropy (for that animal type)	1/4
Beastmastery	→	Attunement (for that animal type spirit)	1/2
Beastmastery	→	Magic Rituals (involving that animal type)	1/4
Beastmastery	→	Magic Rituals (involving animals)	1/8
Beastmastery	→	Read Tracks (for that animal type)	1/4
Beastmastery	→	Diplomacy (for that animal type)	1/4
Beastmastery	→	Leadership (for that animal type)	1/4
Biochemistry	↔	Use/Remove Poison	1/8
Biochemistry	↔	Horticulture	1/8
Biochemistry	↔	Poison Perception	1/4
Boat Pilot	↔	Rowing	1/2
Boat Pilot	↔	Sailing	1/2
Climbing	↔	Grappling Hook	1/4
Demon/Devil Lore	↔	Language of Demon Planes	1/8
Demon/Devil Lore	↔	Region Lore for Demon Planes	1/8
Demon/Devil Lore	→	Hostile Environment for Demon Planes	1/8
Diving	→	Tumbling	1/8
Dragon Lore	↔	Animal Handling (Dragons)	1/8
Dragon Lore	↔	Animal Training (Dragons)	1/8
Dragon Lore	→	Diplomacy (Dragons)	1/8
Engineering	→	Locate Secret Opening	1/8
Engineering	→	Trap Building	1/4
Engineering	→	Disarm/Set Traps	1/8

Table 11.3 is continued on page 112.

Fauna Lore	↔	Region Lore for that region	1/4
Flora Lore	↔	Horticulture	1/2
Flora Lore	↔	Region Lore for that region	1/4
Flying/Gliding	→	Fletching	1/8
Flying/Gliding	↔	Acrobatics	1/2
Flying/Gliding	→	General Perception (Balance)	3/4
Flying/Gliding	→	General Perception (Body)	1/2
Grappling Hook	→	Rope Mastery	1/4
Heraldry	→	Mnemonics	1/8
Herb Lore	↔	Region Lore for specific region	1/8
Lancing	↔	Riding	1/2
Lock Lore	↔	Pick Locks	1/2
Lock Lore	↔	Disarm/Set Traps	1/8
Mechanition	↔	Gimmickry	1/4
Mechanition	↔	Trap Building	1/4
Metal Lore	↔	All Evaluations if item made out of metal	1/4
Mining	→	Direction Sense	1/8
Mining	↔	Caving	1/2
Music	↔	Play Instruments	1/4
Navigation	→	Direction Sense	1/8
Phil/Relig Doc	↔	Magic Rituals for specific Phil/Relig Doc	1/8
Poison Lore	↔	Use/Remove Poison	1/2
Poison Lore	→	Poison Perception	1/4
Racial History	→	Language of that race	1/4
Riding	→	Lancing	1/8
Rope Mastery	→	Grappling Hook	3/4
Siege Engineer	↔	Missile Artillery	1/8
Star-gazing	↔	Divination only using stars, planets, etc No other method usable	1/8
Star-gazing	→	Direction Sense	3/4
Star-gazing	→	Time Sense	1/8
Stone Lore	↔	Stone Evaluation	1/2
Stone Lore	↔	Stone Crafts	1/8
Swimming	↔	Hostile Environments (Underwater)	1/2
Tactics	↔	Tactical Games	3/4
Trading	↔	Trading Lore	1/4
Trading Lore	→	All Evaluations	1/4
Trading Lore	→	Lie Perception	1/4
Trading Lore	→	Duping	1/4
Xeno-Lore	↔	Hostile Environment for particular Xeno-type skills	1/8

11.3 SIMILAR SKILLS TABLE

SIMILARITY FOR SKILLS IN THE SAME CATEGORY

ATHLETIC SKILLS

Base Skill	Similar Skill														
	Ath	BDv	Cmb	Dan	DfR	Div	Fly	Rpl	Row	Sal	Skt	Ski	Srt	Srf	Swm
ATHLETIC GAMES (Ath)	xxx	1/8	—	1/4	—	—	—	—	—	—	—	—	1/4	—	—
BODY DEVELOPMENT (BDv)	—	xxx	—	1/2	—	—	—	—	1/8	—	—	—	1/8	—	—
CLIMBING (Cmb)	—	1/8	xxx	—	—	—	—	1/4	—	—	—	—	—	—	—
DANCE (Dan)	—	—	—	xxx	—	—	1/2	—	—	—	1/4	—	—	1/4	—
DISTANCE RUNNING (DR)	1/4	1/2	—	—	xxx	—	—	—	—	—	—	—	1/2	—	1/4
DIVING (Div)	—	—	—	—	—	xxx	1/4	—	—	—	—	—	—	—	—
FLYING/GLIDING (Fly)	—	1/8	—	—	1/8	—	xxx	1/8	—	—	—	1/8	—	—	—
RAPELLING (Rpl)	—	—	—	—	—	—	1/8	xxx	—	—	—	—	—	—	—
ROWING (Row)	1/8	1/2	1/4	—	—	—	—	—	xxx	1/8	—	—	—	—	1/4
SAILING (Sal)	—	—	—	—	—	—	—	—	1/4	xxx	—	—	—	—	—
SKATING (Skt)	1/4	1/8	—	1/4	—	—	—	—	—	—	xxx	—	—	—	—
SKIING (Ski)	1/8	1/8	—	—	—	—	—	—	—	—	—	xxx	—	1/4	—
SPRINTING (Srt)	1/4	1/4	—	—	1/2	—	—	—	—	—	—	1/8	xxx	—	—
SURFING (Srf)	—	1/8	—	—	—	—	—	1/8	—	—	—	—	1/2	xxx	1/4
SWIMMING (Swm)	1/4	1/2	—	—	1/2	1/4	—	—	—	—	—	—	1/4	—	xxx

GYMNASTIC SKILLS

Base Skill	Similar Skill							
	Acr	Crt	Jug	Jump	Pvt	Stw	Trw	Tmb
ACROBATICS (Acr)	xxx	1/4	—	1/4	—	—	—	1/4
CONTORTIONS (Crt)	—	xxx	—	—	—	—	—	—
JUGGLING (Jug)	—	—	xxx	—	—	—	—	—
JUMPING (Jump)	1/4	—	—	xxx	—	—	—	1/4
POLEVAULTING (Pvt)	—	—	—	—	xxx	1/8	—	1/8
STILTWALKING (Stw)	—	—	—	—	1/8	xxx	1/4	1/8
TIGHTROPE (Trw)	—	—	—	—	—	1/4	xxx	—
TUMBLING (Tmb)	1/4	—	—	—	—	—	—	xxx

DEADLY SKILLS

Base Skill	Similar Skill		
	Amb	Sik	URP
AMBUSH (Amb)	xxx	1/4	—
SILENT KILL (Sik)	1/4	xxx	—
USE/REMOVE POISON (URP)	—	—	xxx

ANIMAL SKILLS

Base Skill	Similar Skill						
	AHd	ATn	Bmr	Drv	Hrd	Lod	Rid
ANIMAL HANDLING (AHd)	xxx	1/2	1/4	1/2	1/2	—	1/4
ANIMAL TRAINING (ATn)	1/2	xxx	1/2	1/4	1/4	—	—
BEASTMASTERY (Bmr)	3/4	1/2	xxx	—	1/8	—	—
DRIVING (Drv)	1/2	—	—	xxx	1/2	1/2	1/4
HERDING (Hrd)	1/2	—	1/4	—	xxx	—	—
LOADING (Lod)	1/4	—	—	1/4	1/4	xxx	—
RIDING (Rid)	1/4	—	1/4	1/2	—	1/2	xxx

EVALUATION SKILLS

Base Skill	Similar Skill				
	Apr	AEv	MEv	SEv	WEv
APPRAISAL (Apr)	xxx	1/4	1/4	1/4	1/8
ARMOR EVALUATION (AEv)	—	xxx	1/4	—	1/4
METAL EVALUATION (MEv)	1/4	1/4	xxx	—	1/4
STONE EVALUATION (SEv)	1/4	—	—	xxx	—
WEAPON EVALUATION (WEv)	—	1/4	1/4	—	xxx

SOCIAL SKILLS

Base Skill	Similar Skill					
	Dpm	Dup	Gmb	Igt	Ldr	Sed
DIPLOMACY (Dpm)	xxx	—	—	—	1/4	1/4
DUPING (Dup)	—	xxx	—	1/4	—	1/4
GAMBLING (Gmb)	—	—	xxx	—	—	—
INTERROGATION (Igt)	—	1/4	—	xxx	—	1/8
LEADERSHIP (Ldr)	—	1/4	—	—	xxx	1/4
SEDUCTION (Sed)	1/2	1/4	—	1/4	—	xxx

SURVIVAL SKILLS

Base Skill	Similar Skill					
	Cav	Frg	HEn	RgL	Scr	Stw
CAVING (Cav)	xxx	—	—	—	—	—
FORAGING (Frg)	—	xxx	—	—	1/8	—
HOSTILE ENVIR. (HEn)	—	—	xxx	—	—	—
REGION LORE (RgL)	—	1/4	—	xxx	1/8	—
SCROUNGING (Scr)	—	1/2	—	1/2	xxx	3/4
STREETWISE (Stw)	—	—	—	1/4	1/2	xxx

11.4 LORE TABLE

This table is for determining the extent of a character's knowledge on a particular subject. Each skill level equates to a Knowledge Tier, and each Knowledge Tier covers the subject matter to a particular depth. The higher the Tier, the greater the character's knowledge on that particular subject. The individual GM must decide which facets of the subject are learned on which Tier, dependent on his particular world scheme and character development. Competency in a given Lore is usually to be attained at a Knowledge Tier of 6 or 7.

