Rolemaster
Companion V

#1900

Supplemental laws, magic, and optional
rules for Rolemaster, ICE's classic
fantasy role playing game system.

I.C.E.

1.0 INTRODUCTION

Rolemaster Companion V (RMCV) is the fifth of a collection of optional rules and spell lists for the *Rolemaster* fantasy role playing system. "Optional" is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. The 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 GMs should not and will not use everything in *RMCV*; there is just too big a diversity in style and power level.

RMCV includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low powered, highly structured game; such GMs probably find that much of the material in this product will not be appropriate for their games unless they modify and experiment with it. Some GMs run a high powered or loosely structured game; such GMs will probably use most of the material in this product and modify it and extend it and wish that there were more 75th to 100th level spells. But most GMs fall in between these two extremes; they will use some of the material, ignore some of it, and modify the rest. The thing to keep in mind is that this is a commercial product. As a company, ICE has to appeal to a large audience and provide material that can be used by most of the customers that use its systems.

Players should keep the above discussion in mind when reading *RMCV*; some of the material may not be appropriate for your Gamemaster's game. The GM must decide which parts of this material will be used in his world—not the players. The GM should always be the authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely up to him. This is true for the "core" rules as well as any optional rules. A Game Master should never feel that the rules are a graven-in-stone, unbreakable, unbendable, absolutely fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the GM has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). As efficiently as possible, the GM should indicate what rules and guidelines are being used and which ones have been modified or changed. In addition, a GM must strive to be consistent in his decisions and in his interpretations of the rules. Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens, a FRP game loses much of its pleasure and appeal. Both GM and players must cooperate to have a successful FRP game.

Note: *For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.*

1.1 DESIGNER NOTES

The initials given below are used in the Table of Contents to indicate which authors contributed which sections.

KB	Ken Benson	(Oklahoma)
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JC	John Curtis	(New Mexico)
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WC	The Wizard Committee	(RH, LR, LRR, TT, DB)
RSM	Reprinted from *Space Master*	
REC	Reprinted from *Elemental Companion*	

1.2 NOTATION

Rolemaster Companion V uses the standard notation from the *Rolemaster* products: *Arms Law & Claw Law (AL&CL), Spell Law (SL), Character Law & Campaign Law (ChL&CL), Creatures & Treasures (C&T), Creatures & Treasures II (C&TII)*, and the previous *Rolemaster Companions (RMCI-RMCIV)*. Those products should be consulted for specific references; for example, the spell lists all use *SL* abbreviations and notation in the spell descriptions.

Two types of notation for dice rolls are used in this product:

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 eight-sided die; 3D10 = roll three ten-sided dice and sum the results.

Additional abbreviations, used in the interests of brevity, are: Cf.—Compare, e.g.—For example, and i.e.—That is.

2.1 FORCEMAGE

The Forcemage is a pure spell-user of Essence whose powers and spell lists operate on a more primal and fundamental level than those of the Magician. He possesses a deep understanding of the natural forces that surround all things and many unusual and unique spells that make him as handy to have around as his brother, the elemental Magician.

FORCEMAGE BASE SPELL LISTS

Force Law	*Magnetic Law*
Force Master	*Shockwaves*
Gravity Law	

Weapon Skills: 9, 20, 20, 20, 20, 20

Maneuvering in Armor:	Magical Skills:
Soft Leather 9	Spell Lists 1/*
Rigid Leather 9	Runes 1/4
Chain 10	Staves and Wands 1/4
Plate 20	Channeling 9
	Directed Spells 2/5

Special Skills:	General Skills:
Ambush 9	Climbing 6
Linguistics 2/*	Swimming 3
Adrenal Moves 6	Riding.................................3
Adrenal Defense 20	Disarming Traps................7
Martial Arts 9	Picking Locks....................8
Body Development 8	Stalk & Hide 5
	General Perception.............3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Forcemage profession. All other skill costs are identical to the Magician's development point costs.

Prime Requisites: Em/Re

Academic Skills:	Magical Skills:
Advanced Math 2/5	Magical Ritual.................2/5
Basic Math 1/4	Spell Mastery 2/6
Physics.........................1/3	Transcend Armor 9

Level Bonuses:	
Academic Skills .... +3	Directed Spells .... +1
Base Spell Casting ...... +1	Magical Skills .... +3
Perception.....................+2	

This profession may not be appropriate for all worlds and campaigns, so a GM should consider it carefully before adding into his game.

The Forcemage is a variant profession of *Magician*.

DEREK GARRISON·1991.

2.2 MALEFICANT
(HOUNGAN, PAPPALOI)

The Maleficant, a hybrid spell-user of the realms of Mentalism and Channeling, is the archetypical voodoo priest. He can be all things to his society — healer, wise man, and cleric. He is much more than simply a Shaman gone bad — he rules his people by fear, instilling in them the horrors that only night can bring. His spells and activities are woven insidiously, as he creeps into the hearts and souls of those he dominates. The undead he creates and controls are only surpassed in terror by his ability to actually damage souls and to influence and dominate the dreams of his victims. Many of his most powerful spells do not have any immediate effect, but instead affect the victim hours or even days after the target has reached a place of relative safety. His use of protective and destructive Talismans, combined with his expertise in the brewing of poisons make this one of the most frightening classes to encounter.

This profession may not be appropriate for all worlds and campaigns, so a GM should consider it carefully before adding it to his game.

The Maleficant is a variant profession of *Necromancer*.

MALEFICANT BASE SPELL LISTS

Talismans	*Animate Dead* (Necromancer Base)
Chill of Night	*Summon Dead* (Necromancer Base)
Soul Death	*Poison Mastery* (Nightblade Base)

Weapon Skills: 6; 9; 20; 20; 20; 20

Maneuvering in Armor:		Magical Skills:	
Soft Leather	9	Spell Lists	1/*
Rigid Leather	9	Runes	2/5
Chain	10	Staves & Wands	2/5
Plate	11	Channeling	2/5
		Directed Spells	5

Special Skills:		General Skills:	
Ambush	9	Climbing	7
Linguistics	2/*	Swimming	3
Adrenal Moves	5	Riding	3
Adrenal Defense	20	Disarming Traps	7
Martial Arts	9	Picking Locks	7
Body Development	8	Stalk & Hide	4
		Perception	2

Other Skills: Refer to Development Point Costs given below for those skills unique to the Maleficant profession. All other skill costs are identical to the Necromancer's development point costs.
Prime Requisites: Pr/In

Academic Skills:		Magical Skills:	
Alchemy	1/4	Magical Languages	1/*
Fauna Lore	2/4	Magical Ritual	1/3
Flora Lore	2/4	Transcend Armor	9
Herb Lore	1/2		

Outdoor Skills:		Medical Skills:	
Animal Training	2/5	Midwifery	2/4
Foraging	2/5	Hypnosis	1/3

Level Bonuses:			
Academic Skills	+2	Magical Skills	+3
Base Spell Casting	+2	Medical Skills	+2
Outdoor Skills	+1		

2.3 WIZARD

The Wizard is a pure spell user who manipulates the laws of essence, both for himself and others. Their base spells allow them to modify the essence and other's abilities to utilize it. This makes Wizards valuable allies and dangerous foes. A Wizard's prime requisites are Reason and Empathy.

This profession may not be appropriate for all worlds and campaigns, so a GM should consider it carefully before adding it to his game.

WIZARD BASE SPELL LISTS

Spell Bane	*Spell Guard*
Spell Hand	*Spell Manipulations*
Wizard staff	*Spell Dampening*

Weapon Skills: 8; 15; 20; 20; 20; 20

Maneuvering in Armor:	Magical Skills:
Soft Leather 9	Spell Lists 1/*
Rigid Leather 9	Runes 1/4
Chain 10	Staves & Wands...............1/4
Plate 11	Channeling 7
	Directed Spells 3/6

Special Skills:	General Skills:
Ambush 9	Climbing 6
Linguistics 2/*	Swimming 3
Adrenal Moves 6	Riding................................3
Adrenal Defense 20	Disarming Traps.................7
Martial Arts 9	Picking Locks.....................8
Body Development 8	Stalk & Hide 5
	Perception 3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Wizard profession. All other skill costs are identical to the Magician's development point costs.
Prime Requisites: Re/Em

Academic Skills:	Magical Skills:
Lock Lore 2/5	Power Projection 1/4
Metal Lore 2/4	Magical Ritual.................1/3
Stone Lore 2/4	Transcend Armor 7
	Spell Mastery 1/5
General Skills:	Targeting 2/4
Crafting 2/4	Warding Lore 1/4
Sculpting 1/5	
Wood-Crafts 2/4	

Perception Skills:	Concentration Skills:
Sense Reality Warp 1/2	Control Lycanthropy 2/4
	Meditation: Sleep 1/3

Level Bonuses:	
Academic Skills ....+2	Magical Skills ....+3
Base Spell Casting ....+1	Perception Skills ....+1
Concentration Skills .....+1	Directed Spells.................+2

3.1 ATTACK THEME WEAPONS SKILLS

This optional weapon skill development rule allows a character to gain simultaneous proficiency in a number of related weapon types with each skill rank acquired instead of having to learn (and keep track of) every single weapon separately. It makes each weapon skill rank developed more significant (especially for the professions who have to pay highly to gain even one rank every couple of levels).

When using this system, weapon skills are not developed individually, but rather a character learns a particular style of attack that covers several different individual weapon types at once. Skill ranks are developed in each of the different weapon similarity categories (found in *ChL* table 15.2.3, and reproduced below) so that raising a skill rank in a particular category of similar weapons means that a character's skill with all the weapons in that category are raised together (e.g., if a character develops 1 skill rank in Short Blades (SB) then that character's proficiencies in dagger, dirk, sai, main gauche, and short sword weapon skills all become +5).

Each attack theme (similar weapons category) must be learned separately as in the standard rules, so that thrown versions of an attack theme are considered a separate theme of their own, each skill must be developed twice if ambidextrous usage is desired, and so on.

When using attack theme categories for weapon skill development there is no longer any need for either of the "Weapon Skills For Similar Weapons" optional rules (*ChL* 13.1.1 or 14.1.5). Although a particular weapon type may be found in two or more attack theme categories, it is used in completely different ways when using each separate weapon theme skill rank. (Learning to chop with a short sword by developing the Short Axes theme does not give one any extra skill when trying to wield it in a Short Blade theme attack pattern.) However, one instance in which the similar skill rule should be retained is to allow a character to use an attack theme skill developed for one hand at half the skill rank when the weapons are employed with the other hand (See *ChL* 13.1.4).

It is strongly suggested that one of the following two optional rules be used when employing this weapon skill development system. Because many individual weapon types are developed simultaneously every time a skill rank is developed in an attack theme category, the range of a character's combat abilities is broadened considerably, particularly for the heavy arms-using professions. To balance this out it should be made more difficult to engage in rapid skill development of a single category during one developmental period.

Option 1: The rapid skill development cost for each weapon skill is doubled. (So a development cost of 1/3 now costs 1/6, 3/9 becomes 3/18, etc.)

Option 2: The rapid skill development cost for each weapon skill is increased by 50%, rounding down, (So a development cost of 2/7 becomes 2/10, 3/8 becomes 3/12, etc.)

GMs may wish to restrict the scope of an attack theme category weapon skill by ruling that a character may only use his bonus in a certain category with weapons in that category that he has actually used for a significant amount of time. This also applies to new weapons in a category that the GM has just introduced to his game. One of the following options should be chosen to arbitrate this situation.

Option 3: When a character first encounters a weapon type that he has never used before he may employ it with one-half of his skill rank in the attack theme category that the weapon falls under until he has practiced with it for at least one week, at which time the full bonus may be used.

Option 4: As above, except that he must train with it for one entire developmental period before he can use his full bonus with that particular weapon type.

Option 5: As Option 4, except that he must also spend development points equal to the cost of raising that weapon category one skill rank in order to gain the full bonus of that attack theme category with the new weapon.

Option 6: No attack theme skill may be used with an unfamiliar weapon until it has been practiced with for one week, at which time one-half the character's normal skill rank may be employed; another week of practice will allow the character to use the new weapon with his full bonus.

Option 7: As Option 6 and Option 5: A character must expend an equivalent number of developmental points required to raise the skill two ranks before the full bonus can be used; the first rank allows the weapon to be used with half the character's rank for that attack theme category and after the second rank is achieved the full bonus may be used.

Weapons listed in parenthesis at the end of each attack theme category are the fantasy weapons from *Arms Law* and *Rolemaster Companion III*, which are included in that category if the GM allows their use.
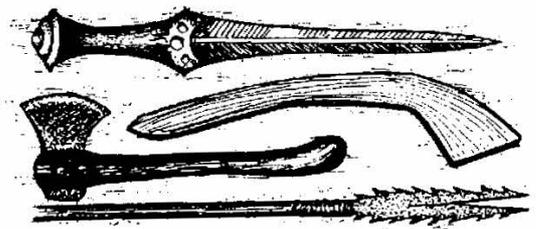
ONE-HANDED CRUSHING

Short Spikes (SS): War Hammer, Mace, Ice Axe. (Baw, Klhaizail)

Chains Plus (CP): Morning Star, Nunchaku (1H). (Typh, Khazorzim)

Clubs (CL): Blackjack, Jo (1H), Tonfa, Club (1H).

Whips (WI): Cat-o'-nine-tails, Whip.

One-Handed Edged

Short Blades (SB): Dagger, Dirk, Sai, Main Gauche, Short Sword (Katari, Jambiva).

Long Double-Edged Blades (DE): Broadsword, Short Sword, Long Sword, Bastard Sword (1H), Katana (1H), Sai (Shang, Dag, Yarkbalka, Sultari, Slan Mahrr 1H, Correlledge, Dragonblade)

Thrusting Blades (TB): Rapier, Foil. (Kynac, Long Kynac, Slan Shyrr)

Long Single-Edged Blades (SE): Scimitar, Sabre, Cutlass, Falchion. (Dag, Klllaj, Goodar)

Short Axes (SA): Handaxe, Tomahawk, Hatchet, Short Sword. (Cabis, Bulbova 1H)

Two-Handed

Long Axes (LA): Battle Axe, Woodsman's Axe, 3/4 Axe ('Hudson's Bay Axe"). (Bulbova 2H, Zharenzak)

Long Spikes (LS): War Mattock, Mattock, Pick, 2H Hammer.

Great Blades (GB): Bastard Sword (2H), Katana (2H) 2H Sword, Claymore, No-dachi. (Irgaak, Dalwal)

Great Chains (GC): Flail, Nunchaku (2H).

Staves (St): Quarterstaff, Jo (2H), Cudgel, Club (2H), Spear.

Pole Arms

Pole Arms (PA): Pole Arms, Spear, Javelin, Pilum, Harpoon, Lance (unmounted), Trident (Naginate, Runk)

Mounted Pole Arms (MP): Lance (mounted), Spear, Javelin.

Missiles

Bows (BW): Short Bow, Long Bow, Composite Bow.

Crossbows (CB): Light Crossbow, Heavy Crossbow.

Slings (SL): Sling, Staff Sling.

Blowguns (BG): Blowgun, Pea Shooter.
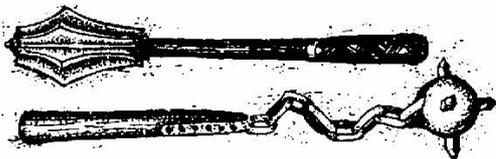
Thrown

Short Blades Thrown (TSB): Dagger, Dirk, Sai, Main Gauche, Short Sword. (Katari, Jambiva, Kynac, Shang)

Long Blades Thrown (TLB): Cutlass, Short Sword. (Long Kynac, Slan Shyrr, Slan Mahrr)

Short Axes Thrown (TSA): Handaxe, Tomahawk, Hatchet, Short Sword. (Cabis, Cazingal, Bulbova)

Short Spikes Thrown (TSS): War Hammer, Mace, Club, Cudgel. (Klhaizail)

Chains Thrown (TCH): (Typh)

Pole Arms Thrown (TPA): Spear, Javelin, Pilum, Harpoon, Trident.

Thrown Projectiles (TPR): Boomerang, Shuriken, Darts.

Lines Plus (TLP): Bola. (Ge)

3.2 MULTIPLE ATTACK PROFICIENCY

Multiple Attack Proficiency (MAP) is designed to allow highly skilled fighters the opportunity to attack more than once with d weapon, in a single round, by sacrificing portions of their sk bonus in terms of skill ranks.

Minimum Requirements

A character must have at least 20 skill ranks with a speci weapon before he may make multiple attacks with that weapon. A minimum of 10 ranks is required for each additional attack after first.

Diminishing Returns

Offensive bonuses for multiple attacks diminish just as bonuses for skill rank development do. The first attack will hav base OB of 50 (10 ranks at 5%), the second attack will have a base OB of 20 (10 ranks at 2%), the third will have a base OB of 10 (ranks at 1%), and all remaining attacks (should the character g enough ranks) will have a base OB of 5 (10 ranks at .5%). Because of the diminishing returns effect this system imposes upon multi attacks, it is unlikely that a character will ever make more than t attacks with one weapon in a single round.

Example: *Bullywoog, a very ugly assassin, has developed 16 ranks with his dagger. Because he has less than 20 ranks, Bullywoog's only option of attacking in a given round is with an OB of 62 (10 ranks at 5% + 6 ranks at 2%).*

Bullywoog develops six more ranks with his dagger for a total of 22 skill ranks. Bullywoog could now make a single attack with an OB of 72 (10 @ 5% + 10 @ 2% + 2 @ 1%), or he could make two attacks with the OB of the first attack at 50 (10 @ 5%) and the second at 20 (10 @ 2%) leaving him 2% to apply to either the first or second attack, or he could apply 1% to each.

If Bullywoog continues to develop his skill, he could possibly develop thirty ranks with his dagger. In this case Bullywoog could attack three times in a single round with an OB of 50 for the first attack, an OB of 20 for the second, and an OB of 10 for the third. Or he could make only two attacks with his first attack at 50 and his second at 20 leaving him 10% to apply in any ratio to either the first and/or second attack.

Additional Modifiers

In addition to the normal offensive bonus a character receives for developed skill ranks, other modifiers might be available to t character such as stat bonuses, spell bonuses, item bonuses bonuses for tactical advantage. These bonuses are added to each attack after the base OBs have been set.

Example: *Bullywoog has a strength bonus of +20 and a fine dagger with a bonus of +10. His total bonus is +30 (20 + 10). He sets his base OBs at 50 (10 ranks @ 5%) for the first attack and 22 (10 @ 2% + 2 @ 1%) for the second. He then adds his additional bonus of +30 to each attack for a final combination of 80 (50 + 30) for the first attack and 52 (22 + 30) for the second.*

Option 1: Equally divide the character's total bonus by the number of attacks being made, and apply the result to each attack.

Option 2: Divide the bonus among each attack as desired, provided that the sum of the divisions does not exceed the character's total bonus.

PARRYING

A defender may not parry with a weapon with which he is making multiple attacks. He may however switch any or all of his offensive bonus to his defensive bonus provided he has a shield, suitable terrain, or another melee weapon. The amount shifted to DB must be subtracted from each attack, and if the resulting OB is negative for any attack, that attack is lost.

Example: *Bullywoog has 32 ranks developed with his dagger. He sets his base OBs at 50 (10 ranks @ 5%) for the first attack and 20 (10 @ 2%) for the second attack and 11 (10 @ 1% + 2 @ .5%) for his third attack. He then shifts 15 points of his OB to his DB. His final OBs will be 35 (50-15), 5 (20-15), and -4 (11-15).*

Realizing that he will lose his third attack, Bullywoog decides instead to only make two attacks. Refiguring his OBs, Bullywoog now has a 50 (10 ranks @ 5%) for the first attack and 32 (10 @ 2% + 10 @ 1% + 2 @ 1%) for the second attack. Adjusting his OBs for his parry results in final OBs of 35 (50-15) and 17 (32-15).

Even though a combatant may have additional modifiers such as a weapon bonus, spell bonus, etc., the amount of OB switched to DB must be figured based upon the expertise bonus developed from his skill ranks. Afterward, any additional modifications may be split among the remaining attacks and/or to the combatant's parry value.

Example: *Bullywoog can now apply his additional modifiers of +30 (strength and dagger bonus) to his OBs of 35 and 17. The final OBs will be 65 (35 + 30) and 47 (17 + 30). His parry bonus will be 15.*

WEAPON COMBINATIONS

The following are modifications to Section 5.1 of *Arms Law* when using Multiple Attack Proficiencies.

No Melee Weapon

Multiple Attack Proficiencies are developed for a specific weapon. No bonus so developed may be used with any similar weapon unless specifically deemed appropriate by the GM.

One-handed Weapons

There are no special modifications.

One-handed Weapons with a Shield

A combatant with a one-handed weapon and a shield may make multiple attacks with that weapon and parry normally with the shield (see Section 4.3 of *Arms Law*). Alternatively, a combatant may use his shield bonus as his DB against one foe but will have no parry bonus for the foe he attacks with his weapon.

Pole Arms

There are no special modifications.

Option: The GM may require additional ranks to develop a proficiency with a pole arm. Instead of groups of 10 ranks for each attack, the GM may require groups of 12 or even 15.

Two-Handed Weapons

There are no special modifications.

Option: The GM may require additional ranks to develop a proficiency with a two-handed weapon. Instead of groups of 10 ranks for each attack, the GM may require groups of 12 or even 15.

Two One-Handed Weapons

A defender may not parry with a weapon with which he is making multiple attacks. A combatant with two one-handed weapons may make multiple attacks with each weapon (provided he has at least 20 ranks with each weapon).

Thrown Weapons

MAP does not apply to thrown weapons.

Missile Weapons

MAP does not apply to missile weapons.
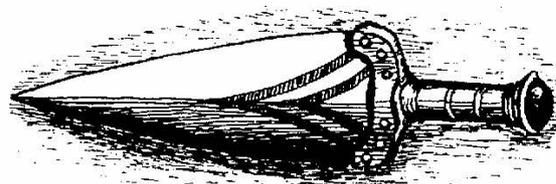
MULTIPLE OPPONENTS (SWEEP)

A combatant may engage more than one opponent for each attack he is capable of making in one round. Each additional opponent after the first incurs a cumulative -20 penalty. This penalty is added to the attack after all other modifications have been made. Targets must be within range for the attacks, etc.

Example: *Bullywoog has 32 ranks developed with his dagger. He decides to ambush three unsuspecting tourists. His initial OB allotments are 50, 20, and 11. Since he can perform three separate attacks he may engage all three tourists. He has additional modifications of +30 which result in adjusted OBs of 80, 50, and 41. Now Bullywoog figures in the penalty for attacking multiple foes and his final OBs are 80 for the first tourist, 30 (50-20) for the second tourist, and 1 (41-40) for the third.*

Option: An additional bonus of +10-+30 might be given for particularly long weapons such as pole arms or two-handed swords.

MULTIPLE ATTACK PROFICIENCY AND HASTE EFFECTS

A combatant using only his proficiency to make multiple attacks, executes all of these attacks in the melee phase of the turn sequence. If a combatant, using his weapon proficiency, is under the influence of a Haste or Speed spell, then he acts first and last in a given round; executing all of his attacks due to his proficiency at the first and last of that round.

Option: A GM may rule that a hasted combatant may use only half of his proficiency (half of his skill ranks) or none at all while hasted.

3.3 PARRYING FOR ADVANTAGE

This option is for those players and GMs who feel that martial artists are trained to block attacks in such a way as to enhance opportunities for a counter attack. This is accomplished by turning the foe's energy against him. Through the manipulation of his weapon or body, and quick movement, the foe may be put at a disadvantage. .

Parrying for Advantage, referred to as PFA, is for martial artists, especially those of peaceful orders, who have lost or relinquished initiative. The martial artist declares he shall attempt PFA when announcing his parrying bonus from his OB. The defender must then successfully parry the attack, receiving no criticals. The defender then makes an open-ended roll adding the modifications from the PFA Modifications Chart, as well as any other current bonuses or penalties. The result is then compared with the PFA Results Chart, applying the results.

SUMMARY

1. Declare parrying amount and MA Rank used.

2. Successfully parry attack (no critical).

3. Add parrying bonus.

4. Add results from PFA Modifications Chart.

5. Add any applicable bonuses or penalties (hits, spells, injuries).

6. Total is compared with PFA Results Chart, all results applied.

Example 1: *Benevolent Bob is a 10th level Warrior Monk with a Rank 3 OB of 101 in both strikes and sweeps, and a DB of 20. One day he is confronted by two 5th level warrior monks, neither of whom share his benevolent outlook. The first warrior monk attacks with a spear, and Bob parries with 35 of his 101 OB. Successfully parrying his foe's attack (no critical), Bob rolls for PFA, getting a total of 92 [roll (+62) + parry (+35) + PFA Mods Chart (-5), pole arm vs. Rank 3, = 92]. Consulting the PFA Results Chart, the GM tells Bob he did nothing but deflect the attack. Bob dispatches his foe anyway (driving the nasal bones into the brain) and meets the next warrior monk, who uses Rank 2 sweeps. Again Bob parries with 35 and once again successfully parries the attack (no critical). This time, Bob's PFA total is 128 [roll (+78) + parry (+35) + PFA Mods Chart (+5), Rank 2 vs. Rank 3, = 128]. The GM tells Bob that he has opened his foe's defence and Bob gains a +15 on his counterattack. On Bob's counterattack, he now adds 15 to his 66 OB (101 - 35).*

Example 2: *Bob meets up with the warrior monks' leader, and wounds this twentieth level monk with a thrown knife, the critical resulting in the monk being at -5. Bob then attacks with 80 of his 101 Rank 3 OB. The monk, who was not stunned, decides to use PFA and parries with Rank 4 at +45. The monk successfully parries Bob's attack (no critical), and rolls a 100 followed by a 37 for a total of 182 [roll (+137) + parry (+45) + PFA Mods Chart (+5), Rank 3 vs. Rank 4, + injury (-5) = 182]. Consulting the PFA Results Chart, the GM tells Bob that he was drawn past the monk, who gains +35 on his counterattack*

as he strikes at Bob's rear. The attack results in Bob being thrown to the ground and stunned for 3 rounds. Luckily for Bob, an archer who Bob once aided, happens along and f[ ] the monk's back with arrows. Being benevolent does have advantages.

RESTRICTIONS

1. This option may not be used when forced to parry due to a critical or spell.

2. PFA may not be used vs. large or super-large creatures. T[ ] GM may allow PFA to be used vs. medium sized creatures who receive large or super-large creature criticals.

3. PFA is not usable against animals. This is due to their gre[ate]r speed and varying attacks.

4. The GM should not allow PFA to be used in situations he deems inappropriate. Such situations may include combat [ ]. mounted foes, or when the defender is in a cramped space, lying down, or standing on a ledge.

5. The Defender may not be surprised.

6. Not usable vs. missile weapons or weapons the GM feels inappropriate, such as whips or magical weapons (e.g., an invisible broadsword).

Option 1: The GM may wish to lessen the bonus for parrying by 1/3 or 1/2 when rolling on the PFA Results Chart.

Option 2: The GM may give the attacker a RR vs. the m[art]ial artist's level, with Ag as a stat bonus.

PFA MODIFICATIONS CHART

Attack Type	Parrying Rank			
	1	2	3	4
MA Rank 1	-	+5	+10	+15
MA Rank 2	-5	-	+5	+1[0]
MA Rank 3	-10	-5	-	+[5]
MA Rank 4	-15	-10	-5	-
Chained Weapons	-20	-15	-10	-5
Pole Arms	-15	-10	-5	-
Two-handed	-10	-5	-	+5
One-handed Edged	-5	-	+5	+1[0]
One-handed Crushing	-	+5	+10	+1[5]
Weapon Katas	Average of MA Rank and weapon type			

The reason for bonuses or penalties vs. certain weapon [ty]pes derives from the difficulty or ease involved in manipulating the attack. The higher the MA Rank used for parrying, the less diff[ic]ult to manipulate the foe. This is different from parrying in tha[t t]he defender is not only avoiding the attack, but also putting his foe in a disadvantageous position at the same time. Therefore, ce[rt]ain weapon types are more difficult to use in the manipulation of [f]oe. For instance, a stab from a short sword is easier to manipulate than a spear thrust, or a swing from a morning star is more difficult to manipulate than a swing from a broadsword.

PFA RESULTS CHART

<1: Poor attempt leaves you off balance. -10 to counterattack.

1-95: Attack parried, nothing else.

96-100: Draw foe off balance, +5 to counterattack.

101-120: Sly move causes foe to overextend, +10 to counterattack.

121-140: Cunning block opens foe's defence, +15 to counterattack.

141-160: Deft turn puts you at foe's undefended flank, +20 to counterattack.

161-180: Vicious block disarms foe (unable to parry this round), puts him at -10 for three rounds, and +25 to your counterattack.

181-200: With an agile spin, you draw foe past you, resulting in a clear shot to his rear and +35 to your counterattack.

>200: Cruel parry bends foe's elbow/knee in direct contrast to his creator's intentions. Foe is stunned for five rounds, unable to parry for three, and at -65 to all actions. You are at +40 to your counterattack and +15 for the following three rounds. Your teacher would be proud.

3.4 TWO-WEAPON KATAS

How does a GM handle a player who wants to wield two nunchaku in conjunction with a weapon kata? Should the PC be required to have skill with the two weapon combo being used? What is the attack modification, and what extra damage is done? Will it be a hassle for the GM? The following guidelines will answer these questions.

The first thing a GM must determine is whether the PC is experienced enough to use the two weapon combo as a weapon kata. Below are two methods from which to choose.

Option 1: Require an OB of at least 90 in the MA style used. The weapon must be the PC's original kata weapon.

Example: Bob the Warrior Monk chose the handaxe as his kata weapon when his MA OB was 50; he may wield two handaxes as his kata upon reaching an OB of 90.

Option 2: In addition to an OB of at least 90, require the PC to develop skill with the two weapon combo. The character must also maintain at least half as many skill ranks in the two weapon combo as in MA Rank 1.

Example: Bob has 14 skill ranks in Rank 1 Strikes, therefore he must maintain at least 7 skill ranks in the two weapon combo of handaxes.

Note: *It is suggested that only two of the same weapon be allowed as weapon katas. The GM should also disallow weapons he feels are too unwieldy.*

EFFECTS OF TWO WEAPONS IN COMBAT

1. Attack mod = -30 (instead of -20).

2. The fumble range is decreased by 1 for every 10 the OB is over 90, to a minimum of 2. (Option: decrease fumble range by 1 for every 20 the OB is over 90.)

3. The number of extra concussion hits is doubled. (Max weapon hits vs. that AT) - (Max MA hits vs. that AT) x 2 + Normal MA hits = Total hits delivered.

4. There are now two criticals delivered, of one less severity, in addition to any MA critical. The result may be determined as follows:

A: One roll and apply the results for all criticals, or

B: One roll for the MA critical and one roll for the weapon criticals.

Example: Mike the High Warrior Monk (level 7, MA Strikes Rank 3 OB = 90) has a two weapon kata when using warhammers with MA Strikes. While in combat with Hurgrum (level 5 fighter, DB = 30, AT/10), Mike attacks with his weapon kata. Mike's attack total is a 107 [(OB) 90 - (DB) 30 - (Kata penalty) 30 + (roll) 77 = 107], which results in a 10B (on the MA Strikes table) + 14 hits (7 Kata hits x2) and two 'A' criticals (kata criticals). The criticals would then be resolved by one or two rolls (GM's choice).

3.5 THROWN PROJECTILES

Thrown projectiles delivery (such as vials of acid or holy water) occurs during any Fire Phase in the combat round. In addition, items such as grenades, demolition charges (most likely black powder or naptha in a fantasy milieu), and the like can be placed during the Movement and Maneuver Phase of the round.

Note: *these rules are used for resolving attacks from projectiles which produce small area results, and are **not** for resolving attacks of thrown weapons against specific targets. The accompanying tables are based around similar conventions occurring in* **Space Master**.

The attacker must specify where he would like the projectile to land (and presumably, break or detonate). He then rolls and adds his appropriate Thrown Weapons bonus, the range modifier specified in the Thrown Projectile Range Mods Chart, and any other modifiers stipulated by the GM (for example, if the attacker is trying to throw a vial of Holy Water through a narrow aperture, the GM may say that it is Very Hard to do so and assign a -20 difficulty modifier).

Note: *It is contingent upon the GM to assign difficulty modifiers if he deems that an attacker's attempted throw or the conditions involved are in some way unusual. Also, unusual weight or aerodynamic properties of the projectile may increase or decrease the effective range of the projectile.*

If the net result is over 100, the projectile lands as intended. The delivery process is complete, and the attacker may move on to the effect resolution process. If the net result is 100 or less, the projectile was not placed as desired and the Thrown Projectile Error Chart is consulted to determine exactly where it did land. Once that is determined, the attacker then proceeds on to the effect resolution process.

To determine the range of an error on a 100 or less roll, use the original modified roll and consult the Error Direction Chart. Next, determine direction of error: for game purposes we will assume six possible error vectors (especially handy when playing on a hex grid). An unmodified, closed 1D100 roll is made to determine direction based on range. Abbreviations are: L = Long; LR = Long and Right; LL = Long and Left; S = Short; SR = Short and Right; SL = Short and Left.

Using this data, establish the new landing point of the projectile. Note all other potential targets in the area.

EFFECT RESOLUTION PROCESS

1. Establish the impact point of the projectile.

2. Identify all potential targets. Liquid-filled projectiles designed to fracture and splash on impact (such as vials of Holy water, acid, greek fire, etc.) have a Splash Radius equal to 1 foot per pint of liquid. Targets positioned within the Splash Radius will also be affected by the substance (if applicable).

3. Apply results of the attack to all targets affected (Holy Water would likely deliver acid criticals to undead, burning oil would inflict heat criticals, continuing on subsequent rounds, etc.).

THROWN PROJECTILE RANGE MODS CHART

	DISTANCE IN FEET	MODIFIER
Point Blank	1-10	+30
Short Range	11-30	+10
Medium Range	31-90	+0
Long Range	91-150	-30

THROWN PROJECTILE ERROR CHART

NET ROLL	POINT BLANK	SHORT RANGE	MEDIUM RANGE	LONG RANGE
101+	-	-	-	-
99-100	1'	1'	1'	1'
96-98	1'	1'	2'	3'
91-95	1'	2'	3'	5'
86-90	2'	3'	4'	8'
81-85	2'	3'	6'	10'
71-80	2'	4'	8'	12'
51-70	3'	5'	10'	15'
31-50	3'	6'	12'	20'
11-30	4'	7'	14'	25'
06-10	4'	8'	16'	28'
05 & Under	4'	9'	18'	32'

ERROR DIRECTION CHART

1D100 ROLL	POINT BLANK	SHORT RANGE	MEDIUM RANGE	LONG RANGE
90-100	L	L	L	L
80-89	L	L	L	LR
70-79	L	L	L	LL
60-69	L	L	LR	SR
50-59	L	L	LL	SR
40-49	L	LR	SR	S
30-39	L	LL	SL	S
20-29	LR	SR	S	S
10-19	LL	SL	S	S
05-09	SR	S	S	S
03-04	SL	S	S	S
01-02	S	S	S	S

4.1 SPELL RESEARCH

In many campaigns a GM may be presented by the problem of wishing to introduce one or more excellent spell lists created by a player for his character to learn. But new spell lists are extremely time-consuming to create under the rules set forth in *Spell Law* (Section 9.0). Creation of a new list which does not simply mimic spells on existing lists takes almost eighty years to accomplish. The passage of eighty years of continual research in the life of a character is often inconvenient to simulate, and certainly does not leave much time for adventuring. Use of the Spell Research Table provides a practical base for the determination of the time required to complete spell research.

SPELL DESIGN

Six factors must generally be researched in the creation of new spells and spell lists:

• *Research Target (if applicable):* The structure of attack magics must take into consideration the physical nature of the target they will affect. Factors both anatomical and mental must be recognized (e.g., the workings of the brain of human and demi-human races must be considered when writing a spell to affect the mind). Spells doing damage to physical targets must often be written specifically with those targets in mind (spells such as *Earthquake* will likely require some knowledge of plate tectonics). Other attacks, such as *Fire Bolt*, may not have factors in their creation specific to a target; but simply deliver differing amounts and types of damage to different targets.

• *Class:* The spell class (D, E, P, M, etc.) must be determined. *(SL, Section 11.3).*

• *Parameters:* Will the spell affect one target or many? Area of effect, duration, and range desired must be assigned.

• *Mechanics:* Is this spell instantaneous? Are its effects dependent on the amount of the target's resistance roll failure? Must it be cast at night, in the daylight, or within a set range of a certain element? The actual mechanical concerns of casting the spell must be considered here.

• *Difficulty (level):* At what level on the list should this spell appear? Is it simple enough to be cast by a novice, or are its effects so far-ranging and powerful that it requires a great deal of expertise and expenditure of spell points to cast?

• *Name:* What will the spell be called? Although this may seem at first to be an arbitrary matter of taste, in the case of the various Power Words and Great Commands, this becomes an integral part of the spell design.

RESEARCH INVESTMENT

Often the spellcaster wishing to research new enchantments must consult many different sources. Many of them may be dangerous, difficult to find, or expensive to utilize. The services of a Sage or Seer, access to rare and delicate books in a restricted section of public or private library, and the opinions of other mages and scholars (of this or many other planes) may all be necessary to the successful creation of a new spell or list. The Research Investment is a total account of the expenses required to reach the necessary sources, and is determined by the GM. If the amount required is beyond the character's means, the spells may still be possible to research, but the project would likely be more difficult and potentially more dangerous.

USING THE SPELL RESEARCH CHART

The relative success of spell research is determined on the Spell Research Chart. This chart, like the maneuver charts, has a number of different "difficulty ratings", from Routine to Absurd. The appropriate difficulty must be assigned by the GM before a roll is made, with additional modifiers if necessary.

The percentages on the chart indicate the percentage of the research completed after the effort represented by that particular research roll, with the die roll modified upwards by the researcher's Research skill bonus (*SL*, Section 5.1) or the researcher's Re mod (if the skill is not used).

The second number in each entry on the table indicates how much time was required to complete the indicated percentage of the research.

The Routine through Hard columns are used for researching individual spells. The Routine column should only be used to determine the outcome of research on single spells which are of a type with which the caster is intimately familiar (i.e., elemental attack spells researched by a magician), and are of ten or more levels below the caster. The Hard column should be used for developing new and unconventional spells which have no existing counterparts within the same realm or profession, and are of a level equal to the caster.

The Hard through Absurd columns are used for researching lists by spell picks (*SL*, Section 5.3.3). The Hard column should only be used for very special occasions (developing new lists of a type the caster has made his personal, lifelong specialty, or very simple, non-combat magics (perhaps some open lists).

Example: *A Seer bereft of the Open Mentalism list Delving might develop it on the Hard column, because many of the spells are versions of spells he already possesses on his base lists, but the same seer attempting to write an elemental-based arcane list would be tackling a Very Complex or even Absurd project).*

RESEARCHING INDIVIDUAL SPELLS

Researching an individual spell, either for an open slot on an existing list or as an alternate to another spell on the same list, is resolved on the Routine through Hard columns on the Spell Research Chart (GM's discretion). For instance, the Routine column would be used for researching spells ten levels or more below the caster's level to fill the open slots on a list the caster already knows. The Hard column would be used for researching a new spell of the same level as the caster, with no equivalent counterpart on another list.

Option: If a GM wishes to allow spell research that is not part of a list at all, he should apply a +1% ESF chance to the spell for each slot below it left unfilled (to represent the researcher's lack of foundation work).

Example: *If the spell Black Tentacles (RMCIV, Section 9.0) is to be developed by itself, with no lower level spells on the list to provide a clear progression of power and intricacy, it would have an ESF chance of +12%. This ESF penalty may be reduced by 1% for each of these lower open slots which is eventually developed.*

RESEARCHING ENTIRE LISTS

Researching a new list is done by spell picks (SL, Section 5.3.3). Only the levels normally available to a specific profession may be researched by a member of that profession (e.g., a Sorcerer could only research spells on an open list up to tenth level). A separate research project is required for each list portion researched.

Researching a new list is resolved on the Hard through Absurd columns on the Spell Research Chart (GM's discretion). For instance, the Hard column might be utilized to research an 'A' pick of a new open list similar to an existing open list from another realm, while the Absurd column would be used for researching the 'D' portion of a new arcane list.

RESEARCH TIME MODIFICATIONS

The time required to complete a specific research project is modified according to the Research Time Modifications Chart. Also, the time may be increased or decreased by other factors (such as exceptionally good research materials, finding other work previously done along the same lines, or having continual minor interruptions or unexpected snags in the research).

Example 1: *The ambitious Magician, Hiraeth wishes to develop a new, more powerful Wall of Fire spell, for the magician base list Fire Law.*

Step one: Research target. This spell is not geared toward attacking any specific race or type of target.

Step two: Class. This is a elemental attack spell, not a resistible effect. The spell class will be 'E'.

Step three: Parameters. Hiraeth decides that 10'x10'x6" is large enough, and the duration of 1 rnd/lvl is fine, but the 'A' heat critical delivered by the wall just isn't deadly or destructive enough for his tastes. He decides the new Wall of Fire will therefore follow the same parameters as the 4th level Wall, but will deliver a 'C' heat critical.

Step four: Mechanics. No special or unusual mechanics or restrictions will apply; the spell will follow the established pattern of the 4th level Wall.

Step five: Difficulty. The spell will fill the existing gap between 8th and 10th level on Fire Law.

Step six: Name. No special requirements as to the spell's name exist, so he decides (typically) to call it Hiraeth's Humoungous and Magnificent Wall of Conflagration.

Step seven: Determine research requirements. Hiraeth wants access to the Great Library of Thoth for his research. Admission to the library is free, but access to the stacks concerning magical research costs 5 gp per day, plus the donation of one collectable book the library doesn't already possess. The 5 gp per day he can probably cope with, but he still must come up with the book. After perusing several auction blocks, he purchases an appropriate tome for 75 gp.

Step eight: Determine research time and investment. The GM rules that although the spell is more powerful than other comparable spells on Fire Law, most of the work is based on existing precedents (the 4th level Wall), and determines that this will be a Moderate difficulty project. Hiraeth's research bonus is 65 (10 ranks plus Re/In mod of 15). The GM grants him +20 for the excellent facilities available, and Hiraeth proceeds to roll a 73. 73 + 65 +20 = 158. Referencing the Spell Research Chart produces a result of 100% completed in 110 hours (fourteen eight-hour days). Hiraeth's total research investment is 145 gp, and Fire Law has its new addition.

Example 2: *The revered archmage Q. Z. Hartley decides to create a new arcane list dealing with electricity.*

Step one: Research target. These spells are not designed to attack any specific race or type of target.

Steps two through five. The class, parameters, and mechanics will vary from spell to spell.

Step six. Name. Some of the proposed spells on this list (Lightning Blade, Immolation) resemble spells on the arcane list Mana Fires, so he decides to call it Mana Currents out of respect to his predecessors.

Step seven: Determine research requirements. Hartley consults many of his colleagues who have done similar research, and arranges an audience with a Light Drake which resides in the mountains nearby. The drake agrees to teach him more about his element for the paltry sum of five thousand gold. Hartley purchases additional research materials in the form of several large, expensive books from the estate of his former teacher for 15,500 gp. He arranges to have someone take care of his estate during his time away (1 gp/day), and pays a friend to teach his classes at the local university during his absence (10 gp/day). He also consults with a local sage to see if there are any standard research materials he is not familiar with, and to see if anyone else has worked along these lines (25 gp, but no results).

Step eight: Determine research time and investment. Suitably equipped, Hartley begins his arduous task. His GM decides that developing a new list usable by all three realms is extraordinarily difficult; in effect, new foundation material for magic itself. Hartley is an accomplished archmage (20th level) and an experienced scholar, but has seldom delved into elemental magic. This research will be conducted in the Very Complex column.

Hartley's research bonus is 105 (40 ranks plus Re/In mods of 20). The GM grants him +20 for his initial preparations, but adds a -25 penalty for his comparative unfamiliarity with elemental magics. Hartley rolls a 31. 31 + 105 - 5 = 131. Referencing the chart, Hartley will have 60% of the first ten levels of the list completed in 500 days (250 x 2 because this is an arcane list). His total RI so far is 26,025 gp.

A quick look into his purse indicates to Hartley that he cannot continue to have expenses mount at this rate. His second research roll is, however, somewhat better (54). 54 + 105 - 5 = 154. Hartley will have the entire project completed in another 106 (53 x 2) days, for a total research investment of 27,191 gp, and his reputation at the college is assured for at least another term.

SPELL RESEARCH CHART

	ROUTINE	EASY	MODERATE	HARD	COMPLEX	VERY COMPLEX	ABSURD
-151	Upgrade to Easy. Waste 10 hours. Start over.	Upgrade to Moderate. Waste 15 hours. Start over.	Upgrade to Hard. Waste 20 hours. Start over.	Upgrade to Complex. Waste 6 weeks and 50% RI.	Waste 4 months and 100% RI. 50% chance a dead end.	List botched after one year. RI complete writeoff.	5 years, 100% RI, and much prestige, all wasted chasing a dream.
(-150) - (-101)	5% Harder than it looks. +10 ESF.	2 days and 5% RI wasted. Start over.	50 hrs. wasted; 20% RI wasted. +20 ESF.	3 weeks and 25% RI wasted. +25 ESF.	No progress; 50 days wasted, 75% RI wasted due to error. +25 ESF.	6 months and 90% RI lost. No progress. Start over.	3 years. No luck. 100% RI used up. People are laughing behind your back.
(-100) - (-51)	5% 100 hours.	5% 200 hours.	10 hours lost; 15% RI wasted. +15 ESF.	2 weeks and 20% RI lost to no gain. +10 ESF.	Problem 30 days into research. 50% RI wasted; 50% chance no loss, no progress.	5% 6 yrs. Slight progress, but currently +75 ESF.	Two years and 90% RI totally wasted.
(-50) - (-26)	20% 80 hours.	10% 175 hours.	5% 350 hrs. 10% of RI wasted. +10 ESF.	5% 75 days. 10% RI wasted. +15 ESF.	5% 100 days. 20% RI wasted. +20 ESF.	5% 5 yrs. 50% RI lost to no gain. +35 ESF.	All research dead ends. 1 year and 50% RI lost.
(-25) - 0	30% 60 hours.	20% 175 hours.	15% 350 hours.	10% 70 days. 5% RI wasted. +5 ESF.	5% 90 days. 10% RI wasted. +10 ESF.	5% 4 yrs. 20% RI squandered. +20 ESF.	5% 8 yrs. 25% RI lost. +25 ESF.
01- 20	40% 50 hours.	30% 150 hours.	20% 350 hours.	15% 65 days.	10% 85 days.	5% 3 yrs. 10% RI wasted. +10 ESF.	5% 6 yrs. 20% RI frittered away. +15 ESF.
21 - 40	50% 40 hours.	40% 150 hours.	30% 300 hours.	20% 60 days.	15% 83 days.	10% 2 yrs.	5% 5 yrs. +10 ESF.
41 - 55	60% 40 hours.	50% 125 hours.	40% 300 hours.	30% 57 days.	20% 80 days.	15% 1.5 yrs.	7% 4 yrs.
56 - 65	70% 30 hours.	60% 125 hours.	50% 300 hours.	40% 52 days.	30% 80 days.	20% 1 year.	9% 4 yrs.
66 - 75	80% 30 hours.	70% 110 hours.	60% 250 hours.	50% 50 days.	40% 78 days.	25% 1 year.	10% 4 yrs.
76 - 85	90% 30 hours.	80% 110 hours.	70% 250 hours.	60% 46 days.	50% 75 days.	40% 1 year.	15% 3 yrs.
86 - 95	95% 30 hours.	90% 100 hours.	80% 250 hours.	70% 42 days.	60% 72 days.	45% 1 year.	15% 3 yrs.
96 - 105	99% 30 hours.	95% 100 hours.	90% 250 hours.	80% 38 days.	70% 70 days.	50% 1 year.	20% 3 yrs.
106 - 115	100% 25 hours.	99% 80 hours.	95% 200 hours.	90% 35 days.	80% 69 days.	50% 1 year.	20% 3 yrs.
116 - 125	100% 25 hours.	99% 80 hours.	95% 200 hours.	95% 33 days.	90% 64 days.	60% 300 days.	25% 3 yrs.
126 - 135	100% 25 hours.	100% 70 hours.	99% 200 hours.	95% 30 days.	95% 60 days.	60% 250 days.	25% 2.5 yrs.
136 - 145	100% 25 hours.	100% 70 hours.	99% 200 hours.	99% 28 days.	95% 57 days.	70% 200 days.	30% 2.5 yrs.
146 - 155	100% 25 hours.	100% 60 hours.	100% 150 hours.	99% 26 days.	99% 53 days.	75% 150 days.	30% 2 yrs.
156 - 165	100% 25 hours.	100% 55 hours.	100% 110 hours.	99% 25 days.	99% 51 days.	75% 120 days.	35% 2 yrs.
166+	100% 20 hours.	100% 50 hours.	100% 100 hours.	100% 24 days.	99% 50 days.	75% 100 days.	35% 2 yrs.

Example 3: *In an ill-advised and hasty move, Hartley's arch-rival Estrefan decides to show him up by stealing Hartley's notes and picking up where he left off. Estrefan is a magician, but he has more experience with this sort of elemental magic than Hartley does. Estrefan foolishly limits his research to the college library, and obviously can't consult with anyone else until his pirated research is complete.*

Estrefan's research bonus is a paltry 55 (10 ranks plus 5 Re/ In). The GM decides this is an Absurd feat for him to try to pull off, and penalizes him an additional -30 for not preparing his materials properly. Estrefan, however, gets lucky and rolls a 96 (open-ended) and a 34. 96 + 34 + 55 - 30 = 155. Consulting the chart, it is shown that in six years (2 years x 3 because this is an arcane list), Estrefan will be a whopping 30% on his way to writing the next five spells on the list. Hartley's reputation is saved by Estrefan's overconfidence!

RESEARCH TIME MODIFICATIONS CHART

	Open	Closed	Base	Arcane
Semi-Spell User	x2	-	x1	x6
Hybrid Spell User	x1	x2	x1	x2
Pure Spell User	x1	x2	x1	x3
Non-Spell User	x2	-	-	-

Research Investment (RI): Covers total expenditure for research; may include everything from paper to books to bribes. 'RI lost' results reflect incorrect initial selection of research materials, damage to books/equipment, etc.

+xESF: When the spell research is completed, the spells will have an increased chance of ESF. Another research project of one degree easier severity is required to correct the problems.

Note: *multiple results indicating increased ESF chances are cumulative.*

ADDITIONAL MODIFICATIONS

Caster's Research skill bonus (if used)	V
or	
Caster's Re modifier	V
Quality of research materials	+50 to -100
Surroundings conducive to research	+30 to -70
Caster's Research Investment	V

4.2 LEVEL-BLOCK POWER POINT SYSTEM

This section discusses some of the limitations that the structure of the *Spell Law* power point system imposes, and suggests an alternative power cost progression.

The way that the power point system is set up in *Spell Law*, it seems that a PP multiplier device is almost a mandatory requirement in order for a pure spell user to have enough PPs to get by. (Either that or a very high stat, or both.) If a tenth-level spellcaster only has 10 natural PPs to work with, his power is not that great in an

extended crisis or long-term expedition. For instance, a Magician with a personal capacity of 10 power points will be able to cast on a single *Lightning Bolt*, his spellcasting resources then bei exhausted until he can rest again. Such a character could not even manage to fire off two *Fire Bolts* in the same day (their combined cost is 12 PPs).

The solution of making PP multipliers easily available ju doesn't work in many low-powered games, or within enchanted-item scarce campaign settings where the Alchemical laboratori that create such things are no longer functioning.

The spells on an average spell list just do not increase enough in effectiveness as they progress to slightly higher levels to justify power cost progression which requires an additional point of pow for each higher spell level. E.g., on the *Open Essence Detectin Ways* list, the effects of the *Detect Essence*, *Detect Mentalism*, and *Detect Channeling* spells are much too similar to demand that thre times the power of the lowest level spell be expended to cast th highest level version of this set.

Instead of attempting to use PP-total expanding methods t increase spellcasting power, the *Spell Law* PP system can b modified slightly to achieve the same goal.

Under the "Level-block PP Cost" system, a spell no longer cost a number of PPs equal to its level to cast. Instead, spell PP costs ar divided into blocks (following the "spell picks" progression), wit each successive block costing more PPs in a cumulative progression, and each spell within a block having the same PP cost:

Spell Level	PP Cost
1-5	1
6-10	3
11-15	6
16-20	10
25+	*
* Each spell above 20th level costs a number of PPs equal to its level.	

The net effect of this change is to slow down the spell power cos progression itself in order to increase spellcasting ability, so that a spellcaster's PP stores need not be artificially bloated for him to function adequately. One of the major advantages that this system provides is to give "average" (1 PP per level) spellcasters a fighting chance, so that every spell-using opponent need not have an unusually high stat or multiplier device in order to present a danger. It also makes the higher realm-attunement stats much more valuable when rolled, strengthening the concept of the rare "natural" talent with magic who is born with access to a very high power level.

The standard cumulative level-block PP cost progression noted above (1/3/6/10/*) is only a suggested cost progression, and may be altered to fit each GM's view of the power of magic within his campaign. Some optional PP cost systems might include the following progressions:

1/2/5/10/*; 1/2/4/5/*; 1/2/3/4/*;

1/2/4/5/10 (each spell above 20th level costs 10 PPs to cast);

1/2/3/4/10; 1/2/3/4/5; 1/6/10/15/*;

or even something along the lines of 5/10/15/20/*.

4.3 TEMPORAL DISPLACEMENT

INTRODUCTION: WAVE TIME THEORY

Wave Time Theory is a consistent rules structure in which to run a time-traveling scenario or campaign. Wave Time Theory holds elements of modern time theory as well as that of old, yet because it is designed to be used in a fantasy/sci-fi milieu, some important aspects of these theories have been abandoned. Everyone has their own ideas concerning time travel, this being just one, but the Wave Time Theory is not an attempt to cover every possible theory that has been offered to explain the mechanics of time. It is instead, a simple approach that helps a GM to avoid the paradoxes that usually accompany such theories.

It helps to understand this theory by visualizing an ocean that stretches out infinitely in all directions, and that this ocean is completely still ... mirror-calm, and it is only inches deep. The ocean floor is made up of sand consisting of many shapes, sizes and colors. In some places the sand lies arranged in patterns of deliberate texture and subtle hue. In other places, there appear to be no patterns or color at all. When you reach out and touch the calm surface, you create a wave which races away from you in all directions, and behind this wave the sands have taken on new colors and forms.

The ocean represents static time, or the Time Continuum. The wave represents dynamic time, or the Event Horizon. Things change within the wave. It is within this wave that perceptions of reality exist, and it is within this wave the future is created. The sand is history; both past, present and future. As the wave travels through the ocean, it rearranges the sand which lies beneath it like real ocean waves do to the sands of a beach; erasing the old future in favor of a new past.

The past (sand patterns behind a wave) contains what happened and what could have happened. The present (a wave) is happening now. The future (sand patterns in front of a wave) contains what will happen and what can happen. It is exactly like the past except that it lies in front of the wave. And just as past events depended on the choices made, the future depends on those that will be made.

The basic premise of this theory is: the past contains all that was and could have been; the future contains all that will happen and what can happen; the present ... infinite choice. The possibilities of this theory are: travel into the past and future. The surprises of this theory are: travel into the past or future does not effect the present.

CREATING WAVES

Travelling into the past or future creates a new wave within the continuum. This wave will wash over the sand, changing the future and creating a new past. Actions in this new wave will reorganize the sand. If this new timeline is influenced greatly, the sand patterns may be radically changed. If influenced slightly, the sand patterns could remain virtually unchanged. An existing wave can be travelled to without creating a new one (providing alternate time lines already exist — GMs option).

TRAVEL INTO THE PAST

A traveller can travel backwards and meet himself. The pair could both travel backward and meet themselves again. A traveller can travel back before his birth ... beyond the birth of the planet or possibly the universe. Travel into the past and events which are changed there will not effect future waves. This is based on a simple observation which is easily witnessed. If a stone is dropped into a still pond, many waves are created. The waves have an interesting property; they never pass one another, and they each travel at a constant speed and at a uniform distance. Events changed in the past never catch up to those transpiring in the future. If, for example, a traveller changed some major historical event (something measurable), then when he returned to his original time (wave), nothing would be different. All the history books would read just the same as they did before he left. Last year's sun rises and falls in the sky no faster or slower than it does today. Why should the effects of events he changed travel any faster than they normally travelled before? If he travelled backwards 200 years and painted the sun green, no one in the wave he left would ever know.

TRAVEL INTO THE FUTURE

A traveller cannot travel forward and witness his death. This is not possible because when he travels forward, he removes himself from probable future events and therefore from the circumstances which lead to his death. Let's say that a friend takes something personal of the traveller to a Seer. She reveals the circumstances of the traveller's death and the events that lead to it. (While at a carnival, he stumbles across two thieves robbing an elderly sausage vendor. He attempt to save the sausage vendor's life when one of the thieves produces a sword. Unfortunately the thief succeeds in killing the vendor, and the other stabs the traveller from behind as the traveller lunged for his friend.) As an experiment, he tells the traveller what he did but does not give any specifics. The traveller agrees to travel forward a few days. He reappears three days later and continues on his way. His friend later reveals, after the critical night has passed, that if he had stayed, he would have come across a sign which advertised a carnival in a neighboring village. Because he likes carnivals so much, he naturally would have attended. It was at the carnival that he met the thieves, and it was at the carnival he would have died. But because he travelled forward, he missed the advertisement and therefore missed his death. Another good example might be if a traveller had a terminal illness. His life expectancy might be three more years. If, for example, the present year for him is 1990, and he traveled forward 10 years to the year 2000, then he would die in 2003 and not in 1993.

MULTIPLE TRAVELS TO THE PAST AND FUTURE

A traveller cannot travel into the future and meet himself unless he has been there before. He does not exist beyond his origin wave, unless he travels to some future point; then he exists in the future. As long as he remains in the future (in front of his origin wave) he will have a future self (himself) influencing the future sands. If he returns to any point in the past (for example, his origin wave), this future existence lasts until his origin wave erases that pattern or record from those future sands, though his influence upon the future can never be removed.

There are moral and ethical problems (for the players) within this theory which can serve as great plot generators for scenarios or campaigns. If players jumps around a great deal, the waves could become confusing. The GM should map their time jumps on a line. This will help to keep up with all the waves that they create. Each time a wave is created a mark should be made and also a note to keep track of the events that they create or change...these can have profound effects on the futures of each wave. The benefit is that when the players return to a time that they have altered, the GM can reference his time map and describe the possible mild or even radical changes that have occurred due to their actions in that previous time. There is no limit to the amount of diversity and adversity a time-travelling party could experience.

Going back and changing a past event will not change the future, but if the future is unlivable and changing a past event will save the world (at least for that timeline), then the players could stay in that time and live.

Example: A great evil Elven Wizard developed a spell which would kill all human life. Our heroes travel forth to do battle with the mighty Wizard to save themselves and the world. But they arrive too late and begin to see the terrible spell work. They cannot stop the spell, but they have one chance. They decide to go back into the past and prevent the Wizard from ever learning the spell. When they arrive in the past, they race for the wizard's tower, storm into the laboratory and slay the evil menace, and then they raze the keep. This is great for the heroes and of course for all human life, but just a few hours into the future the mighty Wizard has succeeded in his vile plot, and all human scum has been eradicated.

Let us say that the spell has a permanent effect and that any human life arriving on this world will immediately dry up and blow away. So if the characters make an attempt to return to their origin wave, they will die. In this case, both the heroes and the villain win; they just win in different times.

Now there is nothing to stop the characters from developing some means which will protect them from the effects of the spell and then going back to the future and taking care of the Wizard. This won't bring back the humans, but it will surely satisfy the heroes knowing that at least he didn't get away with it. And the result of this scenario is that there are now two very different worlds (time lines); one with humans and one without.

4.4 OPTIONS FOR EXTRA BASE LISTS

Rolemaster core rules provide six base lists for the characters. Four from the profession's base lists and up to two others from Open, Closed, or profession base lists. Here are options for handling professions with more than five to six base lists.

Option 1: Simply treat them as extra base lists, and allow the profession to make full use of them through B, D, & E picks.

Option 2: The GM decides which 5 or 6 of the lists are base lists for that profession within his campaign and then makes the remaining lists unavailable.

Option 3: Allow the player to cull 4 base lists from all that are available. The player must do this in groups of five spell blocks of 1-5, 6-10, 11-15, 16-20, 25, 30... etc. Once he has assembled his four base lists, the remaining lists are discarded.

Option 4: After the player selects his base lists, the remaining lists are treated as either closed or open lists.

4.5 OPTIONS FOR SIMILAR BONUS ITEMS

Option 1: Only allow the character to benefit from the single highest specific bonus. For example, if the character had a +10 DB ring, a +5 DB sword, and a +15 DB gauntlet, then he would only benefit from the +15 DB gauntlet. This option should be applied to all types of "defensive bonus" items, including items that confer an additional bonus for resistance rolls, elemental attack defensive bonuses, etc.

Option 2: Allow the character the full benefit of the single highest specific bonus plus half of the sum of the remaining similar bonuses.

Option 3: Allow the character the full benefit of all of his bonuses (this could result in very high bonuses).

Option 4: Treat spell bonuses separately from item bonuses (treat them separately using one of the above options for each and then add the results together for the net bonus).

Option 5: Treat spell bonuses in the same way as item bonuses (applying one of the above options to both equally).

4.6 OPTIONS FOR SPELL ADDERS

Option 1: Place an upper limit on the level the adder may allow the character to cast without power points. These adders can be typed just as spell picks. A type A Adder would allow up to a 5th level spell to be cast, a Type B Adder would allow up to a 10th level spell to be cast, etc.

Option 2: Normally an adder can be used repeatedly (after the same rest and/or meditation that enables a character to regain his own PPs). Instead, allow the adder to used again only after a period of time based on the level of the spell used with it. For example, if the last spell used with the adder was level 5, then the adder cannot be used again for five hours. The GM could decide to apportion the time increments based on the level of the spell. For example, if the spell's level was 1-5, the time required for the adder to "recharge" might be in minutes x level of the spell. If the spell's level was 6-10, then the time required before re-use might be hours (as above). If the spell's level was 11-15, the time required might be 12 hours x level of the spell.

Option 3: The adder could be designed to allow so many levels of spells to be cast with it. For example, an adder might be considered a level 10 item. This would mean that the caster could cast 10 levels of spells (in any combination as long as the sum of the levels did not exceed 10) before the adder would have to "rest".

5.0 OPTIONAL SKILLS/STATS "LAWS"

5.1 NEW SKILLS

Brawling (Ag or Ag/St or St)* — Bonus for using non-weapon implements in an offensive manner (e.g., using a stool to attack, throwing sand in your foe's eyes, etc.) or for undisciplined, untrained hand-to-hand melee. This does not apply to normal weapon usage, which is defined under various other skills (weapon skills, yado, martial arts, etc). The attacks made using brawling are resolved on the Brawling/Untrained Combat Table. The type of critical strike delivered is determined by the GM (or both GM and player). A broken glass might inflict Puncture, Slash, or Tiny criticals depending on the GM's wishes.

    * depends on the type of attack (GM's discretion).

Examples:

Puncture Crit — pointed stick, broken bottle, and spike.

Slash Crit — broken bottle, metal fragment, and farming implement.

Crush Crit — table leg, chair, rock, and tankard.

Grapple Crit — grasping, grabbing, and seizing.

Unbalance Crit — knockdown, shoving, and tackling.

M.A. Strikes Crit — pummeling, punching, kicking, and beating.

M.A. Sweeps & Throws Crit — manhandling.

Tiny Crit — hatpin, fish hook, and biting.

Heat Crit — flaming torch, boiling oil, and burning pitch.

Acid Crit (RMCIII) — thrown bottles of acid.

Depression Crit (RMCIII) — rape and humiliating physical abuse.

Stress Crit (RMCIII) — being stretched on the rack, other tortures.

Shock Crit (RMCIII) — sand thrown in the eyes and attacks to stun.

Mental Crit (EC) — attacks resulting in minor brain damage.

Essence Crit (RMCV) — attacks by destructive Essence Flows.

Starvation/Dehydration Crit (RMCV) — rest/sleep deprivation attacks.

Find Weakness (Re/In) (Special) — This skill is only applicable to directed spell attacks and must be developed separately for each. Before casting a directed spell, the spell user must make a maneuver roll using his Find Weakness skill bonus. His roll is modified by all of the target's applicable defenses. If he succeeds, any applicable defense the target may have is reduced by the number of ranks the caster has developed in his Find Weakness skill. A maneuver roll must be attempted with each attack.

Example: *The great mage E'ess Eff prepares a Lightning Bolt to be cast at the Stone Golem. E'ess Eff knows that the Stone Golem has very good defenses versus electrical attacks (75), so he decides to Find Weakness against his defenses. E'ess Eff has developed 21 ranks in Find Weakness for Lightning Bolt giving him a bonus of 88 (includes stat mods). E'ess Eff's player rolls 92 for a total maneuver roll of 180 (88 + 92). Subtracting the Golems defenses yields a net maneuver roll of 105. He makes his maneuver roll and thus is able to subtract 21 from the Stone Golem's Defenses.*

Skill DP Cost: Pure Spell users: 1/3; Hybrid Spell users: 3/5; Semi-Spell users: 7; Non-Spell users: 10.

Power Manipulation (Em or In or Pr) (Special) — This skill allows the caster to increase the resistance roll modifier of a target when using base spell attacks. Before casting a base attack spell, the spell user must make a maneuver roll using his Power Manipulation skill bonus, modified negatively by the level of the spell he is casting multiplied by five. If he succeeds, the target's RR is modified by an additional penalty equal to the number of ranks the caster has developed with this skill. If the caster fails his maneuver roll, his chance for spell failure is increased by the number of ranks he has developed with this skill. The maneuver roll is attempted in the last round of spell preparation.

Example: *Onager the Discreet prefers to use low level spells to the best advantage. He has developed 12 ranks in Power Manipulation for a total skill bonus of 60 (includes stat bonus). Onager is desperately trying to sneak out of the house without having to explain to his wife. He decides to cast Sleep V upon her while she is doing the dishes. Onager's Power Manipulation total comes to 107. Sleep V is a first level spell, so it modifies his roll by -5 (1 x 5) resulting in a net maneuver roll of 102. His wife attempts to resist but does so at an additional -12. Onager's spell succeeds and his wife falls gently to the floor.*

Skill DP Cost: Pure Spell users: 2/3; Hybrid Spell users: 4/7; Semi-Spell users: 10; Non-Spell users: 20.

Research (Re/In) (Static Action) — Bonus for locating and correlating information concerning a specific topic, question, or point of research. Use of this skill assumes the character has access to the proper and relevant research and study materials. The GM may also wish to make this skill required to research new spells and magical material.

Skill DP Cost: As Philosophy/Religious Doctrine.

Scrying (In/Pr) (Static Action) — Bonus for using scrying devices and methods, such as crystal balls, mirrors, magic pools, etc., or spells duplicating their effects. GMs may require an additional skill check if the target moves more than 10', or if he moves suddenly or in an unpredictable fashion. If the target moves via *Teleport, Long Door,* or similarly changes location through magical means, he is immediately lost from view.

Skill DP Cost: As Divinations.

Specific Knowledge Lores (Me/Re) — Specific Knowledge Lores represent focused areas of detailed knowledge or experience. They are a specific subsection of a general lore or an area of knowledge not covered by current Lore skills that a character would have because of his background, previous experiences, or profession. They represent more than just a passing interest in or experience with the subject. A few ranks in a very tightly focused specific knowledge lore will provide more detailed information about it's subject than ten ranks in the more general lore. In the case of a general lore and a specific lore overlapping, allow the lesser to complement (+15) the greater (4.4 complementary skills *RMCII*).

Example Areas:

Groups: the Local Nobility, the Royal Court, the Assassin's Guild, Cultures of the South Seas or even Dark Races.

People: Famous Wizards, the King, Bandit Leaders, or your arch rival.

Creatures: Fell Beasts, Demons, Undead, Racing Horses, or White Dragons.

Places: Your home town, Rooftops of your home town, Magic Places, a Country.

Things: Trade Goods, Enchanted Items, Famous Enchanted Items, Famous Elven Enchanted Items, Famous Elven Weapons, or Famous Elven Enchanted Long Swords.

Events: Local History of Magic, Local Gossip, or the current war.

Skill DP Cost: 1/3 (all classes).

Spell Ambush (None) (Special) — This skill works exactly like the normal Ambush skill (adding or subtracting the number of skill ranks to the critical roll of an attack), but works for elemental bolt spells rather than attacks by weapons. Remember that the caster must have surprised the target (GM: be very strict about this, or this will get really out of hand).

Skill DP Cost: As Power Point. Development.

Spell Artistry (varies) (Static Action) — This skill allows the caster to give any spell he casts any desired visual (and possibly auditory) effects. These effects will never function as real illusions, but will look really impressive. For example, for a *Fire Bolt* spell, a small drake's head could appear over the top of the caster's hand which "breathes" the bolt. A *Fly* spell could come complete with a magical pair of wings. A *Vision* spell could make the caster's eyes glow scarlet. This is simply a skill to allow for greater creativity in such effects, although in some magical societies, casters are judged by the artistry of their spellcasting as much as by the spell's effects.

Skill DP Cost: As Spell Mastery.

Time/Temporal Displacement (In/SD/Co) — This skill allows the caster to resist the natural tendency of the continuum to keep things in their natural time. Without it, an unprotected being thrown many years away from his own time could instantly die. It is also necessary in order to accurately place *Time Windows* and to *Time Teleport* (see Sections 4.3,7.8.4).

Skill DP Cost: As Direction Sense.

SCRYING

-26 Down Blunder: Spectacular failure. Not only does the target instantly know he is being scryed on, you manage to convey to him who and where you are. Dizziness washes over you as you crumple slowly to the floor, disoriented, and at -50 to all actions for 24 hours as you regain your bearings. Any other scrying attempts for one week absolutely fail.

-25-04 Absolute Failure: Oops. You have not only not found your target, your incompetence in controlling your psyche during the attempt has given you a splitting headache and a -25 penalty for 24 hours. Any further scrying attempts today are doomed.

05-75 Failure: You are unable to locate or track your target, and are badly confused by the appearance of other presences.

76-90 Partial Success: At least you found him. You can see the target, but you will lose him in 1-3 rounds unless you make a successful roll at -30. All perception rolls during this attempt are at -30 as well.

91-100 Near Success: You have a good lock on your target, and can make normal perception rolls for 1-5 rounds before you must try again with a +20 bonus to maintain the image.

111-175 Success: You have pinpointed the target, and may follow him for 1-3 hours with +10 bonuses to all rolls required to maintain the image.

176 up Absolute Success: He's nailed. You will not lose the image for 1-10 hours (unless he Teleports) and all future attempts to scry on this target may be made with a +25 bonus.

Special Mods

		How Well Known	Distance
Routine	+30	Family	≤300'
Easy	+20	Intimately	>300'
Light	+10	Well	>1500'
Medium	+0	Slightly	>1 mile
Hard	-10	Acquaintance	>5 miles
Very Hard	-20	Good Description	>30 miles
Extremely Hard	-30	Poor Description	>100 miles
Sheer Folly	-50	Unknown	>1000 miles
Absurd	-70	Complete Blank	>5000 miles
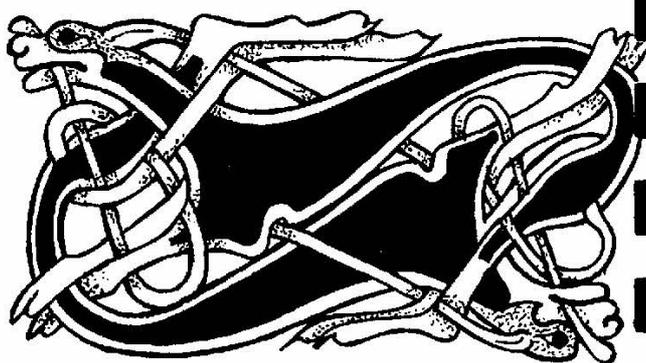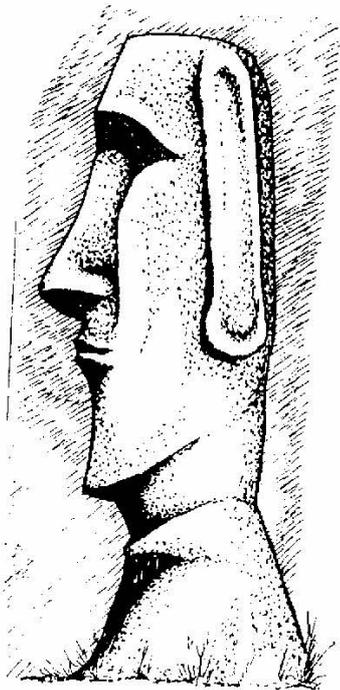
5.2 STATISTIC BASED SKILL DEVELOPMENT

The number of skills available to characters has increased with each *Rolemaster* supplement, but the development points with which to purchase them has not. The Statistic Based Skill Development system offers a solution to this problem while lending a more logical approach to skill acquisition.

This system allows a character to use all of his stats for development purposes. However, the character may only purchase skills with the development points from a stat that is required by the skill. This method will definitely increase the number of points available to a character, but the characters advancement in any skill area will be directly proportional to his natural ability (stats) to do so.

Example: *Hubillo is a seventh level fighter who has just achieved level eight. His stats and development points are as follows:*

St: 90(8)	*Qu: 98(9)*	*Em: 57(5)*	*In: 47(5)*	*Pr: 36(4)*
Co: 90(8)	*Ag: 83(7)*	*SD: 82(7)*	*Re: 61(6)*	*Me: 76(7)*

Total: 66 development points.

First, Hubillo decides to develop his skill with his bastard sword. The stats required are Strength and Agility. Hubillo has 8 DPs from St and 7 DPs from Ag. Hubillo's skill cost is 1/5. When developing ranks for a skill with multiple stat requirements, the points must be taken equally from each stat. So if Hubillo decides to purchase only one rank, then he can choose to take a point from either St or Ag. If he decides to buy twice, then he must take three from each of his stats. Hubillo does decide to develop twice which reduces his DPs from his St to 5 and Ag to 4.

Next, Hubillo increases his concussion hits, so he develops ranks in Body Development. The stat for this skill is Constitution. Since there is only one stat involved, all the points must come from his Constitution. Body Development is 1/3 for Hubillo, so he develops twice, expending four points which reduces his Constitution development points to 4.

This process continues until all development points are expended. Due to the uneven nature of skill costs, there will certainly be left-over points. These points are allotted toward specific skills and then used for development the next time the character advances a level.

Some skills do not have stats associated with them such as Adrenal Defense, Ambush, Linguistics, Magical Languages, etc., in order to prevent a stat bonus. A GM should assign these skills stats for development purposes only.

RESEARCH

-26 Down Blunder: Not only are you continually distracted with other, irrelevant lines of thought, all conclusions drawn from this line of research are completely erroneous. You continue in blissful ignorance. The topic researched will be a complete disaster. Your colleagues will laugh heartily. 1-10 of the skill ranks you bought in this subject (if applicable) must be repurchased at 2x cost to recover your lost ground.

-25-04 Absolute Failure: Your memory blanks out. All relevant knowledge you have gained on the subject is temporarily lost. Any static maneuver attempted in the next 30 minutes will fail. You feel stupid.

05-75 Failure: Currently the subject matter still evades you. You may be missing some essential material.

76-90 Partial Success: You gain partial insight into the subject. You are aware that you are missing some important concepts. Try again tomorrow.

91-110 Near Success: Things are starting to come clear. You have gained considerable grasp on the basic concepts, and tomorrow's research will be with a +10 bonus.

111-175 Success: You understand the topic and all pertinent information relating to it. Hard work pays off.

176 up Absolute Success: Eureka! With a brilliant flash of insight, you leap past much unnecessary and redundant information to the heart of the subject. You have full insight into your research topic, and it will be completed in 1/2 the time you allotted to it.

Special Mods
+30 to -70 for type of surroundings (from quiet to distracting)
+50 to -70 for quality research materials
+30 to -70 for initial grasp of/training in subject studied.

5.3 CHARACTER-SPECIFIC SKILL COST SYSTEM

If any three people draw up a *RM* Warrior Mage, the three characters produced by this experiment will usually be quite a bit alike. They may have different weapons, and many differences in the skills they select, but their spell lists will be the same, and all three of them will be characters that fit easily within the bounds of what the author of the Warrior Mage class in *RMCII* considered to be the typical "Warrior Mage" archetype. Granted, no two characters are ever the same, but chances are all three characters will resemble each other in many ways. If a player wants to create a character that is truly unique, he may be frustrated by what seem like arbitrary restrictions on skill development.

Also, there exists a problem on occasion with the generation of plausible backgrounds for characters. This system allows starting players to have clear ideas of their culture and what influences their characters were exposed to during their "developmental" years. But the players often have different ideas for character development that simply don't coincide with the skills and traditions the character of that given background was exposed to.

Consider the many popular fantasy characters who don't quite fit the mold: Ingold Inglorion (the most powerful mage and probably the best swordsman in the realm) from Barbara Hambly's *The Time of the Dark;* Michael Moorcock's *Elric of Melniboné* (a warrior who knew more about magic rituals and demonology than any conjurer); High Lord Elena (mage, sculptor, historian, and equestrienne), from Stephen Donaldson's *Chronicles of Thomas Covenant the Unbeliever;* The Coronal Lord Valentine (dream lord, fighter, and the best two-armed juggler in the land) from Robert Silverberg's classic *Majipoor* series. All very different from their contemporaries in their own special ways.

This system is a divergence from standard *RM* doctrine. Characters are allowed to determine their skill costs within certain flexible guidelines, with limitations based upon the culture from which the character traces his origins.

SKILL COST DIVISIONS

Most skill costs have a base of 4/8, with a few exceptions listed below. A number of divisions are assigned for each grouping of skills (combat, deadly, magical, etc.) based upon the class and the cultural upbringing of the character. Each division allows the player to divide either the first or the second cost by half. The progression of cost reductions is as follows: 4/8 (no divisions), 2/8 (one division), 2/4 (two divisions), 1/4 (three divisions), and 1/2 (four divisions). For the recommended number of divisions for each skill category, refer to the Skill Cost Divisions Chart.

GUIDELINES AND LIMITATIONS

- The first skill cost must always be lower than the second (2/4 is allowable, 4/4 and 4/2 are not).
- The first cost cannot be reduced to one unless the second cost is reduced to 4 or below (1/4 is allowable, 1/8 is not).
- No cost may be reduced below 1/2 (no fractional amounts).
- No skill may be bought more than twice per level.
- All cost reductions are subject to GM approval.
- The following exceptions to the 4/8 skill cost apply:

Linguistics	8/*
Ambush	16/16
Spell List Acquisition	32/*
Maneuvering in Armor	
Soft Leather	4/*
Rigid Leather	8/*
Chain	16/*
Plate	32/*
Adrenal Defense	32/32

Note: *For skills whose second cost is '*', each division applied reduces the cost by half.*

Note: *This system is designed to work best in a game where level bonuses are not used. If you wish to include level bonuses and also use this system, consider raising the base costs of some or all skills above 4/8, possibly to 8/16 or even 16/32.*

Example: *Consider the different concepts and example skill costs for these three characters:*

A Warrior Mage whose mother was an Elven Bard, and who apprenticed under a pure Magician:

Broadsword	1/4
Mace	2/8
Philosophy/Religious	1/2
Spell List Acquisition	2/*
Directed Spells	1/4
Ambush	2/8
Singing	1/2
Poetic Improvisation	1/4
Dance	1/4
Faerie Lore	2/4
Acting	2/4

A Paladin who worships a goddess of the forests, who spent several years as a slave, and was bought by a gypsy's caravan before being rescued by the church:

Two-handed sword	1/4
Whip	2/4
Philosophy/Religious	2/8
General Perception	2/4
Trading	1/2
Streetwise	1/2
Juggling	1/4
Play Instrument	1/2
Foraging	1/4
Tracking	1/2
Animal Handling	2/4
Divinations	1/4
Trickery	1/4

An Astrologer, raised in an eastern monastery, well-versed in the tenets of his profession but rather naive otherwise:

Quarterstaff	2/8
Martial Arts	2/4
Star-gazing	1/2
Begging	1/4
Adrenal Moves	2/8
Meditations	1/4
Yado	1/4
Streetwise	4/8
Lie Perception	4/8
Seduction	4/8
Spell List Acquisition	2/*

The Cultural Modifier

As illustrated in the preceding examples, the costs of various skills should be dependent upon both the character's profession and the culture in which he was raised. The GM should assign a Cultural Modifier to better reflect the opportunities for training in specific skills in the character's culture. The Cultural Modifier is an additional number of divisions or a reduction to the number of divisions available to each category. In some cases, the Cultural Modifier may completely remove all divisions available to the character's profession in a given category.

Example: *Hildric grew up in a relatively peaceful section of the orient, and wants to be a Warrior Mage. Concentration skills are fairly common there, so the GM assigns 5 additional divisions to this category as a Cultural Modifier. His base number of divisions in this category is 10 (for all semi-spell users) plus 5 (Cultural Mod), or 15 total divisions. Magical skills are more difficult to learn in this area, so a Cultural Mod of -10 is assigned, which would only leave him five divisions in this category.*

With this system, a character can set several skill costs at 1/2, and some players might generate characters with extremely low costs in such areas as Directed Spells, Ambush, Weapons Skills, and General Perception, and high costs in such esoteric and uncommon skills as Sense Reality Warp and Dowsing. But whereas buying twice a level in several different weapons, Ambush, and Silent Kill may make for a walking death machine, the player so abusive of this system will undoubtedly be a complete disaster at the finer, more role-playing oriented aspects of *RM*.

The flexibility of this skill cost system allows for abuse by the player who merely wants to create the most deadly character possible, therefore GMs employing this system should be on the lookout for these instances of abuse by players. *This system is designed for use by a GM who is directly involved in the specifics of the generation of each character.*

Option 1: In some cases a character will receive more divisions in a category then he will use in his initial character creation. These extra divisions may be assigned by the player later as the character encounters new skills that he wants to develop. These extra divisions may not be applied to skills previously developed.

Option 2: Since reducing a skill cost to 1/2 only takes four divisions, the GM may wish to only allow a fixed number of 1/2 skill costs in each category.

Option 3: The GM can reduce the number of 1/2 skills by requiring the character to buy the right to acquire them. Each time the character wished to acquired a 1/2 skill, he could pay one or even two extra divisions from that skill category.

Option 4: Some characters don't have an extremely strong magic or arms emphasis, but instead focus on some other skill category. To cover these, the GM could allow the player to move the divisions in any one category to any other category (such as Subterfuge skills in the case of a Thief, or Outdoor skills for an Animist or Ranger).
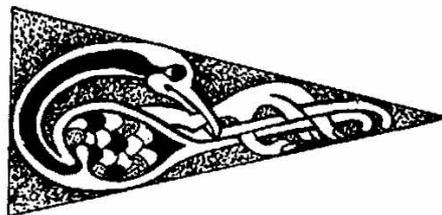
SKILL COST DIVISIONS CHART				
Skill Category	Pure Spell Users	Hybrid Spell Users	Semi - Spell Users	Non- Spell Users
Academics	50	50	25	10
Animal	3	3	10	5
Athletic	0	0	15	20
Combat	0	0	23	30
Concentration	10	10	10	20
Deadly	0	0	6	8
Evaluation	8	8	8	8
General	20	20	20	20
Gymnastic	0	0	15	15
Linguistic	10	10	10	10
Magical	30	23	15	0
Medical	6	6	6	6
Perception	0	0	20	30
Social	0	0	20	20
Subterfuge	0	0	35	45
Survival	0	0	20	16

5.4 MEDICAL SKILLS TABLE

MEDICAL SKILLS
-26 Down Blunder: Spectacular failure. Your patient dies. You contemplate retirement for 10 days before trying this skill once again.
-25-04 Absolute Failure: The life of your patient hangs in the balance (50% luck-based RR). All future attempts on this patient are at -25.
05-75 Failure: Your patient might die (10% luck-based RR). If he lives, you may continue.
76-90 Partial Success: Slow but steady progress. Try again at +10. If applicable, bleeding is reduced by 1 hit per rnd.
91-110 Near Success: Almost finished, roll again at +30. If applicable, bleeding is reduced by 2 hits/rnd.
111-175 Success: The patient's condition has stabilized, you are finished. If applicable, any bleeding is reduced by 4 hits/rnd.
176 up Absolute Success: Not only have you cured the patient, but he does not even have to roll on the Recovery Table. If applicable, any bleeding is reduced by 5 hits/rnd.

Special Mods

Routine	+30	Animal Healing	-10
Easy	+20	First Aid	+10
Light	+10	Second Aid	+00
Medium	+0	Surgery	-20
Hard	-10		
Very Hard	-20		
Extremely Hard	-30		
Sheer Folly	-50		
Absurd	-70		

Note: *Use of a tourniquet immediately stops all blood flow from a limb wound, but must be loosened every 5 to 10 minutes to keep the limb from "deadening" through lack of blood. If this happens, the limb will turn gangrenous and must be cut off in order to avoid a 5th lvl Circulatory Disease attack every day. Anyone with at least one skill rank in First Aid may use a tourniquet.*

5.5 MEDICAL RECOVERY TABLE

RECOVERY
Every time a character undergoes surgery, he must roll equal to or less than his Constitution stat (not bonus) in order to avoid having to roll on this table.
Less than 01: Massive system shock leads to death in 1-100 minutes.
01-10: Virulent infection leads to death in 1-10 days.
11-40: Inexorable infection kills in 6-60 days.
41-55: Major trauma causes all physical characteristics to be reduced. Temporary scores are reduced by the result of a roll on the "+15" column of the Stat Gain Table (15.12). Potentials are reduced using the "10-11" column.
56-70: Post-operative trauma causes all physical characteristics to be reduced. Temporaries use the "10-11" column and potentials use the "4-5" column.
71-80: Minor trauma causes 1-4 physical characteristics to be reduced. Temporaries use the "6-7" column and potentials use the "1" column.
81-90: Slight trauma causes one temporary physical characteristic to be reduced using the "3" column.
91-100: Successful recovery.
101+: Outstanding recovery, half recuperation time.

Special Mods

Filthy Conditions	-70
Non-sterile Conditions	-30
Major Surgery	-20
Minor Surgery	+0 to +25
Healing Herbs	+5 to +50
Plus Constitution bonus	v

Note: *The term Minor Surgery refers to surgical procedures resolved by use of the Second Aid skill (RMCII, Section 7.0), and Major Surgery includes more drastic and invasive procedures (such as amputation and exploratory surgery) resolved by use of the Surgery skill (RMCII, Section 7.0).*

5.6 TRAINING TIME

Some GMs may find the idea of acquiring all skills at the end of the level somewhat arbitrary. Other GMs may discover that their players have characters who are tenth level before a year of "game" time has passed. The following rules cover the concept of training time in a Rolemaster game. These rules make anyone who gets more than ten ranks in a skill noteworthy. A general rule of thumb is that someone who has five ranks is considered competent enough to become a professional. Anyone with ten ranks is a noteworthy professional. Anyone with fifteen ranks is approaching legendary. Note that these rules introduce a small amount of extra bookkeeping.

TRAINING TIME

The amount of time a character needs to train in a skill is tracked in units called *Half-Days*. Half-days are a somewhat abstract measure of the time needed to devote to training in a skill (equalling approximately 7 hours). Most of the time, a character will only be able to train for two half-days per game day. If a character has used a skill during a day (successfully or not), he may choose it as one of the two possible skills he may train in that day. He may also choose to apply both half-days to the same skill. While traveling (or adventuring), only one half-day of training per day is practical.

Sometimes, a character will be able to get three or four half-days of training in one game day (due to teachers or other special circumstances). Listed below are the special circumstances that can lead to getting more than two half-days of training in one game day.

To calculate the number of half-days needed for training, square the number of the rank the character is trying to attain. For example, if he is training in the 5th rank of a skill, he will need 25 half-days. If training in a 10th rank, he will need 100 half-days.

LEVEL BONUSES

When determining the amount of time needed for training in a skill, a player must determine the character's level bonus in that skill. On the Level Bonus Modifications chart, look up the number of the rank being trained in and cross-index that number with the character's level bonus in the skill category for the particular skill. The resulting number is the amount of time (in half-days) that the character must train to acquire that rank.

Example: *Laendra the Druid has the following level bonuses: Base Spell Casting (1), Medical (2), Outdoor (3), Perception (1), Subterfuge (2). She wants to train in the following skills: riding (Outdoor), Herb Lore (Academic), Detect Traps (Perception), and Animal Healing (Medical). She is training for a fifth rank in Riding, a fourth rank in Herb Lore, a second rank in Detect Traps, and a seventh rank in Animal Healing. The amount of time to gain the skills is 10 half-days for Riding, 16 half-days for Herb Lore, 23 half-days for Detect Traps, and 25 half-days for Animal Healing.*

LEVEL BONUS MODIFICATIONS

Rank	0	1	2	3	Rank	0	1	2	3
1	1	1	1	1	11	121	81	61	49
2	4	3	2	2	12	144	96	72	58
3	9	6	5	4	13	169	113	85	68
4	16	11	8	7	14	196	131	98	79
5	25	17	13	10	15	225	150	113	90
6	36	24	18	15	16	256	171	128	103
7	49	33	25	20	17	289	193	145	116
8	64	43	32	26	18	324	216	162	130
9	81	54	41	33	19	361	241	181	145
10	100	67	50	40	20	400	267	200	160

The formula to compute the numbers in the table is:
Time = Normal Time /((level bonus x .5) +1)

All fractions were rounded up (e.g., less than a half-day still equals a half-day). In the formula, *Normal Time* is computed by squaring the number of the rank; *level bonus* is the amount of a bonus per level that the character gains with the skill.

Teachers: If a character has a teacher for a skill, he gains an extra half-day of training for each full day spent with the teacher. There are exceptions to this rule, but they will be noted under each skill category (see below). If a skill requires someone to teach him the rank, anyone with at least the rank he is trying to attain may teach him. However, unless the teacher has a higher rank than the character is trying to attain, the teacher bonus does not apply (sometimes a teacher bonus doesn't apply anyway — see Concentration skills).

Note: *Teacher bonuses never apply once a character has attained 10 ranks in a skill (however, other bonuses may apply). Teacher bonuses become very significant when training in skills that a character has a level bonus in.*

Combat: If the character is involved in a life-threatening combat during a day, he gains a half-day of training in either the weapon or the tactics he used in the combat. Note that the character's weapon may have been a directed spell (applying to the directed spell skill). If he used another skill during a combat, players may ask the GM whether the character may take his extra half-day training (for the combat) in that skill. Usually, the skill must be used in a unique or special circumstance to get this bonus.

Special Circumstances: Occasionally, if a character has used a skill in a new and unique way, the GM may allow him to acquire an extra half-day of training in that skill. This is to encourage creative skill use, but should not be abused.

Note: *It is suggested that the GM use the optional rule allowing the players to move their level bonuses around within the categories if these rules for training time are used (RMCI, Section 4.7).*

No Training Time Skills

There are certain skills that do not require formal training time at all. The concept of skills that require no training time is that they are constantly being performed (or training is not appropriate). Skills that require no training time cannot be gained until the character actually achieves a level (i.e., these are the last skills you will get before going up).

Rather than mention each in its own section of the skill categories, they are all listed here. The skills listed here are exempt from normal requirements for skills in the same category.

Athletic Skills: Body Development.

Combat Skills: Maneuver in Armor (all types), Stunned Maneuver.

Magical Skills: Attunement, Power Perception, Power Point Development.

Perception Skills: Direction Sense, General Perception, Sense Ambush/Assassin, Sense Reality Warp, Time Sense.

Skill Categories

Listed below are each of the major skill categories. With each category are listed any special training requirements/restrictions. If you have any further questions, ask your GM.

Academic Skills: All academic skills require either a teacher or some kind of written work to learn from. Note that the written work must be in a language that the character can read. Teacher bonuses apply only if the character has a teacher (e.g., you do not gain a half-day by learning from a book).

Animal Skills: All animal skills have normal training requirements, assuming an appropriate animal(s) is handy for use during the training.

Athletic Skills: All athletic skills have normal training requirements, assuming there is an appropriate place available to train for the skill.

Combat Skills: All combat skills have normal training requirements, assuming there is an appropriate place (or person) available for training in the particular skill.

Concentration Skills: All concentration skills require someone to teach the character the first rank. A teacher bonus never applies for these skills. The instructor must have at least one rank in the skill the character is attempting to learn.

Deadly Skills: All deadly skills require someone to teach the character the first rank. The person teaching him must have at least one rank in the skill he is attempting to learn. Note that a teacher for these skills is likely to be hard to find without getting involved in underworld activities.

Evaluation Skills: All evaluation skills have normal training requirements, assuming there is an appropriate item available for training in the particular skill.

General Skills: All general skills have normal training requirements, assuming there is an appropriate place/item available for training in the particular skill.

Gymnastic Skills: All gymnastic skills have normal training requirements, assuming there is an appropriate place available for training in the particular skill.

Linguistic Skills: While learning to speak a language, a teacher is required (teacher bonuses apply when appropriate). When learning to write a language, the character must have an appropriate written work in the language he is attempting to learn. Teacher bonuses apply to written languages the character is attempting to learn, and also to written languages if the character can find a teacher in addition to a written work. All other linguistic skills have normal training requirements.

Magical Skills: Magical Languages can never receive a teacher bonus. Directed spells cannot be trained in unless the character has access to the particular spell (the GM must decide if overcasting can be allowed for training). Normal requirements apply to the rest of the magical skills, assuming the character has access to or has experience with the magical skill (e.g., to train in Runes, a character must have had some experience with runes during the level, to train in Warding Lore, a character must have seen or used some wards during the level, etc.).

Medical Skills: Drug Tolerances may not be developed without a number of doses of an appropriate poison equal to the rank the character is training in (e.g., if he is training for a 5th rank in Drug Tolerance: Circulatory, he must have 5 doses of a circulatory poison). Midwifery, Second Aid, and Surgery require special equipment for training. The other medical skills have normal training requirements.

Perception Skills: All of the perception skills have normal training requirements, assuming that appropriate equipment or situations exist for training (e.g., you cannot train in Surveillance without someone to watch).

Social Skills: All of the social skills require special training. The exact circumstances needed may vary. Teacher bonuses do apply for all social skills.

Subterfuge Skills: Normal training requirements apply for all subterfuge skills. Note that it may be hard to find a teacher for these skills without becoming involved in underworld activities.

Survival Skills: The only special requirement for these skills is that the character must be in the appropriate place when training in these skills. Normal training requirements apply if he is in an appropriate place.