Tier	Knowledge
1	Allows basic recognition of the general type of the subject.
2	Allows basic recognition of the specific type of the subject.
3	The scholar may recall knowledge of the major points (sketchy outline) on the subject.
4	The scholar remembers all major points pertaining to the subject.
5	Allows the scholar knowledge of basic details on the subject.
6	The scholar recalls full technical summary on the subject.
7	The scholar understands full technical summary on the subject.
8	Scholar may begin to form basic inferences about subject, and recognize and cross-reference to similar subjects.
9	Allows the scholar to form multiple inferences and create accurate analogies to the subject. The scholar also has technical knowledge on similar subjects.
10	Scholar has obscure knowledge pertaining to the subject.
11+	As 10 above, unless the GM's world system calls for even more obscure information or variants on the subject. We recommend that the skill level/Knowledge Tiers from 11-20 be reserved for those who wish to learn in depth knowledge on a particular individual/object within a subject.

KNOWLEDGE CONDITION	MODIFIER
1. Character knows a related subject	Knowledge Tier x 1/2
2. Character has writings but no teacher	Dev. Cost x 1.5
3. Character has teacher but no writings	Dev. Cost x 1.5
4. Character has no teacher or writings	Dev. Cost x 2

11.5 COMPOSITE SKILL LISTING TABLE

NAME	ABRV	Stat(s)	Type of Action	Pri	Sec	New	Intra-Skill Similarity (see 4.5)	
							Bonus	Breakdown
Acrobatics	Acro	AG/QU	MM	—	Y	—		
Acting	Act	PR/EM	SA	—	Y	—	1/2	Each specific type of government
Administration	Admin	RE/PR	SA	—	Y	—		
Adrenal Defense	ADef	none	SP/DB	Y	—	—		
Adrenal Move	AMov	varies	MM/SA	Y	—	—		
Balance	Bal	PR/SD	MM	Y	—	—		
Landing	Lan	PR/SD	MM	Y	—	—		
Leaping	Lea	PR/SD	MM	Y	—	—		
Quick Draw	QD	PR/SD	MM	—	Y	Y	1/2	Each specific type of weapon
Speed	Spd	PR/SD	SA	—	Y	—		
Strength	Str	PR/SD	SA	—	Y	—		
Advanced Math	AMath	RE/ME	SA	—	Y	Y	1/2	Each specific dimension (See Note 1)
Advertising	Adv	IN/RE	SA	—	Y	Y	1/2	Each specific advertising medium
Alchemy (Chemistry)	Aclmy	RE/ME	SA	—	Y	—	1/2	Tech level/each specific dimension (See Note 1)
Ambush	Amb	none	SP	Y	—	—		
Animal Handling	AnimHd	EM/PR	SA	—	Y	Y	1/2	Each specific type of animal
Animal Healing	AnimH	EM/RE	SA	—	Y	—		
Animal Training	AnimT	EM/PR	SA	—	Y	—	1/2	Each specific animal
Anthropology	Ant	IN/EM	SA	—	Y	Y	1/2	Each specific race
Appraisal	Appr	RE/ME	SA	—	Y	—	1/2	Each specific culture
Architecture	Arch	RE/ME	SA	—	Y	Y	1/2-1/4	Tech level/each specific dimension (See Note 1)
Armor Evaluation	ArmEv	IN/RE	SA	—	Y	Y	1/2	Each specific armor type
Astronomy	Ast	ME/RE	SA	—	Y	Y	1/2	Each specific dimension (See Note 1)
Athletic Games	AthG	ST/AG/QU	MM	—	Y	—	1/2	Each specific game
Attunement	Attrn	EM/IN	SA	Y	—	—		
Basic Mathematics	BMath	RE/ME	SA	—	Y	—	1/2	Each specific dimension (See Note 1)
Beast Mastery	BM	EM/PR	SA	—	Y	Y	1/2-1/4	Each specific animal
Begging	Beg	PR/EM	SA	—	Y	Y		
Biochemistry	BChem	IN/RE	SA	—	Y	Y	1/2	Tech level/each specific dimension (See Note 1)
Boat Pilot	BPI	ME/AG	SA	—	Y	Y	1/2	Each specific water course
Body Damage Stabilize	BDS	SD/EM	SA	—	Y	Y		
Body Development	BDev	CO	SP	Y	—	—		
Brawling	Brwl	RE/IN	MM	—	Y	Y		
Bribery	Brib	PR/RE	SA	—	Y	Y	1/2	Each specific area
Camouflage	Camfl	RE/IN	SA	—	Y	Y		
Caving	Cave	SD/RE	SA	—	Y	—		
Channeling	Chan	IN	SP	Y	—	—		
Circle Lore	CirLr	ME/RE	SA	—	Y	Y		
Climbing	Clmb	AG	MM	Y	—	—		
Contortions	Cont	AG/SD	MM	—	Y	—		
Control Lycanthropy	Ctrlc	SD	SA	—	Y	Y	1/2	Each specific type of lycanthropy
Cookery	Cook	RE/AG	SA	—	Y	—	1/2	Each specific cookery skill
Crafting	Craf	AG/SD	SA	—	Y	—	1/2	Each specific craft
Dance	Dance	AG/IN	MM	—	Y	—	1/2	Each specific dance type
Demon/Devil Lore	DemLr	ME/RE	SA	—	Y	Y	1/2	Each specific demon/devil type
Detect Traps	DtTrp	IN	SA	—	Y	Y		
Diagnostics	Dign	IN/RE	SA	—	Y	Y	1/2	Each specific race
Diplomacy	Dipl	PR/IN	SA	—	Y	—	1/2	Each specific government/culture
Directed Spells	DSP	AG	MM/OB	Y	—	—	1/2	Each specific bolt spell
Direction Sense	DSens	IN/RE	SA	—	Y	Y		
Disarm Foe, Armed	DFoeA	AG	MM	—	Y	Y	1/2	Each major weapon category
Disarm Foe, Unarmed	DFoeU	AG	MM	—	Y	Y	1/2	Each major weapon category
Disarm Trap	DTrap	IN/AG	SA	—	Y	—		
Disguise	Disgu	PR/SD	SA	—	Y	Y		
Distance Running	DistR	CO	MM	—	Y	Y		
Divination	Divin	IN/EM	SA	—	Y	Y	1/2	Each specific divination method
Diving	Div	SD/AG	MM	—	Y	—		
Dowsing	Dows	EM	SA	—	Y	Y		
Drafting	Draf	RE/ME	SA	—	Y	Y		
Dragon Lore	DrgLr	ME/RE	SA	—	Y	Y	1/2	Each specific dragon type
Driving	Drive	AG/QU	MM	—	Y	Y	1/2	Each specific type of vehicle

11.5 COMPOSITE SKILL LISTING TABLE

NAME	ABRV	Stat(s)	Type of Action	Intra-Skill Similarity (see 4.5)			Bonus	Breakdown
				Pri	Sec	New		
Drug Tolerance	DrTl	CO/SD	SA	—	Y	Y	1/2-1/4	Each specific type of drug
Duping	Dup	PR	SA	—	Y	Y		
Engineering	Eng	RE/ME	SA	—	Y	Y	1/2-1/4	Tech level/each specific dimension (See Note 1)
Faerie Lore	FayLr	ME/RE	SA	—	Y	Y	1/2	Each specific faerie type
Falsification	Fals	SD/RE	SA	—	Y	—	1/2	Each specific falsification type
Fauna Lore	FauLr	ME/RE	SA	—	Y	Y	1/2	Each specific region/climate
First Aid	FAid	SD/EM	SA	—	Y	—	1/2	Each specific racial type
Fletching	Flet	AG/SD	SA	—	Y	—		
Flora Lore	FlrLr	ME/RE	SA	—	Y	Y	1/2	Each specific region/climate
Flying/Gliding	Fly	AG	MM	—	Y	Y	1/2-1/4	Each specific form
Foraging	Forag	IN/ME	SA	—	Y	—	1/2	Each specific region/climate
Frenzy	Fren	EM/SD	SA	—	Y	—		
Gambling	Gamb	ME/PR	SA	—	Y	—	1/2	Each specific form of gambling
General Perception	GPerc	IN/IN/RE	SA	Y	—	—	1/2	Each specific form of perception
Gimmickry	Gimm	IN/RE	SA	—	Y	Y		
Grappling Hook	GHook	AG	MM	—	Y	—		
Heraldry	Hld	ME/RE	SA	—	Y	Y	1/2	Each specific culture
Herb Lore	HerLr	ME/RE	SA	—	Y	Y	1/2	Each specific region/climate
Herding	Herd	EM/PR	SA	—	Y	—		
Hide Item	HItem	RE/IN	SA	—	Y	Y		
Horticulture	Hort	RE/EM	SA	—	Y	Y	1/2	Each specific form of horticulture
Hostile Environments	HosEv	AG/SD	SP	—	Y	Y	1/2-1/4	Each specific type of environment
Hypnosis	Hypn	PR/SD	SA	—	Y	Y		
Iai	Iai	QU/AG	MM	—	Y	Y		
Interrogation	Intg	RE/AG	SA	—	Y	Y		
Juggling	Jugg	AG/IN	MM	—	Y	Y		
Jumping	Jump	ST/AG	MM	—	Y	Y		
Lancing	Lanc	ST/AG	MM	—	Y	Y		
Leadership	Lead	PR/RE	SA	—	Y	—		
Leather Working	LWork	AG/RE	SA	—	Y	—	1/2	Each specific leather craft
Lie Perception	LPerc	IN/RE	SA	—	Y	Y		
Linguistics	LI	none	SA	Y	—	—	1/2-1/4	Each specific language
Lip Reading	LipR	IN/RE	SA	—	Y	Y		
Loading	Load	EM/RE	SA	—	Y	Y	1/2	Each specific animal type
Locate Secret Opening	LSO	IN/RE	SA	—	Y	Y		
Lock Lore	LckLr	ME/RE	SA	—	Y	Y	1/2	Tech level/each specific dimension (See Note 1)
Magical Language	MLl	none	SA	—	Y	Y	NONE	Each specific magical language
Magical Ritual	MRitl	RE/ME	SA	—	Y	Y	1/2-1/4	Each specific magical ritual area
Maneuvering in Armor	MIA	AG	MM	Y	—	—	1/2	Each specific armor category
M.A. Strikes	MAst	ST/ST/AG	MM/OB	Y	—	—	1/2	Each specific Martial Art form & rank
M.A. Sweeps & Throws	MAsw	AG/AG/ST	MM/OB	Y	—	—	1/2	Each specific Martial Art form & rank
Mapping	Map	RE/ME	SA	—	Y	Y		
Mechanition	Mech	RE/AG	SA	—	Y	Y	1/2-1/4	Tech level/each specific machine type
Meditation	Med	PR/SD	varies	—	Y	—	1/2	Each specific meditation type
Cleansing	MedCl	SD/EM	SA	—	Y	Y		
Death	MedD	SD/PR	SA	—	Y	Y		
Healing	MedH	SD/EM	SA	—	Y	Y		
Ki	MedKi	SD/PR	SA	—	Y	Y		
Sleep	MedSl	SD/IN	SA	—	Y	Y		
Trance	MedTr	PR/SD	SA	—	Y	Y		
Metal Evaluation	MetEv	IN/RE	SA	—	Y	Y	1/2	Each specific culture
Metal Lore	MetLr	ME/RE	SA	—	Y	Y	1/2	Each specific culture
Midwifery	Midwif	EM/ME/IN	SA	—	Y	Y	1/2	Each specific racial type
Military Organization	MltOg	PR/RE	SA	—	Y	Y	1/2	Each specific military organization
Mimicry	Mimc	IN/SD	SA	—	Y	Y		
Mimery	Mimr	AG/SD	SA	—	Y	Y		
Mining	Mine	RE/IN	SA	—	Y	Y	1/2	Each specific mining type
Missile Artillery	MsAtt	IN/AG	MM/OB	—	Y	Y	1/3	Each specific artillery type
Mnemonics	Mnem	ME/SD	SA	—	Y	Y		
Music	Music	AG/EM	SA	—	Y	—		

11.5 COMPOSITE SKILL LISTING TABLE

NAME	ABRV	Stat(s)	Type of Action	Pri	Sec	New	Intra-Skill Similarity (see 4.5)	
							Bonus	Breakdown
Navigation	Nav	RE/IN	SA	—	Y	—	1/2	Each specific area
Painting	Paint	IN/AG	SA	—	Y	Y	1/2-1/4	Each specific knowledge area/school of thought
Phil./Relig. Doctrine	PhRD	ME/RE	SA	—	Y	Y	1/2	Tech level/ Each specific dimension (See Note 1)
Physics	Phys	RE/ME	SA	—	Y	Y		
Picking Locks	PLock	IN/RE/AG	SA	Y	—	—		
Pick Pockets	PPckt	AG/IN	SA	—	Y	Y		
Planetology	Plnt	RE/EM	SA	—	Y	Y	1/2-1/4	Each specific planet
Play Instruments	Plnst	AG/ME	SA	—	Y	Y	1/2	Each major instrument category
Poetic Improvisation	Poet	IN/RE	SA	—	Y	Y		
Poison Lore	PsnLr	ME/RE	SA	—	Y	Y	1/2-1/4	Each specific region/climate and culture
Poison Perception	PPerc	IN/RE	SA	—	Y	Y		
Pole Vaulting	PVlt	ST/AG	MM	—	Y	Y		
Power Perception	PwrPc	EM	SA	—	Y	Y		
Power Pt. Development	PPD	varies	SP	—	Y	Y		
Power Projection	PwrPj	varies	MM	—	Y	Y		
Propaganda	Prop	IN/EM	SA	—	Y	Y		
Public Speaking	PSp	EM/PR	SA	—	Y	—		
Racial History	RacH	ME/RE	SA	—	Y	Y	1/2-1/4	Each specific race
Rappelling	Rapl	AG	MM	—	Y	Y		
Read Tracks	RdTck	IN/RE	SA	—	Y	Y	1/2	Each specific region lore
Region Lore	RegLr	RE/ME	SA	—	Y	Y	1/2	Each specific area
Reverse Stroke	RevSk	AG/RE	MM	—	Y	Y		
Riding	Ride	EM/AG	MM	Y	—	—	1/2	Each specific animal type
Rope Mastery	RMas	ME/AG	MM/SA	—	Y	—		
Rowing	Row	ST/SD	MM	—	Y	—		
Runes	Rune	EM/IN	SA	Y	—	—		
Sailing	Sail	AG/IN	MM	—	Y	—		
Sanity Healing Lore	SHLr	ME/EM	SA	—	Y	Y	1/2	Tech level/each specific race
Sculpting	Scpt	IN/AG	SA	—	Y	Y		
Scrounge	Scrng	IN/RE	SA	—	Y	Y	1/2	Each specific urban area
Second Aid	SAid	SD/EM/IN	SA	—	Y	Y	1/2	Each specific racial type
Seduction	Sed	EM/PR	SA	—	Y	—		
Siege Engineer	SEng	RE/IN	SA	—	Y	Y	1/2-1/4	Each style of fortification
Sense Ambush/Assassin	SAMBA	IN/RE	SA	—	Y	Y		
Sense Reality Warp	SRW	IN/EM	SA	—	Y	Y		
Set Traps	SetTr	RE/AG	SA	—	Y	Y		
Signaling	Sig	ME/SD	SA	—	Y	—		
Singing	Sing	PR/IN	SA	—	Y	—		
Silent Kill	SKill	AG/IN	MM	—	Y	Y		
Skating	Skate	AG/SD	MM	—	Y	Y		
Skiing	Ski	AG/SD	MM	—	Y	—		
Skinning	Skin	AG/IN	SA	—	Y	Y		
Smithing	Smith	ST/AG	SA	—	Y	—	1/2	Each specific smithing craft
Spacial Locat. Aware.	SLA	IN	SA	—	Y	Y		
Spell List Acquisition	SLAqu	none	SP	Y	—	—	NONE	Each specific spell list
Spell Mastery	SpMas	varies	SA	—	Y	—	1/2	Each specific spell
Sprinting	Sprt	QU	MM	—	Y	Y		
Stalk & Hiding	S&H	AG/SD	MM/SA	Y	—	—		
Star Gazing	Star	ME/IN	SA	—	Y	—	1/2	Each specific hemisphere
Stilt Walking	SWalk	ST/AG	MM	—	Y	Y		
Stone Crafts	Stone	SD/AG	SA	—	Y	—	1/2	Each specific stone craft
Stone Evaluation	StnEv	IN/RE	SA	—	Y	Y	1/2	Each specific culture
Stone Lore	StnLr	ME/RE	SA	—	Y	Y	1/2	Each specific culture
Streetwise	SWise	PR/IN	SA	—	Y	Y	1/2	Each specific city
Stunned Maneuvering	Stun	SD	MM	—	Y	Y		
Subdug	Subd	AG/QU	MM	—	Y	—	1/2	Each specific racial type
Surfing	Surf	AG/SD	MM	—	Y	Y		
Surgery	Surg	SD/EM/IN	SA	—	Y	Y	1/2-1/4	Each specific racial type
Surveillance	Surv	IN/SD	SA	—	Y	Y		

11.5 COMPOSITE SKILL LISTING TABLE

NAME	ABRV	Stat(s)	Type of Action	Pri	Sec	New	Intra-Skill Similarity (see 4.5)	
							Bonus	Breakdown
Swimming	Swim	AG	MM	Y	—	—		
Symbol Lore	SymLr	ME/RE	SA	—	Y	Y	1/2	Each specific gaming type
Tactical Games	TGame	RE/ME	SA	—	Y	Y	1/2-1/4	Each specific tactical type
Tactics	Tact	IN/RE	SA	—	Y	—		
Tale Telling	Tale	PR/ME	SA	—	Y	Y		
Targeting Skill	Target	IN/AG	SA	—	Y	Y		
Tightrope Walking	TWalk	AG/SD	MM	—	Y	Y		
Time Sense	TmSen	IN/ME	SA	—	Y	Y		
Tracking	Track	IN/RE	SA	—	Y	—		
Trading	Trad	RE/EM	SA	—	Y	—		
Trading Lore	TrdLr	ME/RE	SA	—	Y	Y	1/2	Each specific area
Transcend Armor	TrArm	varies	SA	—	Y	Y		
Trap-Building	TrapB	RE/EM	SA	—	Y	Y		
Trickery	Trick	PR/QU	MM	—	Y	—		
Tumbling	Tumb	AG/SD	MM	—	Y	—		
Tumbling Attack	TumbA	AG/ST	MM	—	Y	Y		
Tumbling Evasion	TumbE	AG/QU	MM	—	Y	YY		
Two-Weapon Combo	TWC	ST	MM/OB	—	Y	YY		
Use/Remove Poison	URP	AG/IN	SA	—	Y	YY		
Ventriloquism	Vent	SD/IN	SA	—	Y	YY		
Warding Lore	WrdLr	ME/RE	SA	—	Y	YY		
Weather-Watching	Wea	IN/EM	SA	—	Y	—		
Weapon Evaluation	WpnEv	IN/RE	SA	—	Y	Y	1/2	Each specific type of weapon
Weapon Skills	WpnSk	ST/ST/AG	MM/OB	Y	—	—	1/2	Each specific type of weapon
Wood Crafts	Wood	AG/EM	SA	—	Y	—	1/2	Each specific wood craft
Xeno-Lores	XenLr	varies	SA	—	Y	Y	1/2-1/4	Each specific dimension (See Note 1)
Yado	Yado	QU/AG	MM	—	Y	Y	1/2	Each specific yado form

Pri—Primary Skill Sec—Secondary Skill New—New Skill Int—Intra-skill

NOTE: Some skills have two or three stats assigned to them. The first stat is the stat used for those individuals who wish to use the basic rule and they should just ignore any stat(s) which follows. Those individuals using optional rule 13.21 Stat Bonuses From Multiple Stats (ChL & CaL) would allow several stats to be averaged and this average to be used for bonuses of actions. (e.g., stat bonus for missile weapons is AG/AG/ST. The basic rules user would only look at the first AG and pretend that the other AG and ST was not there. The optional rules user would use all three and average the total to get his stat bonus.)