5.7 SKILL SPECIALIZATION

This option allows a player to vary the cost of one or two skills of his character in order to bring out a different aspect of the character class. Rather than create a new class to show minor cultural, social, and personal differences, allowing each player to pick a few skills to specialize in would accomplish the same thing. By allowing a slight change in the character's skill costs, a Rogue could become a Scout, a Fighter could become a Knight. This reduces the need for new character classes that are only slight variations of the original. A slight change in skill cost and every player has a new and unique character class to play.

Each character can pick any two skills in which to specialize. They can even be the same skill. The skill chosen must cost the character less than ten development points a rank. The player then can halve either the first or second cost (rounding up). If the skill has no second cost, then the player can use specialization to create one equal to the original cost.

Example: *John wants to create a knight/fighter. Looking over the cost for the Fighter, he sees that both riding (2/6) and leadership (2/5) have a fairly high cost to buy double. John was planning on having his 'knight' being born to the saddle and a natural leader, so he decides to specialize in riding and leadership. He is going to buy riding twice a level, so it becomes 2/3, and leadership once so it becomes 1/5. If he was going to buy leadership twice a level then he might have wanted to set it to 2/3 (5/2=2.5, rounded up to 3). If John had really wanted to be an expert rider he could have double specialized for a cost of 1/3.*

Only one primary skill may be specialized. The GM may want to limit the character to specializing in only one area of a field. This is recommended for Spell List Acquisition, Weapons skills, or Directed Spell skills. For example, if a Rogue wants to double specialize in Spell List Acquisition (8) then one list would be 2 (8/2=4, 4/2=2), and all other lists would be at 8.

A character could wait until later in his career to choose a specialization, and ongoing characters could pick a skill or two in which to specialize. The GM may allow a background option to be swapped for two specializations. The GM could also set up cultural specializations as a background option. For example, all Horse Nomads double specialize in riding. This would show cultural difference in people and character classes from one area of the world to another regardless of profession.
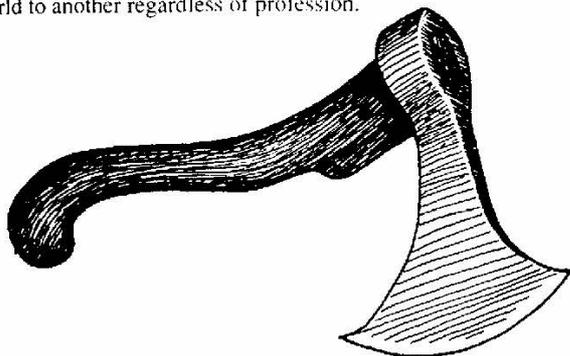
5.8 LEVEL BONUS OPTIONS

The expanded level bonus system at high levels can become unbalancing. Part of the problem is that Lord level characters with a +3/lvl bonus instantly have a 60+ bonus with any new skill they develop. With a single skill development they can be at 65%. No other character can ever come close to the skill level of such characters, and over time, every character of the same profession begins to look alike. These options will adjust this and will help to make each character unique.

GENERAL AND SPECIFIC LEVEL BONUSES

By reducing the scope of level bonuses from affecting a skill group (general level bonuses) to a specific skill (specific level bonuses) most of the above problems can be avoided. Specific level bonuses apply to a single skill or in the case of base spell casting a single spell list. No skill may have a bonus of more than +3/lvl, and no character (without GM permission) can have a level bonus greater than those normally allowed for under the current level bonus system (Section 5.2, *ChL*).

Option 1: A character gets a total of three level bonuses: one general level bonus of +1 (applies to a skill group), and two specific level bonuses of +1 (applies to a single skill, or in the case of base spell casting, a single list) to be allotted as the player sees fit. A Fighter could place all three towards his combat level bonuses, giving him +3/lvl with his favorite weapon and +1/lvl with all other weapons. A Magician could place all three toward his Directed Spell skill with *Fire Bolt*, giving +3/lvl with *Fire Bolt* and +1/lvl with all other directed spells. A Thief could place +1/lvl on all subterfuge skills, +1/lvl on his shortsword, and finally an additional +1/lvl with Stalk/Hide (giving a total of +2/lvl for Stalk/Hide).

Option 2: The character gets the core rules level bonuses (Section 5.2, *ChL*), and one general level bonus of +1 and two specific skill level bonuses of +1 to apply to his other skills.

Option 3: The character gets one general level bonus of +1 and five specific skill level bonuses of +1.

Option 4: To convert existing characters from the expanded level bonus system, allow one general level bonus of +2/lvl and eight specific skill level bonuses of +1/lvl each.

Option 5: Since specific skill levels only apply to a single skill and a character's interests occasionally change, they can be moved to another skill if it is in the same skill category. Each time a character advances a level he may choose to move points equal to twice his level to his new skill, and subtract an equal amount from the total level bonus of his old skill until it is fully transferred.

Example: *Two Alchemists, one 9th level and the other 4th level, are advancing in level. The 4th level Alchemist has steadily developed Fauna Lore by one rank every level. At 5th level, he will purchase one more rank which will give him 5 ranks for a total bonus of 40% (5 x 5% + 3% x 5) which includes his level bonus of 3% per level. The 9th level Alchemist has never developed a rank in Fauna Lore, but he has recently decided to begin. He develops two ranks in Fauna Lore which gives him a total bonus of 40% (2 x 5% + 3% x 10) which includes his level bonus of 3% per level. Note that the now 5th level Alchemist has been studying Fauna Lore all of his career whereas the now 10th level Alchemist has not. Yet the 10th level Alchemist need only buy two ranks and can use his skill just as effectively.*

Option 6: If a character's total ranks in a skill is less than his level, then multiply his level bonuses by his ranks developed instead of by his level. Applying this option to the above example would leave the 5th level Alchemist with a bonus of 40%, while reducing the skill bonus of the 10th level Alchemist to 16% (2 x 5% + 3% x 2).

Option 7: Since combat, directed spell, and base spell casting skills show the general ability of the warrior or spellcaster, these core rule level bonuses (Section 5.2, *ChL*) can be exempted from these rules to reflect that a lord level Fighter should be able to defend himself with some skill no matter what he fights with.

6.1 NEW EQUIPMENT

Arinyark Mesh Pouch * - Small pouch made of the essence-absorbing metal arinyark. Primary use is the cancellation of all of the kreoga chain's powers (both beneficial and harmful -- see below). The Chain is, for all practical purposes, dormant. Absorbs 2 PP/hour that may be tapped into and used.

Bow Quiver - Small quiver which attaches to the strung bow (as per type only). Holds 6 arrows, increases rate of fire by 1/round (applies to arrows in quiver only).

Camouflage Clothing - Helps the Hiding skill bonus, depending upon camouflage type in relation to background (e.g., black camo clothing adds +10 to the Hiding skill during very dark periods or night, +5 to the Hiding skill at dusk or dawn, and +0 in full daylight). Some possible camouflage types are: forest pattern, urban grey, white (snow), and black. Cost varies depending upon clothing type, style, make, and material. Weight (see cost).

Circle Cloth * - Has any of the various magic circles woven into it. Can be folded into small package, and quickly unfolded for easy use. Made of lightweight but durable material. Spell user must possess appropriate spell corresponding to weave.

Circle Powder * - Highly flammable and hot-burning powder. When spread in the proper circle pattern and ignited, creates a pseudo-permanent stain. Works on almost anything (e.g., wood, steel, stone, etc.). Comes in vial with enough powder for one use. It additionally has various damage uses.

DeathPak * - Simple, yet effective deterrent and/or weapon. Consists of an ordinary backpack containing the following items: 10 oil (gas or alcohol would also work) flasks, 25 caltrops, 20 sheets of paper or parchment, misc. tinder, and 10 doses of the germ Swuth. One uses the DeathPak by igniting it and then throwing it. For best effect, use in enclosed area.

Disk Safety Handle * - Foldable metal handle with screw or barbed type fastener. For use with the Disk spells (RMCII, Section, 10.63, Magician Base List Conveying Ways). Installing handle causes 10 points of damage to disk. Has numerous fasteners for ropes, etc.

Flint/Glass Sling Stones - Sling stones made from either flint or glass. Shatter on impact. Adds a -50 slash critical (3 degrees less severity) to any hit. GM option for any nearby shatters.

Folding Grapple - Standard 4 long grapple. Tongs fold down to create a less awkward burden.

Garrote - A thin metal wire, with attaching rings or pegs at either end. Used in the strangulation and/or cutting of throats of enemies and friends (if desired). Best used in conjunction with the element of surprise. Adds +1 to the Ambush skill for every 10 points over 100 on the garrote weapon skill bonus, or +5 to the Ambush skill, whichever is greater.

Herb Pouch - Foldable wallet-like pouch. Has 20 small individual pouches and 5 vial slots. Allows storage and easy access to any number of herbs. "Herbal Organization." Water resistant.

Hourglass - Device for measuring time. Sturdy wooden construction. Measures exactly one hour (close enough). Used with various rituals and spells where time is a factor.

Iron Coin - Simply a normal coin, which has been sharpened on the edge. Of best use when hidden and sewn into clothing. It is easily hidden, and cuts rope almost as well as a knife. Finally! a use for the iron piece.

Kreoga (Kree-Ahh-Ga) Chain * - 3' long chain made from essence inhibiting kregora/eog alloy. Has various uses. Can be used to negate incoming spells. When spun from the hand in direction of hostile magic, adds +100 (+25 when chain is not spun) to target's RR (no effect vs. elemental spells, skill must be developed using Ag and Qu, only skill rolls over 100 get the full RR bonus when spun). Can be used to bind spell users to help cancel magic ability. Can also be used to nullify magic items or their signatures (e.g., can be used to wrap around Magic Lock, to annul magic bonus while picking). Anyone within 10' of chain is drained of 1 PP/2 hours, and must make an ESF roll when casting, treating the spell as if it were 5 levels above his own. Anyone in contact with chain is drained of 1 PP/hour, and must make an ESF roll, treating the spell as if it were 10 levels above his own.

Large Pouch - Holds 10 lbs.

Medical Aid Kit - Consists of a small pouch containing: 20 small bandages, 10 large bandages, vial of alcohol, scalpel, tweezers, scissors, 5 needles, 10' thread, small saw, and 10' twine. Adds +20 to all first aid rolls, +20 to all second aid rolls, and +30 to all surgery rolls.

Metal Scroll Case - Small iron cylinder (approx. 1" x 1"), used for the storage and protection of the various "papers". Holds approximately 10 sheets. Fire and water proof (within reason).

Poison Runnels or Ducts - Bladed weapons can be made with poison runnels or ducts. Poison is placed within a small hollowed-out area somewhere on the weapon (usually the hilt). The poison is fed to the blade at a slow but continuous rate via the runnels or ducts.

Pouch Knife - Small Cylinder-like device (approximately 1" x 5") when closed. Blade slides and locks into place with a flick of the wrist. Blade is approximately 4 1/2" long. Damage on dagger attack table. Easily concealable.

Printing Material - Boxed set containing: roller, board, characters (25 of each), ink, paper (100 sheets), and glue. For use with mass production of writings. A must-have for the scholar about town. Prints only one language per set.

Sewing Kit - You read it right. What do you think happens to clothes in a fight? Everyone must have been naked or in rags until now. Small felt kit containing: 10 needles, 100' thread, 10' twine, and scissors. Mends clothing.

Sextant - An instrument which aids in navigation. Adds +50 to all navigation or related rolls.

Small Items * - Multitude of extremely small items. All items and associated parts are organic. For use with the Closed Essence list Living Change. This is based upon the assumption that the 10th level spell *Enlarge* works in the same way as the 7th level *Shrink*. On average, items are about palm size. Possible examples are: bow, arrow, club, staff, clothes, rope, food, sacks, and packs. Items are made by enlarging all material used in construction of item, and quickly manufacturing it. Of course, to be of any use, possessor of items must be of appropriate level (to increase items to useful size) and have the Living Change list.

Small Pouch - Holds 5 lbs.

Spyglass/Telescope - Small cylinder which usually aids in sight. When used, add +25 to distance perception rolls, and +50 to astronomy rolls.

Steel Vial - Glass or ceramic lined. Resists breakage. Holds 25 lbs.

Survival Knife - A well crafted dagger with serrated back edge and waterproof hollow hilt. Contained within the hilt are: flint, 50' of strong thread, 5 fishing hooks, 2 needles, lockpick kit, small whetstone, and enough room left over to contain various herbs.

Tarot Cards * - Consists of small felt pouch containing 78 (2"x4") cards. Each card depicts a scene which holds special meaning. Aids in divination and related skills and spells. Gives +25 bonus when used.

Utility Belt - A wire reinforced weapon belt, with hidden inner pouch. Holds: 2 scabbards, 4 small or 2 large pouches, and 4 rope (climbing) clasps.

COST/WEIGHT CHART		
Item	**Cost**	**Weight**
Arinyark Mesh Pouch	1000 gp	3 lbs
Bow Quiver	25 bp	75 lbs
Camouflage Clothing	V	V
Circle Cloth	12 gp	3 lbs
Circle Powder	5 gp/vial	75 lbs
DeathPak	43-47 sp	22 lbs
Disk Safety Handle	3 sp	1 lb
Flint/Glass Sling stones (50)	25 sp	5 lbs
Folding Grapple	3 sp	1.5 lbs
Garrote	16-20 tp	1 lb
Herb Pouch	5 cp	5 lbs
Hourglass	35 sp	2 lbs
Iron Coin	1 ip	V
Kreoga Chain	20,000 gp	3 lbs
Large Pouch	12-15 cp	1 lb
Medical Aid Kit	6-10 sp	25 lbs
Metal Scroll Case	5-10 bp	75 lbs
Poison Runnels or Ducts	1.5x	V
Pouch Knife	6-8 sp	1 lb
Printing Material	5-10 gp	20 lbs
Sewing Kit	1-2 sp	75 lbs
Sextant	25-30 sp	1.75 lbs
Small Items	10x	—
Small Pouch	10-12 cp	5 lb
Spyglass/Telescope	15-20 sp	1 lb
Steel Vial	24-28 cp	75 lbs
Survival Knife	6-8 sp	2 lbs
Tarot Cards	10 gp	1 lb
Utility Belt	V	2.5 lbs
Wand Holster	5-6 cp	25 lbs
Ward Geos	5 sp	1.25 lbs
Whetstone	13-15 cp	1 lb

Wand Holster - Reinforced leather wrist strap. Wand fits into adjustable carriage, and holster is placed on wrist. Allows wand use while keeping hands free. Only one holster per wrist, and only one wand per holster.

Ward Geos * - Consists of a set of 5 small shapes (cube, sphere, caltrop, disk, nail) designed for use with spells (e.g., Bladerunes, Wards, Triggers, etc.). Constructed of high-steel. Carrying pouch included.

Whetstone - Used for the care and upkeep of bladed weapons.

* Some GMs may consider these items magical, and thus not generally available in their campaigns.

6.2 MATERIALS INTEGRITY

CONCEPT

The Materials Integrity system is designed for determining the amount of physical damage various inanimate substances and materials can withstand before being damaged or destroyed. The armor types used in *Arms Law* represent the basic protective capability assigned to the material covering the body. It does not represent the integrity or toughness of the material itself.

The Materials Integrity Chart (MIC) assumes that every material can be given an armor type and quantifiable concussion hits. When using the MIC, it is important to note that only a partial list of the possible materials appear as examples in the various AT categories. Before using the MIC in a game, all materials unique to a campaign world should be categorized within the table so that they can be easily referenced.

DEFINITIONS

Material — The term "material" is used to refer to any substance, organic or inorganic. It does not, however, refer to anything sentient which is able, in some way, to defend itself if attacked.

Structure — The term "structure" is used to refer to things such as weapons, ships, castles, fortresses, etc.

Concussion Hits — The term "concussion hits" or simply "hits" signifies a quantifiable unit which serves as a means to describe the limits of damage which a target can sustain before being breached or destroyed. Concussion hits do not reflect pain and bleeding as they do when associated with a living target. Instead, it refers to the general cracking, weakening and splintering of a material.

Note: *No correlation should be drawn between the concussion hits of an inanimate object and the concussion hits of a living being. The term "concussion hits" when applied to a living creature includes such factors as shock and pain, while in reference to structural materials only takes into account the relative toughness of the substance.*
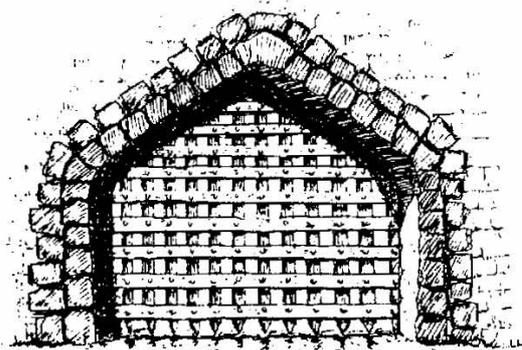
MATERIALS INTEGRITY CHART

AT	Substance	Hits per* 36 in³	Hits per* 1 ft³
1	Flesh, Soft Plants, Butter	2	96
2	Cloth, Hair	6	288
3	Canvas, Rope, Vine, Briars, Bamboo, Rubber (Primitive)	8	384
4	Cured Animal Hide, Coal	10	480
5	Clay, Loose Coarse Soils	15	720
6	Soft Metals (Gold, Silver, Lead, Ithildin, Aluminum)	20	960
7	Packed earth, hard clay, Natural Conglomerate (Mixed, Hard Soil)	25	1200
8	Soft Woods (Birch, Pine)	30	1440
9	Hard Woods (Ebony, Oak, Pecan)	35	1680
10	Glass, Shale, Fossilized Bone, Horn	40	1920
11	Bone, Ice, Tooth	45	2160
12	Metamorphic/Sedimentary rock (Sandstone, Limestone)	50	2400
13	Gravel, Brick	60	2880
14	Concrete, Cement	65	3120
15	Medium Metals (Bronze, Brass, Pig Iron, Copper, Tin)	80	3840
16	Enchanted Woods (Treant, Mallorn)	100	4800
17	Igneous Rock (Granite, Obsidian)	150	7200
18	Hard Metals (Steel, Iron)	200	9600
19	GemStones, Armor Plating, High Steel	500	24,000
20	Some enchanted materials (Laen, Mithril, Galvorn, Eog)	1000	48,000

Note: *1/2 concussion hits if organic material.

Note: 36in³ represents 1 square foot of material at 1/4 inch thickness.

INTEGRITY CHARACTERISTICS

Hardness — In order for a substance to be able to damage another, it must be at least or nearly as hard. For example, canvas could not damage bone or ice, but hardwoods (oak) could. As a guideline, the GM should only allow materials which are only a few armor types less than the target to deliver full damage, and even then he may reduce the actual damage inflicted. In some cases no damage may be inflicted at all. Refer to the chart below for suggested ranges of effectiveness with respect to various armor types.

Fragility (Brittleness) — Some materials are fragile or brittle. Examples include glass, ice, pottery, aluminum and chalk. As a general rule, if the material in question receives more than 1/2 of its remaining hits in a single blow, it will shatter. Concussion weapons are extremely effective against these materials and could possibly inflict 2x, 3x, or even 4x damage.

Density — Some materials are extremely dense, such as lead and marble. When determining hits for these types of materials, the GM may increase them by 1.5 or even double them (x2).

Reinforcement — A material's hits should be doubled for each level (unit, mark, etc.) of reinforcement. Reinforcement can be accomplished in a variety of ways. Concrete often has steel mesh embedded within it. Doors often have wooden plates nailed to their backs and then may be strapped with iron.

Resiliency — Some materials are extremely resilient and 'absorb' otherwise punishing damage. Some examples include rubber or plastic, etc. These materials take half damage from all weapons but slashing weapons.

Enchantment — Enchantment, for the purposes of material integrity, refers to the inherent or magical bonus of the material. An enchanted material receives a defensive bonus (DB) equal to the enchantment bonus.

HOW TO USE THE INTEGRITY CHART

Determine the material that makes up the majority of the target. Locate it on the Materials Integrity Table. If it is not listed, determine where it would best fit by comparing its properties with the examples listed. Once this is done, the structural hits of the material can be determined. From here a little math is involved to determine the total hits of the target. Some examples follow.

Note: *If several substances/materials make up equally large parts of the target, an average can be taken of all the properties of each material/substance involved.*

GEOMETRIC FORMULAS

The most frequently used notation is as follows:

r = radius   h = altitude or height
b (or a) = length of base   A = area
C = circumference   V = volume
S = curved surface area   B = area of base

Formulas for areas, circumference of circle, volumes, and curved surface area are as follows.

Triangle	$A = \frac{1}{2} bh$
Circle	$A = \pi r^2, C = 2\pi r$
Parallelogram	$A = bh, V = abh$
Trapezoid	$A = \frac{1}{2}(a+b)h$
Right Circular Cylinder	$V = \pi r^2 h, S = 2\pi rh$
Right Circular Cone	$V = \frac{1}{3}\pi r^2 h, S = \pi r (r^2 + h^2)^{\frac{1}{2}}$
Sphere	$V = \frac{4}{3}\pi r^3, S = 4\pi r^2$
Prism	$V = Bh$
Pyramid	$V = \frac{1}{3}Bh$

$\pi = 3.142$

Total Hits = (total volume of target ÷ Base Unit of Volume for target (see MIC)) x target's hits at Base Unit of Volume

EXAMPLES

Common Brick
Dimensions: 3in x 8in x 4in
Volume = (Parallelogram: V=abh) 3in x 8in x 4in = 96in³
Material: Brick : AT = 13 : Base Hits at 36in³ = 60
Total Hits = (96in³ ÷ 36in³) x 60 = 160

Door, Exterior Wooden
Dimensions: 1in x 6ft(72in) x 3.5ft(42in)
Volume = (Parallelogram: V=abh) 1in x 72in x 42in = 3024in³
Material: Oak : AT = 9 : Base Hits at 36in³ = 35
Total Hits = (3024in³ ÷ 36in³) x 35 = 2940

Door, Interior Wooden
Dimensions: 3/4in x 6ft(72in) x 3ft(36in)
Volume = (Parallelogram: V=abh) 3/4in x 72in x 36in = 1944in³
Material: Pine : AT = 8 : Base Hits at 36in³ = 30
Total Hits = (1944in³ ÷ 36in³) x 30 = 1620

Door, Vault (modern)
Dimensions: 3ft x 4ft x 4ft
Volume: (Parallelogram: V=abh) 3ft x 4ft x 4ft = 48ft³
Material: High Steel : AT = 19 : Base hits at 1ft³ = 24,000
Total Hits = (48ft³ ÷ 1ft³) x 24,000 = 1,152,000

Tree Trunk
Dimensions: 30ft high with a radius of 1ft
Volume: (Rt Circular Cylinder: V=πr²h) 3.142 x (1ft)² x 30ft = 94.26ft³
Material: Oak : AT = 9 : Base Hits at 1ft³ = 1680
Total hits = (94.26ft³ x 1ft³) x 1680 = 158,356

Simple Iron Lock
Dimensions: ½ in x 3 in x 3 in
Volume: (Parallelogram V=abh) .5in x 3in x 3in = 4.5 in³
Material: Iron : AT = 18 : Base Hits at 36in³ = 200
Total Hits = (4.5in³ ÷ 36in³) x 200 = 25

Wall of Stone (as per spell)
Dimensions: 10 ft x 10 ft x 1 ft
Volume: (Parallelogram: V=abh) 10 ft x 10 ft x 1 ft = 100ft³
Material: Stone : AT = 12 : Base Hits at 1ft³ = 2400
Total Hits = (100ft³ ÷ 1ft³) x 2400 = 240,000

BREACHING

The total hits derived in the preceding examples are what is required to totally destroy the target. In order to breach or make a hole in the target, an area of the target must first be chosen and the total hits for this 'restricted' area must be determined. Once the concussion total is exceeded for this area, the target is considered breached.

Example: *From the vault door example above, it was determined that the door had 1,152,000 total hits. To breach just a portion of the door would be much more efficient than destroying the entire vault door. So a small portion is targeted measuring about 6 inches square.*

Dimensions: 6in x 6in x 3ft (thick!)
Volume: 6in x 6in x 36in = 1296in³
Base Hits at 36in³ = 500
Total Hits = (1296in³ ÷ 36in³) x 500 = 18,000

This smaller area, although still a formidable barrier, seems a bit more plausible than 1,152,000 hits! Consider a small ¼ in. drill against the same material.

Dimensions: ¼ in x 3ft (radius of ¼ in. drill bit = ⅛in.)
Volume: V=πr²h : 3.142 x (⅛in)² x 36 in = 1.77in³
Base Hits at 36in³ = 50
Total Hits = (1.77 in³ ÷ 36 in³) x 500 = 25

Determining Volume of Damage from Concussion

The amount of material destroyed by an attack can be determined from the concussion hits delivered.

Example I: *Elbune the Bizarre is busy refining his Fire Bolt spell when he accidently loses concentration and blasts the ceiling. This wouldn't ordinarily be a problem, except that his lab is under sixty feet of water. To see if he has damaged his lab enough to allow the ocean to begin rushing in, the volume of damage must be determined. Elbune's lab is made from a giant clam shell (BIG clam). There is no reference for clam shell in the table, so an armor type will have to be chosen based upon what is already indicated. AT 10 is chosen because it lists shale and fossilized bone. Now that an AT has been selected, the damage can be determined. Elbune's bolt delivers 27 hits.*

Material: Clam Shell
Dimensions: roughly 2 ft(24in)thick x 1in diameter (see Diameter of Elemental Bolts)
Volume: $V = \pi r^2 h$: $3.142 \times (.5in)^2 \times 24in = 18.85\ in^3$
AT = 10 : Base Hits at $36in^3 = 40$
Total Hits = $(18.85in^3 \div 36in^3) \times 40 = 21$

Elbune grows cold with fear as he hears the terrible popping sounds of air bubbles bursting up into the icy waters above. Since the clam shell only had 21 hits in the area affected by the bolt, and poor Elbune delivered 27 hits, his bolt cleanly pierces a 1 inch diameter hole through the ceiling of his laboratory. Hopefully, Elbune has a Water Breathing spell handy.

Example II: *Using the example above, Elbune instead fires an elemental ball attack. The radius of the ball is 5ft, so an entire 10ft section will be affected; not to mention most of the interior of the lab. In the interest of fairness, since Elbune was not directly targeting the ceiling, a 1d10 roll could be made to determine just how much of the ball actually made contact with the ceiling of the lab. For the purposes of this example though, Elbune's player rolls a 10. His ball attack delivers 28 hits.*

Dimensions : 5 ft radius x 2 ft thick
Volume: $V = \pi r^2 h$: $3.142 \times (5ft)^2 \times 2ft = 157.1 ft^3$
Base Hits at $1ft^3 = 1920$
Total Hits = $(157.1 ft^3 \div 1 ft^3) \times 1920 = 301,632$

The 28 hits delivered by the ball attack are a very small fraction of what is needed to affect an area so large, so Elbune sighs as he wipes his singed beard from his face. The ceiling held with only minor burns remaining as evidence of his clumsiness.

Attacks Vs. Materials

Weapon attack charts demonstrate the effects of specific concussion or slashing weapons against specific armor types. But the critical strike tables are geared toward living targets rather than inanimate materials. Attacks against materials should deliver normal concussion damage as indicated on their appropriate attack charts; but when a critical is indicated, the following table should be used instead of the normal critical strike table indicated in the attack chart. Any additional information listed in the critical could be applied as a special effect (see Special Effects for Spell Attacks).

STRUCTURAL CRITICAL DAMAGE		
Critical Severity	Additional Melee Damage	Additional Spell Damage
A	+5 hits	+10 hits
B	+10 hits	+20 hits
C	+15 hits	+30 hits
D	+20 hits	+40 hits
E	+25 hits	+50 hits
F	+35 hits	+65 hits
G	+45 hits	+80 hits
H	+55 hits	+95 hits
I	+65 hits	+110 hits
J	+75 hits	+125 hits

Special Effects for Spell Attacks

The nature of a magical attack is the most important factor to consider when deciding on modifying damage delivered by a specific spell. Special effects come into play when certain forces are used against specific targets. A commonly occurring example would be fire versus wood. A *Fire Bolt* would do much more damage against wood than, say, a *Water Bolt* or *Shock Bolt*. The main thing to consider is the fact that wood burns. Even after the initial attack, the target could possibly burn down of its own accord, and would take additional structural hits each round until the fire is extinguished or the target is completely destroyed. But a Magician using *Water Bolts* would have to repeatedly attack the wooden target to accomplish the same level of destruction of a single *Fire Bolt*.

Another example is that of electricity used against metal. A common observation when a powerful electrical discharge is applied to metal is that the metal conducts the charge. Anything in direct contact with the target could receive secondary damage such as a critical of lesser severity or half of the concussion hits determined in the attack chart.

A more difficult example would be the effect of rapid temperature changes against a target.

Example: *Two Magicians team up against a huge wooden door with a reinforced High Steel lock. One magician will use fire, while the other uses cold. They will each alternate with their attacks in an attempt to weaken the wood and lock by rapidly changing their temperature.*

Options for Special Effects

Only one or two of the following options should be used to define the special effects of a specific attack. Combining more than two options could eliminate a target much faster than it logically should.

• Adjust the damage inflicted by an attack by assigning it a damage multiple. This multiple can reflect additional damage (x2,x3) or restricted damage (x1/2, x1/3).

• For attacks made with unnaturally occurring elements such as Chaos, Nether, or Plasma, the targeted material could be treated as AT 1. (This should only be used for normal materials which are not enchanted, living, or magical).

- Allow a single attack to continue delivering damage over several rounds. This could be reflected by an acid attack. As an example, an acid attack which delivered 30 hits on the initial round could deliver 20 on the next, and then 10 and 5 on subsequent rounds until the acid dissipated. The actual decline could additionally reflect the potency of the attack; slow decline for very strong acid or a fast decline for a very weak acid.

- Modify and apply specific critical results to the target. For example, when a fire attack is used against combustibles, and the critical inflicts hits per round, apply those hits to the target every round to reflect the continued burning of the target.

SPECIAL EFFECTS FOR PHYSICAL ATTACKS

The special effects for melee attacks are generally reflected quite well in their critical charts, just as they are for spell attacks. However, when engaging a fortress or similar huge structure, special weapons may be used other than the common sword or spear. Some examples are catapults, ballista and even drills. Normal weapons can even take on a new purpose in a fantasy campaign where magic is creatively employed. These weapons can be augmented with spells allowing them to slice through stone as if they were butter. Additional criticals can be inflicted through a variety of magical applications with these various weapons and effects. Provided that normal weapons are used in a normal fashion, the resolution of damage is simple and straightforward. But when magic is employed through a weapon to produce a specific result, it must be handled on a case by case basis. In most situations though, the options discussed in the section for Special Effects for Spell Attacks will be adequate.

SPECIAL PURPOSE SPELLS AND SPELL LISTS

There are spells and Spell Lists which have specialized functions when it comes to affecting matter. They are:

Magician Base ....Earth Law
Witch Base ....Earth Mastery
Evil Magician Base ......Matter Disruption, Corrosion Mastery
Closed Mentalism ....Solid Manipulation
Sorcerer Base ....Solid Disruption
Mystic Base ....Solid Alteration
Druid Base ....Stone Mastery
Arcane ....Stone Lore, Metal Lore,
                              Plasma Mastery, Acid Law, Wood Shaping
Arcane Coven ....Barrier Ways
Open Channeling ....Barrier Law
Closed Essence ....Lofty Bridge

Unless a structure (keep, castle) possesses some level of protection, any number of professions can easily ruin its defenses.

These spell lists generally have two main effects: transmuting or disintegrating matter in finite volumes, or a weakening effect which produces stress that diminishes overall structural integrity. For those cases where the spell effect removes a volume of material, the damage caused is easily determined.

Example: *Bruce Holemaker, a 12th level Evil Magician, is hired by a local crusader to cast Powder Stone at his neighbor's keep. The keep is surrounded by a 10 foot thick, 15 foot high, and 45 foot long granite wall on all sides. Bruce agrees to the task. Under the cover of night, Bruce sneaks up to the wall and works his spell against the neighbor's wall. Powder Stone affects 100 cubic feet of stone.*

Spell: Powder Stone 100 cubic feet —
Material: Granite
Volume: $100 ft^3$: AT = 17 : Base Hits at $1ft^3$ = 7200
Total Hits = $(100ft^3 \div 1ft^3) \times 7200$ = 720,000

For comparison, the entire wall has:

Volume: $10 ft \times 15 ft \times 45 ft = 6,750 ft^3$
Total Hits = $(6,750ft^3 \div 1ft^3) \times 7200$ = 48,600,000

So, provided Bruce had enough spell points, it would take him $48,600,000 \div 720,000 = 68$ castings of Powder Stone or 612 power points to destroy one entire side of the keep wall! However, the crusader only wishes Bruce to create a passage large enough for his minions to get through. Since 100 cubic feet is about 4.64 ft on a side, and the wall is ten feet thick, Bruce would only have to cast his spell about 3 times ($10 \div 4.64$). Note: With a spell mastery skill roll, Bruce could breach the wall with only one spell if he chose dimensions of $2ft \times 10ft \times 5ft$.

Other spells such as *Cause Cracks, Cracks Call,* and *Erosions* serve to weaken the target. When these spells are employed, the GM should allow all further attacks to inflict double or even triple damage due to the new stress upon the structure. Some of the spells turn stone into mud or packed earth. In the case of mud, the attackers may still find it very difficult to maneuver through 100 cubic feet or more of mud. Similarly, attackers faced with 100 cubic feet of packed earth are not necessarily better off than when they faced stone. The spell description for *Powder Stone* does not describe how the stone is powdered. It does specify that it is a fine powder, so when this spell is used, 100 cubic feet of fine powdered dust could be sent into the air. This could cut visibility to zero and make breathing most difficult.

DIAMETER OF ELEMENTAL BOLTS

Most spells in *Rolemaster* have definite areas of effect. Elemental ball attacks have a radius. The matter transmutation spells all affect a defined area or volume. What is not defined is the area of effect of an elemental bolt attack. What is the diameter of an elemental bolt? The definition states that it is shot forth from the palm of the caster's hand. This limits the size to about a four inch diameter for a 'normal' sized human hand. But this becomes relative when the bolt is shot forth from the palm of a giant or even a titan. Their hands are enormous, and if the bolt size is to be based upon palm size, then larger creatures would in effect be able to throw elemental bolts which had an area of effect similar to that of an elemental ball attack. Since there is no basis in the current rules for the actual diameter of a bolt attack, then for the purposes of these rules, a bolt attack will be considered to have a diameter of one inch (1"). A GM should feel free to change this interpretation of the diameter of bolt attack for his world.

7.1 FORCEMAGE BASE LISTS

FORCE LAW (7.1.1)
FORCEMAGE BASE

	Area of Effect	Duration	Range
1–Detect Force	100 ft/lvl	1 rnd/lvl	self
2–Force Field I	self	1 rnd/lvl	self
3–Forcehand I	1 target	1 rnd/lvl C	100'
4–Manipulation I	V	C	V
5–Armor	self	1 rnd/lvl	self
6–Mental Grasp *	1 item	-	1'/lvl
7–Forcehand II	1 target	1 rnd/lvl C	100'
8–			
9–Manipulation II	ft²/lvl	C	50'
10–Mystical Bands	1 target	1 min/lvl	5'/lvl
11–Force Field II	self	1 rnd/lvl	self
12–Forcehand III	1 target	1 rnd/lvl C	100'
13–			
14–Far Hand	self	C	5'/lvl
15–Lesser Wall of Force	1'/lvl x 1'/lvl	1 rnd/lvl	100'
16–Forcehand IV	1 target	1 rnd/lvl C	100'
17–Manipulation III	ft³/lvl	C	100'
18–			
19–Force Field III	self	1 rnd/lvl	self
20–Mystical Cage	1 target	1 min/lvl	5'/lvl
25–Forcehand True	1 target	1 rnd/lvl C	100'
30–Wall of Force	1'/lvl x 1'/lvl	1 rnd/lvl	100'
40–Manipulation True	V	1 min/lvl	V
50–Sphere of Force	self	1 rnd/lvl	self

1—Detect Force (I) Detects any active force spells within 100'/lvl range.

2—Force Field I (F) Creates a shimmering field of force around caster's skin, adding +10 to the caster's defenses vs. physical and elemental attacks.

3—Forcehand I (F) Caster creates a huge hand of force which immobilizes target. Caster cannot move target. Caster can grasp the equivalent of one man-sized target per three levels. Target can make a Hard maneuver (St/Ag) each round in order to free himself, otherwise he is at 20% activity.

4—Manipulation I (F) Caster can manipulate a string of force. The length can be no greater than one foot per level. The string obeys the will of the caster and may be used offensively as a medium grapple attack. The OB/DB of the force string is equal to the Em modifier of the caster. The caster can use the string as a rope, bow string, whip, etc. A string will be severed and destroyed upon receiving any critical strike. The caster must be holding some part of the string at all times or it will fade away. Tensile strength is equal to 25 lbs per level of the caster. Strings of force are considered AT 20.

5—Armor (F) Caster creates a shimmering suit of armor made of pure force. The AT equals the level of the spellcaster (max AT/20). The armor is unencumbering, and does not impede spell casting or maneuvers.

6—Mental Grasp (F*) Enables the caster to draw an item (not held or secured) to himself. This movement requires only one second; so the caster could *Mental Grasp* a weapon into his hand and wield it in the same round (-20 to OB). A clear path must exist for the item to move along, and the item must be within 1'/lvl of the caster. Weight limitation is 1 lb/lvl.

7—Forcehand II (F) As *Forcehand I*, except the hand is capable of inflicting an 'A' severity Crush critical. Target can make a Hard maneuver (St/Ag) each round at -10 in order to free himself, otherwise he is at 20% activity.

9—Manipulation II (F) Caster can manipulate planes of force. An area of force equal to the caster's level in square feet can be created. The plane may be positioned in any orientation. Simple planar shapes may be created, such as stairs, ramps, walls, umbrellas, etc. OB/DB is the same as for *Manipulation I*. Planes of force are considered AT/20 and will be destroyed upon receiving any critical strike. The planes require no support.

10—Mystical Bands (F) Target is wrapped in bands of force. Any attempt to escape is resolved as a spell attack with the chains serving as the attacker (-20 RR). If the target makes his RR, he escapes. If the RR is failed, he suffers one Impact critical of a severity determined by the amount of failure: 1-10 = A, 11-20 = B, 21-30 = C, 31-40 = D, 41+ = E. If the attempt to escape is made utilizing magic, and the target fails this RR, he will suffer three separate criticals (Impact, Ilectrical, and Heat) with their severities determined as above.

11—Force Field II (F) As *Force Field I*, except bonus is +20.

12—Forcehand III (F) As *Forcehand I*, except the hand is capable of inflicting an 'B' severity Crush critical. Target can make a Hard maneuver (St/Ag) each round at -20 in order to free himself, otherwise he is at 20% activity.

14—Far Hand (F) Caster creates a normal-sized hand of force, which he can use to manipulate objects and perform tasks requiring normal strength or dexterity. The hand possesses the strength and agility of the caster. Hand has OB/DB/Skill Bonus equal to the average of the caster's St and Ag. Hand can withstand 1/4 caster's concussion hits before dissipating.

15—Lesser Wall of Force (E) Caster creates a virtually impenetrable wall of force. The wall has 100 hits per level of the caster, and is AT/20.

16—Forcehand IV (F) As *Forcehand I*, except the hand is capable of inflicting an 'C' severity Crush critical. Target can make a Hard maneuver (St/Ag) each round at -30 in order to free himself, otherwise he is at 20% activity.

17—Manipulation III (F) Caster can manipulate objects of force. A volume of force equal to the caster's level in cubic feet can be created. The object may be positioned in any orientation. Simple objects may be created such as boxes, spheres, cylinders, tetrahedrons, etc. OB/DB is the same as for Manipulation I. Objects of force are considered AT/20 and will be destroyed upon receiving any critical strike.

19—Force Field III (F) As *Force Field I*, except bonus is +30.

20—Mystical Cage (F) The caster creates a field of energy shaped like a barred cage 1'/lvl in diameter and 1'/lvl high. Any being caught within may try to force his way out. The attempt is resolved as *Mystical Bands* (above) except if the RR is failed, the target receives two criticals (electrical and impact). If a magical item (shield, sword, etc.) is used to escape, the attempt is made at the level of the item. If the attempt to escape is made utilizing magic, and the target fails his RR, he will suffer three separate criticals (impact, heat, and electrical) with their severities determined as above.

25—Forcehand True (F) As *Forcehand I*, except the hand is capable of inflicting an 'D' severity Crush critical. Target can make a Hard maneuver (St/Ag) each round at -40 in order to free himself, otherwise he is at 20% activity.

30—Wall of Force (F) Caster creates a solid wall of force which is absolutely impassable by anyone or anything.

40—Manipulation True (F) Caster can perform any lower level Manipulations in any combination he desires. The OB/DB of the manipulation is equal to three times the caster's Em modifier.

50—Sphere of Force (F) As *Wall of Force*, except a sphere is formed around the caster. The sphere moves with the caster.

FORCE MASTER (7.1.2)
FORCEMAGE BASE

	Area of Effect	Duration	Range
1–Weaken Inorganic	5 lb/lvl	1 rnd/lvl	touch
2–Point/Unpoint I	81 in²	1 rnd/lvl	10'
3–Field/Unfield I	900 ft²	1 rnd/lvl	10'
4–Armor Cut I *	1 ft/lvl	1 rnd/lvl	touch
5–Surface Crawling	1 target	1 min/lvl C	touch
6–Weaken Organic	5 lbs/lvl	1 rnd/lvl	touch
7–Point/Unpoint II	100 in²	1 rnd/lvl	20'
8–Field/Unfield II	1600 ft²	1 rnd/lvl	20'
9–Armor Cut II *	1 ft/lvl	1 rnd/lvl	touch
10–Surface Walking	1 target	1 min/lvl	touch
11–Uninorganic	1 target	-	10'
12–Point/Unpoint III	121 in²	1 rnd/lvl	30'
13–Field/Unfield III	2500 ft²	1 rnd/lvl	30'
14–Armor Cut III *	1 ft/lvl	1 rnd/lvl	touch
15–Surface Running	1 target	1 min/lvl	touch
16–Unorganic	1 target	-	10'
17–Point/Unpoint IV	144 in²	1 rnd/lvl	40'
18–Field/Unfield IV	3600 ft²	1 rnd/lvl	40'
19–Armor Cut IV *	1 ft/lvl	1 rnd/lvl	touch
20–Disintegrate	5 lb/lvl	-	touch
25–Point/Unpoint True	lvl in²	1 rnd/lvl	50'
30–Field/Unfield True	lvl ft²	1 rnd/lvl	50'
35–Armor Cut True *	1 ft/lvl	1 rnd/lvl	touch
50–Force Master *	self	1 min/lvl	self

1—Weaken Inorganic (F) Causes any non-magical, inorganic material to instantly lose half of its normal integrity (i.e., it will not be as sound as it once was, and it will take double any damage it sustains after this spell is thrown). This spell can effect 5lbs. per level of the caster. This spell will affect living inorganic targets.

2—Point/Unpoint I (F) Creates a point, in square inches, of attraction or non-attraction. This point must be placed upon some surface; living/nonliving, mobile/non-mobile. If this point comes into physical contact with another surface, then they either slide off of one another or join, depending on the version of this spell used. A maneuver roll with a difficulty modifier of -20 and a bonus mod. for the individual's strength, must be attempted to separate or hold surfaces affected by this spell.

3—Field/Unfield I (F) As Point/Unpoint I, except that the area is greater, and it conforms to and enshrouds the target.

4—Armor Cut I (F*) Creates a frictionless field about an edged surface, giving it a 5% chance to cut through unremarkable targets as if they were AT 1. An edge up to 1 ft/lvl can be affected.

5—Surface Crawling (F) Enables target to crawl on any surface at any orientation, provided it can support his weight, etc.

6—Weaken Organic (F) Causes any non-magical, organic substance to instantly lose half of its normal integrity (i.e., it will not be as sound as it once was, and it will take double any damage it sustains after this spell is thrown. This includes double hits/round, etc). Magical or extraordinary organic substances gain a RR. This spell can effect 5lbs. per level of the caster. This spell will affect living targets.

7—Point/Unpoint II (F) As Point/Unpoint I, except the maneuver roll penalty is -30.

8—Field/Unfield II (F) As Field/Unfield I, except the maneuver roll penalty is -30.

9—Armor Cut II (F*) As Armor Cut I, except the percentage is 10%.

10—Surface Walking (F) As Surface Crawling, except no concentration is required and the target can stand.

11—Uninorganic (F) Delivers +30 structural hits to target (Section 6.2).

12—Point/Unpoint III (F) As Point/Unpoint I, except the maneuver roll penalty is -40.

13—Field/Unfield III (F) As Field/Unfield I, except the maneuver roll penalty is -40.

14—Armor Cut III (F*) As Armor Cut I, except the percentage is 15%.

15—Surface Running (F) As Surface Walking, except the target can run.

16—Unorganic (F) Organic targets must resist or suffer a 'C' Disintegration critical.

17—Point/Unpoint IV (F) As Point/Unpoint I, except the maneuver roll penalty is -50.

18—Field/Unfield IV (F) As Field/Unfield I, except the maneuver roll penalty is -50.

19—Armor Cut IV (F*) As Armor Cut I, except the percentage is 20%.

20—Disintegrate (F) A combination of Uninorganic and Unorganic, except the target suffers one 'E' Disintegration critical.

25—Point/Unpoint True (F) As Point/Unpoint I, except the spell area is equal to the caster's level in square inches and the maneuver roll penalty is -100.

30—Field/Unfield True (F) As Field/Unfield I, except the spell area is equal to the caster's lvl in square feet and the maneuver roll penalty is -100.

35—Armor Cut True (F*) As Armor Cut I, except the percentage is equal to the level of the caster.

50—Force Master (F*) Caster can use any of the lower level spells on this list once per round.

SHOCKWAVES (7.1.3)
FORCEMAGE BASE

	Area of Effect	Duration	Range
1–Locate Epicenter	100'/lvl	C	self
2–Vibrations (5#)	1 target	1 rnd/lvl	100'
3–Sonar	10'/lvl	C	self
4–Standing Wave I	10'x10'x10'	1 min/lvl	touch
5–Shockwave I	10' dia cone	-	5'/lvl
6–Vibrations (25#)	1 target	1 rnd/lvl	100'
7–Standing Wave II	10'x10'x10'	1 min/lvl	touch
8–Forcewave I	10' dia cone	-	100'
9–Vibrations (50#)	1 target	1 rnd/lvl	100'
10–Shockwave II	20' dia cone	-	5'/lvl
11–Mass Vibrations (5#)	1 target/lvl	1 rnd/lvl	100'
12–Standing Wave III	10'x10'x10'	1 min/lvl	touch
13–Focused Shockwave	1 target	-	5'/lvl
14–Forcewave II	10' dia cone	-	200'
15–Shockwave III	30' dia cone	-	5'/lvl
16–Standing Wave IV	10'x10'x10'	1 min/lvl	touch
17–Mass Vibrations (25#)	1 target/lvl	1 rnd/lvl	100'
18–Circle Forcewave	10' dia circle	-	100'
19–Standing Wave V	10'x10'x10	1 min/lvl	touch
20–Shockwave IV	40' dia cone	-	5'/lvl
25–Shockwave V	50' dia cone	-	5'/lvl
30–Circle Shockwave	10' dia circle	-	10'/lvl
40–Inverted Shockwave	V	-	100'/lvl
50–Shockwave True	V	5 rnd	25'/lvl

1—Locate Epicenter (I) Locates origin point of a shockwave. Can be used to locate the caster of a Shockwave spell or locate the epicenter of an earthquake, etc.