SKILL DEVELOPMENT OF INTRA-SKILL AREAS

Certain skill areas have the potential of having multiple skills within the base skill. For example, Riding can be developed for Riding Horse or Riding Camel. In the Composite Skill Table, skills falling into intra-skill areas are given an "intra-skill similarity" bonus and an indication of how the skills "breakdown" within the intra-skill area.

NOTE 1: Dimension refers to those planes of existence that are based on alien life forms, styles, habits, etc. and do not conform to GM world concept.

NOTE 2: GM may determine that certain skills in his world do not get similar skill bonus. Most intra-skill similar skills fall into two main categories: Lore/Knowledge skills and Manual/Craft skills.

LORE/KNOWLEDGE SKILLS:

- Administration
- Advance Math
- Advertising
- Alchemy
- Anthropology
- Appraisal
- Architecture
- Armor Evaluation
- Astronomy
- Basic Math
- Biochemistry
- Boat Pilot
- Bribery
- Caving
- Demon/Devil Lore
- Diagnostics
- Diplomacy
- Dragon Lore
- Engineering
- Faerie Lore
- Fauna Lore
- First Aid
- Flora Lore
- Foraging
- General Perception
- Heraldry
- Herb Lore
- Linguistics
- Lock Lore
- Magical Languages
- Meditation
- Metal Evaluation
- Metal Lore
- Midwifery
- Military Organization
- Navigation
- Phil./Rel. Doctrine
- Physics
- Planetology
- Poison Lore
- Racial History
- Read Tracks
- Region Lore
- Sanity Lore Healing
- Scrounge
- Second Aid
- Spell List Acquisition
- Star Gazing
- Stone Evaluation
- Stone Lore
- Streetwise
- Tactical Games
- Tactics
- Trading Lore
- Weapon Evaluation
- Xeno Lore

MANUAL/CRAFT SKILLS:

- Administration
- A. M. Quick Draw
- Advertising
- Alchemy
- Animal Handling
- Animal Training
- Architecture
- Athletic Game
- Beast Mastery
- Biochemistry
- Bribery
- Caving
- Cookery
- Crafting
- Dance
- Diplomacy
- Directed Spells
- Disarm FoE, Armed
- Unarmed
- Divination
- Driving
- Drug Tolerance
- Engineering
- Falsification
- First Aid
- Flying/Gliding
- Foraging
- Gambling
- General Perception
- Horticulture
- Hostile Environment
- Leather Working
- Loading
- Magical Rituals
- Maneuvering In Armor
- Martial Arts
- Mechanics
- Midwifery
- Military Organization
- Mining
- Missile Artillery
- Navigation
- Play Instruments
- Riding
- Scrounge
- Second Aid
- Siege Engineering
- Smithing
- Spell List Acquisition
- Spell Mastery
- Stone Crafts
- Streetwise
- Subduing
- Surgery
- Tactical Games
- Tactics
- Weapon Skills
- Wood Crafts
- Yado

11.6 MASTER LEVEL BONUS TABLE (See ChL&CaL — Section 14.22, and Table 15.72.)

Profession	Academic Skills	Arms Law Combat	Athletic Skills	Base Spell Casting	Body Dev.	Concentration Skills	Deadly Skills	Directed Spell Skills	General Skills	Linguistic Skills	Magical Skills	Medical Skills	Outdoor Skills	Perception Skills	Social Skills	Subterfuge Skills
Barbarian	—	+3	+2	—	+2	—	—	—	—	—	—	—	+3	—	—	—
Burglar	—	+2	+3	—	—	—	—	—	—	—	—	—	+1	—	—	+3
Dancer	—	+1	+3	—	+2	—	—	—	—	—	—	—	—	—	+2	+2
Fighter	+3	—	+2	—	+3	—	+1	—	—	—	—	—	+1	—	—	—
High War. Monk	—	+3	+2	—	+2	+1	+2	—	—	—	—	—	—	+1	+1	+1
No Profession	+1	+1	+1	—	—	—	—	—	+1	+1	+1	—	+1	—	—	+2
Rogue	—	+3	+2	—	+1	—	—	—	+1	—	—	—	+1	—	—	—
Scholar	+3	—	—	—	—	+2	—	—	+1	+3	—	+1	—	—	—	—
Thief	—	+2	+2	—	—	—	+1	—	—	—	—	—	+1	+1	—	+3
Trader	+1	+1	—	—	—	—	—	—	+2	+2	—	—	+1	+1	+1	+1
Warrior Monk	—	+2	+2	—	+2	—	+1	—	—	—	—	—	+2	+1	—	—
Alchemist	+3	—	—	+1	—	—	—	—	+2	—	+3	—	—	+1	—	—
Conjurer	+2	—	—	+1	—	—	—	—	—	+2	+3	—	—	+1	—	+1
Illusionist	+2	—	—	+1	—	—	—	+1	—	—	+3	—	—	+2	—	+1
Magician	+2	—	—	+1	—	+1	—	+3	—	—	+3	—	—	+1	—	—
Runemaster	+2	—	—	+1	—	+1	—	—	—	+2	+3	—	—	+1	—	—
Lay Healer	+2	—	—	+1	—	+1	—	—	+1	—	+1	+3	—	+1	—	—
Mentalist	+1	—	—	+1	—	+3	—	+1	—	+1	+2	—	—	+1	—	—
Sage	+3	—	—	+1	—	+2	—	—	—	+3	+1	—	—	—	—	—
Seer	+2	—	—	+1	—	+2	—	—	—	—	+2	—	—	+3	—	—
Animist	—	—	—	+1	—	—	—	—	+1	+1	+1	+1	+3	+2	—	—
Cleric	+1	+1	—	+1	—	—	—	—	+2	—	+2	+1	—	+2	—	+2
Druid	—	—	—	+1	—	—	—	—	—	—	+1	+2	+3	+1	—	+2
Healer	+1	—	—	+1	+2	+2	—	—	—	—	+1	+2	—	+1	—	—
Shaman	—	—	—	+1	—	+1	—	—	+1	+1	+1	+1	+3	+1	—	+1
Astrologer	+2	—	—	+2	—	+1	—	+1	—	—	+2	—	+1	+1	—	—
Crystal Mage *	+2	—	—	+2	—	+1	—	—	—	—	+2	—	+1	+2	—	—
Mystic	+1	—	—	+2	—	+3	—	—	—	+1	+2	—	—	+1	—	—
Necromancer	+2	—	—	+2	—	—	—	+1	—	—	+2	+3	—	+1	—	—
Sorceror	+1	—	—	+2	—	+1	—	+2	—	—	+3	—	—	+1	—	—
Warlock	+1	—	—	+2	—	—	—	—	—	—	+3	—	—	+2	+1	—
Witch	+1	—	—	+2	—	—	—	—	+1	+1	+1	+1	+1	+1	—	+1
Archmage	+3	—	—	+3	—	+2	—	—	—	—	+2	—	—	—	—	—
Bard	+2	—	—	+1	—	+1	—	—	+3	+3	—	—	—	—	—	—
Beastmaster	—	+1	+1	—	+1	—	+1	—	+2	—	—	—	+2	+1	—	+1
Delver	+2	+2	—	+1	+1	—	—	—	+2	—	+1	—	—	+1	—	—
Derivish	—	+2	+1	+1	+1	—	+2	—	—	—	+1	—	—	—	+2	—
Monk	+1	+1	+2	+1	+1	—	—	—	—	—	—	+1	+1	+1	—	+1
Nightblade	—	+2	+2	+1	+1	+1	+3	—	—	—	—	—	—	—	—	—
Paladin	—	+3	+1	+1	+3	—	—	—	—	—	—	—	—	+1	+1	—
Ranger	—	+1	+1	—	—	—	+1	—	+2	—	—	—	+3	+1	—	+1
Warrior Mage	—	+2	+1	+1	+2	—	+1	—	—	—	+2	—	—	+1	—	—

* — The Crystal Mage is included for completeness, the profession description and spell lists will not be available until RMC3.