2—Vibrations (5#) (F) Causes an object of up to 5 lb. mass to vibrate rapidly; if fragile it may break (RR applies). If it is an object held by a being the being must make a RR or fumble it (each round).

3—Sonar (I) Creates reflective pulses of energy which reflect off solid objects within range. Caster learns distance and direction to targets within range. Note: *Invisible targets can be detected with this spell except those made invisible by the Invisibility spell on Gravity Law.*

4—Standing Wave I (F) Creates an invisible barrier which delivers an 'A' vibration critical when broken.

5—Shockwave I (F) A cone of sonic energy erupts from the caster's hand. The *Shockwave* delivers an 'A' Vibration critical to all within the area of the cone. The *Shockwave* does structural damage (See Section 6.2).

6—Vibrations (25#) (F) As above, except mass limit is 25 lbs.

7—Standing Wave II (F) As above, except delivers a 'B' vibration critical.

8—Forcewave I (F) As *Shockwave I*, except no damage is inflicted. Instead, targets must RR or be forced away from the caster 1'/1% failure.

9—Vibrations (50#) (F) As above, except mass limit is 50 lbs.

10—Shockwave II (F) As above, except delivers 'B' Vibration criticals.

11—Mass Vibrations (5#) (F) As *Vibrations*, except as many 5 lb. objects as the caster's level may be affected (all targets must be within the caster's field of vision).

12—Standing Wave III (F) As above, except delivers a 'C' vibration critical.

13—Focused Shockwave (E) Causes a bolt of force to erupt from the caster's hand. Attack is resolved on the *Lightning Bolt* table, but all criticals are Vibration criticals.

14—Forcewave II (F) As above, except RR is at -30.

15—Shockwave III (F) As above, except delivers 'C' Vibration criticals.

16—Standing Wave IV (F) As above, except delivers a 'D' vibration critical.

17—Mass Vibrations (25#) (F) As above, except mass limit is 25 lbs.

18—Circle Forcewave (F) As *Forcewave I*, except the wave starts at the caster and travels outward in an expanding circle.

19—Standing Wave V (F) As above, except delivers an 'E' vibration critical.

20—Shockwave IV (F) As above, except delivers a 'D' Vibration critical.

25—Shockwave V (F) As above, except delivers an 'E' Vibration critical.

30—Circle Shockwave (F) As *Shockwave I*, except the wave starts at the caster and travels outward in an expanding circle. The caster may increase the severity of the critical inflicted by one degree for each additional 30 points he expends in casting the spell.

40—Inverted Shockwave (E) Caster creates a shockwave which starts at the caster and radiates outward in an expanding circle. The *Inverted Shockwave* delivers no damage, but will cancel out all existing *Shockwaves* and *Standing Waves* that fail a RR. An *Inverted Shockwave* has a percentage chance to dampen any earthquake within range equal to the caster's level minus 2x the Richter scale severity of the earthquake.

50—Shockwave True (F) As *Shockwave V*, except the waves come in multiples, decreasing in severity by one degree each round (it delivers an 'E' Vibration critical the first round, a 'D' critical the second, a 'C' critical the third, etc.). All criticals deliver double concussion damage, and the force is sufficient to start (or perhaps stop) a major earthquake, demolish heavy stone walls, create tidal waves, etc.

GRAVITY LAW (7.1:4)
FORCEMAGE BASE

Note: *Targets in free fall achieve terminal velocity in about 6 seconds. (Terminal velocity is about 125mi/hr for a normal sized man. A giant of proportional size and weight would have the same terminal velocity.)*

Targets in a free fall will travel the following distances for every second of time that elapses up until they reach terminal velocity. 1s = 32ft, 2s = 96.6ft, 3s = 193ft, 4s = 322ft, 5s = 483ft, 6s = 676ft. Thereafter, add an additional 115ft per second.

	Area of Effect	Duration	Range
1—Alter Weight	5 lb/lvl	1 min/lvl	100'
2—Levitate	self	1 rnd/lvl	self
3—Invisibility	1 target	1 rnd/lvl	10'
4—Crush	.5 ft/lvl R	-	50'
5—Zero Gravity	1 cu ft/lvl	1 rnd/lvl	touch
6—Fly	1 target	1 rnd/lvl	touch
7—G Bolt	1 target	-	100'
8—Transport	1 cu ft/lvl	1 rnd/lvl	50'
9—			
10—Enplane	1 cu ft/lvl	1 hr/lvl	touch
11—G Force	lvl x lvl x lvl	C	50'
12—Reverse Gravity	1 target	1 sec/5lvl	10'
13—Repulse	1 target	C	touch
14—			
15—G Ball	10' R sphere	-	100'
16—			
17—			
18—Mass Fly	1 target/lvl/2	1 rnd/lvl	50'
19—Mass Invisibility	1 target/lvl/2	1 rnd/lvl	50'
20—Nullify	1 sq yd/lvl	1 sec/5lvl	100'
25-Explode	1 target	-	100'
30—Implode	1 target	-	100'
50—Rift	100' r	-	500'

1—Alter Weight (F) The caster can increase or decrease the weight of any target by 5 lbs per level.

2—Levitate (F) The caster can levitate in an upwardly fashion at a rate equal to his level in feet per round.

3—Invisibility (F) By manipulating gravity the caster is able to bend the radiation spectrum around his immediate vicinity thus rendering him totally invisible. Note: *this form of invisibility is not detectable by any sort of altered vision, e.g., infrared, x-ray, ultravision, etc., and anyone using Detect Invisible receives a -30 to his attempts to detect a target using this form of invisibility. See invisible functions normally.*

4—Crush (F) Creates a temporary area of intense gravity in a spherical radius about the target equal to 1/2 ft/lvl. Target suffers an 'A' Crush critical.

5—Zero Gravity (F) Caster negates gravity relative to the target. Inertia is constant, thus if the target is pushed it will continue in the direction pushed until acted upon by another force. Caster can effect a volume equal to 1 cu' per level and 10x his level in pounds.

6—Fly (F) Caster moves at 3 times his level in MPH. A target with *Fly* cast upon him is under his own control, not the caster's; therefore a target not experienced with flying can find the experience very disorienting and possibly dangerous. Every 1 mph of movement is approximately equal to 15'/rnd, so 18 mph = 270'/rnd.

7—G Bolt (E) A bolt of gravity is shot forth from the caster's hand. Results are determined on the Fire Bolt table, and all criticals are impact.

8—Transport (F) As Fly, except only nonliving targets are affected and flight is under the control of the caster. Caster can effect a volume equal to 1 cu' per level and 10x his level in pounds. Movement rate is 3MPH/level.

10—Enplane (F) Caster can place target in a geostationary orientation. Inertia is zero; it will only move as long as there is a force to move it. A person or object could be suspended in mid air. Various things could be placed upon or hung from the object. The volume and weight limit are the same as for *Zero Gravity*.

11—G Force (F) Caster creates an area of increased gravitational force. Anything passing through the area must make a RR, modified by the target's strength modifier, or be instantly pinned to the floor and receive 'A' Crush criticals every round it is within the area. Critical levels can be increased by 1 for every additional 11 PP used.

12—Reverse Gravity (F) Caster reverses gravity. Targets failing their RRs will begin 'falling' up.

13—Repulse (F) Caster creates a repulsion field around a target. Anything coming into physical contact with the affected target must make a RR or be repulsed with a force equal to that exerted. This spell confers no combat bonus. Caster can affect targets whose mass is equal to or less than the caster's mass times his level.

15—G Ball (E) A 1' radius sphere is created in front of the caster and then launched toward a target. It then explodes affecting all within a 10' radius sphere. Damage is determined on the Fire Ball table using Impact criticals.

18—Mass Fly (F) As *Fly*, except that the caster can affect up to half his level in targets. Each target must weigh within +/- 50 lbs of the caster. The flight is under the control of the caster.

19—Mass Invisibility (F) Identical to *Invisibility* except that the number of targets effected is equal to half the level of the caster.

20—Nullify (E) As *Reverse Gravity*, except a stationary area equal to 1 square yard per level is created.

25—Explode (F) Creates an external negative gravitational force which causes the target to explode. Target receives an 'E' Disruption critical.

30—Implode (F) As *Explode*, except the critical type is Crush.

50—Rift (F) Creates a powerful point of gravitational force. All targets within 100 feet of its center who fail their RR will be sucked in. Dimension travelled to is up to the GM.

MAGNETIC LAW (7.1.5)
FORCEMAGE BASE

	Area of Effect	Duration	Range
1–Detect Magnetism	1'R/lvl	1 rnd/lvl	50'
2–Magnetize	1 object	1 rnd/lvl	touch
3–Magnetic Field	1 object	1 rnd/lvl	touch
4–Demagnetize	1 effect	V	touch
5–Magnetic Bolt 100'	1 target	-	100'
6–Shield I	self	C	self
7–Magnetic Ball 10'R	10'R	-	100'
8–Warp	1 target	-	50'
9–Magnetic Bolt 200'	1 target	-	200'
10–Barrier 10'R	10'R	1 rnd/lvl C	75'
11–Magnetic Ball 20'R	10'R	-	150'
12–Magnekinesis	1 object	C	25'
13–Shield II	self	C	self
14–Magnetic Bolt 300'	1 target	-	300'
15–Lesser Weapon	self	1 rnd/lvl	self
16–Barrier 20'R	20'R	1 rnd/lvl C	150'
17–Magnetic Ball 40'R	40'R	-	150'
18–Repulse	10'x50' cone	-	25'
19–Break	1 target	:	50'
20–Greater Weapon	self	1 rnd/lvl	self
25–Barrier True	20'R	1 rnd/lvl C	150'
30–Lesser Globe	1 target	1 rnd/lvl	30'
50–Greater Globe	1 target	1 rnd/lvl	50'

1—Detect Magnetism (I) Caster can detect magnetic fields and their relative strengths. (Strength, for game purposes, will be measured in lbs, and the smallest amount of magnetic force that a caster will normally be manipulating is 1 lb/ft², and this measurement will be referred to in this list as 'Unit'.)

2—Magnetize (F) Caster magnetizes metallic objects together. The force of the bond is equal to 1 Unit per level of the caster.

3—Magnetic Field (F) Caster can magnetize any portion of a metallic object creating a surrounding field with a radius equalling 1 ft per level. Strength is 1 Unit per level of caster.

4—Demagnetize (F) This spell will instantly nullify any magnetic effect for 1 round/level of caster. Affects one Unit per level.

5—Magnetic Bolt 100' (E) A bolt of magnetic force is shot from the palm of the caster; results are determined on the *reverse* Water Bolt Table (i.e., AT(20) is treated as AT(1), AT(19) is treated as AT(2), ... , and AT(1) is treated as AT(20)).

6—Shield I (F) This spell creates a shield of magnetic force which attracts metal weapons. The wielder of any melee weapon must make a RR vs the level of the caster or have his weapon stick to the shield. Melee weapons have 20 subtracted from their attack rolls, and if the resulting attack does not hit the target then it is considered stuck to the shield. The shield hovers in front of the caster wherever he desires at a distance from the caster of no more than 1 foot. 'Stuck' weapons may be retrieved with a successful Medium (+0) Maneuver modified by strength with a penalty of -5 per level of the caster.

7—Magnetic Ball 10'R (E) A 1' ball of magnetic force is shot from the palm of the caster, it explodes to affect a 10'R area: results are determined on the *reverse* Shock Bolt Table (i.e., AT(20) is treated as AT(1), AT(19) is treated as AT(2), ... , and AT(1) is treated as AT(20)).

8—Warp (F) Caster releases a field of super-strength, pulsating magnetic force against the target. All metallic material must make a RR vs the level of the caster. If the RR is failed, the material is warped, and attempts to continue to use the material are at a penalty equal to -1%/1% failure.

9—Magnetic Bolt 200' (E) As *Magnetic Bolt 100'*, except range is 200'.

10—Barrier 10'R (F) As *Warp*, except the effect takes the shape of a column which surrounds the target.

11—Magnetic Ball 20'R(E) As *Magnetic Ball 10'R*, except the range and area of effect are greater.

12—Magnekinesis (F) Caster can grab metal objects and move them a number of feet equal to his level per round. Strength is equal to 10x the caster's level in Units.

13—Shield II (F) As *Shield I*, except it functions in all respects as a wall shield (+30 melee, +40 missile), the RR is modified by -10, and missile attack rolls have 30 subtracted.

14—Magnetic Bolt 300' (E) As *Magnetic Bolt 100'*, except range is 300'.

15—Lesser Weapon (F) Causes a broadsword-shaped blade of magnetic force to spring forth from the caster's empty hand. The caster may make melee attacks with it using his directed spell bonus (with an additional +20) delivering damage as a *Magnetic Bolt* with a +20 OB. Normally, this blade may not parry or be parried. This blade has a percentage chance equal to the level of the caster of ignoring any metal armor it comes into contact with (treat target as AT1). In any round that the caster has not attacked with this blade as a melee weapon, he may release the blade as a normal *Magnetic Bolt*.

16—Barrier 20'R (F) As *Barrier 10'R*, except radius is extended to 20'.

17—Magnetic Ball 40' (E) As *Magnetic Ball 10'*, except the range and area of effect are greater.

18—Repulse (F) Caster can release a conical force, beginning at 10' and ending at its base at 50'. All heavily armored targets must make a RR or be thrown away from the caster a number of feet equal to 10x the caster's level. Affected targets will suffer an 'A' severity Impact critical for every 50' thrown.

19—Break (F) As *Warp* except if the RR is failed, the material is broken and/or useless.

20—Greater Weapon (F) As lesser weapon, except the bonus is +35 and the bolt is 2x damage.

25—Barrier True (F) As *Barrier 20'*, except that it functions as Break.

30—Lesser Globe (F) Caster surrounds target with a powerful field of magnetic energy. This globe modifies elemental attacks by -50 and all melee and missile attacks by -75 and functions as *Warp*. The globe moves with the target. Maximum diameter of the globe is 1 foot per three levels of the caster.

50—Greater Globe (F) Caster surrounds target with a powerful field of magnetic energy. This globe modifies elemental attacks by -75 and all melee and missile attacks by -100 and functions as *Break*. The globe moves with the target. Maximum diameter of the globe is 1 foot per three levels of the caster.

7.2 MALEFICANT BASE LISTS

CHILL OF NIGHT (7.2.1)
MALEFICANT BASE

Note: *Dream and Nightmare spells do not have any effect on the target until his next normal sleep cycle. Night's Curses have no effect until the target awakens from his next normal sleep. Thus, the target may not even know the spell has had any effect on him until the following morning, and he may not even associate the effects with the spell. The spells on this list cannot be dispelled normally, but require Neutralize or Remove Curse. Much of the innate terror this class can generate is due to this list. Each 'Chill' must be separately taught by a higher adept of the art (usually only after making the proper ovations and sacrifices).*

	Area of Effect	Duration	Range
1–Dream I	1 target	V	10'
2–Nightmare I	1 target	V	10'
3–First Night's Curse	1 target	P	10'
4–Sleep I	1 target	V	100'
5–Dream II	1 target	V	10'
6–Nightmare II	1 target	V	10'
7–Second Night's Curse	1 target	P	10'
8–Insomnia	1 target	V	10'
9–Sleep II	1 target	V	100'
10–Dream III	1 target	V	10'
11–Third Night's Curse	1 target	P	10'
12–Sleepwalking	1 target	V	10'
13–Nightmare III	1 target	V	10'
14–Narcolepsy I	1 target	P	10'
15–Sleep III	1 target	V	100'
16–Nightmare IV	1 target	V	10'
17–Sleepwalking True	1 target	V	10'
18–Sleep True	1 target	V	100'
19–Fourth Night's Curse	1 target	P	10'
20–Nightmare V	1 target	V	10'
25–Narcolepsy II	1 target	P	10'
30–Last Night's Curse	1 target	V	10'
40–Narcolepsy True	1 target	P	10'
50–Sleeping Death	1 target	V	10'

CHILL OF THE FIRST NIGHT

1—Dream I (F) During the target's next sleep period, he will dream about a topic selected by the caster. The dream will follow the pattern the caster selects.

2—Nightmare I (F) As *Dream I*, except the target's next sleep period will be plagued with nightmares. The caster may select the topic, but the nightmare must be associated with the death of the target or his loved ones. The target suffers from the effects of an 'A' Depression critical, and the effects will last until his next sleep period.

3—First Night's Curse: Silence (F) Beginning upon awakening from his next normal sleep period, the target will not wish to talk at all. He must be motivated in some way to get him to speak.

4—Sleep I (F) Target falls into a natural sleep for 1 minute/5% failure.

5—Dream II (F) As *Dream I*, except two topics may be selected.

CHILL OF THE SECOND NIGHT

6—Nightmare II (F) As *Nightmare I*, except the target suffers a 'B' Depression critical.

7—Second Night's Curse: Thirst/Hunger (F) Beginning upon awakening from his next normal sleep period, the target will be incredibly hungry or thirsty (caster's choice) and will eat or drink continuously until sick or unconscious. Target will gain 1-10 pounds per month.

8—Insomnia (F) Duration 24 hr/10% failure. Target has trouble sleeping. He will be at -25 for the duration of the period of insomnia.

9—Sleep II (F) As *Sleep I*, except the target can only be awakened by sharp pain, magic, or herbs.

10—Dream III (F) As *Dream I*, except three topics may be selected.

CHILL OF THE THIRD NIGHT

11—Third Night's Curse: Nightvision (F) Beginning upon awakening from his next normal sleep period, the target can see at night as if it were day, but can only see in daylight as if it were darkest night.

12—Sleepwalking (F) During the target's next normal sleep period, he will sleepwalk. He may accidentally injure himself or others by doing so (taking a nice stroll off a cliff, etc.).

13—Nightmare III (F) As *Nightmare I*, except the target suffers a 'C' Depression critical.

14—Narcolepsy I (F) Target contracts narcolepsy. He has a 25% chance to suddenly fall asleep in any stressful or threatening situation.

15—Sleep III (F) As *Sleep I*, except the target can only be awakened by magic, or herbs. He will be totally oblivious to all other stimuli.

CHILL OF THE FOURTH NIGHT

16—Nightmare IV (F) As *Nightmare I*, except the target suffers a 'D' Depression critical.

17—Sleepwalking True (F) As *Sleepwalking*, except the effects last for 24 hr/10% failure.

18—Sleep True (F) As *Sleep I*, except the target cannot be awakened until the spell's duration ends.

19—Fourth Night's Curse: Amnesia (F) Beginning upon awakening from his next normal sleep period, the target forgets who he is, who his friends and enemies are, and his entire life background. He will retain his skills and spell abilities (if any), but may forget that he knows them (GM's discretion).

20—Nightmare V (F) As *Nightmare I*, except the target suffers an 'E' Depression critical.
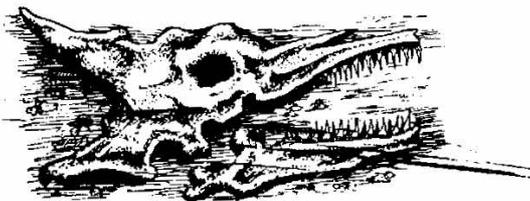
CHILL OF THE FIFTH NIGHT

25—Narcolepsy II (F) As *Narcolepsy I*, except his chance of falling asleep is 50%.

30—Fifth Night's Curse (F) During the target's next normal sleep period, he will rise and stealthfully attempt to murder his companions or loved ones. As soon as the murders are complete, he will come to his senses and realize the deed he has performed.

CHILL OF THE LAST NIGHT

40—Narcolepsy True (F) As *Narcolepsy I*, except his chance of falling asleep is 95%.

50—Sleeping Death (F) Duration 24 hr/10% failure. Each sleep period, the target will suffer nightmares equal to the horrors of the abyss. Each night, the target must RR or die of fear, leaving no physical evidence how he died.

SOUL DEATH (7.2.2)
MALEFICANT BASE

	Area of Effect	Duration	Range
1—Detect Soul	self	1 rnd/lvl	100'
2—Paranoia	1 target	P	100'
3—Fear I	1 target	P	100'
4—			
5—Soul Burn I *	1 target	P	100'
6—			
7—Panic	1 target	P	100
8—			
9—Fear II	1 target	P	100'
10—Soul Burn II *	1 target	P	100'
11—Transferral	1 target	V	100'
12—Catatonia	1 target	P	100'
13—			
14—Fear III	1 target	P	100'
15—Soul Burn III *	1 target	P	100'
16—			
17—Unluck	1 target	V	100'
18—Transferral True	1 target	V	100'
19—Dark Temptation	1 target	P	100'
20—Soul Burn IV *	1 target	P	100'
25—Soul Burn V *	1 target	P	100'
30—Tear Soul	1 target	V	100'
50—Banish Soul	1 target	P	100'

1—Detect Soul (I) Caster may detect any soul within range. Caster may concentrate on a 5' area each round.

2—Paranoia (M) Target believes everyone is out to get him; making him -5 to all actions.

3—Fear I (M) Target has a permanent fear of the caster. Whenever he is in the sight of the caster he is at -5 to all actions, and if the caster speaks to the target he is at -10.

5—Soul Burn I (FM*) Target suffers an 'A' Shock critical, and also loses 10% of his life levels (*RMCII*, Section 6.1) per 10% RR failure.

7—Panic (M) Target has a 25% chance to panic and flee when facing any potentially life-threatening situation.

9—Fear II (M) As *Fear I*, except sight of the caster puts the target at -10, and if the caster speaks to the target he is at -20.

10—Soul Burn II (FM*) As *Soul Burn I*, except the target suffers a 'B' Shock critical.

11—Transferral (M) Target and caster's souls are interchanged; the caster can operate at 50% of his normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 round). The target can only cancel the spell if he makes a successful RR (one chance every 10 minutes). If either body is killed, both caster and target will die (Cf. Absolution Pure).

12—Catatonia (M) Target drifts in and out of a catatonic state; 25% chance each hour that he will be catatonic for one hour.

14—Fear III (M) As *Fear II*, except sight of the caster puts the target at -15, and if the caster speaks to the target he is at -30.

15—Soul Burn III (FM*) As *Soul Burn I*, except the target suffers a 'C' Shock critical.

17—Unluck (FM) Duration 24 hr/10% failure. Target is cursed, and misfortune becomes his constant companion. In crucial moments, the target will be enveloped in things mysteriously going wrong. Ropes and weapons may break, he may slip on dry floors, he may step on a branch while stalking a target. The GM may also wish to increase his chance to fumble spells and weapons.

18—Transferral True (M) As *Transferral*, except the caster can operate at 90% of normal activity; the target can only make a RR once every hour.

19—Dark Temptation (M) Target is slowly perverted to darkness. He will find all things evil to be fascinating and tempting and will desire to learn any available evil spell lists (if applicable). Eventually, the target will find his perspective on his friends altering, and will probably change his personality. Some beings may get additional RR mods (e.g., targets such as Clerics and Paladins steadfast in their service might get a +20-50 bonus). Naturally, the target will violently resist all efforts to return him to his 'normal' state.

20—Soul Burn IV (FM*) As *Soul Burn I*, except the target suffers a 'D' Shock critical.

25—Soul Burn V (FM*) As *Soul Burn I*, except the target suffers an 'E' Shock critical.

30—Tear Soul (FM) RR mod: -20 Target's soul is torn from his body (Cf., *Absolution*). It remains in whatever place "souls" go for 30 days/10% failure. The soul can be returned early only through *Lifegiving*. The target is comatose and at -75 for subconscious activity while his soul is absent.

50—Banish Soul (FM) RR mod: -20 As *Tear Soul*, except target's soul is permanently consigned to the nether regions (Cf,. *Dark Absolution*).

TALISMANS (7.2.3)
MALEFICANT BASE

Note: *Talismans marked with a '†' will burn out and crumble to ash after one use per 5 levels. A talisman is only considered to have 'worked' if its bonuses change the result of an attack (reduced the severity of a critical, altered the outcome of a RR, etc.). Talismans marked with a '¥' require some component from the target (a lock of hair, fingernail clippings, a vial of blood, the target's 'good luck charm', etc.). The bonuses or penalties conferred by a talisman are equal to the level of the talisman's creator (e.g., a 5th level Spirit Talisman created by a 15th level caster would convey a bonus of +15 vs. all attacks from spirits). A talisman may be created from anything the GM deems appropriate (a chicken's foot, a ball of colored threads, bones, wood or bone carvings, runestones, a shrunken head, etc.). The appropriate talisman spell must be cast on it once each day during its creation. No one but the creator of a talisman may ever use it or gain any of the talisman's associated benefits. The effects of talismans are non-cumulative. A talisman must be touched by the user to be effective.*

	Area of Effect	Duration	Range
1–Obeah	1 talisman	P	touch
2–Animal Talisman †	1 talisman	V	touch
3–Herb Talisman †	1 talisman	V	touch
4–Magic Talisman I †	1 talisman	V	touch
5–Spirit Talisman †	1 talisman	V	touch
6–Seeing Talisman †	1 talisman	V	touch
7–Quirin	1 talisman	V	touch
8–Undead Talisman †	1 talisman	V	touch
9–Magic Talisman II †	1 talisman	V	touch
10–Death Talisman † ¥	1 talisman	V	touch
11–Were-talisman †	1 talisman	V	touch
12–Soul Trap ¥	1 talisman	V	touch
13–Magic Talisman III †	1 talisman	V	touch
14–Demon Talisman †	1 talisman	V	touch
15–Lesser Control Doll ¥	1 doll	V	touch
16–Bane Talisman †	1 talisman	V	touch
17–Channeling Talisman †	1 talisman	V	touch
18–Magic Talisman IV †	1 talisman	V	touch
19–Guardian Talisman †	1 talisman	V	touch
20–Mentalism Talisman †	1 talisman	V	touch
25–Essence Talisman †	1 talisman	V	touch
30–Greater Control Doll ¥	1 doll	V	touch
40–Magic Talisman True †	1 talisman	V	touch
50–Soul Talisman	1 talisman	P	touch

1—Obeah (FD) Caster may create his Obeah; his primary and most useful talisman. The functions of the Obeah vary with the level at which it is created.

1st lvl Obeah: stores PP equal to the creator's level.

5th lvl Obeah: serves as a focus for the skill: Magical Ritual. Adds creator's BAR mod to all ritual rolls.

10th lvl Obeah: adds creator's lvl to RRs vs. Absolutions and all soul-draining and life-draining and trapping effects.

15th lvl Obeah: creator can transfer his soul to his Obeah for short periods of time (as Self-keeping on the Monk Base list Body Reins).

20th lvl Obeah: serves as a power stabilizer. The creator's spell points will never drop below 20—If he continues to cast spells when the bottom limit of 20 is reached, he will instead take concussion hits equal to the level of the spell he casts.

30th lvl Obeah: serves as a Soul Trap (as the spell). The Obeah needs no further preparation, and will store 1 soul/5 levels.

50th lvl Obeah: renders the caster immune to the effects of Absolutions and all soul- and life-draining and trapping effects.

If the Obeah is ever destroyed, the caster operates at -30 for one week. The Obeah takes one day/level to create.

2—Animal Talisman (FD) This talisman grants a bonus equal to the creator's level vs. all attacks made against him by animals. The talisman takes one day/level to create. **Note:** *the caster may make a Talisman of lower level than his own if he wishes, taking correspondingly fewer days to create (e.g., a 10th level Maleficant could make a 1st level Talisman in one day.*

3—Herb Talisman (FI) As *Animal Talisman*, except its bonuses are to the creator's attempts to locate a specific herb.

4—Magic Talisman I (FU) As *Animal Talisman*, except its bonuses apply to any one magical skill selected at the time of the talisman's creation (Power Projection, Spell Mastery, etc.). The caster must already possess some knowledge (at least one rank) of the skill to be augmented.

5—Spirit Talisman (FD) As *Animal Talisman*, except its bonuses are vs. attacks from spirits.

6—Seeing Talisman (FI) As *Animal Talisman*, except its bonuses apply to divination and scrying attempts made by the caster.

7—Quirin (Traitor's Stone) (F) When this special talisman is placed upon the head of a sleeping person, he will start to babble about whatever topics are foremost in his mind. Information gathered by use of a *Quirin* may be incomplete, but the target may speak of things he normally would not. The target will have no memory of the incident when he awakens. He may respond to simple questions, but if questions are asked of him he gains another RR.

8—Undead Talisman (FD) As *Animal Talisman*, except its bonuses are vs. attacks from undead.

9—Magic Talisman II (FU) As *Magic Talisman I*, except its bonuses may apply to two different magical skills selected at the time of its creation.

10—Death Talisman (F) This deadly talisman is made to function vs. a specific target. The target suffers a penalty equal to the talisman creator's level to all attacks by the creator (the creator's level is subtracted from the target's DB, RR, etc.).

11—Were-talisman (FD) As *Animal Talisman*, except its bonuses are vs. attacks from Lycanthropes and other were-creatures.

12—Soul Trap (F) Caster traps part of the target's soul in this talisman. The target is at -30 until the talisman is destroyed. The target will always know the direction to his 'soul'. The creator of the *Soul Trap* gains +1 to his Co and St bonuses for each soul he holds trapped (max +50).
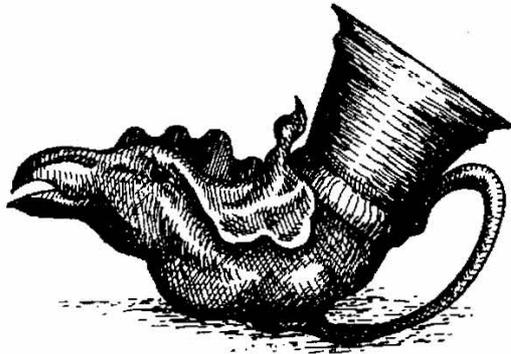
13—**Magic Talisman III (FU)** As *Magic Talisman I*, except its bonuses may apply to three different magical skills selected at the time of its creation.

14—**Demon Talisman (FD)** As *Animal Talisman*, except its bonuses are vs. attacks from demons.

15—**Lesser Control Doll (F)** After casting a *Soul Trap* spell, the caster may create a small doll to represent his target. No matter where the target goes, whoever holds the doll may control the target. By concentrating, the possessor of the doll may cause the target to follow some *Suggestion* (as in the spell on the Spirit Mastery list). The caster may also cause the target to view an Illusion/Phantasm spell. The only hope the target has is to have either a *Cancel True* or a *Remove Curse* spell cast on the doll.

16—**Bane Talisman (FD)** As *Animal Talisman*, except its bonuses are vs. attacks from the caster's personal 'bane' (Clerics, Paladins, etc.).

17—**Channeling Talisman (FD)** As *Animal Talisman*, except its bonuses are vs. Channeling-based attacks.

18—**Magic Talisman IV (FU)** As *Magic Talisman I*, except its bonuses may apply to four different magical skills selected at the time of its creation.

19—**Guardian Talisman (FD)** Empathically warns the creator when anyone intending him harm enters a 100' radius around his person. Creator will know which person intends him harm if more than one person is present. No specifics are learned as to the method the person intends (assassination, spell, etc.).

20—**Mentalism Talisman (FD)** As *Animal Talisman*, except its bonuses are vs. Mentalism-based attacks.

25—**Essence Talisman (FD)** As *Animal Talisman*, except its bonuses are vs. Essence-based attacks.

30—**Greater Control Doll (F)** As *Lesser Control Doll*, except whatever damage befalls the doll also happens to the target in a similar fashion (GM's discretion).

40—**Magic Talisman True (FU)** As *Magic Talisman I*, except its bonuses may apply to one magical skill per five levels.

50—**Soul Talisman (FU)** Caster may create a permanent talisman, combining the effects of up to one of the lower *Talisman* spells per five levels.

7.3 WIZARD BASE LISTS

SPELL HAND (7.3.1)
WIZARD BASE

	Area of Effect	Duration	Range
1—Control I	1 target	1 rnd/lvl	100'
2—Nonvocal *	1 target	1 spell	100'
3—			
4—Delay I	1 target	next spell	100'
5—Control II	1 target	1 rnd/lvl	100'
6—Mental Gesture *	1 target	1 spell	100'
7—Quicken I	1 target	1 rnd/lvl	100'
8—Delay II	1 target	next spell	100'
9—Control III	1 target	1 rnd/lvl	100'
10—Nonvocal True *	1 target	1 rnd/lvl	100'
11—Spellhaste I	1 target	1 rnd	100'
12—Quicken II	1 target	1 rnd/lvl	100'
13—Delay III	1 target	next spell	100'
14—			
15—Spellhaste II	1 target	2 rnds	100'
16—Control True	1 target	1 rnd/lvl	100'
17—Mental Gesture True *	1 target	1 rnd/lvl	100'
18—Delay True	1 target	next spell	100'
19—Quicken True	1 target	1 rnd/lvl	100'
20—Spellhaste III	1 target	3 rnds	100'
25—Spell Control *	1 target	1 rnd/lvl	100'
30—Spellhaste True	1 target	4 rnds	100'
50—Spell Hand	1 target	1 rnd/lvl	100'

1—**Control I (F)** Target gains a 5% chance to avoid the effects of any spell fumble.

2—**Nonvocal (F*)** The target's next spell may be cast silently (this spell requires no verbal component).

4—**Delay I (F)** Caster increases the preparation time of the target's next spell by 1 round. For example, a Class I spell, which normally would only take 1 round to prepare and cast, would take 2 rounds; one to prepare and one to cast. Add 25% to caster's ESF for each preparation round ignored.

5—**Control II (F)** Target gains a 10% chance to avoid the effects of any spell fumble.

6—**Mental Gesture (F*)** The target's next spell may be cast without incurring penalties for not having his hands free (this spell requires no somatic component). If it is used with an elemental spell, caster receives no directed spell bonus.

7—**Quicken I (F)** Spells 5 levels below that of the target are considered class I spells.

8—**Delay II (F)** As *Delay I*, except caster can delay target's preparation time by two rounds.

9—**Control III (F)** Target gains a 15% chance to avoid the effects of any spell fumble.

10—**Nonvocal True (F*)** As *Nonvocal*, except all the target's spells within the duration of this spell may be cast silently.

SPELL BANE (7.3.2)
WIZARD BASE

	Area of Effect	Duration	Range
1–Foil I	1 target	1 rnd/lvl	100'
2–			
3–			
4–			
5–Quell I	1 target	1 rnd/lvl	100'
6–Foil II	1 target	1 rnd/lvl	100'
7–			
8–Impede II	1 target	1 rnd/lvl	100'
9–			
10–Unlearn I	1 target	V	100'
11–Foil III	1 target	1 rnd/lvl	100'
12–			
13–Quell II	1 target	1 rnd/lvl	100'
14–			
15–Unlearn II	1 target	V	100'
16–Impede III	1 target	1 rnd/lvl	100'
17–Foil IV	1 target	1 rnd/lvl	100'
18–Quell True	1 target	1 rnd/lvl	100'
19–Impede IV	1 target	1 rnd/lvl	100'
20–Unlearn III	1 target	V	100'
25–Foil True	1 target	1 rnd/lvl	100'
30–Reverse	1 target	1 rnd/lvl	100'
50–Unlearn True	1 target	V	100'

1—Foil I (F) Target's spells have a 10% chance of not working. Spell does not fumble and no PPs are lost.

5—Quell I (F) Target's fumble/failure range is increased by 10.

6—Foil II (F) As *Foil I*, except target's spells have a 20% chance of not working. Spell does not fumble and no PPs are lost.

8—Impede II (F) Target's spells require 2x normal PPs to cast. Target is unaware of the drain until the spell is cast.

10—Unlearn I (F) Target forgets the next spell he attempts to cast. Target must relearn the spell. Target has a 5% cumulative chance per day spent studying (8 hours per day - uninterrupted) the affected spell to relearn it. Target may relearn multiple spells simultaneously from the same list.

11—Foil III (F) Target's spells have a 30% chance of not working. Spell does not fumble and no PPs are lost.

13—Quell II (F) As *Quell I*, except fumble range is increased by 20.

15—Unlearn II (F) As *Unlearn I*, except target forgets the next two spells he attempts to cast.

16—Impede III (F) As *Impede II*, except target's spells require 3x normal PPs to cast.

17—Foil IV (F) Target's spells have a 40% chance of not working. Spell does not fumble and no PPs are lost.

18—Quell True (F) As *Quell I*, except fumble range is increased by 40.

19—Impede IV (F) As *Impede II*, except target's spells require 4x normal PPs to cast.

20—Unlearn III (F) As *Unlearn I*, except target forgets the next three spells he attempts to cast.

25—Foil True (F) Target's spells have a 50% chance of not working. Spell does not fumble and no PPs are lost.

30—Reverse (F) Target's spells are reversed in effect (*Fire Bolt* becomes *Ice Bolt*, healing becomes harming, *Unstun* becomes *Stun*, *Regenerate* becomes *Degenerate*, *Light* becomes *Dark*, etc.) Note that some spells cannot be logically reversed, whether due to circumstances, spell definition, or common sense, and cannot be affected by this spell. (GM's discretion).

50—Unlearn True (F) As *Unlearn I*, except target forgets the list from which his next spell is cast.

11—Spellhaste I (F) As *Haste I* (Cf., Closed Essence: Rapid Ways), except allows two Class I spells to be cast in a single round.

12—Quicken II (F) As *Quicken I* except that spells which are 4 levels below that of the target are considered class I.

13—Delay III (F) As *Delay I*, except caster can delay target's preparation time by three rounds.

15—Spellhaste II (F) As *Spellhaste I*, except for increased duration.

16—Control True (F) Target gains a 20% chance to avoid the effects of any spell fumble.

17—Mental Gesture True (F*) As *Mental Gesture I*, except all the target's spells within the duration of this spell may be cast without incurring penalties for not having his hands free.

18—Delay True (F) As *Delay I*, except caster can delay target's preparation time by five rounds.

19—Quicken True (F) As *Quicken I*, except that spells which are 3 levels below that of the target are considered class I.

20—Spellhaste III (F) As *Spellhaste I*, except for increased duration.

25—Spell Control (F*) Acts as a combination of *Quicken True* and *Mental Gesture True* (spells require neither verbal nor somatic components within the duration).

30—Spellhaste True (F) As *Spellhaste I*, except for increased duration.

50—Spell Hand (U) Caster may use any of the lower level spells from this list once per round.

SPELL DAMPENING (7.3.3)
WIZARD BASE

Note: *Only one of these spells may affect a target at a time. Target does get a RR for his items and spells.*

	Area of Effect	Duration	Range
1–			
2–			
3–Reduce Bonus Items I	1 target	1 rnd/lvl	50'
4–			
5–Nullify Single Use Items I	1 target	1 rnd/lvl	50'
6–			
7–Nullify Charged Items I	1 target	1 rnd/lvl	50'
8–Nullify Daily Items I	1 target	1 rnd/lvl	50'
9–Reduce Bonus Items II	1 target	1 rnd/lvl	50'
10–Nullify Constant Items I	1 target	1 rnd/lvl	50'
11–			
12–Spell Dampen I	1 target	1 rnd/lvl	50'
13–			
14–Nullify Single Use Items II	10'R	1 min/lvl	100'
15–Reduce Bonus Items III	1 target	1 rnd/lvl	50'
16–Nullify Charged Items II	10'R	1 min/lvl	100'
17–Nullify Daily Items II	10'R	1 min/lvl	100'
18–Nullify Constant Items II	10'R	1 min/lvl	100'
19–			
20–Spell Dampen II	10'R	1 min/lvl	100'
25–Nullify Single Use Items True	100'R	1 min/lvl	300'
30–Nullify Charged Items True	100'R	1 min/lvl	300'
35–Nullify Daily Items True	100'R	1 min/lvl	300'
40–Nullify Constant Items True	100'R	1 min/lvl	300'
50–Spell Dampen True	100'R	1 min/lvl	300'

3—Reduce Bonus Items I (F) Target's Spell Adder or PP Multiplier is reduced by one level. For example, a +5 adder would be temporarily reduced to +4, while a x3 multiplier would become only a x2. Note that +1 Adders and x2 Multipliers are nullified for the duration of this spell.

5—Nullify Single Use Items I (F) For this spell's duration, all of the target's single use items (runes, potions, etc.) are rendered unusable or ineffectual. After this spell ends, the item(s) once again become magical and usable.

7—Nullify Charged Items I (F) For this spell's duration, all of the target's charged items (wands, staves, etc.) are nullified, losing all charges. Once this spell ends, the item(s) is restored to full potency.

8—Nullify Daily Items I (F) For this spell's duration, all of the target's Daily items are rendered unusable or ineffectual. After this spell ends, the item(s) once again become magical and usable.

9—Reduce Bonus Items II (F) As above, except the reduction level is two.

10—Nullify Constant Items I (F) For this spell's duration, all of the target's constant items are rendered unusable or ineffectual. After this spell ends, the item(s) once again become magical and usable.

12—Spell Dampen I (F) For this spell's duration, all of the target's spells are rendered ineffectual. After this spell ends, the target may cast spells normally.

14—Nullify Single Use Items II (F) As above, except for Area of Effect, Duration, and Range.

15—Reduce Bonus Items III (F) As above, except reduction level is three.

16—Nullify Charged Items II (F) As above, except for Area of Effect, Duration, and Range.

17—Nullify Daily Items II (F) As above, except for Area of Effect, Duration, and Range.

18—Nullify Constant Items II (F) As above, except for Area of Effect, Duration, and Range.

20—Spell Dampen II (F) As above, except for Area of Effect, Duration, and Range.

25—Nullify Single Use Items True (F) As above, except for Area of Effect and Range.

30—Nullify Charged Items True (F) As above, except for Area of Effect and Range.

35—Nullify Daily Items True (F) As above, except for Area of Effect and Range.

40—Nullify Constant Items True (F) As above, except for Area of Effect and Range.

50—Spell Dampen True (F) As above, except for Area of Effect and Range.

SPELL MANIPULATION (7.3.4)
WIZARD BASE

Note: *These spell effects will continue to affect the target for 1 round per 10% failure of his RR, or until he casts his first spell within that duration.*

	Area of Effect	Duration	Range
1–			
2–			
3–Decrease Radius I	1 target	V	100'
4–			
5–Increase Radius I	1 target	V	100'
6–			
7–Decrease Radius II	1 target	V	100'
8–			
9–Increase Radius II	1 target	V	100'
10–			
11–Decrease Radius III	1 target	V	100'
12–Concentration	1 target	V	100'
13–Increase Radius III	1 target	V	100'
14–Transmute (Base)	1 target	V	100'
15–Transmute (Element)	1 target	V	100'
16–Touch	1 target	V	100'
17–Transmute (Essence)	1 target	V	100'
18–Radius	1 target	V	100'
19–Transmute (Mentalism)	1 target	V	100'
20–Self	1 target	V	100'
25–Instantaneous	1 target	V	100'
30–Transmute (Channeling)	1 target	V	100'
50–Odic Mastery	self	1 rnd/lvl	self

3—Decrease Radius I (F) Radii of target's spells are decreased by 25%.

5—Increase Radius I (F) Radii of target's spells are increased by 25%.

7—Decrease Radius II (F) Radii of target's spells are decreased by 50%.

9—Increase Radius II (F) Radii of target's spells are increased by 50%.

11—Decrease Radius III (F) Radii of target's spells are decreased by 75%.

12—Concentration (F) Duration of target's spells becomes concentration. Certain spells (e.g., spells with a Duration listed as "-" spells from the Spell Mastery List (7.9.11), etc.) will not be affected by this spell.

13—Increase Radius III (F) Radii of target's spells are increased by 75%.

14—Transmute (Base) (F) Target's elemental attack spells are transmuted into base attack spells. The target uses his elemental attack roll, less any directed bonus, as the net base attack roll. The target of the attack suffers an Essence Critical of severity equal to one level per 10% failure, i.e., 'A' for 10% failure, 'B' for 20% failure, 'C' for 30% failure, etc.

15—Transmute (Element) (F) Target's base attack spells are transmuted into elemental attack spells. The target uses his base attack roll, less any bonuses, as his net elemental attack roll. The net attack roll is indexed on the Fire Bolt Attack Chart to determine the damage suffered by the target of the attack. Criticals are interpreted as Essence Criticals. The EAR is modified by +2 per level of the spell transmuted.

16—Touch (F) Range of target's spells becomes touch.

17—Transmute (Essence) (F) Transmutes target's Mentalism and/or Channeling spells into Essence spells.

18—Radius (F) Range of target's spells become a radius of 5'.

19—Transmute (Mentalism) (F) Transmutes target's Essence and/or Channeling spells into Mentalism spells.

20—Self (F) Range of target's spells become self.

25—Instantaneous (F) Duration of target's spells become instantaneous.

30—Transmute (Channeling) (F) Transmutes target's Essence and/or Mentalism spells into Channeling spells.

50—Odic Mastery (U) Caster can use any lower level spell from this list once per round.
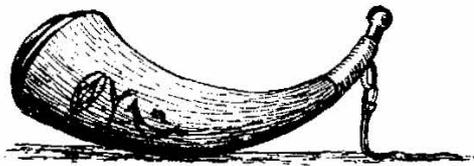
SPELL GUARD (7.3.5)
WIZARD BASE

Note: *The following spells manipulate the target's ability to properly resist spell effects. When the spell definition refers to the target's "resistance bonus" or just "bonus", it refers to the target's total bonuses which could be used to defend against a spell attack. The resistance bonus for the purposes of this list include any from items, spells, racial modifiers, statistics, etc.*

	Area of Effect	Duration	Range
1–			
2–			
3–Protect Object I	1 target	C	touch
4–Penetrate I *	1 target	3 rounds	100'
5–			
6–Polarize	1 defensive spell	1 rnd/lvl	100'
7–Protect Being I	1 target	C	touch
8–Disruption	1 target	1 rnd/lvl	100'
9–Reduction I	1 target	1 rnd/lvl (C)	100'
10–Layer II	1 target	1 rnd/lvl (C)	100'
11–Protect Object II	1 target	C	touch
12–Protect Being II	2 targets	C	touch
13–Penetrate II *	1 target	6 rounds	100'
14–Reduction II	1 target	1 rnd/lvl (C)	100'
15–Layer III	1 target	1 rnd/lvl (C)	100'
16–Leech	1 target	V	100'
17–Penetrate III *	1 target	9 rounds	100'
18–Protect Object True	1 target	C	touch
19–Reduction III	1 target	1 rnd/lvl (C)	100'
20–Layer IV	1 target	1 rnd/lvl (C)	100'
25–Protect Being True	1 target/5 lvl	C	touch
30–Penetrate True *	1 target	12 rounds	100'
50–Layer True	1 target	1 rnd/lvl (C)	100'

3—Protect Object I (F) Caster is able to transfer a portion or all of his resistance bonus to a non-living object which has a mass equal to or less than his own. The bonus transferred is subtracted from the caster's current bonus.

4—Penetrate I (U*) Spells cast after this spell are harder to resist. A resistance roll modification of -5 is applied to the target's resistance roll.

6—Polarize (F) Caster can change the protective bonus of the target's defensive spells by ±1 per level. This modification may increase or decrease the bonus.

7—Protect Being I (F) As *Protect Object I*, except that a living being can be protected. The target's bonus, if any, is averaged with the bonus transferred by the caster. Note that in some cases this may actually lower the bonus of the target.

8—Disruption (F) Target's bonus is scrambled to the point of occasional failure. Each time the target is required to make a RR, there is a 1% chance per level of the caster that the target's RR will completely fail. For example, an 8th level Wizard successfully attacks the target with *Disruption*. Each time the target attempts a RR, he must first roll to determine if his resistance will work at all. If the roll is 08 or less the target cannot resist the spell attack. The target must continue to check for his resistance until the spell duration expires.

9—Reduction I (F) Target's RR bonus is reduced by 20%. Any protective spells, devices, etc., which the target employs after being affected by this spell will function normally.