LEVEL BONUS SKILL CATEGORIES

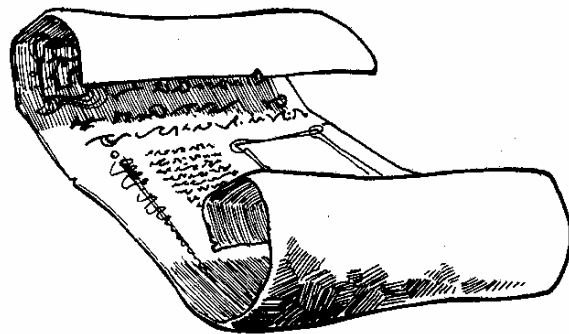
BASE SPELL CASTING		BODY DEVELOPMENT	
DIRECTED SPELL SKILLS			
ACADEMIC SKILLS:			
ADMINISTRATION	FABRIC LORE	PHIL./RELI. DOC.	
ADVANCED MATH.	FAUNA LORE	PHYSICS	
ALCHEMY	FLORA LORE	POISON LORE	
ANTHROPOLOGY	HERALDRY	RACIAL HISTORY	
ARCHITECTURE	HERB LORE	SANITY HEALING LORE	
ASTRONOMY	LOCK LORE	SIEGE ENGINEERING	
BASIC MATHEMATICS	MAPPING	STAR-GAZING	
BIOCHEMISTRY	MECHANITION	STONE LORE	
BOAT PILOT	METAL LORE	TACTICS	
DEMON/DEVIL LORE	MILITARY ORGANIZATION	TRADING LORE	
DRAFTING	MINING	WEATHER WATCHING	
DRAGON LORE	NAVIGATION	XENO LORES	
ENGINEERING	PLANETOLOGY		
ARMS/LAW/COMBAT:			
BRAWLING	MANEUVER IN ARMOR	TUMBLING, ATTACK	
DISARM FOE-ARMED	MARTIAL ARTS	TUMBLING, EVASION	
DISARM FOE-UNARMED	MISSILE ARTILLERY	TWO WEAPON COMBO	
GRAPPLING HOOK	REVERSE STROKE	WEAPON SKILLS	
IAI	STUNNED MANEUVER	YADO	
LANCING	SUBDUING		
ATHLETIC SKILLS:			
ACROBATICS	JUGGLING	SKATING	
ATHLETIC GAMES	JUMPING	SPRINTING	
CLIMBING	POLE VAULTING	STILT WALKING	
CONTORTIONS	RAPPELLING	SURFING	
DANCE	ROWING	SWIMMING	
DISTANCE RUNNING	SAILING	TIGHTROPE WALKING	
DIVING	SKATING	TUMBLING	FLYING/GLIDING
CONCENTRATION SKILLS:			
ADRENAL DEFENSE	CONTROL LYCANTHROPY	MEDITATION	
ADRENAL MOVES	DOWSING	MNEMONICS	
BODY DAMAGE STAB.	FRENZY	SLA	
DEADLY SKILLS:			
AMBUSH	SILENT KILL	USE/REMOVE POISON	
GENERAL SKILLS:			
ADVERTISING	HORTICULTURE	SKINNING	
APPRAISAL	LEATHER WORKING	SMITHING	
ARMOR EVALUATION	METAL EVALUATION	STONE CRAFTS	
COOKERY	PAINTING	STONE EVALUATION	
CRAFTING	PLAY INSTRUMENT	TACTICAL GAMES	
FLETCHING	ROPE MASTERY	WEAPON EVALUATION	
GIMMICKRY	SCULPTING	WOOD CRAFTS	
LINGUISTIC SKILLS:			
LANGUAGE	POETIC IMPROVISATION	SINGING	
LIP READING	PROPAGANDA	TALE TELLING	
MIMICRY	PUBLIC SPEAKING	TRADING	
MUSIC	SIGNALING	VENTRILQUIISM	
MAGICAL SKILLS:			
ATTUNEMENT	MAGICAL RITUALS	SPELL MASTERY	
CHANNELING	POWER PERCEPTION	SYMBOL LORE	
CIRCLE LORE	POWER PT DEVELOPMENT	TARGETING SKILL	
DIVINATION	POWER PROJECTION	TRANSCEND ARMOR	
MAGICAL LANGUAGES	RUNES	WARDING LORE	
MEDICAL SKILLS:			
ANIMAL HEALING	FIRST AID	SECOND AID	
DIAGNOSTICS	HYPNOSIS	SURGERY	
DRUG TOLERANCE	MIDWIFERY		
OUTDOOR SKILLS:			
ANIMAL HANDLING	FORAGING	REGION LORE	
ANIMAL TRAINING	HERDING	RIDING	
BEAST MASTERY	HOSTILE ENVIRONMENTS	SCROUNGE	
CAVING	LOADING	STREETWISE	DRIVING
PERCEPTION SKILLS:			
DETECTING TRAPS	POISON PERCEPTION	SENSE REALITY WARP	
DIRECTION SENSE	PSIONIC PERCEPTION	SURVEILLANCE	
GENERAL PERCEPTION	READ TRACKS	TIME SENSE	
LIE PERCEPTION	SENSE AMBUSH/ASSASSIN	TRACKING	
LOCATE SECRET OPENING			
SOCIAL SKILLS:			
DIPLOMACY	GAMBLING	LEADERSHIP	
DUPING	INTERROGATION	SEDUCTION	
SUBTERFUGE SKILLS:			
ACTING	DISGUISE	PICK POCKETS	
BEGGING	FALSIFICATION	SET TRAPS	
BRIBERY	HIDE ITEM	STALK/HIDE	
CAMOUFLAGE	MIMERY	TRAP-BUILDING	
DISARM TRAP	PICK LOCKS	TRICKERY	

11.7 PROFESSION TABLE

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	Abry.	Spell Ability	Prime Stat	Reference
Alchemist	ALC	Pure	EM/RE	ChL&CaL, pg 44
Animist	ANM	Pure	IN/ME	ChL&CaL, pg 44
Archmage	AMG	Pure	PR/IN/EM	RMC1, pg 43
Astrologer	AST	Hybrid	PR/IN	ChL&CaL, pg 45
Barbarian	BAR	Non	CO/ST	RMC1, pg 42
Bard	BRD	Semi	PR/ME	ChL&CaL, pg 45
Beastmaster	BMR	Semi	ST/PR	New, RMC2
Burglar	BUR	Non	AG/IN	RMC1, pg 42
Cleric	CLR	Pure	IN/ME	ChL&CaL, pg 44
Conjuro	CNJ	Pure	EM/RE	New, RMC2
Dancer	DNC	Non	AG/QU	New, RMC2
Deliver	DLV	Semi	EM/AG	RMC1, pg 44
Dervish	DRV	Semi	IN/AG	New, RMC2
Crystal Mage*	DMG	Hybrid	EM/PR	Upcoming, RMC3
Druid	DRD	Pure	ME/IN	RMC1, pg 44
Fighter	FTR	Non	CO/ST	ChL&CaL, pg 43
Healer	HLR	Pure	IN/ME	ChL&CaL, pg 44
High Warr. Monk	HWM	Non	AG/SD	RMC1, pg 43
Illusionist	ILL	Pure	EM/RE	ChL&CaL, pg 44
Lay Healer	LYH	Pure	SD/PR	ChL&CaL, pg 44
Magician	MAG	Pure	EM/RE	ChL&CaL, pg 44
Mentalist	MNT	Pure	SD/PR	ChL&CaL, pg 44
Monk	MNK	Semi	EM/SD	ChL&CaL, pg 45
Mystic	MYS	Hybrid	EM/PR	ChL&CaL, pg 45
Necromancer	NEC	Hybrid	EM/IN	New, RMC2
Nightblade	NBL	Semi	PR/AG	RMC1, pg 44
No Profession	NPF	Semi	varies	ChL&CaL, pg 66
Paladin	PLD	Semi	ST/IN	RMC1, pg 41
Ranger	RNG	Semi	IN/CO	ChL&CaL, pg 45
Rogue	ROG	Non	ST/AG	ChL&CaL, pg 43
Runemaster	RUM	Pure	EM/RE	New, RMC2
Sage	LMR	Pure	PR/ME	New, RMC2
Scholar	SCL	Non	IN/RE	New, RMC2
Seer	SEE	Pure	SD/PR	ChL&CaL, pg 44
Shaman	SHM	Pure	IN/ME	New, RMC2
Sorcerer	SOR	Hybrid	EM/IN	ChL&CaL, pg 45
Thief	THF	Non	QU/AG	ChL&CaL, pg 43
Trader	TDR	Non	AG/PR	New, RMC2
Warlock	WRL	Hybrid	IN/PR	New, RMC2
Warrior Mage	WMG	Semi	ST/EM	New, RMC2
Warrior Monk	WMK	Non	QU/SD	ChL&CaL, pg 43
Witch	WTC	Hybrid	IN/EM	New, RMC2

* The Crystal Mage is included for completeness; the profession description and spell lists will not be available until RMC3.