10—Layer II (F) Target's resistance becomes layered. His current resistance bonus versus spells is halved, and each half is layered upon the other. This effect gives the target two chances to resist a spell effect. For example, if the target had a resistance bonus versus spell of 30, this spell would give him two chances to resist a spell effect with a bonus of 15 to each attempt.

11—Protect Object II (F) As *Protect Object I*, except the mass restriction is 2x that of the caster.

12—Protect Being II (F) As *Protect Being I*, except two targets may be affected.

13—Penetrate II (U*) As *Penetrate I*, except the modifier is -10.

14—Reduction II (F) As *Reduction I*, except the target's RR bonus is reduced by 40%.

15—Layer III (F) As *Layer II*, except target's RR bonus vs. spells is divided by three, thus giving the target three chances to resist a spell effect at 1/3 his normal bonus.

16—Leech (F) Target's RR bonus begins to steadily decay by 5% per round until completely reduced to 0. Note that even if the target re-casts his protective spells, reactivates protective devices, etc., they too will begin to decay until the target's net RR bonus is 0. Once the target's RR bonus becomes 0, the spell expires after which the target's bonus returns to normal on the following round.

17—Penetrate III (U*) As *Penetrate I*, except the RR modifier is -15.

18—Protect Object True (F) As *Protect Object I*, except the mass restriction is 5x the caster's.

19—Reduction III (F) As *Reduction I*, except the target's RR bonus is reduced by 60%.

20—Layer IV (F) As *Layer II*, except target's RR bonus vs. spells is divided by 4, thus giving the target four chances to resist a spell effect at 1/4 of his normal bonus.

25—Protect Being True (F) As *Protect Being I*, except 1 target per five levels can be affected.

30—Penetrate True (U*) As *Penetrate I*, except the RR modifier is -1 per level of the caster.

50—Layer True (F) As *Layer II*, except target's RR bonus vs. spells is divided by five, thus giving the target five chances to resist a spell effect at 1/5 of his normal bonus.

WIZARDSTAFF (7.3.6)
WIZARD BASE

Note: *Caster may only have one "staff" in existence at a time, and his spells may only affect his own staff. The GM may want to make one special material (e.g., laen, mithril, mallorn wood, etc.) particularly powerful when made into a staff. Such a material would increase the normal staff properties by +1 or +5 (whichever is more appropriate). Possibly, if the GM allows, spell point multiplication may be increased by one as well. The Wizard can substitute other weapons for a staff.*

§ - *These spells determine the type of staff.*

Δ - *Only one of these spells may be active on a staff at any time.*

	Area of Effect	Duration	Range
1–Minor Staff §	staff	P	touch
2–Wyrdlight Δ	staff	10 min/lvl	touch
3–Rune Δ	staff	V	touch
4–Lesser Staff §	Minor Staff	P	touch
5–Alarum Staff Δ	staff	1 hour/lvl	100'
6–Froststaff Δ	staff	-	touch
7–Recall Staff	staff	-	1 mile/lvl
8–Firestaff Δ	staff	-	touch
9–Store V Δ	staff	C	touch
10–Greater Staff §	Lesser Staff	P	touch
11–Thunderstaff Δ	staff	-	touch
12–Store X Δ	staff	C	touch
13–Finding Staff Δ	staff	1 min/lvl	100'/lvl
14–Guardian Staff Δ	staff	1 min/lvl	touch
15–Store XV Δ	staff	C	touch
16–Silver Staff §	Greater Staff	P	touch
17–Hammerstaff Δ	staff	1 min/lvl	touch
18–Beaststaff Δ	staff	1 min/lvl	touch
19–Lord Store Δ	staff	C	touch
20–Golden Staff §	Silver Staff	P	touch
25–Greater Hammer Staff Δ	staff	1 min/lvl	touch
30–Lord Staff §	Golden Staff	P	touch
50–Staff True §	Lord Staff	P	touch

1—Minor Staff (F) Allows the caster to take an appropriate material (e.g. wood, metal, bone, etc.) and form a staff in 1 hour. The staff is enchanted to be a +1 Essence spell adder and a +5 quarterstaff. If the staff is destroyed, caster immediately takes 50% of his hits and functions at -30 for 1-4 wks.

2—Wyrdlight (FP) The tip of the staff glows at whatever intensity the caster desires, from barest glimmer to a bright light (50' rad. max.).

3—Rune (FU) Caster may store one spell on his staff to be cast later with no preparation (only one such stored spell at a time) .

4—Lesser Staff (F) As *Minor Staff*, except that it turns the Minor Staff into a +2 adder and a +10 quarterstaff.

5—Alarum Staff (FP) When this spell is cast on a staff, it becomes attuned to a particular situation. If this situation arises, the Staff makes a sound, alerting the caster. For example, if the caster wished to sleep in the grasses of tiger country, he might attune his staff to the approach of tigers within 100'. Any tiger within this 100' R would cause the staff to sound the alarm.

6—Froststaff (FE) The caster causes a blast of cold air to rush from the tip of his Wizardstaff. Treat this as a +10 *Cold Bolt* with a Range of 30' (roll on the *Fire Bolt* table, using Cold criticals) .

7—Recall Staff (F) This spell instantly returns the caster's staff to his outstretched hand.

8—Firestaff (FE) The caster causes a blast of flames to burst from the tip of his Wizardstaff. Treat this as a +20 *Fire Bolt* with a Range of 50'.

9—Store V (FU) Caster may permanently store one 5th level or lower spell from one of the Wizard Base Lists Spell Hand, Spell Bane, Spell Manipulation, Spell Guard, or Spell Dampening. The 'stored' spell affects an area up to 1' per level of the caster. Caster need only concentrate to affect the spell. This effect is centered within the staff. Only one spell may be stored in this way.

10—Greater Staff (F) As *Lesser Staff*, except that it turns the Lesser Staff into a +15 quarterstaff and a +3 spell adder.

11—Thunderstaff (FE) The caster causes a bolt of lightning to spring from his Wizardstaff. Treat this as a +20 Lightning Bolt with a Range of 100'.

12—Store X (FU) As *Store V*, except it stores up to a 10th lvl spell.

13—Finding Staff (FI) Caster's staff points in the direction of any specific object or place he is familiar with.

14—Guardian Staff (FD) When this spell is cast, the caster adds his level to his Defensive Bonus and Resistance Rolls (e.g., a 15th lvl caster would add +15 to both his DB and all RRs) .

15—Store XV (FU) As *Store V*, except it stores up to a a 15th lvl spell.

16—Silver Staff (FP) As *Greater Staff*, except that it turns a Greater Staff into a +20 quarterstaff and either a +4 spell adder or a x2 Essence spell point multiplier (caster chooses when it is created).

17—Hammerstaff (FP) Double concussion hits are delivered by the staff.

18—Beaststaff (F) Transforms caster's Wizardstaff into any animal or a legendary creature of animal intelligence (no magical abilities except perhaps flight). The creature's mass may not exceed 50%/lvl of the caster's mass. The beast is treated as a familiar (see *Familiar* on the Closed Essence list Gate Mastery) .

19—Lord Store (FU) As *Store V*, except it stores up to a 20th lvl spell.

20—Golden Staff (F) As *Silver Staff*, except that it turns the caster's Silver Staff into a +25 quarterstaff and either a +5 spell adder or a x3 spell point multiplier (caster chooses when it is created) .

25—Greater Hammer Staff (FP) Triple concussion hits are delivered by Staff when used in melee.

30—Lord Staff (F) As *Golden Staff*, except that it turns the caster's Golden Staff into a +30 quarterstaff and either a +7 spell adder or a x4 spell point multiplier (caster chooses when it is created).

50—Staff True (F) As *Lord Staff*, except that it turns the caster's Lord Staff into a +50 quarterstaff and either a +10 spell adder or a x5 spell point multiplier (caster chooses when it is created).
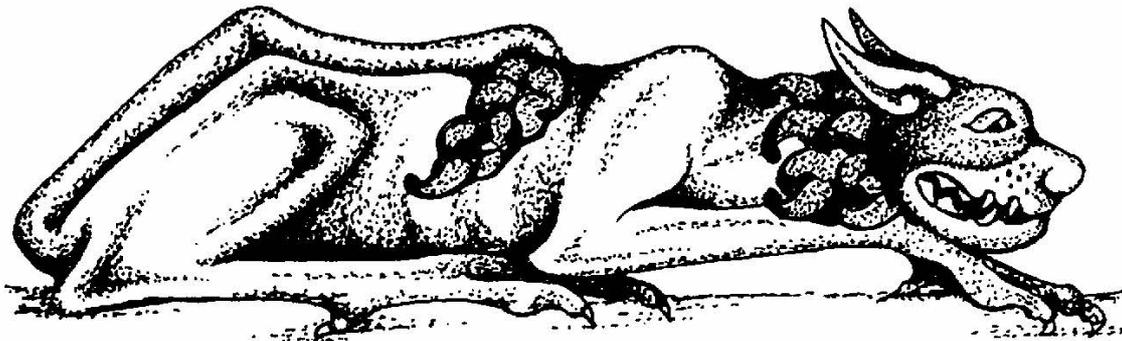
7.4 ALCHEMIST BASE LISTS

CHARMCRAFT (7.4.1)
ALCHEMIST BASE

Note: *A Charm is an item with an enchantment that is set to protect its bearer (or the item itself) from one specific spell by providing an additional Resistance Roll against it.*

Description of Charm Effect: *Charms may be set to block the type of spells which are specifically directed at a target (most Force and Mental Attack spells such as Agony, Shatter, Hallucination, Inner Thoughts, Sigil of Sleep, etc.), but not Elemental Attack spells.*

Each Charm is set to guard against a specific spell, and it will also be effective against all the lower level versions of that spell, but not higher level versions. (A Charm against Sleep X will also block Sleep VIII and Sleep V, but not Lord Sleep.)

When the spell that a Charm guards against is cast a target who is bonded to the Charm and is bearing it within 1' of his body, the attacking spell must make a RR or be canceled before having a chance to affect its target. The attack level of the RR is the level of the caster/creator of the Charm and the defense level is the level of the caster of the attacking spell. If the Attacking spell succeeds in this RR, the Charm is dispelled and the spell attacks its target in the normal manner.

Only one Charm will be effective against each incoming spell every round (i.e., you don't get two extra RRs against a Word of Pain if you hold two Charms against it, you only get one). But if two different spellcasters each threw a Word of Pain at you in the same round both Charms would activate to give you one extra RR for each spell. (The Layered Charm effect is a special exception to this.)

A Charm will last until it is unsuccessful in blocking the spell it is set against (the attacking spell makes its RR) at which time the Charm will dissipate as will the anchored matrix that was holding it to the item. The exceptions to this would be if a Layered Charm or Deep Anchor spell was used to give the Charm the ability to sustain multiple failures before fading or to extend the life of the aura-matrix after the associated Charm has faded. A Charm will remain potent no matter how many spell attacks it successfully cancels; only a failure to block a spell will shatter the Charm.

Each Charm will only protect one living being, or one item if at the time of casting the Charm spell is oriented (at the caster's option) to affect only the object it is inscribed on instead of a bearer of the item. For instance, a priceless gem may have a Charm against Shatter on it, but the Charm would then have no effect on any other object or being.

For a being to gain the benefit of bearing a Charm, he must first bond himself to each Charm when initially encountering it by holding it and concentrating on it for 10 minutes (an Easy-difficulty Meditation skill roll). A being bonded to a Charm may quickly transfer his bond to another being (including an animal) by touching the Charm and the being at the same time and concentrating for 1 round (a Medium-difficulty Meditation skill roll) after which the being touched will be bonded instead of the previous bearer. Only one being may be bonded to a Charm at one time, and the Charm will only protect that specific individual until bonded to another.

When a Charm is bonded to in this manner it becomes oriented to the bearer's life-force and will protect him whenever it is close enough to directly link up (within 1' of the bearer's body). A being's life-aura only has the capacity to handle a link-up with a certain number of Charms at one time. A being may be bonded to 1 Charm, plus 1 additional Charm for every 5 levels he has achieved. An item which possesses more than one Charm effect (through the use of Multiple Charms) is considered the equivalent of a single Charm for this purpose, since all of the Charms associated with the item are linked up simultaneously whenever someone attunes to it. If a being's life-aura capacity for Charm bonding is filled and he wishes to use another Charm, he may select one of any of his present bondings and negate it (the item need not be present), opening a slot for the new Charm.

Creation of Charms: *To create a Charm, the following procedure must be followed. Any non-living solid object may be used to hold a Charm (a button to be sewn on a robe, the robe itself, a rabbit's foot, a feather, a hat, a piece of jewelry, a weapon or piece of armor, etc.) but it must be small enough to hold or wear (within 1' of the bearer's body if of the type that protects a bonded bearer). The item can have no other spells on or in it; an attempt to imbed another spell into an item which possesses a Charm or to cast Charm onto any previously enchanted object will result in the immediate dispelling of the Charm and its anchored matrix.*

If the GM is using Alchemical Inertia Factors (AIFs) in his game (see RMCI, Sections 3.54 and 5.2) any item to have a Charm inscribed on it must have a fully enchanted aura first (AIF of 0). If AIFs are not used, the GM should restrict what can be made into a Charm by requiring a certain quality level in the material of the item itself, with more expensive/rare material being necessary to hold higher level Charms.

The object must first be provided with a matrix to hold the Charm by having Anchor cast on it once per day for a number of consecutive weeks equal to one-half the level of the Charm spell that is to be placed on the item after the last of the required number of Anchor spells is cast, a Charm spell must be cast on the resulting matrix within 24 hours or it will fade. (So an object which is to have a Charm X spell placed on it must first have Anchor cast on it once per day for 5 consecutive weeks.)

After the weeks of using Anchor to create a matrix of the required level capacity, all the final spells that actually inscribe the Charm effect (Charm, the spell which the Charm is to protect against, Multiple Charms, Deep Anchor or Layered Charm, plus one Anchor spell to lock it all in) must then be cast once per day for a number of days equal to the RR attack level strength desired (up to the level of the caster). This process may be halted early to create a Charm with a lower RR attack level strength than the caster's level. All of Multiple Charm's separate Charms will gain an equal RR attack level strength for each day of inscription (1/day).

If the matrix is to receive more than one Charm spell, or any other effect it must have a higher level capacity to hold each additional spell. Adding more than one Charm spell to an item requires the use of the Multiple Charms spell and the addition of one-half the level of each extra Charm spell after the first to the level capacity total of the matrix before the Charm spells can be cast on the item. To add Deep Anchor I onto an item, the normal level capacity of the matrix must first be increased by 50%; Deep Anchor II requires a level capacity that is double what the desired Charm spells usually require. Each Layered Charm effect requires that an extra 20 levels (an additional 10 weeks of casting Anchor) be added to the matrix.

Option 1: *A GM may wish to allow Charms to be created that are effective against Informational and/or Passive spells (such as Charms against Location, Detect Traps, Delving, Mind Typing, Truth, Origins, Study, etc.) as well as Force and Mental Attack spells. This will change the power of the Charm effect and should be examined in the context of the GM's game before being used.*

Option 2: *A GM may also wish to rule that the Anchor spell may only be cast once per day by any individual spellcaster (or any other number of times per day that balances with the power level of enchanted item creation that is desired in the game), thus limiting the number of Charms that may be worked on at one time.*

Examples:

A necklace that holds a Charm (with a RR attack strength of level 4) against Charm Kind (2 weeks + 4 days to create, and a PP cost of 9 PP during each of the inscribing days).

An arrow protected by a Charm (L6): Deflections I (3 weeks + 6 days, 14PP).

An earring Charm (L4): Question III (2 weeks + 4 days, 10PP).

A sword protected by a Charm (L8): Bladeturn I (4 weeks + 8 days, 18PP).

A ribbon braided into a horse's mane that is a Charm (L10): Animal Mastery I (3 weeks + 10 days, 14PP); or one with a Deep Anchor II effect (L17, 6 weeks + 17 days, 31PP); or with a Multiple Charms effect: Animal Mastery I x 3 (L5, 6 weeks + 5 days, 47PP).

A trapped lock that has a Charm (L10, Multiple II): Opening II, Disarm I (7 weeks + 10 days, 42PP).

A valuable jeweled ring held on display in a museum and protected from one avenue of enchantment aided theft by a Charm (L20, Layered): Telekinesis 500 (20 weeks + 20 days, 62PP).

A cloak clasp that is a Charm (L20, Multiple IV, each Layered): True Charm (x2), Master of Kind (x2), Lord Sleep (x1, one of the layers having been shattered), Hold True (x2), (54 weeks + 20 days, 178PP).

A suit of Chain that holds a Charm (L30, Deep Anchor II:): Essence Charm (30 weeks + 60 days, 50 PP); or with Deep Anchor I instead (23 weeks + 60 days, 46PP).

A city gate that is protected by a Charm (L50): Charm True (25 weeks + 200 days, 53 PP).

	Area of Effect	Duration	Range
1–Detect Charm	5'R	1 rnd/lvl	50'
2–Decipher Charm	1 item/rnd	1 rnd/lvl	touch
3–Anchor	1 item	24 hr	touch
4–Charm IV	1 item	V	touch
5–			
6–Charm VI	1 item	V	touch
7–Multiple Charms II	1 item	V	touch
8–Charm VIII	1 item	V	touch
9–			
10–Charm X	1 item	V	touch
11–Multiple Charms III	1 item	V	touch
12–Charm XII	1 item	V	touch
13–Deep Anchor I	1 item	V	touch
14–Charm XIV	1 item	V	touch
15–Multiple Charms IV	1 item	V	touch
16–Charm XVI	1 item	V	touch
17–Deep Anchor II	1 item	V	touch
18–Charm XVIII	1 item	V	touch
19–Layered Charm	1 item	V	touch
20–Lord Charm	1 item	V	touch
25–Unlimited Charm	1 item	V	touch
30–Essence Charm	1 item	V	touch
35–Mentalism Charm	1 item	V	touch
40–Channeling Charm	1 item	V	touch
45–Hybrid Charm	1 item	V	touch
50–Charm True	1 item	V	touch

1—Detect Charm (I) Detects the presence of Charms within the area of effect. A 5'R may be examined each round.

2—Decipher Charm (I) Gives the caster detailed information on all the specifics of one Charm per round, including the exact spell(s) that it guards against, the strength of each effect (the level of the creator), whether any are Layered Charms, and if the item is inscribed with a Deep Anchor effect. Each Charm that the caster examines in this way may also be automatically bonded to him if so desired (and if he has the capacity to link-up).

3—Anchor (F) This spell creates a matrix in an item that allows a Charm to be inscribed on it. For every consecutive week that Anchor is cast (1/day) on an object, the matrix gains a capacity of two levels. A Charm spell may only be inscribed onto a matrix that has a level capacity equal to or greater that its own level. The matrix that is anchored to an item will last only as long as the Charm it holds is potent (unless a Deep Anchor spell is used).

4—Charm IV (F) This spell inscribes a Charm effect onto the matrix that is placed on an item through Anchor. When Charm is cast on the prepared item it becomes receptive and the next spell cast onto the item within one minute (by the caster or another cooperating spell-user) will be harmlessly absorbed and will activate the Charm against that specific spell. At the time of casting Charm the caster can choose to orient the Charm to either protect a bonded bearer or the item itself. Charm IV can be set to guard against a spell of fourth level or lower.

6—Charm VI (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of sixth level or lower.

7—Multiple Charms II (F) When this spell is cast on an item's matrix after the required number of weeks of using the Anchor spell but before Charm has been cast, the matrix gains the ability to hold two Charms instead of one. The matrix must have the level capacity to hold the sum of the highest level Charm spell plus one-half the level of each additional Charm spell to be placed on the item.

8—Charm VIII (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of eighth level or lower.

10—Charm X (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of tenth level or lower.

11—Multiple Charms III (F) As Multiple Charms II, except the matrix gains the capacity to hold three charms.

12—Charm XII (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of twelfth level or lower.

13—Deep Anchor I (F) When this spell is cast on an item's matrix before a Charm spell is cast the matrix gains the ability to remain in the item it has been anchored to after its associated Charm has faded. An impression of the Charm is retained by the empty matrix, so that it will slowly regenerate the exact Charm that it held. When dispelled, a Charm that possesses Deep Anchor I will reset itself after one week. Every time a Charm is regenerated through the Deep Anchor effect it loses 50% of its RR attack strength level (the level of its creator), rounding down. When it reaches a RR attack strength level of 1, the Deep Anchor effect fades and the Charm will dispel after its next blocking attempt. (E.g., a Charm X with a Deep Anchor I effect that is created by a 20th level caster will take 1 week to regenerate the first time it is dispelled, after which it will gave a RR attack strength level of level 10; the next regeneration will leave it at level 5; the next at level 2; the last regeneration will reduce it to a level-1 attack strength one-shot Charm.) After a Deep Anchored Charm regenerates for the first time, the matrix becomes unstable so that the Charm will dispel each time it is activated in an attempt to block a spell, even if it succeeds in turning the spell away. (So Deep Anchored Charms are much weaker than standard Charms once they regenerate after their first failure.) Deep Anchor may not be added to an a matrix that will also possess Layered Charm.

14—Charm XIV (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of fourteenth level or lower.

15—Multiple Charms IV (F) As Multiple Charms II, except the matrix gains the capacity to hold four charms.

16—Charm XVI (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of sixteenth level or lower.

17—Deep Anchor II (F) As Deep Anchor I, except that the Charm will regenerate one day after fading, and it is more difficult to add this spell onto an item's matrix (see Creation of Charms above).

18—Charm XVIII (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of eighteenth level or lower.

19—Layered Charm (F) When this spell is cast on an item's matrix, the next Charm spell inscribed will gain the ability to sustain two failures before fading out. If a Layered Charm fails to cancel an attacking spell, only the first layer is shattered. The second layer of protection will then activate immediately so that the spell must make a second RR within that round before having a chance to reach its target. If it also succeeds in the second RR, the Charm is then shattered, but if the spell fails the RR the single remaining layer will be retained and will act as a standard (one-failure) Charm until dispelled normally. Two Layered Charms against the same spell may not be combined in any way; the maximum number of extra RRs that a target may gain by the use of Charms is two (plus the target's normal RR if all Charm-interposed RRs fail to stop the attacking spell).

20—Lord Charm (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of twentieth level or lower.

25—Unlimited Charm (F) As Charm IV, except a Charm may be inscribed that will guard against a single specific spell of any level.

30—Essence Charm (F) As *Charm IV*, except this spell creates a Charm that will guard against any twentieth or lower level spell of the Essence realm that is cast at the bearer or item (but still restricted to the types of spells that a Charm may guard against—that is, no Elemental Attack spells). This type of Charm may not be enhanced by a *Layered Charm* or *Multiple Charms* effect, although it may be inscribed on a matrix that possesses *Deep Anchor*. It is also more difficult to inscribe this kind of Charm. Each day of inscription only adds one-half a level to the RR attack level strength desired (doubling the number of inscription days).

35—Mentalism Charm (F) As *Essence Charm*, except effective against any Mentalism spell.

40—Channeling Charm (F) As *Essence Charm*, except effective against any Channeling spell.

45—Hybrid Charm (F) As *Essence Charm*, except effective against any spell which combines two or more realms (the Hybrid spell-user Base realms: Channeling/Essence, Essence/Mentalism, and Channeling/Mentalism, plus Arcane spells if used in the GM's game).

50—Charm True (F) As *Essence Charm*, except this spell creates a Charm that is effective against any spell of any realm or level. This is the most difficult type of Charm to create, and each day of inscription only adds one-quarter of a level to the RR attack level strength (thus quadrupling the number of inscription days).

ORGANISM SKILLS (7.4.2)
ALCHEMIST BASE

Note: *This list makes possible the imbedding of enchantments onto the outer surface of a living creature via the inscribing of an enchanted Tattoo.*

Description of Tattoo Effect: *A Tattoo effect is centered on a living creature within an actual tattoo inscribed on the creature, and can hold one type of a number of enchanted effects. A Tattoo may be created that is a Tattoo-Rune, a Tattoo that holds a Daily Imbedded or Charged Imbedded spell, or optionally a special Tattoo. If used to hold Runes, a Tattoo is identical to an equivalent number Rune Paper. If used to hold an Imbedded spell, the Tattoo can only hold a spell effect whose level is equal to or less than the number of the Tattoo spell used in the creation process. A Tattoo is used in the normal manner of the effect it holds, except that the bearer need not touch the Tattoo as it is already in contact with his aura.*

A Tattoo will last as long as the creature it is inscribed on lives. It will be affected by wounds or abrasions only if a deep wound completely bisects the design, at which time the Tattoo (and design) may erase, inflicting damage as per Erase Tattoo (there is a 20% chance of erasure at the time of the wounding, and a 10% chance each day after that until the area is healed). If any creature has over 90% of its body surface inscribed with enchanted Tattoos, all of the Tattoos will short-circuit and spontaneously erase (within 1-100 hours after the last Tattoo inscribed is completed) inflicting erasure damage for every Tattoo as per Erase Tattoo.

Any being other than the Tattoo creator and bearer must make normal attunement attempts if they wish to use Tattoos inscribed on another. If the bearer is cooperating, the being gains a +20 to the roll in addition to any other modifiers, and if the bearer does not desire the being to be attuned to any of his Tattoos, there is a -50 modification.

Creation of Tattoos: *A Tattoo is prepared just like other spell storing items according to the normal alchemical creation rules if it is going to hold enchantments such as Imbedded spells with Daily effects, intelligence, constant effect, charges, etc. If the Tattoo is only going to hold a Rune, the Tattoo creation process is similar to that of Rune Paper creation.*

Before starting any Tattoo, the surface must be made receptive by having Prepare Flesh cast on it. A Tattoo may be inscribed on any outer covering of a living creature (skin, hide, scales, etc.), but it must be bare for inscription (so if you want to put Tattoos on your familiar, you have to shave it down or pluck it first).

During the weeks of inscribing a Tattoo, the creator must actually use pigments and needles or other instruments to draw a design on the bearer, and the design must be at least equal to the number of square inches required by the Tattoo spell used. The result will depend on the caster's artistic and technical ability (reflected by a Static Action roll using the

caster's skill in Craft: Tattooing), unless a Transfer Design spell is used to reproduce another's work exactly.

Once the design is complete after the weeks of using Tattoo or Make Tattoo-(Wand/Rod/Staff), the actual spells to be imbedded (using the Enchanting Ways, Essence Imbedding, Ment./Chan. Imbedding, Sigill Rune Imbedding, or other lists) must be started within 24 hours using the standard item-creation rules.

Option: *Tattoos may also hold other enchanted effects (at the GM's option). If the Enhancement spell is cast every day along with the other spells used in the Tattoo creation, the Tattoo can be set to hold non-standard enchantments or may possess additional abilities. One Enhancement spell must be cast each day during the Tattoo creation for each extra feature added. In addition, GMs may wish to rule that any expansion beyond the standard features of a Tattoo through the use of Enhancement will add to the total inscription time (perhaps one extra week or month for each extra feature added).*

Example: *Enhancement may be cast every day along with the other spells used in the creation of a Transparent Tattoo to adjust it so that the Tattoo will become instantly visible (or will shift back to its transparent state) when the bearer wishes.*

Example: *Enhancement may be cast just once upon an area that is to have a normal Transparent tattoo inscribed, adding an effect that allows anyone who bears the exact same design (inscribed using Store Design and Transfer Design) to see the tattoo. For example, all the members of the Order of the Larch have a small Transparent tattoo of a larch tree inscribed on their foreheads upon initiation into the group, a design which only other members bearing the tattoo can see normally.*

Example: *More versatile effects may be achieved by the use of multiple Enhancement spells. For instance, referring to the last example, the leader of a secret order that uses tattoos (Transparent or not) as a membership badge may have used two (or more) Enhancement spells to inscribe the Order's symbol on his palm as a Tattoo-stamp. This allows him to place his tattoo onto the flesh of a person and rapidly impress the design, allowing swift processing of new members into the organization. (Note that in no way could an enchanted Tattoo capable of holding spells be slapped onto a being in this manner, no matter how many Enhancement spells are employed.)*

	Area of Effect	Duration	Range
1–Detect Tattoo	5'R	1 rnd/lvl	50'
2–Identify Tattoo	1 Tattoo/rnd	1 rnd/lvl	touch
3–Prepare Flesh	V	24hr	touch
4–Store Design	1 Tattoo	1 rnd/lvl	touch
5–Transfer Design	self	V	touch
6–Tattoo II	self	24hr	touch
7–Transparent Pigments	1 Tattoo	24hr	touch
8–Tattoo III	self	24hr	touch
9–Make Tattoo-Wand	self	24hr	touch
10–Tattoo IV	self	24hr	touch
11–Erase Tattoo	1 Tattoo	-	touch
12–Tattoo V	self	24hr	touch
13–Make Tattoo-Rod	self	24hr	touch
14–Tattoo VI	self	24hr	touch
15–Redraw Design	1 Tattoo	1 hr/lvl	touch
16–Tattoo VII	self	24hr	touch
17–Make Tattoo-Staff	self	24hr	touch
18–Tattoo VIII	self	24hr	touch
19–Enhancement	1 Tattoo	V	touch
20–Tattoo X	self	24hr	touch
25–Lord Tattoo	self	24hr	touch
30–Deep Hues	1 Tattoo	24hr	touch
50–Tattoo True	self	24hr	touch

1—Detect Tattoo (I) Detects Tattoos on beings within the area of effect (including Tattoos drawn with *Transparent Pigments*). A 5'R may be examined each round.

2—Identify Tattoo (I) This spell tells the caster what type of Tattoo has been touched (*Tattoo-Rune, Tattoo-Wand, Imbedded-Tattoo*, etc.), but not any of the specific abilities of the Tattoo—that requires the regular attunement attempt or the use of such spells as *Decipher Rune/Sigil*.

3—Prepare Flesh (F) When cast on the bare outer surface of a living creature, this spell primes an area to enable the inscribing of a Tattoo. The total square inches of the projected Tattoo must be set at the time the first *Prepare Flesh* spell is cast. An outline of the caster's choice is laid down at this time (which may be matched with any Stored design the caster knows) and the actual tattooing must remain within this area. Any attempt to overlap two Tattoos will result in the dispelling of both upon completion (with the standard penalties from the *Erase Tattoo* spell being applied for both). This spell allows any living outer integument to be used as a surface for a Tattoo (the area will be permeable to the instruments and pigments even if such tattooing is not normally possible). If *Prepare Flesh* is cast each day of the Tattoo creation, there will be no pain or chance of infection.

4—Store Design (I) This spell allows the caster to store a design within his mind permanently (from a normal tattoo, an enchanted Tattoo, or even just a drawing). A *Stored* design may either be used as a guide to inscribe a (normal or enchanted) tattoo using the caster's tattooing skill, or it may be duplicated exactly using *Transfer Design*. An area of 1 square inch may be stored per round.

5—Transfer Design (P) This spell allows the caster to exactly copy a design he has committed to memory through *Store Design* onto another surface. If just a normal tattoo is to be inscribed, the design may be duplicated at the rate of 4 square inches per hour; if it is to be the component of an enchanted Tattoo, the spell lasts 24 hours and it must be cast once per day along with the other spells used in the normal Tattoo creation process.

6—Tattoo II (F) Allows the creation of enchanted Tattoos on an area primed with *Prepare Flesh*. The first time *Tattoo* is cast, the caster must choose the type of effect that the Tattoo is to hold (*Rune, Daily Imbed*, etc.) and the Tattoo will only be able to contain that type of enchantment. It takes one week per number of the Tattoo spell used to complete the inscription, which must be at least one-half a square inch in size for every level of the Tattoo spell. Tattoo II must be at least three square inches, and can hold up to second level Runes or other effects.

7—Transparent Pigments (F) When this spell is cast once per day along with the other spells in the Tattoo creation process, the design will become invisible at the completion of the work. It will be visible thereafter only under *Detect Tattoo, Detect Essence*, or by the caster or bearer of the design at will. Any tattoo created using this spell will not hinder such things as tanning in the area of the design, nor will it have any unusual texture detectable. If normal tattoos are created using this effect, this spell must be cast once per hour during the inscribing time.

8—Tattoo III (F) As *Tattoo II*, except the Tattoo must be four square inches, and can hold up to a third level spell or effect.

9—Make Tattoo-Wand (F) Allows the creation of a Tattoo which will hold a rechargeable imbedded spell (or spells) as a wand would, as per the normal alchemical rules used (*Spell Law* 9.92). The inscribing process takes 9 weeks, and the design must be at least 5 square inches in size.

10—Tattoo IV (F) As *Tattoo II*, except the Tattoo must be 5 square inches and can hold up to a fourth level spell or effect.

11—Erase Tattoo (F) This spell will instantly remove one normal or enchanted tattoo from a creature, but the process inflicts 2 hits per square inch for a normal tattoo or 5 hits per square inch for an enchanted Tattoo when the spell is cast. The erased area may be reinscribed normally. If the bearer of the tattoo is unwilling, the tattoo gets a RR at the bearer's level to resist this spell.

12—Tattoo V (F) As *Tattoo II*, except the Tattoo must be six square inches and can hold up to a fifth level spell or effect.

13—Make Tattoo-Rod (F) As *Make Tattoo-Wand*, except a Tattoo can be made that will act as a rod, the process takes 13 weeks, and requires a design of at least 10 square inches.

14—Tattoo VI (F) As *Tattoo II*, except the Tattoo must be at least seven square inches and can hold up to a sixth level spell or effect.

15—Redraw Design (F) This spell allows the design of a normal or enchanted tattoo to be changed or moved. The caster must use *Prepare Flesh*, instruments and new pigments, and either the caster's skill or a pattern known through *Store Design* in the process. The colors may be changed or the design may be partially or totally redrawn, but the total square inches must remain constant. One square inch may be changed per hour. The entire design may also be moved to another area of the creature's body with the following restrictions. The design may not cross another (enchanted or normal) tattoo and must remain whole and continuous at all times. The total square inches may not be changed, although their configuration can be shifted as long as the whole design is still continuous. (This will distort the pattern of the design and may require redrawing.) A design may be moved at the rate of one inch per hour. The movement or redrawing of a tattoo design inflicts 10 hits/hr of influence on the creature.

16—Tattoo VII (F) As *Tattoo II*, except the Tattoo must be eight square inches and can hold up to a seventh level spell or effect.
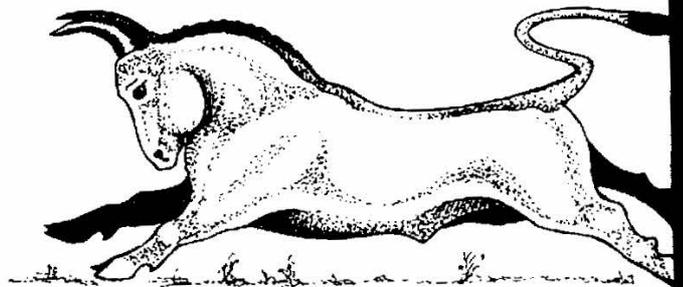
17—Make Tattoo-Staff (F) As *Make Tattoo-Wand*, except a Tattoo can be made that will act as a staff, the process takes 17 weeks, and requires a design of at least 20 square inches.

18—Tattoo VIII (F) As *Tattoo II*, except the Tattoo must be nine square inches and can hold up to an eighth level spell or effect.

19—Enhancement (F) This spell allows the creation of Tattoos that can hold certain optional enchanted effects (as per Option above).

20—Tattoo X (F) As *Tattoo II*, except the Tattoo must be ten square inches, and can hold up to a tenth level spell or effect.

25—Lord Tattoo (F) As *Tattoo II*, except the Tattoo must be twelve and one-half square inches, and can hold up to a twentieth level spell or effect.

30—Deep Hues (F) This spell allows a Tattoo to be created that can hold a higher level effect than its total square inches would normally allow. It must be cast once per day along with the other spells used in the Tattoo creation process, and also extends the time required to complete the inscription. For every additional week that the Tattoo creation time is extended while using this spell, the *Tattoo* or *Make Tattoo-* effect may be inscribed on a design that is one square inch smaller than normally required by the spell. The limit to this is that any Tattoo must be at least one square inch in size. (So that if a *Tattoo-Rod* is created using *Deep Hues*, an extra five weeks may be added to the inscription time to allow the effect to be placed on a five square inch total design.)

50—Tattoo True (F) As *Tattoo II*, except the Tattoo must be twenty-five square inches, and can hold any level spell or effect.

PERIMETER WARDINGS (7.4.3)
ALCHEMIST BASE

A castle is both a fortress and a home. A lord has to have someplace to call home and serve as a haven. Once built, a castle will serve as the legacy of his family for generations, each succeeding lord strengthening and expanding it.

Magic capable of completely destroying a castle is extremely rare, but does exist. Even when you consider that most of the extremely destructive spells will require a spellcaster to expend most of his power points and entail great personal risk the threat would still have to be considered. In a fantasy milieu, battle-magic is too pivotal a military advantage to ignore. Just magical scrying and communications would make radical changes in warfare and would have changed the outcome of many a battle in our own history.

However, for every military advancement, there soon comes a counter development. If a castle is susceptible to magical attacks, then soon wards to defend against them would be developed. While it may not be possible to make a castle immune to magical destruction, it could be possible to make it too expensive in time and magic to be worthwhile.

An even more important consideration is the means of protecting a castle or palace from magical spies, saboteurs and assassins. What ruler could stand against seers scrying his every plan and assassins teleporting into his bedroom at the most inopportune times? A castle or any fortress would ultimately provide magical protection as well as physical protection. In a world of magic, a fortress must not only be a place of physical protection but of mystical protection as well.

Notes: *Perimeter enchantments are a powerful combination of protective warding and circle spells. The perimeter is defined when the structure is built (usually the outer walls), must be fixed in place, and is built into the fabric of the structure. Any spell warded against that attempts to cross the perimeter (i.e. the caster is trying to cast a spell to effect someone or something that is on the other side of the perimeter) must resist vs. the level of the ward or be dispelled. Most wards function much like protective circles in that they only affect whatever tries to cross their perimeter (e.g., a Scrying Ward perimeter enchantment will do nothing to stop a Seer from using scrying spells on someone inside the perimeter if he is also in the perimeter). The exception is field wards which resist any attempt to cast the warded-against magic inside their area of effect.*

The level of the wardings is equal to the level of the caster of the warding enchantment. In some situations, the warding may resist at a higher level. For example, a Forbidding Ward vs. Demons of the Second Pale would be stronger (higher level) if the walls of the structure are in the shape of a circle, and it might be even stronger if the structure were in the shape of a pentagram. Such special cases would depend on the nature of the world in which the campaign is taking place.

The perimeter enchantment is also like a protective circle in that if the perimeter is broken, the wardings will cease to function until repaired and restored. Simply punching a hole through the structure will not affect the wardings. The only way to break a perimeter is to totally sever the perimeter's structure. This is rather hard, since that means that one section from the foundation up must be razed, but it can be done.

All spells marked "†" are perimeter spells. Perimeter spells start at the foundation of a structure and reach to the top of the structure. The enchantments will form a roughly dome-shaped area over the structure as outlined by their perimeter. Perimeter spells take their level in weeks to cast plus one week per 100' circumference of the area warded. Multiple enchantments must be done while the structure is under construction, and if the structure will take longer to construct than the minimum enchantment time then the caster can (and usually will) space out the casting of the spells. Only when the structure is done and the last of the required number of spells have been cast will it be protected.

	Area of Effect	Duration	Range
1—Research	touch	24 hours	self
2—Privacy Screen †	V	P	touch
3—			
4—			
5—Scrying Ward I †	V	P	touch
6—Inner Wardings	V	P	touch
7—Phase Ward I †	V	P	touch
8—Gating Ward I †	V	P	touch
9—Sentry Ward	V	P	touch
10—Scrying Ward II †	V	P	touch
11—Pass Ward	V	P	touch
12—Phase Ward II †	V	P	touch
13—Gating Ward II †	V	P	touch
14—Field Warding †	V	P	touch
15—Scrying Ward III †	V	P	touch
16—Sentry Stone	V	P	touch
17—Phase Ward III †	V	P	touch
18—Gating Ward III †	V	P	touch
19—Outer Warding †	V	P	touch
20—Forbidding Ward †	V	P	touch
25—Perimeter Ward I †	V	P	touch
30—Center Stone	V	P	touch
35—Phase Ward True †	V	P	touch
40—Gating Ward True †	V	P	touch
45—Forbidding Ward True †	V	P	touch
50—Perimeter Ward II †	V	P	touch

1—Research (I) Caster gains a +25 bonus to attempts made at researching the purpose, origin, and effects of specific ward.

2—Privacy Screen (F) This ward dampens any sound coming from within or without the room. This has no effect on the ability of the occupants of the room to hear each other . All effected listening perceptions are at -50.

5—Scrying Ward I (F) Any scrying magic attempting to pass the perimeter must resist the level of the warding or be dispelled. **Note:** *Scrying is defined as the use of spells that allow the seeing, hearing, or predicting of the future, present, or past.*

6—Inner Wardings (F) This simple enchantment allows a perimeter enchantment to be directed inward. The perimeter ward will now only effect outgoing spells (i.e., spells crossing the perimeter from the inside).

7—Phase Ward I (F) If the "phase" spell fails to resist versus the level of the wardings it is dispelled and the caster fails to pass through. **Note:** *Phasing is defined as any of the merging, passing, or phasing spells.*

8—Gating Ward I (F) If the gating spell fails to resist versus the level of the wardings it is dispelled and the caster goes nowhere. **Note:** *Gating is defined as any of the teleport, leaving, gate, or long door spells.*

9—Sentry Ward (F) Causes wardings of structure to glow any time they are activated. A ward is active any time a warded-against spell attempts to cross it. If the viewer doesn't know which wards mean what, then a Medium (+0) warding lore roll will reveal what wards have been activated.

10—Scrying Ward II (F) As *Scrying Ward I*, except the RR is now at -25.

11—Pass Ward (F) Allows the enchanter to set up a pass or back door in any *Scrying Ward, Phase Ward,* or *Gating Ward* enchantment. This can take two forms: either an area can be set inside the perimeter that is not covered by it, or a physical token or key can be made that allows the bearer to bypass the wardings. Multiple keys can be made.

12—Phase Ward II (F) As *Phase Ward I*, except the RR is at -25.

13—Gating Ward II (F) As *Gating Ward I*, except the RR is at -25.

14—Field Warding (F) This ward can be combined with any other ward to produce a *Field Ward*. The wards will now not only attempt to dispel any warded-against magic that crosses the perimeter, but also any attempt to cast the warded-against magic inside the perimeter (e.g., a *Field Scrying Ward III* will cause any attempt to scry within the perimeter to resist at -50, even if the caster is also within the perimeter).

15—Scrying Ward III (F) As *Scrying Ward I*, except the RR is now at -50.

16—Sentry Stone (F) As Sentry Ward except the caster can enchant a stone that will glow anytime any of the perimeter wardings are activated. If the viewer doesn't know which wards mean what, then a Medium (+0) ward lore roll will inform the viewer what wards have been activated. The stone must be fixed and inside the perimeters.

17—Phase Ward III (F) As *Phase Ward I*, except the RR is at -50.

18—Gating Ward III (F) As *Gating Ward I*, except the RR is at -50.

19—Outer Warding (F) This warding can be combined with a warding enchantment, and allows it to be set to only effect incoming spells (i.e., only spells crossing the warding from the outside).

20—Forbidding Ward (F) This ward can forbid a specific class of creature or being (e.g., Demons of the Second Pale, Orcs, or Undead) from crossing the perimeter. **Note:** *This also applies to attempts to use gating or phasing spells. The creature will take an 'A' Essence critical and must make a RR vs. the level of the wardings. Failure means the creature is thrown backward. Success means that it has gotten through the ward. Even if the creature is successful in entering, it will feel great unease in the area (-10 to all actions). This ward requires some of the essence or a bane of the creature to be forbidden to be mixed into the fabric of the structure along the perimeter. The enchanter may only know a few specific creatures that he can ward against. These are up to the GM, but a few suggestions are the various Demons of the Pale, undead spirits, and elementals.*

25—Perimeter Ward I (F) This spell will dispel any active spell crossing its perimeter that fails to resist the level of the wardings. This spell may not be used with *Outer Wardings*.

30—Center Stone (F) This allows a perimeter ward enchantment to be placed or centered on a stone in the structure. The stone is the focus of the enchantment, which even allows the enchantment to be added to an existing structure. The stone can hold multiple wards which each takes the standard time to enchant. The center stone is keyed to the structure and will only work within it. If the stone is moved the wardings will ceases to function until it is returned to its resting place. This will allow the wardings to be turned on and off, but be careful the stone isn't destroyed or removed.

35—Phase Ward True (F) No phasing magic will work across the perimeter of this warding.

40—Gating Ward True (F) No gating magic will work across the perimeter of this warding.

45—Forbidding Ward True (F) As *Forbidding Ward*, except the critical is now a 'C' and the RR is at -50.

50—Perimeter Ward II (F) As *Perimeter Ward I*, except that this spell may be used with *Outer Wardings*.

STRUCTURE WARDINGS (7.4.4)
ALCHEMIST BASE

Notes: *Structure wardings are enchantments designed to protect the structure they are built into. They are inscribed throughout the construction and built into the fabric of the structure. They may not be changed at a later date without rebuilding the entire structure.*

Spells marked 'Ұ' are enchantment wardings, which are built into the structure. The wardings unless specified otherwise will protect the structure itself and not anything inside the structure. Such enchantment wardings are inherently part of the structure, and destruction of part of the structure will not affect the wardings on the rest of the structure. Major damage must be re-enchanted after it has been repaired with Reseal, but most minor repairs will have no effect on the wardings. A structure can be a castle, a tower, a bridge, a ship, or even a sail (the latter two being prime candidates for Seal and Flame Ward).

The caster has to enchant the structure throughout construction starting when the structure is first laid out, and ending when the last spike (or whatever) is pounded in. Each structure warding takes a minimum number of weeks to cast equal to its level with the spell being cast once a day (the construction may be held up because of this). This will effect a structure with a area equal to the one hundred times the caster's level cubed in cubic feet. This is the total area the of the structure, so don't consider the interior or lack there of in the calculations. To affect a larger structure the caster

may run multiple enchantments together into a single large warding. Multiple enchantments must be done while the structure is under construction, and if the structure will take longer to construct than the minimum enchantment time then the caster can (and usually will) space out the casting of the spells. Only when the structure is done and the last of the required number of spells have been cast will it be protected.

	Area of Effect	Duration	Range
1—Research	touch	24 hours	self
2—Seal	V	P	touch
3—Portal	V	P	touch
4—			
5—Preservation Ward I Ұ	V	P	touch
6—Resist Ward I Ұ	V	P	touch
7—Flame Ward Ұ	V	P	touch
8—Reseal	V	P	touch
9—Sentry Ward	V	P	touch
10—Elemental Ward I Ұ	V	P	touch
11—Strength Ward I Ұ	V	P	touch
12—Resist Ward II Ұ	V	P	touch
13—Preservation Ward II Ұ	V	P	touch
14—			
15—			
16—Conceal Ward I Ұ	V	P	touch
17—Preservation Ward III Ұ	V	P	touch
18—Resist Ward III Ұ	V	P	touch
19—Sentry Stone	V	P	touch
20—Strength Ward II Ұ	V	P	touch
25—Elemental Ward II Ұ	V	P	touch
30—Conceal Ward II Ұ	V	P	touch
35—Elemental Ward III Ұ	V	P	touch
40—Preservation Ward True Ұ	V	P	touch
45—Elemental Warding True Ұ	V	P	touch
50—Resist Ward True Ұ	V	P	touch

1—Research (F) Caster gains a +25 bonus to attempts made at researching the purpose, origin, and effects of specific ward.

2—Seal (F) When the structure is finally complete this spell will act to seal it. This enchantment only makes the seal of the structure stronger. This causes roofs to be more leakproof, reduces drafts, and so on.

3—Portal (F) This warding must be cast on the frame of the portal and the portal itself. The spell will then allow the portal to be enchanted to have the same protection as the rest of the structure. The doors or shutters can then be enchanted in a single day with only one casting of each ward that the structure will have. This spell can be used on doors and shutters that are replacements for previous ones as long as the frame of the portal was enchanted when the structure was built.

5—Preservation Ward I (F) This ward will slow the effects of nature. Any structure so enchanted will age at 1/4 normal rate. This does not apply to any thing inside the structure.

6—Resist Ward I (F) This warding will shield a structure from magic. Once enchanted, the structure has a resistance roll equal to the level of the warding vs. all base attack spells. If the structure succeeds in resisting, then the attacking spell will not affect it.

7—Flame Ward (F) This ward will make a structure fire resistant. Magical and normal fire can burn (i.e., damage) the structure, but the structure won't continue to burn once the source of the flame is removed. **Note:** *this doesn't protect what is inside the structure from catching fire which would lead to more damage to the structure.*

8—Reseal (F) Allows the caster to restore the wardings to a portion of a structure that has suffered major damaged. The section must be repaired by casting *Reseal* on the repairs each day. The repaired section will now have the same warding enchantments as the rest of the structure.

9—Sentry Ward (F) Causes the wardings of the structure to glow any time they are activated. A ward is active any time it must resist. If the viewer doesn't know which wards mean what, then a Medium (+0) Warding Lore roll will inform the viewer what wards have been activated.

10—Elemental Ward I (F) The structure is warded against a particular element. Each element must be done separately. The structure then receives half damage from any attacks from that element and a resistance roll vs. any base spells from that element (e.g., a stone structure warded against fire would receive a resistance roll equal to the level of the warding against *Stone Fires*). This warding protects versus both "magic" and "normal" forms of the element.

11—Strength Ward I (F) This ward will reinforce and strengthen the structure, increasing its concussion hits by 50%.

12—Resist Ward II (F) As *Resist Ward I*, except RRs are at -25.

13—Preservation Ward II (F) As *Preservation Ward I*, except any structure so enchanted will age at 1/10 normal rate.

16—Conceal Ward I (F) Any part of a structure so enchanted is allowed to resist any detection or vision spell used on it. It is more subtle than the *Privacy Screen* or *Scrying Ward* spell in that it doesn't even reveal that it is there. If the structure successfully resists then the spell will fail to even register that the ward resists (e.g., if a secret tunnel with a *Conceal* ward is looked at using *Stonevision*, then the caster would not detect the passage, unless the passage failed to resist).
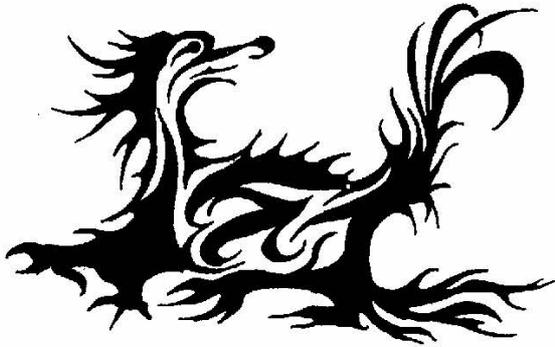
17—Preservation Ward III (F) As *Preservation Ward I*, except any structure so enchanted will age at 1/20 normal rate.

18—Resist Ward III (F) As *Resist Ward I*, except the RR is at -50.

19—Sentry Stone (F) As *Sentry Ward* except the caster can enchant a stone that will glow anytime any of the wardings are activated. If the viewer doesn't know which wards mean what, then a Medium (+0) ward lore roll will inform the viewer what wards have been activated. The stone must be fixed and inside the perimeters.

20—Strength Ward II (F) This ward will reinforce and strengthen the structure. The structure will now be able to take twice as much damage.

25—Elemental Ward II (F) As *Elemental Ward I*, except that all forms of elemental damage are reduced to one half.

30—Conceal Ward II (F) As *Conceal Ward I*, except the RR is at -25.

35—Elemental Ward III (F) As *Elemental Ward I*, except that all forms of elemental damage are reduced to one quarter.

40—Preservation Ward True (F) As *Preservation Ward I*, except any structure so enchanted will age at 1/100th normal rate.

45—Elemental Ward True (F) As *Elemental Warding*, except that all forms of elemental damage are reduced to one tenth.

50—Resist Ward True (F) The structure so enchanted is immune to all base spells cast at it.

Examples:

Watch Tower

The tower is 80' high and 30' in diameter. The caster is level twelve so the level of the warding is twelve.

Portal x 5 on main doors of tower (including the main gate and portcullis): 5 days.

Scry Bar 1 on the captain's room: 5 weeks plus 1 week to cover the circumference (which is less than 100').

Resist Ward II on the whole structure: 12 weeks.

Gating Ward 1 in the outer walls: 8 weeks plus 1 week to cover the circumference (which is less than 100').

Total of 27 weeks and 5 days.

Castle outer walls

The caster is level eighteen. He can effect 583,200 cubic feet (100 x (18' x 18' x 18').

Volume of walls: ((300' by 20' by 70' (includes foundation and towers)) x 4) = 1,680,000 cubic feet.

Portal x 6 on main doors of tower (including the main gate and portcullis): 6 days.

Resist Ward III: 18 weeks x 3 to cover total volume: 54 weeks.

Field Gating Ward III: 18 weeks plus 12 extra weeks to cover the larger circumference ((300 x 4)/100): 30 weeks.

Field Wardings: (added to the Gating Ward III) 14 weeks for the plus 12 extra weeks to cover the larger circumference ((300 x 4)/100): 26 weeks.

Total: 124 weeks and 6 days.

PALINGENESIS (7.4.5)
ALCHEMIST BASE

Notes: *The spell list Palingenesis represents actual alchemical experiments conducted during the Middle Ages, extrapolated for use with **Rolemaster**. Alchemists in any fantasy world can use Palingenesis to obtain the spirits needed to create intelligent magic items or gain information.*

To use the Palingenesis list, an alchemist must have elaborate equipment (e.g., glass vessels, rare chemicals, small forge, etc.) and a quiet, undisturbed laboratory in which to work. Assume the cost of all this varies between 50 and 100 gold pieces.

"Essential Salts" are derived from the ashes of formerly living plants and animals. These Salts contain the being's whole spirit distilled to its purest form—fine, sand-like crystals of a homogeneous hue. In this form, the spirit is totally inactive. When Essential Salts are infused in a specially heated liquid medium (e.g., glycerin, alcohol, sulphurated rosewater, tincture of camphor, waters of lead, sap from a certain tree, etc. (GM's discretion), the spirit and image of the dead being are manifest (and if intelligent, are able to communicate, as well). This operation is known as "resuscitation". Essential Salts may be reused by carefully evaporating off the liquid medium. Essential Salts must be stored in special air-tight vials to keep out moisture.

"Resuscitated Essential Spirits" are treated as Standard Spirits for the most part (see RMCII, p.22). An Essential Spirit has restricted movement, since it must remain within the glass vessel housing it. The Will of an Essential Spirit is equal to ten times its level. A will Contest may be initiated by an Essential Spirit within a number of feet equal to its level.

Regardless of the size of the being whose Essential Salts are resuscitated, its image will fit within the glass vessel housing it.

Essential Spirits retain all knowledge and spell lists they had in life. Although they retain their Power Points, once cast these PPs may not be regained except by use of the appropriate Charge spell.

The Palingenesis spell list, in conjunction with the appropriate spells off Enchanting Ways, Essence Imbedding, Alchemical Preparations, may be used to place Essential Spirits in magic items. This procedure will provide items with wills and intelligences. Essential Salts (and Essential Spirits) are activated by immersion in molten materials such as glass, laen, steel, etc. The manifest Spirit is linked with such items.

Guardian Essential Salts contain Guardian Essential Spirits. Guardian Essential Spirits have the ability to thwart certain entities; i.e., those diametrically opposed to them. For example, a Paladin with Guardian's Ways considers his enemies to be creatures of the Unlife. Should he be reduced to his Essential Salts, those Salts would be Guardian Essential Salts versus unlife. Guardian Essential Spirits may help protect an alchemist from malignant Spirits and other entities who seek to harm him. In such a case, the alchemist would resuscitate a Guardian Essential Spirit either to cast spells or initiate a Will Contest in his defense. Often Guardian Essential Salts contain beings who knew the Guardian's Ways spell list.

	Area of Effect	Duration	Range
1–Detect Essential Salts	5'R	1 rnd/lvl	50'
2–Detect Guardian Essential Salts	5'R	1 rnd/lvl	50'
3–Prepare Funerary Ashes	1 body	1 day	touch
4–Extract Essential Salts	ashes	1 day	touch
5–Tiny Plant Resuscitation	Salts	1 day	touch
6–Small Plant Resuscitation	Salts	1 day	touch
7–Medium Plant Resuscitation	Salts	1 day	touch
8–Large Plant Resuscitation	Salts	1 day	touch
9–Huge Plant Resuscitation	Salts	1 day	touch
10–Tiny Animal Resuscitation	Salts	1 day	touch
11–Small Animal Resuscitation	Salts	1 day	touch
12–Medium Animal Resuscitation	Salts	1 day	touch
13–Large Animal Resuscitation	Salts	1 day	touch
14–Huge Animal Resuscitation	Salts	1 day	touch
15–Tiny Beast Resuscitation	Salts	1 day	touch
16–Small Beast Resuscitation	Salts	1 day	touch
17–Medium Beast Resuscitation	Salts	1 day	touch
18–Large Beast Resuscitation	Salts	1 day	touch
19–Huge Beast Resuscitation	Salts	1 day	touch
20–Guardian Resuscitation	Salts	1 day	touch
25–Demon Resuscitation	Salts	1 day	touch
30–Spirit Wrack	Essential Spirit	V	touch
40–Solidity	Essential Spirit	1 day	touch
50–Permanence	Essential Spirit	P	touch

1—Detect Essential Salts (I) Allows caster to recognize Essential Salts or an infusion of Salts in their liquid medium. Also allows determination of the type of being whose spirit in held within the Essential Salts in conjunction with a Hard (-10) Spell Mastery roll.

2—Detect Guardian Essential Salts (I) As above, but allows caster to recognize Guardian Essential Salts and know their "enemies" (i.e., the beings against whom they guard).

3—Prepare Funerary Ashes (F) Allows caster to render the cremated remains of some being into a form suitable for extracting its Essential Salts (in a one day long operation). This spell must be cast before the spell *Extract Essential Salts* may be performed.

4—Extract Essential Salts (F) Allows caster to extract, from prepared Ashes, the dead being's Essential Salts in a procedure which takes one day to complete.

5—Tiny Plant Resuscitation (F) Infusing the Essential Salts of a Tiny-sized plant in a certain liquid medium (a one day long experiment) and then casting this spell causes the Essential Spirit (and image) of the Tiny plant to be manifest within a glass vessel. The image is made up of suspended particles of Essential Salts. The resuscitated Tiny plant Essential Spirit and image will remain for up to one day before fading away and settling to the container's bottom. The fluid medium may be decanted, leaving the Essential Salts, which if dried carefully, may be used again. This spell, although having few practical applications, is a stepping-stone to bigger and better experiments to come. Historically, this spell was used by low level alchemists to demonstrate physically the reality of spiritual realms.

6—Small Plant Resuscitation (F) As above, but affects Small plants.

7—Medium Plant Resuscitation (F) As above, but affects Medium plants.

8—Large Plant Resuscitation (F) As above, but affects Large plants.

9—Huge Plant Resuscitation (F) As above, but affects Huge plants.

10—Tiny Animal Resuscitation (F) As above, but affects Tiny animals.

11—Small Animal Resuscitation (F) As above, but affects Small animals.

12—Medium Animal Resuscitation (F) As above, but affects Medium-sized animals. Note that this spell allows resuscitation of and communication with Human Spirits (optionally, also affects Spirits of Elves, Dwarves, Orcs, etc.).

13—Large Animal Resuscitation (F) As above, but affects Large animals.

14—Huge Animal Resuscitation (F) As above, but affects Huge animals.

15—Tiny Beast Resuscitation (F) As above, but affects Tiny beasts or monsters.

16—Small Beast Resuscitation (F) As above, but affects Small beasts or monsters.

17—Medium Beast Resuscitation (F) As above, but affects Medium beasts or monsters.

18—Large Beast Resuscitation (F) As above, but affects Large beasts or monsters.

19—Huge Beast Resuscitation (F) As above, but affects Huge beasts or monsters.

20—Guardian Resuscitation (F) As above, but creates a Guardian Essential Spirit from the Essential Salts of an intelligent being. This being must either have possessed the spell list Guardian's Ways in life, or be naturally predisposed against some entity, agency, etc.

25—Demon Resuscitation (F) As above, but affects beings from other worlds, planes, dimensions, etc. Thus any "unearthly" entity may be resuscitated, not just demons.

30—Spirit Wrack (F) The target Essential Spirit must truthfully answer the caster's questions or lose 25% of its remaining hits per lie.

40—Solidity (F) This spell lends an Essential Spirit corporeality and substance. The Essential Spirit is drawn out of its glass container attaining physical manifestation, actual size, all its former abilities, and is treated as a living being for one day. Once its day is over, the Spirit resumes its normally insubstantial state, returning to the vessel housing it.

50—Permanence (F) Use of this spell after casting any other spell on this list alters that spell's duration to "P". This spell is not meant as a "resurrection", and will not bring dead people back to life. The entity created by this spell is not alive per se, but merely permanently manifest.
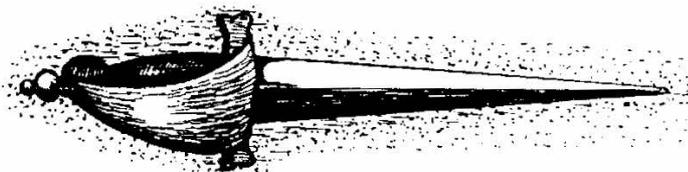
7.5 DRUID BASE LISTS

BEAST'S WAYS (7.5.1)
DRUID BASE

	Area of Effect	Duration	Range
1–Cat's Paw	self	1 min/lvl	self
2–Chameleon Skin	self	1 min/lvl	self
3–Wolf Sense	self	1 min/lvl	self
4–Deer Speed II	self	10 min/lvl	self
5–Bat Sense	self	1 min/lvl	self
6–Otterlungs	self	1 min/lvl	self
7–Eaglewing	self	1 min/lvl	self
8–Hawk Sense	self	1 min/lvl	self
9–Tiger Skin	self	1 min/lvl	self
10–Boar Strength	self	1 rnd/lvl	self
11–Tigerclaw	self	1 rnd/lvl	self
12–Insect Sense	self	1 min/lvl	self
13–Deer Speed III	self	10 min/lvl	self
14–Bear Skin	self	1 min/lvl	self
15–Bearhug	self	1 rnd/lvl	self
16–Falconwing	self	1 min/lvl	self
17–Viperfang	self	1 rnd/lvl	self
18–Wyvern Skin	self	1 min/lvl	self
19–Deer Speed IV	self	10 min/lvl	self
20–Oxen Strength	self	1 rnd/lvl	self
25–Dragonwing	self	1 min/lvl	self
30–Deer Speed True	self	10 min/lvl	self
50–Dragon Skin	self	1 min/lvl	self

1—Cat's Paw (F) Allows caster to move as quietly as a cat. Adds +20 to stalking maneuvers.

2—Chameleon Skin (F) Causes the caster's skin to change colors to blend in with the surrounding terrain. Adds +20 to attempts at hiding.

3—Wolf Sense (I) Caster gains the olfactory and auditory ranges and acuity of a wolf (he can hear higher sonic ranges, and discern subtle scents up to 100' away and discern strong aromas at distances up to a mile).

4—Deer Speed II (F) Caster can run at 2x walking pace for duration without tiring.

5—Bat Sense (I) Caster gains the 'sonar' abilities of a bat with ranges of 10'/lvl. Caster must be in the dark or have his eyes closed to utilize his sonar.

6—Otterlungs (F) Allows the caster to hold his breath easily for the duration, suffering no ill effects.

7—Eaglewing (F) Caster can fly at the same rate as an eagle (100'/rnd). Caster must continually remain in motion (he cannot hover) and while he can slow to land safely and make gradual changes in speed, he will fall if he stops completely while in flight.

8—Hawk Sense (I) Caster gains the visual acuity and range of a hawk (x4 human visual norms).

9—Tiger Skin (F) Caster's skin has the resiliency of a tiger's skin (AT4).

10—Boar Strength (F) Doubles the caster's strength; adding +10 to OB and delivering x2 damage to all caster's melee attacks.

11—Tigerclaw (F) Caster can deliver a LCl attack. His OB is 3 times his level plus his St/Ag mods.

12—Insect Sense (I) Caster gains the vibratory sensitivity of an insect. He can sense vibrations in the ground indicating general movements and approximate number of targets (+/- 10%) up to 100'/level away.

13—Deer Speed III (F) Caster can run at 3x walking pace without tiring.

14—Bear Skin (F) Caster's skin has the resiliency of a bear's skin (AT8).

15—Bearhug (F) Caster can deliver a LGr attack. His OB is 3 times his level plus his St/Ag mods.

16—Falconwing (F) As *Eaglewing*, except caster gains the flight speed of a falcon (150'/rnd).

17—Viperfang (F) Caster grows fangs and may utilize a MBi attack, delivering a nerve poison if a critical is achieved. The attack level of the poison is equal to half the level of the caster (rounded down). His OB is 3 times his level plus his St/Ag mods.

18—Wyvern Skin (F) Caster's skin takes on the resiliency of that of a wyvern (AT12).

19—Deer Speed IV (F) Caster can run at 4x walking pace without tiring.

20—Oxen Strength (F) As *Boar Strength*, except caster gains +20 to OB and delivers x3 damage.

25—Dragonwing (F) As *Eaglewing*, except caster gains the flight speed of a dragon (200'/rnd).

30—Deer Speed True (F) Caster runs at 5x walking pace without tiring.

50—Dragon Skin (F) Caster's skin takes on the resiliency of that of a dragon (AT20).

INSECT MASTERY (7.5.2)
DRUID BASE

Note: *Type I insects are non-offensive (e.g., crickets, gnats, moths, etc.) Type II are non-flying and offensive (e.g., ants, termites, etc.). Type III are flying and offensive (e.g., horseflies, locusts, mosquitos, etc.). Type IV are poisonous insects (e.g., bees, hornets, wasps, etc.). See C&T, Section 2.24 for descriptions of specific insects and their characteristics. The caster must use this spell list judiciously or risk damaging the region's ecosystem. This is especially true for the Swarm spells.*

	Area of Effect	Duration	Range
1–Repel Insects	1'/lvl R	1 hr/lvl	touch
2–Summon Type I Insects	100'R	1 hr/lvl	50'
3–Follow	self	1 hr/lvl	self
4–Summon Type II Insects	100'R	1 hr/lvl	50'
5–Resist Poison	self	-	self
6–Summon Type III Insects	100'R	1 hr/lvl	50'
7–Repel Insects True	10'/lvl R	10 hrs/lvl	10'/lvl
8–Summon Type IV Insects	100'R	1 hr/lvl	50'
9–Insect Control	V	1 hr/lvl	50'
10–Wall of Insects	10'x10'x1'	C	50'
11–Insect Growth I	1 insect	1 hr/lvl	50'
12–Minor Insect Plague	V	V	V
13–Insect Form I	self	1 hr/lvl	self
14–Insect Growth II	1 insect	1 hr/lvl	50'
15–Insect Control True	10'/lvl R	10 hrs/lvl	50'
16–Insect Form II	self	1 hr/lvl	self
17–Insect Growth III	1 insect	1 hr/lvl	50'
18–Insect Form III	self	1 hr/lvl	self
19–Major Insect Plague	V	V	V
20–Insect Form IV	self	1 hr/lvl	self
25–Transformation	1 target	P	touch
30–Black Swarm	V	V	V
40–True Transformation	1 target/lvl	P	touch
50–Insect Mastery	self	1 rnd/lvl	self

1—Repel Insects (M) All insects flee area of effect. Zero level insects do not get a RR, all higher level insects do get a RR.

2—Summon Type I Insects (FM) Caster summons 1-100 insects from the surrounding area. If no insects of the appropriate type are available, this spell has no effect. Caster has limited control over summoned insects. They will follow simple, one-word commands (e.g., eat, fly, etc.).

3—Follow (M) Caster appears to be "exciting" and a friend to one species of insect. Insects of that order will follow him wherever he goes.

4—Summon Type II Insects (FM) As above, but Type II insects are summoned.

5—Resist Poison (H) Caster gets an additional RR vs. any poisons.

6—Summon Type III Insects (FM) As above, but Type III insects are summoned.

7—Repel Insects True (M) As above, but where noted. RRs are at -20.

8—Summon Type IV Insects (FM) As above, but Type IV insects are summoned.

9—Insect Control (M) Caster has total control (includes suicidal commands) over one type of insect for the duration.

10—Wall of Insects (F) Creates a wall of massed, writhing insects. This wall cuts all movements and attacks through it by 80%, and may also deliver some appropriate attack (e.g., SPi) at GM's discretion.

11—Insect Growth I (F) Causes one insect to grow to a Small size.

12—Minor Insect Plague (FM) One species of insect (approx. 100-1000) may be sent on some quest and will relentlessly pursue this until the quest is completed or the insects are destroyed. Target of Quest must be visible to caster when this spell is cast. Insects used must come from the surrounding area. If none are available, the spell has no effect.

13—Insect Form I (F) Caster takes on the form and physical aspects of any Type I insect. Caster retains his mind, spirit, and mass (e.g., the insect form will be Medium in size), but cannot speak or write.

14—Insect Growth II (F) As above, but insect grows to a Medium size.

15—Insect Control True (M) As above, but where noted. RRs are at -20.

16—Insect Form II (F) As above, but caster becomes a Type II insect.

17—Insect Growth III (F) As above, but insect grows to a Large size.

18—Insect Form III (F) As above, but caster becomes a Type III insect.

19—Major Insect Plague (FM) As above, except 1000-10,000 insects may be involved.

20—Insect Form IV (F) As above, but caster becomes a Type IV insect.

25—Transformation (FM) Transforms another being into an Insect Form of any type. Target takes 'B' severity Physical Alteration crits until 100% changed. The transformed being is under the caster's control (will not do anything suicidal), and yet the being still retains its original intelligence. A being may revert to its natural form only through the use of *True Transformation*. *Dispel Curse*, *Remove Curse*, or *Transformation Wish*.

30—Black Swarm (FM) 10,000-100,000 insects will appear to do the caster's bidding (e.g., surround area, encase area to block out sun, defend against invading army, destroy crops, destroy town, etc.). Usually those caught within the Black Swarm are never again seen.

40—True Transformation (FM) As above, but affects one being per caster's level. In addition, this spell may be used to restore a transformed being to its normal form.

50—Insect Mastery (U) Caster may use any lower level spell on this list, once per round.

NATURE SUMMONS (7.5.3)
DRUID BASE

Note: *Spell lvls 1-9 on this list will take at least 1-6 hrs before producing a result. Spell lvls 10-16 will take at least 6-12 hrs and then only have a 2% chance per lvl of the caster of producing the desired effect. Spell lvls 17-30 require 24 to 72 hrs and have a 2% chance per lvl of producing the desired effect. All animals summoned are obedient, of the largest type and will give their life for the caster if necessary.*

	Area of Effect	Duration	Range
1–Summon Nourishment	1 creature	-	1 mi/lvl R
2–Summon Warmth	1 creature	6-8 hrs	1 mi/lvl R
3–Summon Guide	1 creature	V	1 mi/lvl R
4–Summon Guardian	1 creature	6-8 hrs	1 mi/lvl R
5–Summon Transport	1 creature	V	1 mi/lvl R
6–Summon Hunter	1 creature	1 kill	1 mi/lvl R
7–Summon Sense	1 creature	6-8 hrs	1 mi/lvl R
8–Summon Group	1 'group'	6-8 hrs	1 mi/lvl R
9–Mass Summons	lvl in creatures	V	1 mi/lvl R
10–Summon Mist	1 mi/lvl R	1 min/lvl	V
11–Summon Rain	1 mi/lvl R	1 min/lvl	V
12–Summon Snow	1 mi/lvl R	1 min/lvl	V
13–Summon Storm	1 mi/lvl R	1 min/lvl	V
14–Summon Hail	1 mi/lvl R	1 min/lvl	V
15–Summon Lightning	1 mi/lvl R	1 min/lvl	V
16–Summon Plants I	1 mi/lvl R	V	10'
17–Summon Plants II	1 mi/lvl R	V	10'
18–Summon Plants III	1 mi/lvl R	V	10'
19–Summon Terrain	1 mi/lvl R	P	10'
20–Summon Tornado	1 mi/lvl R	V	100'
25–Summon Hurricane	1 mi/lvl R	V	V
30–Summon Army	1 mi/lvl R	1 hr/lvl	V
50–Nature Mastery	self	1 min/lvl	self

1—Summon Nourishment (F) Caster summons an animal bearing some form of nourishment. This may take the form of berries, nuts or tubers. The animal will drop the food close by and then return from whence it came.

2—Summon Warmth (F) Caster summons a large heavily furred animal. The animal will then lie down and allow the caster to lie next to it in order to stay warm.

3—Summon Guide (F) While the caster is concentrating on a specific location or desired terrain, an animal will appear and lead the caster to the desired area. The journey may take a few minutes or days.

4—Summon Guardian (F) Caster summons a powerful animal such as a bear or large cat to protect him.

5—Summon Transport (F) Caster calls an animal such as a horse, mule deer or moose to carry him.

6—Summon Hunter (F) Caster summons an animal of prey such as an eagle, bear or cat to hunt game. The animal will return the kill to the caster.

7—Summon Sense (F) The caster summons an animal with a particular sense. The animal might be a falcon for sight, a bear for smell, etc.

8—Summon Group (F) Caster summons a specific group of animals which normally travel in groups, such as wolves or deer. The animals will then stay nearby for the duration of the spell.

9—Mass Summons (F) Caster utilizes any of the lower level summons from this list but generates results equal to his level (e.g., if a 9th level caster used *Mass Summons* with *Summon Guide*, he would get nine guides).

10—Summon Mist (F) Caster subtly alters weather conditions to cause a light rain or mist to fall.

11—Summon Rain (F) As *Summon Mist*, except that rain is desired.

12—Summon Snow (F) As *Summon Mist*, except that snow is desired.

13—Summon Storm (F) As *Summon Mist*, except that a storm is desired.

14—Summon Hail (F) As *Summon Mist*, except hail is desired.

15—Summon Lightning (F) As *Summon Mist*, except lightning is desired.

16—Summon Plants I (F) Produces ground cover consisting of grasses and small shrubs. Note that if these plants are summoned forth in a place that cannot normally sustain them, they will die.

17—Summon Plants II (F) As *Summon Plants I*, except large trees and thick vines that are extremely dense and lush are produced.

18—Summon Plants III (F) Produces the effects of *Summon Plants I & II*, in addition to carnivorous plants capable of trapping a full grown man.

19—Summon Terrain (F) Caster summons forth minor terrain changes. For example, caster could not turn a desert into a jungle, but he could bring small hills to flat land, or a small stream through a prairie. In some cases, this could be catastrophic to the environment.

20—Summon Tornado (F) Creates weather conditions which will produce a tornado.

25—Summon Hurricane (F) As *Summon Tornado*, except a hurricane is desired.

30—Summon Army (F) Summons all available plant, animal and water life to the aid of the caster. Creatures summoned will be of a type capable of delivering medium attacks or greater.

50—Nature Mastery (F) Allows caster to use any lower lvl spells from this list: 1/rnd, 95% chance of success, and a waiting period of only 1 hr.

WEATHER MASTERY (7.5.4)
DRUID BASE

	Area of Effect	Duration	Range
1–Predict Precipitation	1 mi R/lvl	-	self
2–Call Mist	10'R/lvl	1 min/lvl	10'
3–Predict Weather	1 mi R/lvl	-	self
4–Overcast	1 mi R/lvl	1 hr/lvl	10'
5–Call Breeze	10'R/lvl	1 min/lvl	10'
6–Unmist	10'R/lvl	1 min/lvl	10'
7–Still Breeze	10'R/lvl	1 min/lvl	10'
8–Control Temperature	50'R	1 hr/lvl	10'
9–Predict Weather II	1 mi R/lvl	-	self
10–Call Lightning	1 target	-	100'
11–Call Precipitation	1 mi R/lvl	1 min/lvl	10'
12–			
13–Control Wind	10'R/lvl	1 min/lvl	10'
14–Stop Precipitation	1 mi R/lvl	1 min/lvl(C)	10'
15–Call Lightning II	1 target	-	100'
16–Clear Skies	1 mi R/lvl	10 min/lvl	10'
17–Predict Weather III	1 mi R/lvl	-	self
18–Redirect Wind	10'R/lvl	1 min/lvl	10'
19–			
20–Call Lightning III	1 target	-	100'
25–Call Storms	1 mi R/lvl	1 min/lvl	10'
30–Dismiss Storms	1 mi R/lvl	1 min/lvl	10'
50–Weather Mastery	V	1 min/lvl	self

1—Predict Precipitation (I) Allows caster to predict precipitation within the area of effect over the next 24 hour period.

2—Call Mist (F) Caster causes a light fog that will partially obscure vision.

3—Predict Weather (I) Allows caster to predict time, type, and severity of weather within the area of effect over the text 24 hour period.

4—Overcast (F) Causes moderate cloud cover within the area of effect.

5—Call Breeze (F) Causes a light, cool breeze which will disperse gaseous matter. Once cast, direction of the breeze cannot be changed.

6—Unmist (F) Allows caster to disperse fog within the area of effect.

7—Still Breeze (F) Reduces air movement by 10 mph.

8—Control Temperature (F) Allows caster to increase or decrease temperature by 1 degree/level.

9—Predict Weather II (I) As *Predict Weather*, except predictions are for the next week.

10—Call Lightning (FE) Causes a bolt of lightning to strike one target. Attack is resolved on the *Lightning Bolt* table. Some clouds must be in the sky overhead for this spell to be used.

11—Call Precipitation (F) Causes rain, snow, or hail (depending on weather conditions) to fall.

13—Control Wind (F) Allows caster to increase or decrease wind by 1 mph/level.

14—Stop Precipitation (F) Causes rain, snow, or hail within the area of effect to cease until concentration is broken. Extremely strong or magical storms receive a RR.

15—Call Lightning II (FE) As *Call Lightning*, except bolt delivers 2x damage.

16—Clear Skies (F) Allows caster to clear away cloud cover.

17—Predict Weather III (I) As *Predict Weather*, except predictions are for the next 30 days.

18—Redirect Wind (F) Allows caster to change wind direction within the area of effect. Gale force or magical winds receive a RR.

20—Call Lightning III (FE) As *Call Lightning*, except bolt delivers 3x damage.

25—Call Storms (F) Causes severe weather within the area of effect. The type of storm is determined by the caster.

30—Dismiss Storms (F) Causes storm activity within the area of effect to cease for the duration of the spell. Extremely severe storms may only be lessened. Magical storms receive a RR.

50—Weather Mastery (F) Caster may use one lower level spell from this list each round.

7.6 MISCELLANEOUS SPELL LISTS

CONVEYANCE (7.6.1)
SEER BASE

Note: *Only spells from this list may be cast while caster is conveyed, except for spells cast while Convey Spellcasting is in effect.*

	Area of Effect	Duration	Range
1–Detect Psyche	self	1 rnd/lvl	100'
2–			
3–			
4–Conveyance I	self	10 min/lvl	V
5–			
6–			
7–			
8–Conveyance II	self	10 min/lvl	V
9–			
10–Body Warning	self	-	V
11–			
12–			
13–Convey Defenses	self	V	self
14–Conveyance III	self	10 min/lvl	V
15–Body Awareness	self	C	self
16–Convey Spellcasting	self	10 min/lvl	self
17–			
18–Instant Return	self	-	V
19–Conveyance IV	self	10 min/lvl	V
20–Dual Consciousness	self	10 min/lvl	self
25–Conveyance V	self	10 min/lvl	self
30–Lord Conveyance	self	10 min/lvl	self
35–Dual Conveyance	two targets	10 min/lvl	touch
40–Free Psyche	self	V	touch
50–Multiple Conveyance	V	10 min/lvl	touch

1—Detect Psyche (I) Caster can detect any conveyed or disembodied psyches (not spirits) within range.

4—Conveyance I (U) Caster's psyche leaves his body (which is inactive) and may travel at 1000'/min. Caster's 'psyche' will receive normal sensory information, but cannot cast spells or affect anything around him. All perception rolls to notice the hazy, shimmering form of the caster's psyche are at -75—Caster cannot travel through solid matter. If the caster overstays the duration, he must make a RR or die (attack lvl = # of rounds overstayed).

8—Conveyance II (U) As *Conveyance I*, except movment rate is 1000'/min and 1'/rnd through solid matter. If caster overstays, his RR is at -10.

10—Body Warning (U) Caster is instantly warned (regardless of distance) if his body is touched, damaged, subject to a spell or spell effect, or in any other way disturbed. Caster will not know the exact nature of the disturbance until he returns to his body. This spell will not be activated by such comparatively insignificant disturbances as a fly landing on the caster's body, etc. (GM's discretion).

13—Convey Defenses (UD) Caster's psyche will be protected by any protective spells he had active when his Conveyance spell was cast (subject to the normal duration of the spells). The spell energies will travel with the caster's psyche, and can be detected by such means as *Detect Spell*. **Note:** *Use of this spell may leave the caster's body defenseless.*

14—Conveyance III (U) As *Conveyance I*, except movment rate is 2500'/min and 5'/rnd through solid matter. If caster overstays, his RR is at -20.

15—Body Awareness (U) Caster can instantly shift his perceptions back to his body. He can open his eyes and receive sensory information, but he cannot take any action until his psyche rejoins his body. His psyche cannot move or receive any sensory input while his perceptions are at his body.

16—Convey Spellcasting (U) Caster's psyche can cast defensive and information gathering spells only (including spells not on this list) at x2 normal power point cost.

18—Instant Return (U) Caster's psyche can instantly return to his body, regardless of distance. Caster must make a RR (no mods) vs. the level of this spell or be disoriented and stunned 1 rnd/5% failure upon rejoining.

19—Conveyance IV (U) As *Conveyance I*, except movment rate is 1 mile/min and 10'/rnd through solid matter. If caster overstays, his RR is at -30.

20—Dual Consciousness (U) Caster's awareness may be split between his psyche and physical body. All perception rolls made by the caster are at -25, and his physical body is restricted to 25% action.

25—Conveyance V (U) As *Conveyance I*, except movment rate is 5 miles/min and 25'/rnd through solid matter. If caster overstays, his RR is at -50.

30—Lord Conveyance (U) As *Conveyance I*, except caster's psyche may travel at 10 miles/min through solid matter and air alike, and he may also travel to the astral and ethereal planes. If caster overstays, his RR is at -75.

35—Dual Conveyance (UF) As *Lord Conveyance*, except caster may bring the psyche of one other willing target along with him.

40—Free Psyche (U) If caster's body is destroyed, his psyche may travel freely (as *Conveyance V*) until it finds a physical body it can inhabit. If the body is occupied, caster may initiate a Will Contest to take over the body. If unsuccessful, the caster must make a RR at -50 or his psyche 'dies', and is consigned to whatever plane of existence is next for him.

50—Multiple Conveyance (UF) As *Dual Conveyance*, except caster can bring along the psyches of 1 target/5 levels.

CRYSTAL LAW (7.6.2)
CRYSTAL MAGE BASE LIST

	Area of Effect	Duration	Range
1–Locate Minerals	self	C	10'/lvl
2–Locate Gems	self	C	10'/lvl
3–Crystal Store I	1 crystal	C	touch
4–Crystal Skin	self	1 min/lvl	self
5–Crystal Wall	10'x10'x1'	1 min/lvl	100'
6–Deadly Focus I	1 crystal	V	touch
7–Create Minerals	V	P	touch
8 Truesight	1 crystal	1 rnd/2lvl	100'
9–Shardbolt (100')	1 target	-	100'
10–Create Gems	V	P	touch
11–Truesight (300')	1 crystal	1 rnd/2lvl	300'
12–Crystal Store II	1 crystal	C	touch
13–Crystal Room	10'x10'x10'	1 hr/lvl	50'
14–Shardbolt (300')	1 target	-	300'
15–Deadly Focus II	1 crystal	V	touch
16–Crystal Sphere	1/2 ft/lvl D	1 min/lvl	100'
17–Crystal Store True	1 crystal	C	touch
18–Deadly Focus True	1 crystal	C	touch
19–Soul Shard	1 crystal	P	touch
20–Shardbolt (500')	1 target	-	500'
25–Shard Shower	V	-	100'
30–Crystal Construction	V	P	50'
50–Crystal Fortress	V	P	50'

1—Locate Minerals (FI) Allows the caster to locate desired mineral deposits. Caster must have at least a trace amount of the mineral in his hand during the casting of this spell. Trace mineral is consumed in casting.

2—Locate Gems (FI) As *Locate Minerals*, except gems are found.

3—Crystal Store I (F) Allows the caster to store power points equal to his level within a pure, flawless gem. The gem must be worth (in gp) at least 10x the number of power points to be stored. Anyone can use the power points once they have been stored.

4—Crystal Skin (F) This spell turns the target's skin into a crystalline structure which has an AT equal to the caster's level up to level 20. All Elemental attacks against the target have a 1% chance per level of the caster to deflect harmlessly away.

5—Crystal Wall (F) Creates a crystalline wall 10'x10'x1' which has an AT of 10 (192,000 total hits). Elemental spell attacks against it have a 1% chance per level of the caster to deflect harmlessly away. Edged weapons do normal damage to the wall, and blunt weapons do 2x normal damage. *Crystal Walls* can be of any color.

6—Deadly Focus I (F) When an elemental attack is cast and focused through a crystal prepared by this spell, the concussions delivered by the attack will be doubled. The caster must find a gem of appropriate color (e.g. Ruby for Fire, etc.), and spend a number of days preparing it equal to the level of the elemental spell to be focused. The Gem must be worth 10 times the level of the elemental spell in gold or it will not function. A *Focus* can only be made usable for one type of elemental spell and can only be used a number of times equal to the level of the caster who created it.

7—Create Minerals (F) Caster can create one gram of mineral equal to 1/3 his level. Caster must have a trace amount of desired mineral during the casting of this spell. Trace amount is consumed during casting of this spell.

8—Truesight (FI) Caster looks through a gem which was prepared by this spell and is allowed to see: any target with a *Misfeel* cast upon him, any target which is invisible, the true form of any target which has been artificially altered (not targets with a natural shapechanging ability), targets that are cloaked in illusion, and targets in the ethereal plane.

9—Shardbolt (100') (E) Caster shoots forth a crystal shard from his palm. Damage is determined on the Light Crossbow chart. Once the shard has been cast it is treated as a normal missile weapon.

10—Create Gems (F) As *Create Minerals*, except gems are created.
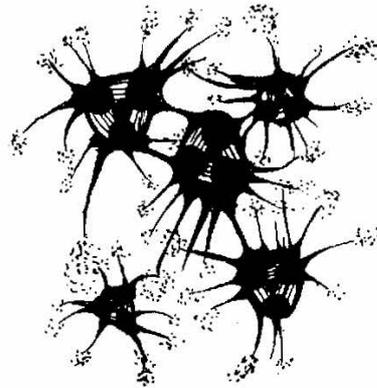
11—Truesight (300') (FI) As *Truesight*, except range is increased to 300'.

12—Crystal Store II (F) As *Crystal Store I*, but 2x the PP may be stored.

13—Crystal Room (F) Caster creates a 10'x10'x10' crystal room with one un-doored entrance. Treat the durability of this room as that of a crystal wall. Room will crumble after duration.

14—Shardbolt (300') (E) As *Shardbolt*, except range is 300'.

15—Deadly Focus II (F) As *Deadly Focus I*, except that 3x the hits are delivered and the crystal can accommodate up to 2 elemental spells.

16—Crystal Sphere (E) Caster creates a crystal sphere of diameter equal to 1/2 his level in feet. Treat the durability of the sphere as that of a crystal wall. Any target that is in the area of the spell and will comfortably 'fit' can be encased within the sphere. The target is entitled to a Medium Maneuver Roll to escape being encapsulated.

17—Crystal Store True (F) As *Crystal Store I*, but 5x PP can be stored.

18—Deadly Focus True (F) As *Deadly Focus I*, except 4x the hits are delivered and up to 3 spells can be used. The focus is not limited in uses.

19—Soul Shard (F) Caster creates a crystal shard which will capture and preserve indefinitely the life force or soul of any being which touches it. The target cannot be of a higher level than the caster or the shard will be destroyed. **Note:** *If the caster is not careful in handling an enchanted shard, he can trap himself.*

20—Shardbolt (500') (E) As *Shardbolt (100')*, except that range is 500'.

25—Shard Shower (E) As *Shardbolt (100')*, except that the caster releases 1/5 his level in bolts. Directed bonus can only be applied to 1 target.

30—Crystal Construction (F) Caster creates a crystal golem *(C&T II)* which serves him unto death. Caster sacrifices 1D10 points of potential constitution when the construct is created. The golem otherwise conforms to normal construct rules. The caster may have only one golem active at any given time.

50—Crystal Fortress (F) Caster creates a stronghold with a number of rooms equal to his level. This spell is very general in specifics concerning design. As a rule of thumb, each room is equal in size to that of the crystal room spell. Multiple rooms may be joined to create larger rooms, walls, etc.

SPIRIT MANIFESTATIONS (7.6.3)
SHAMAN BASE

Note: *This spell list permits a spirit to physically manifest itself on the earthly plane, although in a subtle fashion (at lower levels). This allows beings other than a Shaman to sense and/or communicate with the spirit. A spirit manifestation will consist of phenomena detectable by normal senses, e.g., an odor (mustiness, rotten eggs, flowers); a sound (moaning, rustling, clanking); a visible form (fire, an apparition, dark shadow); or a tangible feeling (solidity, cold, damp). Such a spirit can interact directly in the real world in a variety of ways. For example, a Spirit of Fear could manifest as a cold, wispy apparition leading people to believe it is a ghost. A Spirit of the Past might whisper longingly of heroic deeds. Spirits could also seem to be real people or physical objects with the use of higher level spells. Spells on this list do not automatically confer obedience by the spirit. After a Manifestation spell is cast, there is a Will Contest between the Shaman and the spirit. The outcome of this Will Contest determines who chooses the form of manifestation. Only a bound or controlled spirit is compelled to obey the Shaman. A manifest spirit incurs taint from its interaction with the physical world. The greater the spell level is, the more the spirit is tainted.*

	Area of Effect	Duration	Range
1–Detect Manifest Spirit	10'R	1 min/lvl(C)	100'
2–Minor Spirit Manifestation	one Spirit	1 min/lvl	50'
3–Olfactory Spirit Manifestation	one Spirit	1 min/lvl	50'
4–Analyze Manifest Spirit	one Spirit	1 min/lvl	100'
5–Audible Spirit Manifestation	one Spirit	1 min/lvl	50'
6–Dispel Manifestation	one Spirit	1 min/lvl	50'
7–Visible Spirit Manifestation	one Spirit	1 min/lvl	50'
8–Prolong I	one Spirit	10 min/lvl	50'
9–Tactile Spirit Manifestation	one Spirit	1 min/lvl	50'
10–Manifestation II	one Spirit	1 min/lvl	50'
11–Prolong II	one Spirit	1 hr/lvl	50'
12–Dispel Manifestation True	one Spirit	P	50'
13–Contingency Manifestation	one Spirit	varies	50'
14–Prolong III	one Spirit	1 day/lvl	50'
15–Manifestation III	one Spirit	1 min/lvl	50'
20–Animal Manifestation	one Spirit	1 min/lvl	50'
25–Beast Manifestation	one Spirit	1 min/lvl	50'
30–Spirit Manifestation True	one Spirit	1 min/lvl	50'
50–Permanent Manifestation	one Spirit	P	50'

1—Detect Manifest Spirit (I) This spell determines whether the area of effect contains a manifested spirit. By concentrating, the caster may examine a different area each round.

2—Minor Spirit Manifestation (F) This allows any type of spirit to manifest itself through smell, sound, touch, or sight in an extremely subtle manner (Hard to Extremely Hard Perception). For example: a faint whiff of perfume, soft rustling of leaves, a slight haziness, or a breath of fresh air.

3—Olfactory Spirit Manifestation (F) When cast upon a spirit, this spell confers an obviously perceptible manifestation in the form of an odor. The smell will assume any intensity desired, from faint to overpowering. Note that the odor cannot cause suffocation or do damage (although nausea is possible).

4—Analyze Manifest Spirit (I) This allows the caster to identify any manifest spirit with regard to which manifestation spells are acting upon it, the spirit's general type, approximate level, and taint due to manifestation.

5—Audible Spirit Manifestation (F) Cast upon a spirit, this spell confers an obviously perceptible manifestation in the form of a sound or series of sounds (such as speaking). The sound may vary in intensity from very quiet to loud-pitched screams. The sound cannot cause damage.

6—Dispel Manifestation (F) Caster strips a spirit of its manifestation(s) for the duration, rendering it insubstantial and unable to interact with the material world (other than through a Will Contest). The spirit receives a RR.

7—Visible Spirit Manifestation (F) Cast upon a spirit, this spell confers an obviously perceptible manifestation of visible form/shape. The spirit may appear transparent, hazy, or solid and assume any color(s) desired. Despite a visible form, it will not feel substantial unless the appropriate manifestation spell is active. The size of a visible manifestation is dependent on the spirit's level (GM's discretion).

8—Prolong I (F) This spell extends the duration of any current spirit manifestation(s). This spell must be cast after the desired *Manifest Spirit* spell.

9—Tactile Spirit Manifestation (F) Cast upon a spirit, this spell confers an obviously tactile manifestation which is perceptible through touch. A spirit may feel solid, hot, cold, slimy, damp, etc. Note that this spell permits a spirit to physically attack an opponent, dependent on the spirit's level (GM discretion).

10—Manifestation II (F) This spell enables a spirit to exhibit any two manifestations desired (smell, sound, sight, touch) for the duration of the spell.

11—Prolong II (F) As *Prolong I*, except for duration.

12—Dispel Manifestation True (F) Caster permanently strips a spirit of any manifestations, rendering it insubstantial and unable to interact with the material world (other than through a Will Contest). The spirit receives a RR.

13—Contingency Manifestation (FP) Upon casting this spell and any other *Spirit Manifestation* spell from this list, the caster sets up conditions that will activate the manifestation. The desired manifestation will occur only when those conditions have been met. For example, the Shaman may decide that his bound Spirit of Fear will emit a loud moaning and manifest a chill upon contact with an intruder. He would first cast *Contingency Manifestation* followed by *Manifestation II*. The spirit may not assume any other manifestations while this spell remains in effect.

14—Prolong III (F) As *Prolong I*, except for duration.

15—Manifestation III (F) As *Manifestation I*, except that any three manifestations are possible.

20—Animal Manifestation (F) This spell permits the spirit to assume the physical form of any one animal desired, including its smell, sound, appearance and feel. Such a manifested spirit need not eat/drink/breathe, nor does it suffer from exhaustion/disease. It acquires the physical attacks and attributes of that animal. In this form, the spirit may be harmed by normal weapons or spells. Although the spirit manifests an animal form, it retains its own nature, Will, and intelligence, if any. (Because of this, the GM may rule that the manifestation should not conflict with the spirit's nature.) After the spell's duration, it reverts to a totally non-corporeal entity. Of all manifestation spells, this type confers enhanced physical existence to the spirit, and therefore will cause the greatest taint.