11.8 MASTER DEVELOPMENT POINT COST TABLE (Non-spell Users, Semi-spell Users, & Arch Mage)

	Barbarian	Burglar	Dancer	Fighter	High W. Monk	Rogue	Scholar	Thief	Trader	Warrior Monk	No Profession	Bard	Beastmaster	Delver	Dervish	Monk	Nightblade	Paladin	Ranger	Warrior Mage	Archmage
COMBAT																					
Brawling	2/5	2/7	3/5	2/6	8	1/5	18	2/7	2/5	8	2/6	5	2/6	18	5	8	2/7	3/6	5	6	18
Disarm Foe, Armed	2/5	2/5	3/6	2/5	1/3	2/5	7	2/5	4	2/3	2/6	5	2/5	6	5	3	2/5	2/5	4	4	6
Disarm Foe, Unarmed	3/8	2/4	2/5	3/6	1/4	3/6	6	3/7	5	1/5	2/6	6	3/6	9	4	2/4	3/7	4	5	6	9
Grappling Hook	2/6	1/3	2/4	2/6	2/5	1/5	2/4	1/3	1/4	2/5	2/6	2/5	2/6	3	3	2/4	1/3	2/6	2/5	3/6	3
Jar	3/6	2/6	2/5	2/7	1/5	3/8	10	4	6	2/6	2/6	3/5	2/6	18	2/5	2/4	18	2/5	2/6	3/6	18
Lancing	3/6	3/6	6	2/6	3/6	3/6	20	3/6	5	3/6	2/6	3/6	3/6	18	12	3/6	18	3/6	3/6	3/6	18
Maneuver in Armor																					
Soft Leather	2/*	9	2/*	1/*	2/*	1/*	3/*	1/*	2/*	9	1/*	2/*	2/*	9/*	5/*	9	2/*	1/*	1/*	2/*	9
Rigid Leather	3/*	9	9	1/*	2/*	1/*	4/*	2/*	2/*	9	2/*	3/*	4/*	10	9/*	10	4/*	2/*	3/*	3/*	10
Chain	5/*	10	3/*	2/*	3/*	2/*	5/*	3/*	4/*	10	3/*	5/*	6/*	11	20	11	6/*	3/*	4/*	4/*	11
Plate	7/*	10	15	2/*	5/*	3/*	7/*	4/*	5	10	4/*	5/*	6/*	11	20	11	6/*	3/*	4/*	4/*	11
Martial Arts	3/7	3/7	1/5	3/7	1/2	3/7	3	3/7	3/7	1/3	3/6	3	3/7	4	2/5	2/5	3/7	6	4	3/8	6
Missile Artillery	2/4	1/4	2/5	1/3	1/4	1/4	2/5	1/4	3/6	1/5	3/6	2/5	2/5	2/5	3/7	2/5	2/5	1/4	2/5	2/5	3/6
Reverse Stroke	3/8	3/5	3/7	2/7	2/4	3/8	5/*	2/4	4	2/6	2/6	5	3/7	20	3/9	3/7	4	3/7	3/7	3/8	20
Stunned Maneuver	2/5	2/6	2/5	2/6	1/2	2/6	3	2/6	3	1/3	2/6	2/7	2/5	4	2/5	2/4	1/4	2/5	2/7	2/5	5
Subduing	2/5	1/4	2/5	2/5	2/5	1/5	6	1/4	3	1/2	2/6	5	2/5	6	3/6	3	1/4	3/6	4	3/7	6
Tumbling, Attack	2/5	1/5	1/4	2/6	2/7	1/5	6	1/5	2/6	1/4	2/6	2/6	2/6	5	2/5	2/5	1/5	2/5	3/5	3/6	5
Tumbling, Evasion	1/4	1/3	1/2	1/5	2/5	1/3	3	1/3	2/5	1/2	2/6	2/5	1/5	3	1/4	1/4	1/3	2/6	2/4	2/5	3
Two Weapon Combo	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v	v
Weapon Skills																					
Category #1	1/5	3/8	3/9	1/5	3/7	2/5	4/8	2/7	2/7	4	3/6	3/9	3/7	4/8	3/9	5	3/9	2/5	3/7	2/7	9
Category #2	2/5	3/8	5	2/5	3/8	3/8	6	3/8	3/8	6	3/6	6	4	6	5	8	6	3/8	4	3/8	20
Category #3	3/8	4	6	2/7	4	3/9	9	4	3/9	8	4	7	6	6	6	8	7	4	6	3/9	20
Category #4	4	6	8	2/7	8	3/9	15	4	4	8	5	7	6	7	6	8	7	4	6	5	20
Category #5	4	6	9	2/7	8	3/9	20	4	5	8	6	7	6	7	9	15	7	4	6	9	20
Category #6	6	9	10	5	8	6	20	6	6	15	7	15	9	7	15	15	15	6	9	12	20
Yado	3/6	3/6	4	2/6	2/5	3/6	7	3/6	5	3/6	2/6	5	3/6	6	4	3/6	3/6	3/7	4	3/7	6
CONCENTRATION																					
Adrenal Defense	6	7	3/8	20	2/6	20	18	20	20	3/7	15	15	15	20	3	6	7	20	20	20	15
Adrenal Moves																					
Balance	2/4	1/3	1/2	2/6	1/3	2/6	5	2/6	2/6	1/3	2/6	2/7	2/7	2/7	1/4	2/4	2/7	3/9	2/7	3/7	5
Landing	2/4	1/3	1/2	2/6	1/3	2/6	5	2/6	2/6	1/3	2/6	2/7	2/7	2/7	1/4	2/4	2/4	3/9	2/7	3/7	5
Leaping	2/4	1/3	1/3	2/6	1/3	2/6	5	2/6	2/6	1/3	2/6	2/4	2/4	2/4	1/4	1/4	1/4	2/4	2/4	2/4	5
Quick Draw	1/4	1/2	1/4	2/4	1/2	2/4	4	2/4	2/4	1/2	2/4	2/4	1/4	2/4	1/4	1/4	2/4	3/9	2/7	3/7	5
Speed	2/4	1/3	1/3	2/6	1/3	2/6	5	2/6	2/6	1/3	2/6	2/7	2/7	2/7	1/3	2/4	2/4	3/9	2/7	3/7	5
Strength	2/4	1/3	1/5	2/6	1/3	2/6	5	2/6	2/6	1/3	2/6	2/7	2/7	2/7	1/5	2/4	2/4	3/9	2/7	3/7	5
Body Damage Stabilize	3/6	2/5	3/6	3/8	1/4	3/7	3/6	3/6	3/8	1/4	3/6	2/5	2/5	1/4	1/5	1/3	1/3	1/5	1/4	3/6	3
Control Lycanthropy	2/4	1/3	2/6	2/6	1/3	2/6	3/7	2/6	2/6	1/3	2/6	2/6	2/6	2/6	1/3	2/6	2/6	1/4	2/6	2/6	1/3
Dowsing	2/5	3/6	3/6	3/7	2/5	3/6	3/6	3/5	3/5	2/5	2/6	2/5	3/7	2/5	2/4	2/4	3/5	3/6	2/4	3/7	1/3
Frenzy	2/6	2/6	2/5	2/6	2/5	2/6	6	2/6	2/6	2/5	2/6	2/6	2/6	6	1/5	1/3	2/6	2/5	2/6	4	5
Meditation																					
Cleansing	3/5	3/6	3/6	3/8	2/5	3/7	2/4	3/6	4	2/5	2/6	2/6	3/6	1/4	1/3	1/2	3/6	1/2	1/4	1/4	1/2
Death	4	4	4	4	1/5	4	4	4	5	2/6	3/7	2/4	2/4	2/4	2/6	1/4	2/6	2/4	2/4	3/7	1/3
Healing	3/7	3/6	2/6	3/7	2/5	3/6	2/5	3/6	2/6	2/4	2/6	2/4	2/5	2/4	1/4	1/4	3/6	2/4	2/4	3/7	1/5
Ki	3/7	3/6	2/7	3/8	1/4	3/7	2/5	3/6	4	1/5	2/6	2/5	2/6	3/5	3/7	1/3	3/6	1/5	2/5	3/7	3/5
Sleep	3/7	3/6	3/7	3/7	2/5	3/6	1/4	3/6	2/6	2/4	2/6	2/4	2/7	2/4	3/6	1/5	3/6	2/4	2/4	2/6	1/5
Trance	3/7	3/6	3/9	3/7	2/5	3/6	2/4	3/6	2/6	2/4	2/6	2/4	3/7	2/4	3/6	1/5	3/6	2/4	2/4	3/6	1/5
Mnemonics	3/8	2/5	2/5	3/7	1/4	2/7	1/4	2/6	1/4	2/4	2/6	1/3	3/7	1/4	2/6	2/4	2/6	2/6	2/5	2/5	1/4
SLA	4	3/8	6	6	1/4	5	2/6	3/8	6	1/4	3/8	2/5	6	3/6	3/7	1/3	3/8	1/4	1/4	2/5	1/4
DEADLY																					
Ambush	2/5	1/3	2/5	3/8	2/5	2/5	3/9	1/3	4	3/9	3/6	6	3	6	3	4	3	9	3	3	9
Silent Kill	2/5	1/3	3/8	2/6	1/4	1/4	5	1/3	6	1/5	2/6	5	2/6	6	5	3	1/3	3/7	4	4	6
Use/Remove Poison	2/5	1/4	1/4	2/5	4	2/4	1/4	1/4	2/7	2/5	2/6	2/6	2/5	1/4	3	2/6	1/4	3/6	2/5	3/7	2/6
EVALUATION																					
Appraisal	3/6	1/2	1/4	2/5	2/5	2/4	1/4	1/4	1/2	2	2/6	1/3	2/5	1/2	3	2/5	1/4	1/4	1/4	3/7	3/7
Armor Evaluation	1/3	1/3	2/7	1/2	2/5	1/3	3	1/3	1/3	3	2/6	2/5	1/2	1/3	6	3/6	1/3	1/3	1/4	2/4	4
Metal Evaluation	3/6	1/2	1/4	3/6	2/5	2/5	1/4	1/3	1/2	3	2/6	2/4	3/6	1/2	4	3	1/3	2/5	2/5	2/6	2/5
Stone Evaluation	3/6	1/2	1/4	3/6	2/5	2/5	1/4	1/3	1/2	3	2/6	2/4	3/6	1/2	4	3	1/3	2/5	2/5	2/6	2/4
Weapon Evaluation	1/3	1/3	2/5	1/2	2/5	1/3	2/6	1/4	1/3	1/3	2/6	2/5	1/2	1/3	3	3/6	1/4	1/3	1/4	2/4	4