25—Beast Manifestation (F) As *Animal Manifestation*, except the spirit assumes the physical form of a beast or monster. The manifested spirit acquires the physical attributes of the beast, but not its magical properties.

30—Spirit Manifestation True (F) As *Beast Manifestation*, except the spirit assumes all physical attributes of any object/being, including limited magical properties (GM's discretion). The spirit would retain its own nature, will and intelligence (although in a terribly tainted state).

50—Permanent Manifestation (F) This spell enables a spirit to permanently manifest itself in whatever manner is desired. It must be cast after the appropriate *Spirit Manifestation* spells. Note that this spell cannot function as a resurrection; the spirit is not truly alive, but more akin to the "living dead".

CORROSION MASTERY (7.6.4)
EVIL MAGICIAN BASE

Note: *Rules for handling the effects of thrown vials of acid can be found in Section 3.5. For the effects of structural damage, refer to the Materials Integrity rules, Section 6.2. Normally, one ounce of acid will cover/affect one square foot.*

	Area of Effect	Duration	Range
1–Create Acid I	1 ounce/lvl	1 min/lvl	1'
2–			
3–			
4–Acid Wall	10'x10'x1'	1 rnd/lvl	100'
5–Create Acid II	1 ounce/lvl	1 min/lvl	1'
6–Resist Acid	1 target	1 rnd/lvl	touch
7–Acid Bolt	1 target	-	100'
8–Acid Ball	10'R	-	100'
9–Cloud of Corrosion	10'R	6 mds	100'
10–Create Acid III	1 ounce/lvl	1 min/lvl	1'
11–Acid Bolt	1 target	-	200'
12–Greater Acid Wall	10'x10'x1'	1 rnd/lvl	100'
13–Acid Ball	20'R	-	100'
14–			
15–Create Acid IV	1 ounce/lvl	1 min/lvl	1'
16–Cloud of Destruction	10'R	10 mds	100'
17–Acid Armor	1 target	1 rnd/lvl	touch
18–Acid Bolt	1 target	-	300'
19–Acid Ball	30'R	-	100'
20–Create Acid V	1 ounce/lvl	1 min/lvl	1'
25–Triad Acid Bolt	V	-	100'
30–Cloud of Doom	5'R/lvl	6 mds	100'
40–Cloud of Annihilation	5'/lvl R	10 mds	100'
50–Immunity	1 target	1 rnd/lvl	touch

1—Create Acid I (E) Caster may convert pure water into an acid capable of delivering 'A' Acid criticals. Caster can create one ounce per level. Acid delivers 10 structural hits per minute of exposure.

4—Acid Wall (E) Caster creates a wall of acid mist. Creatures passing through the wall take an 'A' Acid critical. Wall delivers 35 structural hits.

5—Create Acid II (E) Caster may turn pure water into a strong acid, capable of delivering 'B' Acid criticals, and delivering 20 structural hits per minute of exposure.

6—Resist Acid (D) The recipient of this spell gains +20 to all RRs vs. acid, and a +20 bonus vs. all acid-based attacks.

7—Acid Bolt (E) A bolt of acid is shot from the caster's palm. Attack is resolved on the *Fire Bolt* attack table, delivering Acid criticals.

8—Acid Ball (E) A ball of acid is shot from the caster's palm. Attack is resolved on the *Fireball* attack table, delivering Acid criticals.

9—Cloud of Corrosion (E) Creates a 10'R cloud of acidic vapor which delivers a 'C' Acid critical on 1st and 2nd rounds, a 'B' on round 3 and 4, and an 'A' on rounds 5 and 6—It drifts with the wind and affects all in radius. The cloud takes one round to form, so anyone in the radius when it is cast may make an maneuver to move out of the radius without taking a critical; however, after that anyone within the radius at any time in the round takes the critical indicated (a maximum of one per round).

10—Create Acid III (E) Caster may turn pure water into a strong acid, capable of delivering 'C' Acid criticals, and and delivering 30 structural hits per minute of exposure.

11—Acid Bolt (E) As above, except range is 200'.

12—Greater Acid Wall (E) As *Acid Wall*, except targets passing through the wall take a 'C' Acid critical.

13—Acid Ball (E) As above, except area is 20' radius.

15—Create Acid IV (E) Caster may turn pure water into a strong acid, capable of delivering 'D' Acid criticals, and and delivering 40 structural hits per minute of exposure.

16—Cloud of Destruction (E) As *Cloud of Corrosion*, except duration is 10 mds, and the cloud delivers an 'E' Acid critical on the 1st and 2nd rounds, a 'D' on rounds 3 and 4, a 'C' on rounds 5 and 6, a 'B' on rounds 7 and 8, and an 'A' on rounds 9 and 10.

17—Acid Armor (D) As *Resist Acid*, except it also reduces all acid concussion hits by 1/2, and all Acid critical strikes are reduced by one degree of severity.

18—Acid Bolt 300' (E) As above, except range is 300'.

19—Acid Ball (E) As above, except radius is 30'.

20—Create Acid V (E) Caster may turn pure water into a devastating acid, capable of delivering 'E' Acid criticals, and and delivering 50 structural hits per minute of exposure.

25—Triad Acid Bolt (E) Three bolts of acid are shot from the caster's palm. They can strike up to 3 different targets within 60° of each other (must be in field of view of the caster). Caster's directed spell bonuses can only apply to one of the attacks.

30—Cloud of Doom (E) As *Cloud of Corrosion*, except area is 5'/level radius.

40—Cloud of Annihilation (E) As *Cloud of Destruction*, except area is 5'/level radius.

50—Immunity (D) The recipient of this spell is immune to the effects of all acids for its duration.
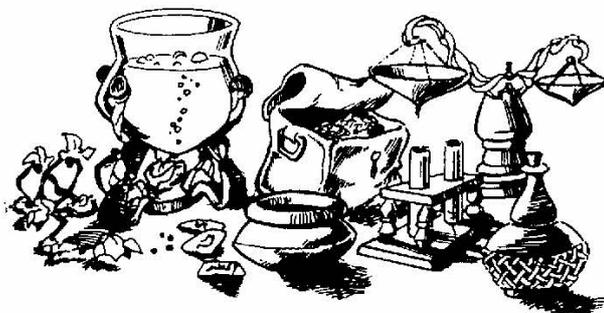
7.7 SPELL LISTS FOR PROFESSIONAL GUILDS

Professional Guild Lists are utilitarian spell lists which have been developed specifically for a professional societies and their members such as carpenters, masons, or glassblowers. The effects within them are gathered from many sources and realms, and are intended to be a guildsman's magical "toolbox", rather than a scholarly treatise on a single magical concept. The procedures for learning and using these lists are somewhat different from the techniques used by pure and semi-spell users of the three realms of magic (Channeling, Essence & Mentalism) in that the cost for learning them is 1/* for all professions, with the exception of non-spell users, who may learn them at a cost of 3/*. All lists are learned as if they were Open lists (for 'pick' determinations).

FISHERMAN'S WAY (7.7.1)
PROFESSIONAL GUILD LIST

	Area of Effect	Duration	Range
1–Avoid Weather	self	C	20 mi R
2–Purify Seawater	1 gal/lvl	P	touch
3–Net Clean	1 net	-	touch
4–Call Catch I	V	-	1 mi R
5–Clean Catch	catch	C	touch
6–Net/Trap Repair	1 net	P	touch
7–School Search I	1 group	C	1 mi/lvl R
8–Remove Water	water	C	20'
9–Call Catch II	V	-	5 mi R
10–Minor Boat Repair	1 boat	P	10'
11–Net	1 net	C	50'
12–School Search II	1 group	C	5 mi/lvl R
13–Avoid Shallows	1 mi R	C	self
14–Call Catch True	V	-	10 mi R
15–Greater Boat Repair	1 boat	P	20'
20–True Net	1 net	C	500'
25–Home Port	self	-	self
30–Boat Repair True	1 boat	P	20'
50–Blessing	caster & ship	1 day	self

1—Avoid Weather (I) As long as caster concentrates, he will know where dangerous weather lies and thus be able to avoid it. This spell will only detect weather capable of placing a vessel and its crew in great danger. Common rain or gusty winds will not be detectable.

2—Purify Seawater (F) Purifies one gallon of water per level of caster, making it suitable for drinking and cooking.

3—Net Clean (F) Thoroughly cleans one net that is no larger than 5 times the caster's level in square yards. The net is cleaned of seaweed, fish, etc. This spell will not clean magical nets or those made with extraordinary materials (e.g., Phase Spider silk).

4—Call Catch I (F) Caster concentrates on the type of sea life he wishes to catch, and then casts this spell. If any such creatures are within range of this spell, then they will come to the caster at their normal rate.

5—Clean Catch (F) Enables caster to skin and remove the entrails and bones from any fish touched.

6—Net/Trap Repair (F) Will restore traps and nets to working order. Only one net/trap can be repaired per spell. Only simple repairs are possible; for badly damaged objects more than one *Net/Trap Repair* may have to be thrown. This spell will not effect magical nets or traps or those made with extraordinary materials, e.g., mithril.

7—School Search I (I) Caster is able to get a direction to any specific group of sea life that he is concentrating on as long as it is within the range of this spell.

8—Remove Water (F) Caster can remove from his ship one gallon of water per level per second. The water is teleported 50' away in a direction and to a location of the caster's choosing.

9—Call Catch II (F) As *Call Catch I*, except for increased range and up to two types of sea life can be chosen.

10—Minor Boat Repair (F) Caster can make minor repairs to a vessel. A small hole in the hull could be repaired, or a small rip in a sail could be mended. This spell will not effect magical items or those which are built of extraordinary materials (as a general rule, no rip or crack longer than the caster's level in inches may be affected. Likewise, no hole with a diameter greater than 1/3 the caster's level may be mended).

11—Net (F) Caster creates a net of magical force with dimensions equal to 5 sq yd/lvl. It will function in all respects as a normal net except it will only catch fish and avoid all other free floating/swimming material.

12—School Search II (I) As *School Search I*, except for increased range.

13—Avoid Shallows (I) As long as the caster concentrates, he will be aware of dangerous shallow waters and thus able to avoid them.

14—Call Catch True (F) As *Call Catch I*, except for increased range and up to three types of sea life can be chosen.

15—Greater Boat Repair (F) As *Minor Boat Repair*, except that more severe damage can be mended. Complete hull planks may be restored and severely ripped/weathered/burnt/etc. sails may be repaired.

20—True Net (F) As *Net*, except dimensions are up to 25 sq yd/lv and it can be created to catch only one type of fish, allowing all others to pass through freely.

25—Home Port (IF) When the caster wishes to set sail for home he can cast this spell and never miss. After casting this spell, the wind in the vicinity will change direction and guide the ship back to the caster's chosen home port.

30—Boat Repair True (F) As *Minor Boat Repair*, except that all that is required is at least a third of the original vessel for it to be fully restored. **Note:** *A third of the sails, rigging, etc. would also have to be present for them to be restored.*

50—Blessing (U) Caster calls to the powers of the sea for a good day with no mishaps. If the powers agree (the caster will not know one way or the other) the caster and his ship will experience perfect weather, fishing, and no piracy or mutiny.

PIRATE'S WAY (7.7.2)
PROFESSIONAL GUILD LIST

	Area of Effect	Duration	Range
1–Avoid Weather	self	C	20 mi R
2–Sail Repair	1 sail	P	10'
3–Boat Repair	1 boat	P	10'
4–Stabilize	1 boat	C	1 boat
5–Steam Bolt 100'	1 target	-	100'
6–Ship Shield	1 boat	C	1 boat
7–Water Wall	body of water	C	300'
8–Water Running	1 target	1 rnd/lvl	10'
9–Summon Sea Life	sea life	C	5 mi R
10–Silent Running	1 boat	C	1 boat
11–Steam Bolt 300'	1 target	-	300'
12–Clear/Call Fog	300 yd R	C	V
13–Steam Ball 10'R	10' R	-	100'
14–Unwood	100 cu ft	-	100'
15–Vessel Radar	self	C	20 mi R
16–Wave	1 wave	-	100'
17–Control Sea Life	sea life	C	100' R
18–Steam Bolt 500'	1 target	-	500'
19–Mass Water Running	1 target/lvl	1 rnd/lvl	10'
20–Calm Sea	100 yds/lvl R	C	1000'R
25–Ship Cloak	1 boat	1 min/lvl	100'
30–Vessel Radar True	self	C	50 mi R
50–Sea Master	1 boat	1 hr/lvl	1 boat

1—Avoid Weather (I) As long as caster concentrates, he will know where dangerous weather lies and thus be able to avoid it. This spell will only detect weather capable of placing a vessel and its crew in great danger. Common rain or gusty winds will not be detectable.

2—Sail Repair (F) Will repair one sail. This spell will not affect magical items or those which are built of extraordinary materials (as a general rule, no rip longer than the caster's level in inches may be effected. Likewise, no hole with a diameter greater than 1/3 the caster's level may be mended).

3—Boat Repair (F) Caster can make minor repairs to a vessel. A small hole in the hull could be repaired. This spell will not effect magical items or those which are built of extraordinary materials (as a general rule: no crack longer than the caster's level in inches may be affected. Likewise, no hole with a diameter greater than 1/3 the caster's level may be mended.)

4—Stabilize (F) Caster can minimize the shifting of a boat upon the water by 5% per level. Exceptionally strong waves or even a storm will subtract a substantial amount from a caster's ability to stabilize a craft.

5—Steam Bolt 100' (E) Caster releases a bolt of elemental steam which strikes for damage determined on the Netherbolt table, but Heat criticals are used instead of Disruption criticals.

6—Ship Shield (F) Caster creates a shimmering field of protection around a ship which gives it a +30 bonus vs. all attacks.

7—Water Wall (F) Creates a wall of water with dimensions 3'x3'x1'. The dimensions can be increased by one foot for every additional power point invested. Each additional point can increase either the length, depth or height. (Additional PP can be added while concentrating.)

8—Water Running (F) Target can run on reasonably calm waters as if he were on level ground. If the water surface is turbulent, a Medium (+0) maneuver roll must be made every round the target moves.

9—Summon Sea Life (F) Summons all sea life within range. Those effected will travel toward the caster at their best possible speed and begin concentrating in the area of the caster.

10—Silent Running (F) Completely silences all noise aboard and around the entire ship. No verbal communication is possible, and some spell casting may be at a penalty.

11—Steam Bolt 300' (E) As *Steam Bolt 100'*, except for range.

12—Clear/Call Fog (E) Creates or clears an area of dense fog. Initial visibility is 30' and the effected area is a 300 yd radius. Visibility can be decreased by one foot for every additional power point expended, and the area of effect can be increased by one yard for every three power points expended. (Additional PP can be added while concentrating.)

13—Steam Ball 10' R (E) Caster creates a 1' ball of steam which travels toward the target and explodes in a 10' R area delivering damage determined on the Nether Ball table. Substitute Heat for Disruption criticals.

14—Unwood (F) Disintegrates 100 cu' ft of wood.

15—Vessel Radar (I) Caster is aware of any target larger than a small boat on the surface of the water. With a spell mastery skill roll, he may determine its direction and speed.

16—Wave (F) Creates a wave moving away from the caster: wave is initially 1' high per level in the center and 10' wide per level. Anything hit by the wave receives an 'A' Impact critical. The dimensions of the wave can be increased as per *Clear/Call Fog*. Criticals can be increased by one level for each additional 16 PPs.

17—Control Sea Life (F) Caster can control any indigenous sea life in the area. Caster cannot make the sea life do anything that it cannot normally do. The general scope of this spell would allow the caster to induce a normally passive species to become aggressive.

18—Steam Bolt 500' (E) As *Steam Bolt 100'*, except for range.

19—Mass Water Running (F) As *Water Running*, except a number of targets equal to the caster's level can be affected.

20—Calm Sea (F) Calms a body of water (usually the ocean or sea - GM's discretion) to glass smoothness. Area of effect can be increased by 10 yards radius for for every additional 5 PP expended. (Additional PP can be added while concentrating.)

25—Ship Cloak (F) Renders the target vessel invisible, including the area of displaced water below it and the wake behind it. Any violent entry or exit from the ship will cancel the effect.

30—Vessel Radar True (I) Caster is aware of any target larger than a small boat on the surface of the water or up to 300' above it or below it. Caster can discern the speed, altitude or depth as well as direction of any target he concentrates on for one round.

50—Sea Master (F) Target vessel can, by the will of the caster, travel above or below the waves of the ocean/sea. While traveling below the waves, a small environment is created to sustain one man for every level of the caster. The ship may dive no further than three times the level of the caster in feet. If flying, the ship must remain over the ocean/sea. It cannot fly any higher than three times the level of the caster in feet.

GLASS MASTERY (7.7.3)
PROFESSIONAL GUILD LIST

	Area of Effect	Duration	Range
1–Work Glass	1 cu'/lvl	24 hr	touch
2–Tint	area touched	P	1'
3–Polish	area touched	P	touch
4–Heat Resistance I	self	1 min/lvl	self
5–Purify Silicates	1 cu'/lvl	P	touch
6–Furnace	10 cu'	1 min/lvl	5'
7–Filament	1ft/lvl	P	touch
8–Etch	area touched	P	touch
9–Plane	area touched	P	touch
10–Heat Resistance II	self	1 min/lvl	self
11–Glass Bolt	1 target	-	5 ft/lvl
12–Temper	1 cu'/lvl	P	touch
13–Harden	1 cu'/lvl	P	touch
14–Fuse	area touched	P	touch
15–Slag	1 cu'/lvl	P	10'
20–Cocoon	1 target	1 min/lvl	100'
25–Shardspray	1 target	-	5'/lvl
30–Slag True	10 cu'/lvl	P	100'
50–Glass Mastery	self	1 rnd/lvl	self

1—Work Glass (F) Allows caster to work with non-magical glass.

2—Tint (F) Allows caster to magically tint glass the color(s) of his choice while glass is molten. Any color or combination of colors of any desired depth or intensity may be selected.

3—Polish (F) Allows caster to precisely polish any glass surface (to tolerances suitable for lenses and other sensitive applications) simply by running his hands over it.

4—Heat Resistance I (D) Allows caster to work exposed to the extreme heat of a glass furnace more safely and comfortably, protecting him against natural heat to 500°.

5—Purify Silicates (F) This spell causes the raw silicates (usually sand) used in glassworking to be cleansed of all naturally occurring impurities, allowing glass made from these materials to be perfectly crystal clear.

6—Furnace (F) Caster can heat a volume of glass up to 1 lb/level sufficient to work it as if it were fresh from a furnace. **Note:** *The extreme heat generated by this spell can easily start fires if sufficient care in choosing the location is not taken.*

7—Filament (F) Allows caster to draw glass into a single thin filament which retains all the structural resilience of the 'parent' glass (i.e., such magically created filaments would be much stronger and more resistant to damage than a simple heat-drawn fiber).

8—Etch (F) Allows caster to etch glass (producing patterns normally only possible by the use of various corrosive acids and other dangerous chemicals) with the tip of his finger.

9—Plane (F) Allows caster to form glass into a perfectly smooth plane (sheet glass), with tolerances equal to those produced by the *Polish* spell).

10—Heat Resistance II (D) As *Heat Resistance I*, except protects against all natural extremes of heat; allows molten glass to be worked with the caster's bare hands.

11—Glass Bolt (E) A bolt of white-hot glass is shot from the caster's palm. Attack is resolved on the *Ice Bolt* table, delivering impact (primary) and heat (secondary) criticals. **Note:** *This spell does not actually create glass from nothing; caster must have 1 gm of glass on his person.*

12—Temper (F) Imparts terrific heat resistance to glass. Tempered glass has its melting point doubled.

13—Harden (F) Imparts greater structural integrity to glass. Hardened glass is capable of withstanding 10 times the concussion hits it would normally have (see Section 6.2).

14—Fuse (F) By running his finger along a joint between two pieces of glass, caster can fuse them together into a single piece without the application of heat.

15—Slag (F) Caster can cause silicates within the range of this spell to instantly slag into a molten mass.

20—Cocoon (F) Target must resist or become wrapped in extremely strong, fine tendrils of glass. Escape (shattering the filaments) requires an Extremely Hard (-30) maneuver, modified by St. **Note:** *This spell does not actually create glass from nothing; caster must have 1 ounce of glass on his person for this spell to function.*

25—Shardspray (E) A red-hot spray of razor-sharp glass fragments sprays outward from the caster's hand. Attack is resolved on the *Ice Bolt* table, delivering shrapnel (primary) and heat (secondary) criticals. **Note:** *This spell does not actually create glass from nothing; caster must have 1 ounce of glass on his person for this spell to function.*

30—Slag True (F) As *Slag*, except for area of affect.

50—Glass Mastery (F) Caster may utilize one of the lower level spells on this list each round.

SURGEON'S GUIDE (7.7.4)
PROFESSIONAL GUILD LIST

	Area of Effect	Duration	Range
1–Diagnosis	1 target	-	touch
2–Preserve	1 target	1 day/lvl	touch
3–Incision	1 target	1 hr/lvl	touch
4–Closure	1 target	1 hr/lvl	touch
5–Relieve Shock	1 target	-	touch
6–Blood ID	1 target	-	touch
7–Transfusion	1 target	V	touch
8–Resuscitation	1 target	-	touch
9–Remove Organ	1 target	1 hr/lvl	touch
10–Phase Surgery	1 target	1 hr/lvl	touch
11–Purify Blood	1 target	-	touch
12–Blood Stop	1 target	1 hr/lvl	touch
13–Remove Infection	1 target	-	touch
14–Anesthesia	1 target	1 hr/lvl	touch
15–Pseudo-organ	1 target	1 day/lvl	touch
20–Transplant	2 targets	-	touch
25–Suspended Animation	1 target	1 wk/lvl	touch
30–Resuscitation True	1 target	-	touch
50–Surgeon	self	1 hr/lvl	self

1—Diagnosis (FI) Locates the cause of any natural malady. Unnatural maladies receive a RR.

2—Preserve (F) Preserve perfectly, for the duration of this spell, any living tissue which is not receiving support from a living host.

3—Incision (F) Creates a clean incision into living material a predetermined length and depth. Incision will not bleed for the duration of the spell.

4—Closure (FH) Closes any one *Incision*. Will not leave a scar. Heals at double normal rate.

5—Relieve Shock (FH) Negates the effects of shock due to sudden and massive injury. Restores normal heart rate, breathing and respiration, etc.

6—Blood ID (FI) Determines target's blood type and blood health.

7—Transfusion (F) Creates channel by which blood can be removed from one organism and placed into another. This spell will not remove more blood than can be safely tolerated by the donor. Bloods must be compatible. See *Blood ID*.

7.8 SPECIAL LISTS

COMBAT LINK (7.8.1)
SPECIAL

Note: *Combat Link could be used in one form or another by any arcane fighting order. It could also be used by a non-magical fighting order, through utilization of rituals or magical items. The list would vary from order to order depending on the purpose and outlook of the organization. A fighting society composed primarily of warrior mages might have more spells dealing with coordinating elemental magic. A non-magical order would not have any spells dealing with shared or coordinated magic (such as Mana Link, Spell Range Link, or Link Concentrate), but might instead have those spells replaced by spells pertaining to their order's goals. An example of an assassin clan's possible modifications to the list is included to illustrate this.*

It is assumed that at least one member of each team is able to use this list, but many of the list's spells could be cast on the team and activated at a later time. Non-magical fighting orders or orders with large numbers of non-spell casters would also have Bonding spells cast on all members, as part of their entry into the order. This list would never be shared with a non-member, and penalties would be harsh to any non-members who somehow gained access to an order's list.

This spell list is subtle but powerful. Imagine assassins or warriors that never talk, never miss a step, or even glance to see where each other are. It would be a very frightening thing to see such a group moving in perfect silent deadly coordination.

Note: *Spells marked "Δ" require the Link spell to be active.*

	Area of Effect	Duration	Range
1–Link	6 targets	10 min/lvl	touch
2–Position Sense Δ	target	10 min/lvl	link
3–Foe Sense Δ	1 target	10 min/lvl	link
4–Mana Link Δ	target	10 min/lvl	link
5–Mind Link Δ	1 target	10 min/lvl	link
6–Link Store Δ	target	1 hr/lvl	link
7–Vision Link Δ	1 target	10 min/lvl	link
8–Spell Range Link Δ	1 target	10 min/lvl	link
9–Leader Δ	1 target	10 min/lvl	link
10–Battle Link	6 targets	10 min/lvl	link
11–Coordination I Δ	6 targets	1 min/lvl	link
12–Teambond	1 target	permanent	touch
13–Link Concentrate Δ	6 targets	1 min/lvl	link
14–Long Link Δ	1 target	10 min/lvl	500'/lvl
15–Spirit Link I Δ	6 targets	1 min/lvl	link
16–			
17–Coordination II Δ	6 targets	1 rnd/lvl	link
18–Spell Spread Δ	6 targets	1 rnd/lvl	link
19–Linkup I Δ	6 targets	10 min/lvl	link
20–Extend Link I Δ	6 targets	1 hr/lvl	link
25–Bonding	1 target	permanent	touch
30–Linkup II Δ	6 targets	10 min/lvl	link
35–Extend Link II Δ	6 targets	1 hr/lvl	link
40–Coordination III Δ	6 targets	1 rnd/lvl	link
45–Spirit Link II Δ	6 targets	1 min/lvl	link
50–Master Link	self	1 rnd/lvl	link

1—Link (UM) Provides the basic link that allows targets to mentally join together for the purpose of utilizing higher level spells on this list. All targets must be part of a team as defined under the *Teambond* or *Bonding* spell. No more than six targets can be linked together into a team. This spell has a range of 10' per lvl of the caster between teammates (e.g., if the caster is tenth level and the team is moving down a road 100' apart, the first is in contact with the last even though they are separated by 600'). This is known as being in link range. If a member is outside of link range, most of the spells on this list will stop working until he is once again within link range.

8—Resuscitation (FH) Caster revives patient after sudden lapse in bodily functions due to drowning, heart attack, shock, etc. Patient's bodily functions cannot have been lapsed for more than 1 min/lvl of the caster. Body must have proper attention and causes of lapse must be removed.

9—Remove Organ (F) Caster can remove any organ without causing it or the patient any harm and keep it in good condition for possible transplant. *Incision* must be used in conjunction with this spell.

10—Phase Surgery (F) Caster causes patient to become transparent and insubstantial. Caster can then concentrate on the system of the patient which he desires to work with. Caster can then imbed his hands inside of the patient, without causing any harm, and perform minor surgery or remove alien objects. Caster can use any required tools or spells. Spell only affects living tissue.

11—Purify Blood (FH) Caster cleanses the blood of any one being. Removes poisons, infection and waste. Extraordinary toxins receive a RR.

12—Blood Stop (F) All blood in patient completely stops flowing. Blood will not clot and continues to service the body as if it were flowing naturally. Blood must be Purified immediately afterwards.

13—Remove Infection (FH) Removes naturally caused infection. Other types of infection receive a RR.

14—Anesthesia (F) Completely numbs a patient for surgical procedures. Does not render patient unconscious.

15—Pseudo-organ (F) Caster creates an artificial organ of similar tissue from the target's body which will carry out the normal functions of the damaged organ that it replaces.

20—Transplant (F) Caster can transplant any organ from one body to another without physical surgery. Target body must either have a pseudo-organ or be without the organ that is being transplanted.

25—Suspended Animation (F) Caster suspends all life processes of patient. Body is perfectly preserved.

30—Resuscitation True (FH) As *Resuscitation* except, the duration of the lapse can be up to 5 minutes per level of the caster.

50—Surgeon (U) Caster may use lower level spells from this list once per round.

2—Position Sense (UI) This spell allows each teammate to tell the current position of each of his teammates within link range. If he is out of link range, he can tell in which direction the rest of his team is as long as they are no farther away than 1 mile per level of the caster.

3—Foe Sense (UMI) This spell provides the target, in the form of a sixth sense, the rough position (range and direction) of all active enemies. This will halve any penalties for being at a disadvantage due to being unable to see the target. This knowledge is limited to those the rest of his team considers as "foes," and to what his team can sense (e.g., if one of the team can see in the dark, then whatever he can see will be sensed by the rest of his team). Even targets behind or out of sight of a team member can be sensed if another teammate can see them.

4—Mana Link (UF) Allows the target to share his power points with the rest of his teammates if they share a realm of magic.

5—Mind Link (U) Target can communicate with the rest of his team using telepathy. While much faster than normal speech, it only gives surface thoughts and images. This can be a broadcast mode, shared with the entire team, or an intimate mode, shared with a single member.

6—Link Store (U) This spell will hold or store any or all of the first ten spells of this list for the duration of this spell or until released. The caster need only cast *Link Store* and then any of the first ten spells of this list he wishes to store. Only one *Link Store* can be on a team member at one time.

7—Vision Link (U) For the duration of the spell the team member can see from the viewpoint of any one of his teammates by merely concentrating.

8—Spell Range Link (U) This spells allow the target to cast a spell through the link (ignoring normal range and sight rules) onto the other members of the team. This even includes "touch" spells (e.g., the target can cast a touch spell through the link to a teammate, even if its teammate is 50' away and out of his sight). **Note:** *Spells with a range of "self" cannot have their ranges extended in this fashion.*

9—Leader (U) Target is now team leader of the team. Only one member of a team may be team leader at one time. He can drop any member from the team link including himself at will. He also knows the physical and mental condition of all team members (good, fair, bad, controlled, unconscious, or dead) at all times.

10—Battle Link (UMI) This spell will *Link* all members of a team and provide *Position Sense, Foe Sense,* and *Mind Link* to all members.

11—Coordination I (U) While under the effects of this spell all team members actions will be coordinated with each other. This allows the team to attack and maneuver together without getting in each other's way. Any time any part of the team attacks the same target, they each get +5 OB bonus for each team member (e.g., if three team members attacked the same target, they would all get a +15 to OBs vs. that target).

12—Teambond (U) Target becomes bonded to a predefined team. He can then be linked to the rest of his team with the *Link* spell. The hour long ritual requires at least one other member of the team to be a part of it.

13—Link Concentrate (U) One concentration spell may be shared by the team. Caster decides who receives the effect of the spell, and because it is shared by the team, no one has to concentrate on the spell. Only one *Link Concentrate* can be in effect at one time and each round the caster may choose a new team member to receive the effects of the spell.

14—Long Link (U) This spell extends the link range for one team member to 500' per level of the caster. This would allow a long range scout or observer.

15—Spirit Link I (U) This spell links the spirits of the team together, forming a stronger whole. The team receives a bonus of +5 for each member, within link range, to RRs vs. soul destruction (e.g., *Absolution*), mind controls, psionics, and fear attacks. If a team member is slain, then all surviving members are stunned for one round.

17—Coordination II (U) As *Coordination I*, except the team coordination is to such a point that the team acts with the reflexes of the fastest team member. The quickest team member's stat is used to determine the teams overall initiative (e.g., if the fastest team member has a 96 quickness, then all team members act as if they had a 96 quickness for purposes of determining initiative only). If one team member is hasted, then the rest of the team will attack when he makes his first action, but non-hasted members still only get one action per round.

18—Spell Spread (UF) The team can now share the effects of a spell. Any non-attack spell with a duration other than "instantaneous" and a range other than "self" can be divided up among the team. The spell's duration is divided by the number of team members (e.g., if a spell has a duration of 20 minutes and the team has five members, then the spell will affect all five members for a duration of four minutes). **Note:** *At the end of Spell Spread, the affected spell also drops, even if it has a longer duration. Spell Spread cannot have its duration increased by any extension spells (Cf. Spell Enhancement).*

19—Linkup I (U) This spell links up to six teams together for the purposes of *Position Sense* and *Foe Sense* only. The leader is also in mind link with the leaders of the other teams with a link range of 500' per level of the caster.

20—Extend Link I (U) Extends all of the first ten spells of this list on all team members to 1 hr/lvl. This spell is not compatible with other forms of extension spells.

25—Bonding (U) Bonds target to the organization and creates a permanent Link spell tying him to all other members of his organization. Unlike *Teambond*, the target can form a team with any member of the organization, not just his teammates. There is no limit to the size of the organization, but no more than six can form a single team. Also, the target can activate *Battle Link* for a duration of one hour per day. *Bonding* needs some form of focus, such as a ring, a tattoo or something to symbolize the membership to the organization. If the focus is destroyed, the *Bonding* is disrupted until a new focus is made. The act of casting Bonding on a member is often the final membership ritual of some arcane and mystic fighting orders.

30—Linkup II (U) As *Linkup I*, except up to six groups of six teams can now be linked for the purposes of *Position Sense* and *Foe Sense*. One leader from each group is linked to one leader from each of the other groups, with a link range of 500' per level of the caster.

35—Extend Link II (U) Extends all of the first ten spells of this list on all team members to 1 day/lvl. **Note:** *This spell cannot have its duration increased by any of the Extension spells (e.g., Spell Enhancement).*

40—Coordination III (U) As *Coordination II*, except the OB bonus is now +10 per attacking team member, and the team also gains +5 to directed spell attacks per attacking team member.

45—Spirit Link II (U) As *Spirit Link I*, except the bonus is +10 per member in link range.

50—Master Link (U) One spell from this list (except *Bonding*) can be cast each round.

ALTERNATE SPELLS FOR HAND OF DARKNESS:

Example: The clan of assassins known as Hand of Darkness is an old and well-established organization of about fifty active members. They officially don't care who they work for, as long as the price is right. They have a deep and long standing informational network that is generally unaware of who they report to. Members are assassins trained from birth. The clan performs many missions besides assassinations, but no matter what type of mission is being performed, they never allow a member to be taken alive. The Hand has a fearsome reputation of deadliness, complete neutrality, and the ability to strike anywhere. The clan is secretly controlled by a powerful mage, who grows ever more powerful from the money and information gathered by the Hand while doing business. He uses a magic item to communicate with the clan and to cast the Link rituals. The various Link spells are cast on the assassin team before they leave on a mission. The assassins never work alone, although often only one assassin will perform the actual object of the mission. The maximum number of members in a team is five.

4—Blacks (E) D: 10 min/lvl As *Shadow* on the Illusionist Base list Guises. Caster and objects on his person appear to be a shadow, and thus are almost invisible in dark areas (in many situations this could be handled with a stalk/hide bonus between 25 and 75).

8—Link Merge (UM) R: Link **D:** 10 min/lvl The team's link now acts to merge their presence, speech, and mental patterns. This makes it extremely difficult to tell the team apart. Most spells such as *Mind Store* will not work. **Note:** *Mind Link must also be active.*

13—Trace (IM) R: 10 miles/lvl **D:** 24 hr/lvl Caster knows the range and direction of the any team that the caster has cast Link on. This spell works even if the *Link* spell is currently stored. This spell effects self, has a duration of 24 hours per level, and has a range of 10 miles per level.

16—Link Store II (IM) As *Link Store*, except duration is 24 hours per level, and up to 20th lvl spell can be stored.

18—Misfeel Mask (P) R: Link **D:** 24 hr/lvl Target has a mental mask that will give a false predetermined class and level to any informational spell that fails to resists this spell. This spell lasts until target actives any other spell on this list except *Link Store II*.

50—Fist of Darkness (F) R: Touch **D:** 24 hr/lvl The team is merged into a single entity. All members are aware of what is going on around them, but only one member is physically there. The active team member can use only what he was carrying at the time of the ritual. Anything picked up afterwards is left in the possession of the next active member. At the start of each round, the team can change the active member with no loss of time. The active member will be in whatever shape he was whenever he was last active. Any wounds, rounds of stun, or penalties to actions of the former active member are held until the member is active again or the spell is ended. Even if a member is controlled, unconscious, or dead, the team can change active members. The team can also choose to end this spell at anytime and return to their separate selves. If all five members of the team are killed, then the last active member's body disappears in a cloud of smoke (all bodies and equipment are lost). It is this rarely used spell that has cause rumors to say a Hand of Darkness assassin must be killed multiple times before he can be stopped. This spell affects up to five targets.

ELEMENT'S MASTER (7.8.2)
SPECIAL

Note: *This extremely powerful and dangerous list is not likely to be found in the public domain of spellcasters but is more often the province of the most powerful of arcane societies. GMs may wish to restrict the use of the various Planar Couple spells to elements the caster is already able to utilize from another list. GMs may also wish to restrict the use of this list to creatures who are elemental in nature (such as the most powerful elementals).*

	Area of Effect	Duration	Range
1–Planar Couple	self	1 min/lvl	self
2–			
3–Resistance	self	1 rnd/lvl	self
4–			
5–			
6–Elemental Bolt	1 target	-	5'/lvl
7–Elemental Ball	10'R	-	100'
8–			
9–Wall	10'x10'x1'	1 rnd/lvl	100'
10–Armor	self	1 rnd/lvl	self
11–			
12–Greater Couple	self	1 min/lvl	self
13–Cancel Element	10'r sphere	1 rnd/lvl	100'
14–Multicouple	self	1 min/lvl	self
15–Multibolt	1 target	-	5'/lvl
16–Multiball	10'R	-	100'
17–Multicancel	20'R	1 rnd/lvl	100'
18–Multiwall	10'x10'x1'	1 rnd/lvl	100'
19–Planar Jacket	5'R	1 rnd/lvl	self
20–Multicouple True	self	1 min/lvl	self
25–Multiarmor	self	1 rnd/lvl	self
30–Multijacket	5'R	1 rnd/lvl	self
50–Elements Master	V	1 rnd/lvl	self

1—Planar Couple (P) Caster attunes himself to one of the Elemental Planes (air, earth, fire, ice, light, dark, and water) for the purpose of casting spells from this list. The effects produced by the following spells are dependent on which plane the caster is coupled to. Only one *Planar Couple* may be active on the caster at any one time.

3—Resistance (D) Caster adds +20 to RRs vs. his 'coupled' element, and -20 to similar elemental attacks against him.

6—Elemental Bolt (E) Caster shoots forth a bolt of elemental force from his outstretched palm. The attack is resolved on the Fire Bolt table, delivering criticals appropriate to his 'coupled' element.

7—Elemental Ball (E) Caster shoots forth a ball of elemental force which affects a 10' radius. The attack is resolved on the Fireball table, delivering criticals appropriate to his 'coupled' element.

9—Wall (E) Caster creates a wall of elemental force. The wall delivers an 'A' severity critical appropriate to the caster's 'coupled' element. The severity of the critical is raised by one degree for each additional nine PP the caster expends casting this spell.

10—Armor (D) While this spell is in effect, the caster takes only 1/2 damage from his 'coupled' element(s), and all criticals delivered from them are reduced one degree in severity.

12—Greater Couple (P) As *Planar Couple*, except the caster can also access the elemental planes of plasma and nether, the positive and negative planes of energy, etc. (GM's discretion).

13—Cancel Element (F) Caster brings into being a sphere in which elemental energy from his 'coupled' plane(s) cannot function if they fail a RR modified by -20.

14—Multicouple (P) As *Planar Couple*, except the caster may be 'coupled' to one plane per five levels. Only the basic elemental planes listed under *Planar Couple* can be utilized with this spell. This spell must be cast before any of the *Multi-* spells can be utilized.

15—Multibolt (E) If caster is Multicoupled, he can shoot one bolt of multiple elemental forces (dependent on which planes he is coupled to). Attack is resolved on the *Fire Bolt* table, delivering criticals appropriate to the planes the caster is 'coupled' to. Example: Caster is coupled to the planes of light and fire; the attack delivers heat and Electrical criticals of equal severity.

16—Multiball (E) If caster is Multicoupled, he can shoot one ball of multiple elemental forces (dependent on which planes he is coupled to). Attack is resolved on the Fireball table, delivering criticals appropriate to the planes the caster is 'coupled' to. (Example: Caster is coupled to the planes of light and fire; the attack delivers heat and Electrical criticals of equal severity).

17—Multicancel (F) As *Cancel Element*, except multiple elements may be canceled.

18—Multiwall (E) As *Wall*, except the caster creates a wall of multiple elemental forces. The wall delivers 'A' severity criticals appropriate to the caster's 'coupled' elements. The severity of the criticals delivered can be raised by one degree for each additional 18 PP the caster expends casting this spell.

19—Planar Jacket (E) Caster's body immolates with elemental force. Anyone within 5' suffers an 'A' critical appropriate to the plane the caster is coupled to. Anyone in physical contact suffers a 'C' critical. Physical attacks to the caster also deliver an 'A' critical. All items on the caster's person are, like the caster, immune to the effects of his chosen element while this spell is in effect. However, any material he touches or comes in contact with may be damaged by the exposure.

20—Multicouple True (P) As *Greater Couple*, except the caster may be 'coupled' to one plane per five levels. **Note:** *The caster can access any elemental planes (such as plasma and nether) through this spell.*

25—Multiarmor (D) As *Armor*, except a caster who is 'multicoupled' receives the benefits of the 'armor' vs. all elements he is coupled to.

30—Multijacket (E) As *Planar Jacket*, except a caster who is 'multicoupled' may immolate with all his coupled elements simultaneously.

50—Element's Master (PF) Caster may utilize one of the lower level spells from this list each round.

MANA-MOLDING (7.8.3)
SPECIAL

Note: *Mana-molding (or "Wish Magic") is the magic of divine creation; the magic of Manwe, Zeus, Shang-Ti, the Lords of Orhan, the Lords of Essence, and so on. Mana-molding is the first spell list and all other magics are derived from it. Since the sundering of magic into three distinct realms, the use of Mana-molding has been greatly curtailed. Currently, the Mana-molding spell list is unknown to mortals, except for certain Artifact-quality magic items (such as a Ring of Wishes). Thus it can be readily seen that this spell list is of a limited utility, being useful only to describe the awesome, primeval, creative spell-like powers of the most potent gods in a pantheon. Even so, Mana-molding does offer a certain sense of completeness.*

The main reason for designing the Mana-molding list is to provide a structure for wish-type magic used by certain entities. The only beings in C&T which have access to this spell list are the various Genii.

Universally, the Genii's fate has been a sad one. Long ago, Geniis were beings who made pacts with powerful demons in order to acquire the Mana-molding spell list (i.e., the ability to use wish magic). These perverse demons tricked the Genii with their own avarice. Genii could use Mana-molding spells, but only at the behest of others. Additionally, these Genii were somewhat restricted in their movements. This was seen as proper punishment for wanting to possess divine magic by the pantheon of deities.

Since the power inherent in this spell list is tantamount to any other list, its use by PCs is probably inappropriate (unless god-like beings are played — and then who would notice?). Mana-molding might fit well into Lords of Middle Earth (as the magic of Morgoth), Mythic Greece (as Zeus' spells), or any other high-powered game world.

When using the Mana-molding spells, keep in mind that not only may known spells be simulated, but also any effect to a certain degree (GM's discretion). If the desired effect is a spell of level "ø", casting a Mana-molding ø spell will achieve the appropriate result. Should the required effect be unlike any available spell, the GM must assign it a power level. Of course, higher ranked Mana-molding spells will produce effects of a greater magnitude.

TRANSFERRENCE WISHES

A Transferrence Wish might operate like higher level spells from these representative spell lists:

Channeling—Locating Ways, Creations, Summons, Far Voice;

Essence—Essence's Perceptions, Unbarring Ways, Lofty Bridge, Gate Master, Physical Erosion, Matter Disruption, Flesh Destruction;

Mentalism—Attack Avoidance, Gas Alteration, Telekinesis;

Arcane—Earthblood's Ways, Ethereal Mastery, Wood Shaping;

Other—Exorcism, Escaping Ways, Dream Law, Recreations; or any desired effect at approximately 20th to 25th level of power.

Example: *"I wish my family, back in Armo, had enough food for a month."*

TRANSFORMATION WISHES

A Transformation Wish can be considered as any spell or effect of approximately 30th level in power. Spell lists which may be entirely subsumed in this spell are:

Channeling—Purifications, Blood (etc.) Law, Symbolic Ways, Disease, Curses, Necromancy;

Essence—Rune Mastery, Physical Enhancement, Living Change, Spirit Mastery;

Mentalism—Warding Ways;

Arcane—Entity Mastery, Plasma Mastery, Nether Mastery, Shapechanging Ways;

Other—Changeling, Doom's Law, Evil Eye, Revenging Law, Chaos Mastery, Chaotic Armor, Metamorphose, Crystal Mastery, Dream Guard, Foul Changes, and all Alchemist, Monk, Magician, Sorcerer, Mystic, Conjuror, Sage, Runemaster, and Magus base lists.

Example: *"I wish I was much stronger, taller, and better looking."*

TRUE WISHES

True Wish spells create an object seemingly out of thin air. Although it seems the item has been made from nothing (ex nihilo), this is not the case. Things created using this spell are made from raw Mana (Essence). Using this spell, the state of a relatively large area may be altered. In a way, a True Wish could potentially achieve anything, on a modest scale. Thus the caster could create an oasis, but could not irrigate the Great Desert; he could see his enemies killed, but not the death of all mankind.

Note: *Since it is preferable not to have the power of gods available to PCs, the GM should not allow Mana-molding to be generally available in his campaign.*

	Area of Effect	Duration	Range
1–			
2–Mana-molding I	V	V	V
3–			
4–			
5–Mana-molding II	V	V	V
6–			
7–			
8–Mana-molding III	V	V	V
9–			
10–			
12–Mana-molding IV	V	V	V
16–Mana-molding V	V	V	V
20–Mana-molding VI	V	V	V
25–Mana-molding VII	V	V	V
30–Mana-molding VIII	V	V	V
35–Mana-molding IX	V	V	V
40–Mana-molding X	V	V	V
50–Lesser Wish	V	10 min/lvl	100'
60–Transferrence Wish	V	P	1 mile/lvl
75–Transformation Wish	V	P	100'/lvl
100–True Wish	V	P	V

2—Mana-molding I (F) This spell may be used to simulate any first level spell from any list. If no spell exactly describes the desired effects, this spell will provide those effects, but at approximately first level in power. In effect, this spell is a very low-powered wish.

5—Mana-molding II (F) As above, but at second level in power.

8—Mana-molding III (F) As above, but at third level in power.

12—Mana-molding IV (F) As above, but at fourth level in power.

16—Mana-molding V (F) As above, but at fifth level in power.

20—Mana-molding VI (F) As above, but at sixth level in power.

25—Mana-molding VII (F) As above, but at seventh level in power.

30—Mana-molding VIII (F) As above, but at eighth level in power.

35—Mana-molding IX (F) As above, but at ninth level in power.

40—Mana-molding X (F) As above, but at tenth level in power.

50—Lesser Wish (F) This spell functions as either a *Transferrence* or *Transformation Wish* (see below) of an extremely limited duration.

60—Transferrence Wish (F) This spell "transfers" one object from anywhere to anywhere else. It acts as a safe "teleport" even if the caster does not know either the item's location or destination. Generic effects are at approximately 20th to 25th level in power.

75—Transformation Wish (F) This spell "transforms" an object into anything else desired. Extensive healing is possible, but it will not restore life. Its effects are approximately 30th level in power.

100—True Wish (F) This spell creates any object, seemingly from nothing. It will also function as *Lifegiving True*. Effects are at approximately 50th level in power.

TIME LAW (7.8.4)

SPECIAL

TEMPORAL DEFINITIONS

Temporal Signature: A Temporal Signature is created whenever a force, magical, psychical, or technological, in some way, alters or interrupts the natural state of time and space. These signatures are markers that can be used to measure and sometimes even track the original phenomena that initiated the change.