11.8 MASTER DEVELOPMENT POINT COST TABLE (Pure Spell Users & Hybrid Spell Users)

	Alchemist	Conjurer	Illusionist	Magician	Runemaster	Animist	Cleric	Druid	Healer	Shaman	Lay Healer	Sage	Mentalist	Seer	Astrologer	Crystal Mage*	Mystic	Necromancer	Sorcerer	Warlock	Witch	
MEDICAL																						
Animal Healing	2/5	2/6	2/6	2/6	2/6	1/4	1/5	1/4	1/3	1/2	1/2	2/5	2/6	2/5	2/6	4	2/5	2/6	2/6	3/6	2/4	
Diagnostics	2	2	2	2	2	1/4	2/5	1/4	1/2	1/3	1/2	1/5	3/6	2/5	3/6	2/6	3/5	2/4	3/6	3/6	2/5	
Drug Tolerance	2/5	3/6	3/6	3/6	3/6	3	3/6	3	2/5	2/5	2/5	3/6	3/6	3/6	3/6	3/5	3/6	3/6	3/6	2/5	2/5	
First Aid	2/5	2/6	2/6	2/6	2/6	1/5	1/5	1/5	1/2	1/2	1/2	2/4	2/6	2/6	2/6	2/6	2/6	2/6	3/6	3/6	2/4	
Hypnosis	2/4	1/4	1/4	2/4	2/4	3	3/6	3	3/6	2/6	2/5	2/4	1/5	2/5	3/6	2/6	2/5	2/5	3	1/2	3/6	
Midwifery	4	4	4	4	4	2/6	3/6	2/6	1/3	1/3	1/3	4	4	4	4	4	4	7	6	4	3/8	
Second Aid	3/6	3/7	3/7	3/7	3/7	2/5	2/6	2/6	1/6	1/5	1/5	2/5	3/7	2/5	3/7	2/6	3/7	5	4	3/7	3/6	
Surgery	5	6	6	6	6	3/7	4	3/7	2/5	4	2/4	5	6	5	6	5	6	5	8	6	6	
PERCEPTION	ALC	CNJ	ILL	MAG	RUM	ANM	CLR	DRD	HLR	SHM	LYH	SAG	MNT	SEE	AST	CMG	MYS	NEC	SOR	WRL	WTC	
Detecting Traps	2/5	3	1/4	3	3	3	3	2/4	3	3	3	3	3	1/4	2/5	3/6	1/4	3	3	1/4	3	
Direction Sense	2/4	1/5	1/4	2/4	1/4	1/4	2/4	1/4	2/4	2/4	2/4	1/3	1/3	1/3	1/2	1/2	1/4	2/4	2/4	2/5	2/5	
General Perception	3	2	2	3	3	3	3	3	3	3	3	2	3	1/3	2	2	2	3	3	2/7	3	
Lie Perception	3/5	2/4	1/4	2/5	2/5	1/4	1/4	1/4	1/3	1/3	1/4	2/4	2/4	2/4	2/4	2/6	1/3	2/4	3/6	1/4	1/4	
Locate Secret Opening	2/5	3/6	3/6	3/6	3/6	3/5	3/6	3/5	3/6	3/6	3/7	3/5	3/6	1/4	3/6	2/6	1/4	3/6	3/6	2/5	3/6	
Poison Perception	1/4	3	2	3	3	1/4	2/5	1/4	1/3	1/4	1/4	3/6	3	2	3	3/7	2	1/5	1/4	1/4	1/4	
Read Tracks	3/7	2/6	3/6	3/6	2/6	1/4	2/5	1/4	2/7	2/4	3/9	1/3	3/8	1/4	2/4	3/7	2/4	3/8	3/7	2/6	3/5	
Sense Ambush/Assassin	3	3	2	3	3	3	3	3	3	3	3	3/6	3	1/3	3	3/5	2	3	3	2/5	3	
Sense Reality Warp	1/4	1/3	1/2	1/3	1/4	2/5	1/3	2/5	3/6	1/5	3/7	1/3	2/5	1/2	3/7	2/4	1/3	2/5	1/4	1/4	1/4	
Surveillance	2/6	2/6	2/5	2/6	2/6	3/6	2/6	3/6	3/6	2/6	2/7	2/4	2/6	1/5	2/6	3/5	2/5	2/6	2/6	2/3	2/6	
Time Sense	1/3	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/2	1/4	1/3	1/3	1/3	1/3	1/3	1/4	1/3	1/3	1/4	1/3	1/2	
Tracking	3	3	3	3	3	1/4	2/6	1/4	3/5	2/5	3	2/6	3	1/5	2/4	2/7	2/4	3	3	2/5	3/6	
SOCIAL	ALC	CNJ	ILL	MAG	RUM	ANM	CLR	DRD	HLR	SHM	LYH	SAG	MNT	SEE	AST	CMG	MYS	NEC	SOR	WRL	WTC	
Diplomacy	2/5	2/5	2/4	2/4	2/4	2/5	1/4	3/8	2/4	1/5	2/5	2/6	2/4	1/5	2/4	2/5	2/5	2/6	3/8	1/4	3/6	
Duping	3/5	2/5	3/5	3/5	2/5	3/6	3/6	3/6	3/6	2/4	2/6	2/4	2/5	2/4	2/6	2/6	1/4	2/5	2/5	1/4	1/4	
Gambling	2/6	2/6	2/5	2/6	2/6	2/6	1/4	2/6	2/4	2/4	2/5	2/4	2/5	1/3	1/5	2/4	2/5	2/5	2/7	2/4	2/5	
Interrogation	4	3	2/5	3	3	2/5	2/5	1/5	3/7	2/5	3	2/5	2/5	2/4	3/5	2/4	2/4	2/5	1/4	1/4	2/4	
Leadership	2/4	2/5	2/4	2/4	2/4	2/5	2/5	2/5	2/5	1/4	2/5	2/6	2/5	2/5	2/6	2/4	1/5	2/6	2/5	1/4	3/6	
Seduction	2/5	2/5	2/5	2/5	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/4	2/6	2/6	1/3	2/6	2/5	1/3	1/4	
SUBTERFUGE	ALC	CNJ	ILL	MAG	RUM	ANM	CLR	DRD	HLR	SHM	LYH	SAG	MNT	SEE	AST	CMG	MYS	NEC	SOR	WRL	WTC	
Acting	3/6	3/5	1/3	3/6	3/6	2/7	2/7	2/7	2/7	2/7	2/6	2/6	2/6	2/6	2/7	2/6	1/2	2/5	2/7	1/4	2/7	
Begging	2/6	2/6	2/6	2/6	2/6	3/6	2/6	3/6	2/6	2/6	2/5	2/7	2/5	2/5	2/5	4	2/4	2/6	2/6	2/6	2/6	
Bribery	2/6	2/6	2/6	2/6	2/6	3/6	2/6	3/6	2/6	2/6	2/5	1/5	2/5	2/5	2/5	2/4	2/4	2/6	2/6	1/4	2/6	
Camouflage	6	5	3	5	5	3	5	3	6	6	6	6	5	6	6	4	2	6	6	3	6	
Disarm Trap	4	7	8	7	7	8	7	7	8	7	8	8	7	7	7	6	7	7	7	7	8	
Disguise	3/6	3/6	1/3	3/6	3/6	2/7	2/7	2/7	2/7	2/7	2/6	2/7	2/6	2/6	2/7	5	1/2	2/7	2/7	2/5	2/7	
Falsification	1/3	3	2/4	3	3	3	3	3	3	3	2/6	2/4	3	3	3	4	2/4	3	3	2/6	3	
Hide Item	6	5	3	5	5	3	5	3	6	4	6	6	5	6	6	2/6	2	6	6	2/5	6	
Mimery	3/6	3/6	1/3	3/6	3/6	2/7	2/7	2/7	2/7	2/7	2/6	3/6	2/6	2/6	2/7	3/6	1/2	2/7	2/7	2/5	2/7	
Pick Locks	4	8	8	8	8	8	8	8	8	8	8	8	8	7	7	4	7	7	7	7	8	
Pick Pockets	3	3	1/5	3	3	3	3	3	3	3	3	3	3	2/5	3	3	2/5	3	3	3	3	
Set Traps	4	2/5	8	7	2/5	8	7	8	8	7	8	7	7	7	7	6	7	7	7	6	6	
Stalk/Hide	6	5	3	5	5	3	5	3	6	3	6	5	5	6	6	5	2	6	6	3	5	
Trap-Building	1/5	2/6	2/6	3/6	2/6	2/5	2/6	2/5	2/6	2/6	2/5	2/5	2/6	3/7	3/7	3/7	3/6	3/5	3/5	3/5	2/6	
Trickery	3	3	1/4	3	3	3	3	3	3	3	3	3	3	1/5	3	4	1/5	3	3	2/6	3	
SURVIVAL	ALC	CNJ	ILL	MAG	RUM	ANM	CLR	DRD	HLR	SHM	LYH	SAG	MNT	SEE	AST	CMG	MYS	NEC	SOR	WRL	WTC	
Caving	3	3	3	3	3	2/7	2/7	2/7	2/7	2/7	3	3	3	1/2	3	1/3	3	2/5	3	3	2/7	
Foraging	2/5	2/6	2/7	2/6	2/6	1/5	2/5	1/5	2/5	2/5	2/5	2/6	2/6	1/4	2/6	2/6	2/6	2/6	2/6	2/6	2/5	
Hostile Environments	3	3	3	3	3	1/3	3	1/4	3	2/4	3	3	3	3	3	3	2/7	3	2/7	3	2/5	
Region Lore	2/5	2/6	2/7	2/6	2/6	1/5	2/5	1/5	2/5	2/5	2/5	1/2	2/6	1/4	2/6	2/4	2/6	2/6	2/6	2/5	2/5	
Scrounge	2/5	2/6	2/7	2/6	2/6	1/5	2/5	1/5	2/5	2/5	2/5	2/5	2/6	1/4	2/6	2/6	2/6	2/6	2/6	2/5	2/5	
Streetwise	2/7	2/7	3/6	3	3	3/7	2/6	3/7	2/7	2/4	4	2/4	2/5	1/4	2/3	3/7	1/3	2/5	1/4	2/3	1/4	

* — The Crystal Mage is included for completeness, the profession description and spell lists will not be available until RMC3.

11.3 Similar Skills Table

(a continuation of the Table on page 97)

Note: Similarity for Academic Skills are not covered in this product due to their dependence on the world system being used.

Note: If a skill does not appear in its category in this Similar Skills Table, then no similarity exists between that skill and the other skills in the category.

* These skill must be judged as being "Similar" by the GM on a per case basis, due to the

CONCENTRATION SKILLS

Basic Skill	Similar Skill																				
	AdD	AMB	ALd	ALp	AQD	ASp	ASt	BDS	CLc	Dws	Frz	MdC	MdD	MdH	MdK	MdS	MdT	Mnc	SLa		
ADRENAL DEFENSE (AdD)	xxx	—	—	—	—	1/8	—	—	—	—	1/4	—	—	—	—	—	—	—	—	1/8	
A.M. BALANCE (AMB)	—	xxx	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
A.M. LANDING (ALd)	—	—	xxx	1/8	1/8	1/8	1/8	—	—	—	—	—	—	—	—	—	—	—	—	—	
A.M. LEAPING (ALp)	—	—	1/8	xxx	1/8	1/8	1/8	—	—	—	—	—	—	—	—	—	—	—	—	—	
A.M. QUICK DRAW (AQD)	—	—	1/8	1/8	xxx	1/4	1/8	—	—	—	—	—	—	—	—	—	—	—	—	—	
A.M. SPEED (ASp)	—	—	1/8	1/8	1/4	xxx	1/8	—	—	—	—	—	—	—	—	—	—	—	—	—	
A.M. STRENGTH (ASt)	—	—	1/8	1/8	1/8	1/8	xxx	—	—	—	—	—	—	—	—	—	—	—	—	—	
BODY DAMAGE STAB (BDS)	—	1/4	—	—	—	—	—	xxx	1/2	—	1/8	—	1/2	1/4	—	1/2	—	—	—	—	
CONTROL LYCANTROPY (CLc)	—	1/8	—	—	—	—	—	1/4	xxx	—	—	1/8	—	—	—	—	—	1/8	—	—	
DOWSING (Dws)	—	—	—	—	—	—	—	—	—	xxx	—	—	—	—	—	—	—	—	1/8	—	
FRENZY (Frz)	—	—	—	1/8	—	1/8	1/8	—	—	—	xxx	—	—	—	—	—	—	—	—	—	
MED. CLEANSING (MdC)	—	—	—	—	—	—	—	—	1/4	—	—	xxx	1/4	1/2	1/4	1/4	1/4	—	—	—	
MED. DEATH (MdD)	—	—	—	—	—	—	—	—	—	—	—	—	xxx	1/2	1/4	1/4	1/4	1/4	—	—	
MED. HEAL (MdH)	—	—	—	—	—	—	—	—	—	—	—	1/2	1/2	xxx	1/8	1/2	1/4	1/8	—	—	
MED. HEAL (MdH)	—	—	—	—	—	—	—	—	—	—	—	1/4	1/4	1/4	xxx	1/8	1/4	1/4	—	1/8	
MED. KI (MdK)	—	1/2	—	1/4	1/4	1/4	1/2	—	—	—	—	1/8	1/2	1/8	1/8	xxx	1/4	—	—	—	
MED. SLEEP (MdS)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxx	1/4	
MED. TRANCE (MdT)	—	—	—	—	—	—	—	—	—	1/4	1/2	1/4	1/8	1/2	1/4	1/4	1/4	1/2	xxx	1/4	
MNEMONICS (Mnc)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	1/4	xxx
SLA (SLa)	1/8	—	—	—	—	—	—	—	—	—	1/2	—	—	—	—	—	—	—	—	—	xxx

SUBTERFUGE SKILLS

Basic Skill	Similar Skill											
	Act	Beg	Cam	DaT	Dsg	Hdl	Mim	PkP	StT	S/H	TrB	Tky
ACTING (Act)	xxx	—	—	—	—	—	1/4	—	—	—	—	—
BEGGING (Beg)	1/4	xxx	—	—	—	—	1/8	—	—	—	—	—
CAMOUFLAGE* (Cam)	—	—	xxx	—	—	1/4	—	—	1/4	—	—	—
DISARM TRAP (DaT)	—	—	—	xxx	—	—	—	1/2	—	1/8	—	—
DISGUISE (Dsg)	1/8	—	—	—	xxx	—	1/8	—	—	—	—	—
HIDE ITEM (Hdl)	—	—	1/4	—	—	xxx	—	—	—	—	—	—
MIMERY (Mim)	1/4	1/8	—	—	1/8	—	xxx	—	—	—	—	—
PICK POCKETS (PkP)	—	—	—	—	—	—	—	xxx	—	—	1/4	—
SET TRAPS (StT)	—	—	—	1/2	—	—	—	—	xxx	—	1/4	—
STALK/HIDE (S/H)	—	—	1/4	—	—	1/8	—	—	—	xxx	—	—
TRAP-BUILDING (TrB)	—	—	—	1/4	—	1/8	—	—	1/2	—	xxx	—
TRICKERY (Tky)	—	—	—	—	—	1/2	—	—	—	—	—	xxx

LINGUISTIC SKILLS

Basic Skill	Similar Skill											
	Lgn	LpR	Mmc	Msc	PtI	Prg	PbS	Sgn	Sig	TTI	Trd	Vnt
LANGUAGE (Lgn)	xxx	1/8	—	—	—	—	1/4	—	—	1/4	—	—
LIP READING (LpR)	—	xxx	—	—	—	—	—	—	—	—	—	1/8
MIMICRY (Mmc)	—	—	xxx	—	—	—	—	1/8	—	—	—	—
MUSIC (Msc)	—	—	—	xxx	—	—	—	—	—	—	—	—
POETIC IMPROV (PtI)	—	—	—	—	xxx	—	1/4	—	1/4	1/2	1/8	—
PROPAGANDA (Prg)	—	—	—	—	—	xxx	—	—	—	—	—	—
PUBLIC SPEAKING (PbS)	—	—	—	—	1/8	1/2	xxx	—	—	1/2	—	—
SIGNALING (Sgn)	—	—	—	—	—	—	—	xxx	—	—	—	—
SINGING (Sig)	—	—	—	1/8	1/4	—	1/4	—	xxx	1/4	—	—
TALE TELLING (TTI)	—	—	—	—	1/2	—	1/2	—	1/8	xxx	—	—
TRADING (Trd)	—	—	—	—	—	—	—	—	—	1/4	xxx	—
VENTRILOQUISM (Vnt)	—	—	1/4	—	—	—	—	—	—	—	—	xxx

COMBAT SKILLS

Basic Skill	Similar Skill											
	Brw	DFA	DFU	MAS	MAR	MAC	MPI	MA	StM	Sbd	TbA	TbE
BRAWLING (Brw)	xxx	—	—	—	—	—	—	1/4	1/8	—	—	—
DISARM FOE, ARMED (DFA)	—	xxx	1/8	—	—	—	—	—	—	—	—	—
DISARM FOE, UNARMED (DFU)	—	1/8	xxx	—	—	—	—	—	—	—	—	—
MA SOFT LEATHER (MAS)	—	—	—	xxx	1/8	1/4	—	—	—	—	—	—
MA RIGID LEATHER (MAR)	—	—	—	—	1/4	xxx	1/8	1/2	—	—	—	—
MA CHAIN (MAC)	—	—	—	—	1/4	1/8	xxx	1/8	—	—	—	—
MA PLATE (MPI)	—	—	—	—	1/2	1/8	xxx	—	—	—	—	—
MARTIAL ARTS (MA)	1/4	—	—	—	—	—	—	xxx	—	1/8	—	—
STUNNED MANEUVER (StM)	—	—	—	—	—	—	—	—	xxx	—	—	—
SUBDUING (Sbd)	—	—	—	—	—	—	—	—	—	—	xxx	1/4
TUMBLING ATTACK (TbA)	—	—	—	—	—	—	—	—	—	—	—	1/4
TUMBLING EVASION (TbE)	—	—	—	—	—	—	—	—	—	—	—	xxx

MAGICAL SKILLS

Basic Skill	Similar Skill															
	Atn	Chn	CLr	DrS	Dvt	MgL	MgR	PwP	PPD	PPj	Rns	SpM	SLr	Tgt	TdA	WLr
ATTUNEMENT (Atn)	xxx	—	—	—	—	—	—	1/4	—	—	1/4	—	—	—	1/2	—
CHANNELING (Chn)	—	xxx	—	—	—	—	—	—	1/8	—	—	1/8	—	1/4	—	1/4
CIRCLE LORE (CLr)	—	—	xxx	—	—	—	—	—	—	—	—	—	—	—	—	—
DIRECTED SPELL* (DrS)	—	—	—	xxx	—	—	—	—	—	—	—	—	—	1/4	—	—
DIVINATION* (Dvt)	1/4	—	—	—	xxx	—	—	—	—	—	—	—	—	—	—	—
MAGIC LANGUAGE* (MgL)	—	—	—	—	—	xxx	1/4	—	—	—	—	—	—	—	—	—
MAGIC RITUAL* (MgR)	—	—	—	—	—	—	xxx	—	—	1/4	1/4	—	1/2	1/4	—	—
POWER PERCEPTION (PwP)	—	—	—	—	—	—	—	xxx	—	—	—	—	—	—	—	—
POWER PT DEVELOP (PPD)	1/4	—	—	—	—	—	—	—	1/2	xxx	1/8	—	—	—	—	—
POWER PROJECTION (PPj)	—	1/2	—	—	—	—	—	—	1/4	1/8	xxx	—	—	—	1/4	1/4
RUNES (Rns)	1/4	—	1/8	—	—	—	—	—	—	1/8	—	xxx	—	1/2	—	1/8
SPELL MASTERY* (SpM)	—	—	—	1/2	—	—	—	—	—	—	1/8	—	xxx	—	1/4	—
SYMBOL LORE (SLr)	—	—	1/4	—	—	—	—	—	1/4	—	—	1/2	—	xxx	—	—
TARGETING SKILL (Tgt)	—	1/4	—	—	—	—	—	—	—	—	1/4	—	1/4	—	xxx	1/8
TRANSCEND ARMOR* (TdA)	—	1/4	—	—	—	—	—	—	—	—	1/4	—	—	—	1/4	xxx
WARDING LORE (WLr)	—	—	1/4	—	1/8	—	—	—	—	—	—	1/8	—	1/4	—	xxx

PERCEPTION SKILL

Basic Skill	Similar Skill										
	DTP	GPr	LPr	LSO	PPr	RTK	SAA	SRW	Srv	TSn	Trk
DETECT TRAPS (DTP)	xxx	1/8	—	1/4	—	—	1/4	—	—	—	—
GENERAL PERCEPTION (GPr)	1/8	xxx	1/8	1/8	1/8	—	—	—	1/4	—	1/8
LIE PERCEPTION (LPr)	—	1/8	xxx	—	—	1/8	—	—	—	—	—
LOCATE SECRET OPEN (LSO)	1/4	1/8	—	xxx	—	—	—	—	—	—	—
POISON PERCEPTION (PPr)	—	1/8	—	—	xxx	—	—	—	—	—	1/2
READ TRACKS (RTK)	—	1/8	—	—	—	xxx	—	—	—	—	—
SENSE ASSASSIN (SAA)	1/4	—	—	—	—	—	xxx	—	1/4	—	—
SENSE REALTY WARP (SRW)	—	—	—	—	—	—	—	xxx	—	—	—
SURVEILANCE (Srv)	—	1/4	—	—	—	—	1/8	—	—	xxx	1/4
TIME SENSE (TSn)	—	—	—	—	—	—	—	—	1/8	—	xxx
TRACKING (Trk)	—	1/8	—	—	—	1/4	—	—	—	—	xxx

GENERAL SKILLS

Basic