Static Temporal Signature: This signature is associated with a specific location (usually where the spell is cast) and is stationary. This type of signature remains in the wave of its creation. From this signature, the time travelled to, and the amount of expired time or displacement can be determined.

Dynamic Temporal Signature: This signature is associated with a specific target and is mobile. This signature ties the target to its static signature and is usually the only way by which to find its origin wave.

Note: *Any spell which creates a dual signature, creates an Event Wave. An Event Wave can only be created if the spell is directed outside of the caster's present wave.*

Note: *Some spells are denoted by an Ω which indicates that the effect can have an extra-dimensional aspect. Use of this option means that the caster could use such a spell to possibly scry upon, or travel to, extra-dimensional locations and times. This option should be considered carefully by the GM: such an option is not necessary for the normal operation of the Temporal Displacement Lists.*

Note: *When using this list, a GM may consider two types of time travel: A Relative Travel and a Probable Travel. The GM must decide which to allow a player to employ in his campaign. The Relative option, when used with future travel, suspends the target for an amount of time equal to the attempted jump, i.e., it holds the target in stasis until his time (wave) has travelled for however long the target attempted to travel and then redeposits him within it. This form gives 'real time' results. The Probable option instantly deposits the target into the future where anything could have happened, and it doesn't require or restrict the GM to base those future events upon the past as the Relative option would.*

β - Spell creates a static signature
≈ - Spell creates a dual signature
Ω - Extradimensional.

	Area of Effect	Duration	Range
1– 2–Temporal Resistance	1 target	1 rnd/lvl	100'
3–			
4–Time Drain I	1 target	1 rnd/lvl	100'
5–Delay	self	1 rnd/lvl	self
6–Time Bolt (100')	1 target	-	100'
7–Displace	1 target	1 rnd/3 lvl	100'
8–Time Drain II	1 target	1 rnd/lvl	100'
9–Time Ball (10')	10'R	-	100'
10–			
11–Time Bolt (250')	1 target	-	250'
12–Time Drain III	1 target	1 rnd/lvl	100'
13–Delay II	self	1 rnd/lvl	self
14–Displace II	2 targets	1 rnd/3 lvl	100'
15–			
16–Time Ball (30')	30'R	-	200'
17–Delay III	self	1 rnd/lvl	self
18–Time Bolt (500')	1 target	-	500'
19–Time Drain True	1 target	1 rnd/lvl	100'
20–Displace III	3 targets	1 rnd/3 lvl	100'
25–Time Ball (50')	50'R	-	300'
50–Time Armor	self	1 rnd/5 lvls	self

2—Temporal Resistance (FD) Target gains a +10 bonus to RRs and elemental defense versus time related attacks.

4—Time Drain I (F) Duration of all target's spells is reduced by 20%. This applies to all spells currently functioning and those that are cast while this spell is active.

5—Delay (F) Beginning the round after this spell takes effect, the caster can choose once, within the duration of this spell, within any given round, to act first; regardless of initiative or any spell that others may have personally active that would give them first action.

6—Time Bolt (100') (E) A bolt of focused, pulsating temporal energy is released from the caster's hand, striking for damage indicated on the Time Bolt Attack Table 10.3.

7—Displace (F) Displaces target out of time for one round per level of the caster. Target perceives nothing and is unaware of elapsed time regardless of displacement duration. Target will reappear in the same spot with the same orientation.

8—Time Drain II (F) Duration of all target's spells is reduced by 40%. This applies to all spells currently functioning and those that are cast while this spell is active.

9—Time Ball (10') (E) A sphere of focused, pulsating temporal energy is released from the caster's palm, slowly expanding and striking target(s) for damage indicated on the Time Ball Attack Table 10.2.

11—Time Bolt (250') (E) A bolt of focused, pulsating temporal energy is released from the caster's hand striking for damage indicated on the Time Bolt Attack Table 10.3.

12—Time Drain III (F) Duration of all target's spells is reduced by 60%. This applies to all spells currently functioning and those that are cast while this spell is active.

13—Delay II (F) As *Delay*, except the caster can take action first in any two rounds within the duration of this spell.

14 —Displace II (F) As *Displace*, except for area of effect, duration and range.

16—Time Ball (30') (E) A sphere of focused, pulsating temporal energy is released from the caster's palm, slowly expanding and striking target(s) for damage indicated on the Time Ball Attack Table 10.2.

17—Delay III (F) As *Delay*, except the caster can take action first in any three rounds within the duration of this spell.

18—Time Bolt (500') (E) A bolt of focused, pulsating temporal energy is released from the caster's hand striking for damage indicated on the Time Bolt Attack Table 10.3.

19—Time Drain True (F) Duration of all target's spells is reduced by 80%. This applies to all spells currently functioning and those that are cast while this spell is active.

20—Displace III (F) As *Displace*, except for area of effect, duration and range.

**25—Time Ball (50') **A sphere of focused, pulsating temporal energy is released from the caster's palm, slowly expanding and striking target(s) for damage indicated on the Time Bolt Attack Table 10.3.

50—Time Armor (F) Caster can delay and ignore the effects of any attack(s), for one round per five level. (Example: Target wishes that all damage taken during an encounter would not effect him until after 10 rounds had passed. Maybe, by then, he'll be in the company of a very good Healer.)

TIME'S MASTER (7.8.5)
SPECIAL

	Area of Effect	Duration	Range
1–Time Meld * Ω	self	1 min/lvl	self
2–			
3–Temporal Prediction I	self	-	self
4–Detect Deviations Ω	10'R	1 rnd/lvl	self
5–Signature Compass Ω	100'R	1 rnd/lvl	self
6–			
7–			
8–Time Store ß Ω	1 object	1 hr/lvl	10'
9–Measure Signature Ω	1 signature	-	10'
10–			
11–Temporal Prediction II	self	-	self
12–			
13–Cloak Signature Ω	1 signature	1 day/lvl	10'
14–			
15–Temporal Prediction III	self	-	self
16–			
17–			
18–Erase Signature Ω	1 signature	-	10'
19–Force Return Ω	1 signature	1 rnd/lvl	10'
20–Temporal Prediction True	self	-	self
50–Time Teleport ≈ Ω	1 target	P	10'

1—Time Meld (I*) Caster immediately becomes aware of his position relative to and within the Time Continuum. Caster must make a successful Time Displacement Skill roll or become confused and unable to perform any actions for a number of rounds per 2% failure. This spell must be cast before any spell from this list can be used.

3—Temporal Prediction I (I) Caster can predict a probable future based on a current event within one minute of the event, i.e., if a character is poisoned the caster could foretell if he would die in the next minute.

4—Detect Deviations (I) Caster will immediately be aware of any object, area or being which is not in its proper time, or an event or period which deviates from a previous norm (i.e., someone has changed an event, causing two or more waves (times) to pass through the same period.

5—Signature Compass (I) Detects and locates both static and dynamic signatures within its area of effect.

8—Time Store (F) Caster can store an inorganic object weighing no more than one pound per level of the caster. The caster chooses at what time, within the duration of this spell, in the future or the past, the object will reappear, but only at the location at which it was stored.

9—Measure Signature (I) Cast upon either a static or dynamic signature, the caster learns how far the target travelled and in what direction.

11—Temporal Prediction II (I) As *Temporal Prediction I*, except the prediction is extended to 5 minutes.

13—Cloak Signature (F) Caster may cloak a signature, static or dynamic, with a modification of -50 to any form of attempt.

15—Temporal Prediction III (I) As *Temporal Prediction I*, except the prediction is extended to 10 minutes.

18—Erase Signature (F) Caster can erase the static or dynamic signature of a target. Signature resists at the level of the effect which created it.

19—Force Return (F) A caster who has located a static or dynamic signature can force the target to return. Each rnd, while the signature is under the effects of this spell, the target must make a RR or be forced back to its previous time. Non-sentient targets resist at 0 level.

20—Temporal Prediction True (I) As *Temporal Prediction I*, except the prediction is extended to one hour.

50—Time Teleport (F) Caster teleports target into the future or past. The possible distance available to the caster for teleport is equal to his Time Displacement skill roll interpreted as years. If the target's static or dynamic signature is erased, his present wave becomes his natural wave. Multiple teleports are possible.

SPACE-TIME (7.8.6)
SPECIAL

	Area of Effect	Duration	Range
1–Time Meld *	self	1 min/lvl	self
2–Relevance * Ω	self	1 min/lvl	V
3–Synchronize	1 target	1 hr/lvl	10'
4–Time Bending *	1 target	1 hr/lvl	10'/lvl
5–Detect Window *	10' R/lvl	1 rnd/lvl	self
6–Sense Fold * Ω ß	self	1 rnd/lvl	self
7–Fold I Ω ß	6' x 6'	1 rnd	10'
8–Phase Bar Ω	50'R	1 rnd/lvl	100'
9–Time Cloak	1 target	1 min/lvl	10'
10–Time Window ß	10'x10'	1 min/lvl	5'
11–Warp Space I	self	1 rnd/lvl	self
12–Fold II Ω ß	10' x 10'	6 rnds	25'
13–Bar Window	10'R/lvl	1 rnd/lvl	10'
14–Same Space/Time	1 target	1 rnd/lvl	50'
15–Phase Bar II Ω	100'R	1 min/lvl	150'
16–Warp Space II	self	1 rnd/lvl	self
17–Fold III Ω ß	20' x 20'	1 min	50'
18–Greater Window	20'x20'	1 min/lvl	5'
19–Phase Bar III Ω	150'R	1 hr/lvl	200'
20–Scry Ω ß	20'x20'	1 hr/lvl	5'
30–Warp Space III	self	1 rnd/lvl	self
35–Fold IV Ω ß	50' x 50'	5 min	75'
50–Warp Space True	self	1 min/lvl	self

1—Time Meld (F*) Caster immediately becomes aware of his position relative to and within the Time Continuum. Caster must make a successful Time Displacement skill roll or become confused and unable to perform any actions for a number of rounds per 2% failure. This spell must be cast before any spell from this list can be used.

2—Relevance (I*) Caster learns the target's distance and time (period). In the case of distance, the target may be in the same or different universe than that of the caster. If the target is in the same universe distance is given as an impression (feeling). If the caster has very good spatial skills, he may be able to quantify this impression in terms of a physical measurement. If the target is in another universe, the distance is given in terms of 'so many dimensions removed from his own', or by whatever means the GM denotes a different universe. In the case of time the caster gains an impression of when the target occurred or is occurring. If the caster has a very good time sense, he may be able to quantify the impression in terms of years or eons, etc. In any case, the impressions will be relative to his own time and universe. Caster must somehow be able to detect the target (time windows, psions, scrying, divinations, etc).

3—Synchronize (F) Caster can synchronize any one action with the actions of the target. When either the target or the caster concentrates on the other, each is immediately aware of the others actions and may 'synchronize' himself so that their actions are completely concurrent.

4—Time Bending (F*) Caster can cause target to feel as if he has more time than he actually does; removing any sense of urgency, or caster can cause the target to feel that he has less time than he actually does; creating a sense of urgency. Targets thinking they have more time will gain a benefit of +15 to all static maneuvers; conversely, targets with a sense of urgency will suffer a -15 to all static maneuvers.

5—Detect Window (I*) Caster detects any *Time Window* within this spell's area of effect.

6—Sense Fold (F*) Caster can detect dimensional gates, teleportations, phasing effects, long doors, etc., within this spell's area of effect.

7—Fold I (F) Caster creates a small gate between two locations that are up to one mile apart by 'folding' time and space. The dimensions of this gate are 6'x 6'. The caster may travel to this new location by stepping through the gate. The gate remains in operation for one round after casting; the caster cannot close the gate before this time. The gate can be created at any orientation (it doesn't necessarily have to rest on anything), and once created, it is immobile and insubstantial.

8—Phase Bar (F) Caster prevents any temporal or spatial effects (teleport, gates, long doors, summonings, etc.) from occurring within the area of effect of this spell. Such effects must resist this spell with an additional modification to the RR of -30.

9—Time Cloak (F) Caster can protect target against temporal detections and spell effects. Resistance rolls are modified by +30.

10—Time Window (F) Caster opens a one-way, 10'x10' 'window' within the Time Continuum. The window will allow the caster to view events (past or future) which occurred in the area the window rests and faces. Events are viewed at the normal rate they occurred. The scrying range of the window is a Temporal Displacement skill roll interpreted as years. The caster cannot converse with a target unless he uses a *Fold* spell; the window is normally only visual. The window is immobile and is only detectable from the caster's side.

11—Warp Space I (FD) Creates an area of warped space-time about the caster conveying +30 to defensive (melee & missile) and spell (base & elemental) bonuses.

12—Fold II (F) As *Fold I*, except the gate is 10' x 10', the range is one mile per level, and it remains in operation for six rounds before closing.

13—Bar Window (F) Caster prevents any *Time Window* from working. The *Time Window* spell must make a RR vs. this spell in order to function at all.

14—Same Space/Time (F) Targets affected by this spell can occupy the same space at the same time. Targets cannot affect each other physically. Those not affected by this spell may interact with the targets as usual. Note that any attack directed at targets who are currently sharing the same space/time, has a 50% chance of affecting both equally. Conversely, any defenses that affected targets may possess, have a 50% chance of equally protecting everyone currently sharing the same space/time.

15—Phase Bar II (F) As *Phase Bar*, except for area of effect, duration and a RR mod of -40.

16—Warp Space II (FD) As *Warp Space I*, except the bonus is +40.

17—Fold III (F) As *Fold I*, except the gate is 20' x 20', the range is 10 miles per level, and it remains in operation for one minute before closing.

18—Greater Window (F) As *Time Window*, except the dimensions are 20'x20'. The window is normally visual and aural. Caster can adjust viewing rate by +/- 1 min/lvl/sec. The Time Displacement skill roll is multiplied by three in order to get the range of years in which the window will open.

19—Phase Bar III (F) As *Phase Bar*, except for area of effect, duration and a RR mod of -50.

20—Scry (F) As *Greater Window*, except the window is mobile and the scrying range is five times the Temporal Displacement skill roll. Caster can adjust viewing rate by 1 hr/lvl/sec.

30—Warp Space III (FD) As *Warp Space I*, except the bonus is +50.

35—Fold IV (F) As *Fold I*, except the dimensions of the gate can be altered to the caster's desires up to a maximum of 50' on a side. The gate is mobile and can be closed at any time within the duration of this spell. The range is 50 miles per level. Creatures which may be caught in the gate at the time of closing have a 50% chance of appearing on either side.

50—Warp Space True (FD) As *Warp Space I*, except the bonus is +75.

7.9 ARCANE LISTS

AMPLIFICATIONS (7.9.1)

ARCANE

	Area of Effect	Duration	Range
1–True Taste	1 target	1 rnd/lvl	10'
2–Initiative I	self	1 rnd/lvl	self
3–Focus I	1 target	1 rnd/lvl	10'
4–Transfer I	1 target	1 rnd/lvl	touch
5–True Touch	target	1 rnd/lvl	10'
6–Transfusion I	1 target	1 rnd/lvl	touch
7–Initiative II	self	1 rnd/lvl	self
8–Focus II	1 target(s)	1 rnd/lvl	10'
9–Transfer II	1 target(s)	1 rnd/lvl	touch
10–True Smell	target	1 rnd/lvl	10'
11–Transfusion II	1 target(s)	1 rnd/lvl	touch
12–Initiative True	self	1 rnd/lvl	self
13–Focus True	1 target(s)	1 rnd/lvl	10'
14–Mass Initiative	1 target/lvl	1 rnd/lvl	sight
15–True Hear	target	1 rnd/lvl	10'
16–Mass Focus	1 target/lvl	1 rnd/lvl	sight
17–Transfer True	1 target(s)	1 rnd/lvl	touch
18–Mass Transfer	1 target/lvl	1 rnd/lvl	sight
19–Transfusion True	1 target(s)	1 rnd/lvl	touch
20–True Sight	1 target	1 rnd/lvl	10'
25–True Perception	1 target	1 min/lvl	30'
30–Mass Transfusion	1 target/lvl	1 rnd/lvl	sight
50–Sensatory	self	1 min/lvl	self

1—True Taste (F) Target's taste perception is increased by +30. Caster can, with a successful maneuver, identify specific or hidden characteristics of anything which he can logically taste.

2—Initiative I (P) Caster's initiative is increased by +20.

3—Focus I (F) Target gains +10 to any Static Maneuver he attempts.

4—Transfer I (F) Caster can transfer any skill from himself to another or from another to himself. The target for the skill must have less ranks developed in that skill than the source of the skill. The skill ranks from the target are subtracted from the skill ranks of the source, and 1/4 of the difference is temporarily added to the target's skill ranks. If the target does not have the skill it cannot be transferred.

5—True Touch (F) As *True Taste* except that it applies to touch.

6—Transfusion I (F) As *Transfer I*, except the caster can transfer skills between two targets excluding himself.

7—Initiative II (P) As *Initiative I*, except +30 is added to the initiative.

8—Focus II (F) Target gains +20 to any Static Maneuver and +10 to any Moving Maneuver.

9—Transfer II (F) As *Transfer I*, except that 1/2 of the difference in skill ranks can be transferred or two separate skills may be transferred.

10—True Smell (F) As *True Taste*, except that it applies to smell.

11—Transfusion II (F) As *Transfusion I*, except two skills can be transferred.

12—Initiative True (P) As *Initiative I*, except +40 is added to the initiative.

13—Focus True (F) Target gains +30 to any Static Maneuver and +20 to any Moving Maneuver.

14—Mass Initiative (F) Caster can increase the initiative of as many targets as he has levels by +20.

15—True Hear (F) As *True Taste*, except that it applies to hearing.

16—Mass Focus (F) Caster can increase static and moving maneuvers by +10 for as many targets as he has levels.

17—Transfer True (F) As *Transfer I*, except that 3/4 of the difference in skill ranks can be transferred or 1 skill per five levels of the caster may be transferred.

18—Mass Transfer (F) As *Transfer I*, except only the caster can be the skill source and a number of targets equal to the caster's level can receive the skill.

19—Transfusion True (F) As *Transfusion I*, except one skill per five levels of the caster can be transferred.

20—True Sight (F) As *True Taste*, except that it applies to sight.

25—True Perception (F) As all of the lower level *True* sense/perception spells combined with a bonus of +50.

30—Mass Transfusion (F) As *Transfusion I*, except the source target can transfer his skill to as many targets as the caster has levels.

50—Sensatory (P) Caster may use any of the lower level spells on this list once per round.

AURA MAGIC (7.9.2)

ARCANE

Note: *The auras this list detects and utilizes are those produced by persons who have trained in the magical arts and have developed power points. Those of the realm of arms, who possess no internal magical power, do not have discernable auras for the purpose of the various Aura Sight spells. All living creatures have a discernable aura; the ones possessed by spellcasting professions are merely more intense and easily discernable. All Aura Blaze and Defensive Aura spells cause the caster's aura to become visible to normal vision. Use of any of the Aura Shroud spells will mask the particulars of the caster's aura. Please note the use of one of the various Misfeel spells found on other lists will not confound the Aura Sight spells, but the use of one of the Aura Shrouds may confuse various other detections (GM's discretion). Much of the concept of this list (in particular the colors attributed to the different alignments and realms of magic) was inspired by the Atlas Addendum from the Shadow World boxed set Emer.*

THE COLORS OF AURAS

CHANNELING

Silver-white: Purest of Good Channels. Auras of devout followers of the purely lawful and good gods have this color. Holy weapons glow with this light. Often, followers of even the purest deities will be less than altruistic all of the time, yet might not be deserving of punishment or excommunication. These person's auras would manifest in gold due more to the nature of the caster than the deity.

Gold: This color stands for Good, though not selflessly altruistic or blindly crusading.

Black with a red halo: The auras of Evil Channeling users. The dark channelings are unmistakable.

ESSENCE

Blue: The purest Magic. Its appearance would be more common than 'Good' channeling except perhaps in powerful magic items with channeling properties created by pure alchemists.

Green: More suspect than golden channeling, Green Essence implies a certain selfishness or impurity of spirit. Certainly not evil, but not necessarily to be trusted as a brother, either.

Red: Those users of essence who have fallen to the darkness cast spells with a luminous red hue. Evil magicians wield the red light of dark magic.

MENTALISM

Blue-violet: Non-evil mentalism has a faint aura of this color. It is easily discernable from blues in the other realms because of a certain transparent quality.

Yellow-orange: Not a rich color like the sunset but a sickly yellow halo which is troubling to look upon, this ochre tone of evil mentalists triggers a deep uneasiness, as when confronted with acts of an amoral nature.

HYBRIDS AND ARCHMAGES

Hybrid spell users will have auras based upon the colors of one of their realms, shot through with tendrils of the other appropriate color. The auras of archmages (and of items possessing properties comparable to those found on an arcane spell) are the most distinctive of all: a swirling, delicate rainbow of colors, like oil spilled upon water, with an external halo of silver discernable on especially Good or crimson on especially Evil archmages.

	Area of Effect	Duration	Range
1—Aura Sight I	self	1 min/lvl	self
2—Defensive Aura I	self	1 rnd/lvl	self
3—Aura Sight II	self	1 min/lvl	self
4—Shroud Aura I	self	1 min/lvl	self
5—Aura Sight III	self	1 min/lvl	self
6—Defensive Aura II	self	1 rnd/lvl	self
7—Aura Blaze	5'R	1 rnd/lvl(C)	self
8—Aura Spread I	5'R	1 rnd/lvl	self
9—Aura Sight True	self	1 min/lvl	self
10—Defensive Aura III	self	1 rnd/lvl	self
11—Aura Store I	self	V	self
12—Aura Blaze II	10'R	1 rnd/lvl(C)	self
13—Aura Spread II	10'R	1 rnd/lvl	self
14—Defensive Aura IV	self	1 rnd/lvl	self
15—Aura Shroud II	self	1 min/lvl	self
16—Aura Spread III	15'R	1 rnd/lvl	self
17—Aura Blaze III	15'R	1 rnd/lvl(C)	self
18—Defensive Aura V	self	1 rnd/lvl	self
19—Aura Spread IV	20'R	1 rnd/lvl	self
20—Aura Store II	self	V	self
25—Aura Blaze IV	20'R	1 rnd/lvl(C)	self
30—Aura Shroud True	self	1 min/lvl	self
35—Alkar	self	1 rnd/lvl	self
40—Aura Spread True	1'/lvl R	1 rnd/lvl	self
45—Aura Store True	self	V	self
50—Aura Blaze True	self	1 rnd/lvl(c)	self

1—Aura Sight I (I) Allows the caster to discern the auras present on persons or enchanted objects. The scope of this sight is limited; only the realm of power (if any) will be discerned by this spell.

2—Defensive Aura I (D) Causes the caster's aura to become visible to normal vision. This dramatic externalization of power will reduce all attacks directed at the caster by -5.

3—Aura Sight II (I) As *Aura Sight I*, except caster can discern only good or evil tendencies (not realm) through this spell.

4—Aura Shroud I (P) Caster may cause his aura to appear as the aura of any other realm of power (good or evil tendencies or relative power cannot be masked with this spell).

5—Aura Sight III (I) As *Aura Sight I*, except caster can estimate the target's existing power points (not good or evil tendencies or actual realm) +/-10% through this spell.

6—Defensive Aura II (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -10.

7—Aura Blaze I (FE) Causes the caster's aura to give off palpable heat, inflicting 'A' Heat criticals to all within a 5' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 7 PP the caster expends in casting this spell.

8—Aura Spread I (F) The caster may extend the radius of his aura, bestowing the effects of any *Defensive Aura* or *Aura Shroud* spell upon all others within a 5' radius.

9—Aura Sight True (I) As *Aura Sight I*, except caster can combine the effects of all three lower *Aura Sight spells*, discerning 'alignment', realm of power, and approximate power points (+/- 10%).

10—Defensive Aura III (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -15.

11—Aura Store I (U) Caster may place any one defensive or information-gathering spell of tenth level or lower within his aura. The spell will remain active until dispelled or cancelled by the caster. Only one such spell may be active upon the caster at any one time.

12—Aura Blaze II (FE) As *Aura Blaze I*, except 'A' Heat criticals are inflicted on all within a 10' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 12 PP the caster expends in casting this spell.

13—Aura Spread II (F) As *Aura Spread I*, except caster may spread the effects over a 10' radius.

14—Defensive Aura IV (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -20.

15—Aura Shroud II (F) As *Aura Shroud I*, except caster's moral tendencies (good or evil) can be masked. Realm and relative power cannot be masked with this spell.

16—Aura Spread III (F) As *Aura Spread I*, except caster may spread effects over a 15' radius.

17—Aura Blaze III (FE) As *Aura Blaze I*, except 'A' Heat criticals are inflicted on all within a 15' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 17 PP the caster expends in casting this spell.

18—Defensive Aura V (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -25.

19—Aura Spread IV (F) As *Aura Spread I*, except caster may spread the effects over a 20' radius.

20—Aura Store II (U) As *Aura Store I*, except one spell of 20th level or lower or two spells of 10th level or lower can be stored within the caster's aura.

25—Aura Blaze IV (FE) As *Aura Blaze I*, except 'A' Heat criticals are inflicted on all within a 20' radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 25 PP the caster expends in casting this spell.

30—Aura Shroud True (P) As *Aura Shroud I*, except all aspects of caster's aura can be altered.

35—Alkar (D) As *Defensive Aura I*, except all attacks upon the caster are reduced by -1/lvl. All viewing the caster directly must RR or be blinded 1 rnd/5% failure.

40—Aura Spread True (F) As *Aura Spread I*, except caster may spread the effects over a 1'/lvl radius.

45—Aura Store True (U) As *Aura Store I*, except one spell of any level or two spells of 20th level or lower or four spells of 10th level or lower can be stored within the caster's aura.

50—Aura Blaze True (FE) As *Aura Blaze I*, except 'A' Heat criticals are inflicted on all within a 1'/lvl radius who fail a RR. The severity of the criticals delivered can be raised by one degree of severity for each additional 50 PP the caster expends in casting this spell.

SPIRITWRACK (7.9.3)
ARCANE

Note: *The various Force Truth and Spiritwrack spells may only be used on an entity summoned by one of the Conjure spells (e.g., Conjurations) and bound inside the appropriate protective diagrams.*

	Area of Effect	Duration	Range
1–Bind I	1 target	V	100'
2–Force Truth I	1 target	1 question	100'
3–Spiritwrack I	1 target	1 min/5% failure	100'
4–Bind II	1 target	V	100'
5–Force Truth II	1 target	1 min	100'
6–Spiritwrack II	1 target	1 min/5% failure	100'
7–Bind III	1 target	V	100'
8–Force Truth III	1 target	1 hour	100'
9–Spiritwrack III	1 target	1 min/5% failure	100'
10–Bind IV	1 target	V	100'
11–Force Truth IV	1 target	24 hrs	100'
12–Spiritwrack IV	1 target	1 min/5% failure	100'
13–Bind V	1 target	V	100'
14–Force Truth V	1 target	48 hrs	100'
15–Spiritwrack V	1 target	1 min/5% failure	100'
16–Bind VI	1 target	V	100'
17–Force Truth VI	1 target	1 week	100'
18–Spiritwrack VI	1 target	1 min/5% failure	100'
19–Bind VII	1 target	V	100'
20–Force Truth VII	1 target	1 month	100'
25–Force Truename	1 target	-	100'
30–Spiritwrack VII	1 target	1 min/5% failure	100'
50–Bind True	1 target	V	100'

1—Bind I (F) Allows caster to bind an entity summoned by a *Conjure I* spell inside the proper protective diagrams until the circle is broken or the caster releases the entity.

2—Force Truth I (FM) Caster may force a summoned entity to answer one single concept truthfully, to the best of its knowledge.

3—Spiritwrack I (F) Caster may punish a conjured entity by means of this spell, causing it to lose 10% of its hits and function at a -10 penalty. Hits and penalty are relieved at the end of the spell's duration, provided the target has not died.

4—Bind II (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure II* spell.

5—Force Truth II (FM) As *Force Truth I*, except for duration.

6—Spiritwrack II (F) As *Spiritwrack I*, except target loses 20% of its hits and functions at a -20 penalty.

7—Bind III (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure III* spell.

8—Force Truth III (FM) As *Force Truth I*, except for duration.

9—Spiritwrack III (F) As *Spiritwrack I*, except target loses 30% of its hits and functions at a -30 penalty.

10—Bind IV (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure IV* spell.

11—Force Truth IV (FM) As *Force Truth I*, except for duration.

12—Spiritwrack IV (F) As *Spiritwrack I*, except target loses 40% of its hits and functions at a -40 penalty.

13—Bind V (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure V* spell.

14—Force Truth V (FM) As *Force Truth I*, except for duration.

15—Spiritwrack V (F) As *Spiritwrack I*, except target loses 50% of its hits and functions at a -50 penalty.

16—Bind VI (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure VI* spell.

17—Force Truth VI (FM) As *Force Truth I*, except for duration.

18—Spiritwrack VI (F) As *Spiritwrack I*, except target loses 60% of its hits and functions at a -60 penalty.

19—Bind VII (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure VII* spell.

20—Force Truth VII (FM) As *Force Truth I*, except for duration.

25—Force Truename (FM) Caster learns entity's *Truename*. With this information, the entity can be controlled completely by the caster (Cf., *Mind Control True*, Mentalist Base list Mind Control). The entity must endeavor to complete all tasks set for it by the caster, and the caster can summon that specific entity again through the use of the appropriate *Conjure* spell. By invoking its *Truename*, the caster could even instruct the entity not to resist other spells cast on it.

30—Spiritwrack VII (F) As *Spiritwrack I*, except target loses 70% of its hits and functions at a -70 penalty.

50—Bind True (F) As *Bind I*, except the caster may bind an entity summoned by a *Conjure True* spell.

CONJURATIONS (7.9.4)
ARCANE

Note: *GMs may require use of the Circle Lore skill to know the proper protective diagrams required to safely contain the entities summoned by each of the Conjure spells. Entities summoned by a higher level Conjure spell may not be controlled by lower level protections. The GM may allow specific types of entities to be conjured if the caster makes successful Demon Lore and/or Spell Mastery rolls (the summoning of a specific entity requires the invocation of the entity's Truename). Some GMs may wish to require the use of specific components to use the Conjure spells (such as cold iron or appropriate sacrifices) which he deems appropriate to his campaign style. When this list is learned, GMs may wish to require additional research on the part of the character to learn the appropriate components to summon each specific type of entity. Entities not constrained by the proper protective diagrams will be free to travel as they will and harass or attack the caster. All creatures appearing in the following list may be found in C&T, C&T II, or RMCI.*

	Area of Effect	Duration	Range
1–Command I	1 target	1 min/lvl	100'
2–Banish I	1 target	1 min/lvl	100'
3–Conjure I	1 target	1 min/lvl	100'
4–Command II	1 target	1 min/lvl	100'
5–Banish II	1 target	1 min/lvl	100'
6–Conjure II	1 target	1 min/lvl	100'
7–Command III	1 target	1 min/lvl	100'
8–Banish III	1 target	1 min/lvl	100'
9–Conjure III	1 target	1 min/lvl	100'
10–Command IV	1 target	1 min/lvl	100'
11–Banish IV	1 target	1 min/lvl	100'
12–Conjure IV	1 target	1 min/lvl	100'
13–Command V	1 target	1 min/lvl	100'
14–Banish V	1 target	1 min/lvl	100'
15–Conjure V	1 target	1 min/lvl	100'
16–Command VI	1 target	1 min/lvl	100'
17–Banish VI	1 target	1 min/lvl	100'
18–Conjure VI	1 target	1 min/lvl	100'
19–Command VII	1 target	1 min/lvl	100'
20–Banish VII	1 target	1 min/lvl	100'
25–Conjure VII	1 target	1 min/lvl	100'
30–Command True	1 target	1 min/lvl	100'
40–Banish True	1 target	1 min/lvl	100'
50–Conjure True	1 target	1 min/lvl	100'

1—Command I (FM) RR mod: -20 Caster may control an entity of a type which can be summoned by a *Conjure I* spell. If the spell fails, the entity is free to leave the protective diagram (if any) and chastise the caster. The entity will follow instructions specified by the caster to the best of its abilities, however it gains an additional RR (with a +25 mod) if the instructions call for the death or injury of the entity. Demons and similar creatures may work "deals" with the caster for services beyond the normal scope of their powers (to be fulfilled by endangering themselves, or calling on other demons or resources for assistance) or barter for services lasting past the duration of the *Command* or *Conjure* spell.

2—Banish I (FM) Caster may banish an entity of a type which can be summoned by a *Conjure I* spell to its home plane of existence for 1 year/ 10% failure. If the entity has been summoned by the caster and remains within the proper protective diagrams, the RR is at -50.

3—Conjure I (FM) Caster may summon an extraplanar entity, which slowly appears over the next three rounds. The creature so summoned is determined randomly by a roll on the following table:

RESULT	ENTITY	REFERENCE
01-09	Pale I Demon	C&T (2.35)
10-18	Frizzzm, Small	C&T II (7.1)
19-27	Daedhel	C&T (2.35)
28-36	Hothrog	C&T (2.35)
37-45	Grumoz	C&T II (7.1)
46-54	Jann	C&T (2.35)
55-63	Tlaque	C&T II (7.1)
64-72	Corvox	C&T II (7.1)
73-81	Culrang	C&T (2.35)
82-90	Daerauk	C&T (2.35)
91-100	Use Conjure II Table	-

The entity is under no compulsion to cooperate with the caster unless the appropriate *Command* spells are used on it. **Note:** *If the caster is unfortunate to roll in the 91-100 slot multiple times, he may be in very serious trouble.*

4—Command II (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure II* spell.

5—Banish II (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure II* spell.

6—Conjure II (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Pale II Demon	C&T (2.35)
10-18	Lithaba	C&T II (7.2)
19-27	Acid Demon	C&T II (7.1)
28-36	Smoke Demon	C&T II (7.1)
37-45	Frizzzm, Large	C&T II (7.1)
46-54	Clubber	RMCI (7.4)
55-63	Dictic	C&T II (7.2)
64-72	Nightwing	C&T II (7.2)
73-81	Jinn	C&T (2.35)
82-90	Gogonaur	C&T (2.35)
91-100	Use Conjure III Table	-

7—Command III (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure III* spell.

8—Banish III (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure III* spell.

9—Conjure III (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Rashtar	C&T II (7.1)
10-18	Thorned Demon	C&T II (7.1)
19-27	Absorber	C&T II (7.2)
28-36	Flame Beast	C&T II (7.2)
37-45	Mrem	C&T II (7.2)
46-54	Hothedhel	C&T (2.35)
55-63	Ice Demon	C&T II (7.1)
64-72	Blacar	C&T II (7.2)
73-81	Dreadwing	C&T II (7.2)
82-90	Traag	C&T II (7.2)
91-100	Use Conjure IV Table	-

10—Command IV (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure IV* spell.

11—Banish IV (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure IV* spell.

12—Conjure IV (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Pale III Demon	C&T (2.35)
10-18	Acarva	C&T II (7.1)
19-27	Plague Demon	C&T II (7.1)
28-36	Oran	C&T II (7.2)
37-45	Frizzzm, Giant	C&T II (7.1)
46-54	Discord	C&T II (7.2)
55-63	Vultrim	C&T II (7.2)
64-72	Demonic Protoplasm	C&T II (7.1)
73-81	Spear Demon	RMCI (7.4)
82-90	Hoard	C&T II (7.2)
91-100	Use Conjure V Table	-

13—Command V (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure V* spell.

14—Banish V (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure V* spell.

15—Conjure V (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Pale IV Demon	C&T (2.35)
10-18	Weak Elemental	C&T (2.34)
19-27	Shaitan	C&T (2.35)
28-36	Narauk	C&T (2.35)
37-45	Nycorak	C&T (2.35)
46-54	Gem Entity	C&T II (7.2)
55-63	Shadow Demon	RMCI (7.4)
64-72	Huntaar	C&T II (7.1)
73-81	Sentinel	RMCI (7.4)
82-90	Deity Champion: Centaur	C&T II (7.2)
91-100	Use Conjure VI Table	-

16—Command VI (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure VI* spell.

17—Banish VI (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure VI* spell.

18—Conjure VI (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Pale V Demon	C&T (2.35)
10-18	Guardian Elemental	C&T (2.34)
19-27	Crystyl	C&T II (7.2)
28-36	Xaastyl	C&T II (7.2)
37-45	Ifrit	C&T (2.35)
46-54	Noble Gogonaur	C&T (2.35)
55-63	Celebdel	C&T (2.35)
64-72	Marid	C&T (2.35)
73-81	Sword Demon	RMCI (7.4)
82-90	Deity Champion: Winged	C&T II (7.2)
91-100	Use Conjure VII Table	-

19—Command VII (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure VII* spell.

20—Banish VII (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure VII* spell.
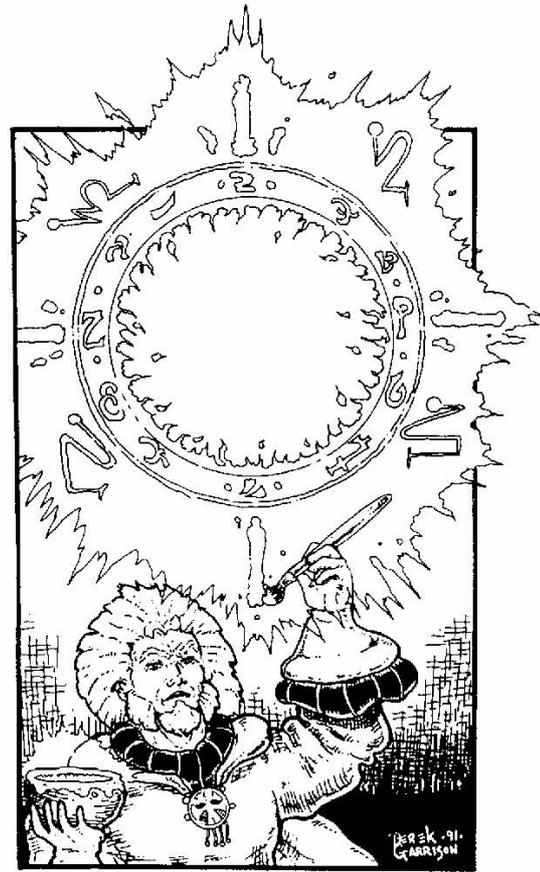
25—Conjure VII (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Pale VI Demon	C&T (2.35)
10-18	Pale VII Demon	C&T (2.35)
19-27	Strong Elemental	C&T (2.34)
28-36	Eraditor	C&T II (7.1)
37-45	Storm Demon	C&T II (7.1)
46-54	Rhodintor	C&T II (7.1)
55-63	Thonis	C&T II (7.1)
64-72	Elemental Savant	C&T II (2.0)
73-81	Demon Scourge	C&T II (7.1)
82-90	Deity Champion: Noble	C&T II (7.2)
91-100	Use Conjure True Table	-

30—Command True (FM) RR mod: -20 As *Command I*, except Caster may control an entity of a type which can be summoned by a *Conjure True* spell.

40—Banish True (FM) As *Banish I*, except the Caster may banish an entity of a type which can be summoned by a *Conjure True* spell.

50—Conjure True (FM) As *Conjure I*, except the following table is used:

RESULT	ENTITY	REFERENCE
01-09	Demon Beyond the Pale	C&T (2.35)
10-18	Terrorite	C&T II (7.1)
19-27	Raukamar	C&T (2.35)
28-36	Moloch	C&T (2.35)
37-45	Demon Drake	C&T II (7.1)
46-54	Demon Drake x 2	C&T II (7.1)
55-63	Yrrygav	C&T II (7.1)
64-72	Maleksari	C&T II (7.1)
73-81	Deity Champion: High	C&T II (7.2)
82-90	Demon Beyond the Pale x 1-5	C&T (2.35)
91-100	GM's choice or Special	-

CRYSTAL VISIONS (7.9.5)
ARCANE

Note: *The term Crystal, for purposes of this list, includes natural and synthetic minerals, generally translucent or transparent in nature. Crystals assume geometric forms related to their internal lattice structure or matrix. Examples include quartz, agate, diamond, garnet, emerald, amethyst, sapphire, and laen.*

Note: *The GM may want to make one special material (e.g., laen) particularly powerful when made into an enchanted crystal.*

Note: *Any magic crystal created by a spellcaster has his "signature" imbedded in the crystal's matrix.*

	Area of Effect	Duration	Range
1–Detect Crystal	10' R	1 min/lvl(C)	50'
2–Work Crystal	crystal	24 hours	self
3–Enchant Crystal	crystal	1 hour/lvl	touch
4–Analyze Crystal Matrix	crystal	-	10'
5–Crystal Sight I	crystal	1 rnd/lvl(C)	1000'/lvl
6–Locate Crystal	self	1 min/lvl(C)	100'/lvl
7–Crystal Summons	crystal	-	50'/lvl
8–Link Crystal	crystal	P	touch
9–Crystal Voice	crystal	1 min/lvl(C)	touch
10–Crystal Sight II	crystal	1 min/lvl(C)	1 mi/lvl
11–Crystal Trap	crystal	V	touch
12–Transfer Channeling	crystal	V	V
13–Grow Crystal	apparatus	2 weeks	touch
14–Transfer Mentalism	crystal	V	V
15–Crystal Sight III	crystal	1 hour/lvl	10 mi/lvl
16–Transfer Essence	crystal	V	V
17–Unmake Crystal	crystal	P	touch
18–Transfer Arcane	crystal	V	V
19–Spell Tapping	1 spell	-	touch
20–Crystal Sight True	crystal	1 day/lvl	100 mi/lvl
25–Spell Rein	crystal	V	V
30–Shatter Crystal	crystal	-	V
50–Permanent Crystal	crystal	P	touch

1—Detect Crystal (I) Detects any non-magical crystalline material. Caster can concentrate on a 10'R area each rnd.

2—Work Crystal (F) Allows caster to work any crystalline material into the shape desired.

3—Enchant Crystal (F) This spell enchants a non-magical crystal allowing the caster to use higher level spells from this list on it. The casting of this spell imbeds the caster's own distinctive signature in the crystalline matrix.

4—Analyze Crystal Matrix (I) Determines whether the crystal in question is enchanted or must be worked. If the crystal is enchanted, caster knows who enchanted it (by reading its signature) and any higher level spells currently acting upon it.

5—Crystal Sight I (F) Allows caster to view a locale, object, or person he knows by gazing into his enchanted crystal. This location, item, or being must be no more than 1000'/lvl distant.

6—Locate Crystal (I) Caster knows the distance and direction to any enchanted crystal in range, whether or not it was created by the caster.

7—Crystal Summons (F) This spell instantly returns the caster's enchanted crystal to his hands.

8—Link Crystal (F) Allows caster to "link" two or more enchanted crystals so that mental communications (or spell exchange) between the owners is possible. Must be cast on each crystal to be linked.

9—Crystal Voice (F) This allows the caster's voice to be projected to the area he is currently viewing through his crystal (requires use of *Crystal Sight* spell). Caster can hear sounds from the locale being viewed. Additionally, conversation is possible through linked crystals.

10—Crystal Sight II (F) As *Crystal Sight I*, except for Duration and Range.

11—Crystal Trap (FM) When cast upon any enchanted crystal, a mental trap is imbedded therein. Anyone (other than the caster) who touches or attempts to use the trapped crystal finds their mind ensnared within the crystal depths (no RR). In order to regain control of their faculties, the victim must roll less than their Will stat on d100. They may attempt this once per minute.

12—Transfer Channeling (F) Cast upon an enchanted crystal (in conjunction with *Crystal Sight*), this spell permits a Channeling spell to be sent through the crystal. The Channeling spell will affect a random area, object, or being within the viewed scene. Spell range is that of the *Crystal Sight* spell used.

13—Grow Crystal (F) This allows the caster to grow a permanently enchanted crystal, specially attuned to him. This grown crystal does not need to be enchanted to accept higher level spells. Special apparatus is required to grow crystals (5-50gp value).

14—Transfer Mentalism (F) As *Transfer Channeling*, except this crystal allows Mentalism spells to be transferred.

15—Crystal Sight III (F) As *Crystal Sight I*, except for Duration and Range.

16—Transfer Essence (F) As *Transfer Channeling*, except this crystal allows Essence spells to be transferred.

17—Unmake Crystal (F) Destroys the magic in an enchanted crystal, making it unusable for casting spells on this list.

18—Transfer Arcane (F) As *Transfer Channeling*, except this crystal allows Arcane spells to be transferred.

19—Spell Tapping (FU) Allows the caster to receive or intercept any *Transferred* spell through the agency of his enchanted crystal. The *Transferred* spell need not be intended for the caster, although linked crystals may exchange spells by this method.

20—Crystal Sight True (F) As *Crystal Sight I*, except for Duration and Range.

25—Spell Rein (F) Used in conjunction with a *Transfer* spell, the caster may select a specific target for his spell (i.e., it is no longer random).

30—Shatter Crystal (F) Caster causes one crystal of his choice to explode with no RR (even for enchanted crystals). Those within 30' of the crystal must make a RR or take damage from the explosion. The attack level equals 30 minus the distance (in feet) from the crystal. For example, 30' away equals a zero level attack, while holding an exploding crystal ball would deliver a 30th level attack. RR failure results in Shrapnel criticals (or Puncture or Slash if Space Master is not available). Failure by 1-10 means an 'A' crit, 11-20 gives a 'B', 21-30 delivers a 'C', 31-50 is a 'D', and by more than 50 inflicts an 'E'crit. **Note:** *This spell may be transferred through a Linked crystal as a sort of bomb.*

50—Permanent Crystal (F) Permanently enchants a crystal and imbues it with *Crystal Sight* and *Voice* of unlimited Duration and Range. Anyone, whether they are a caster or not, may use this crystal to scry. Attunement difficulty for others is determined by caster.

NODE MASTERY (7.9.6)
ARCANE

Earthblood is the original manifestation of magic. It existed at the dawn of time, and will endure long past its end. It cannot be created or destroyed; only shifted into other forms. Earthblood's Ways was very possibly the first spell list ever written, and certainly the first formal attempt at focusing and directing the flows of magic. It far transcends the boundaries set by the three realms of magic and is little understood by most spellcasters. Its uses are many and varied, but its primal essence remains unchanged no matter how it is manipulated.

The power of an Earthnode may even be felt by those unskilled and untrained in the arts. Superstitious locals may refer to such a place as 'haunted' or 'witched'. Such structures as a 'druid's wheel' may be erected there. In fact, two diametrically opposed reactions to the pull of the Earthblood may be seen; those who naturally gravitate to the focus an Earthnode provides (and unknowingly build their town hall there) and those who actively shun the area due to "uneasy" feelings.

The common conception of an Earthnode is that of a stationary, ground level area. But imagine the weather that an Earthnode could cause if it were in the sky; constant snow in the desert, a valley where it never stops raining, or a vast plain where the wind never blows. An Earthnode need not necessarily remain either earthbound or tied to a specific location. Earthnodes suddenly appear in seemingly random locations. They slowly drift from place to place and may fade out over a period of months or years only to reappear elsewhere (Earthnodes appearing suddenly have been the source of more than one amazingly successful magical ritual).

Occasionally an Earthnode will exist deep within the earth. Dark folk there often use the node as a base from which to conquer subterranean life as well as the surface world. An Earthnode is occasionally the source of an inexhaustible gold, diamond, mithril, or platinum mine.

Earthnodes are often found to be the gathering places of faerie creatures such as pixies and sprites. A witches' coven may use one for their sacred ritual ground. Magic-enhancing herbs (such as Rud-tekma and Breldiar) are often found there. A farmer's wife may accidentally stumble into a node while dowsing for a well, only to be disappointed when water does not come flowing readily to the surface and never suspecting the magical power she actually sensed.

Alternatively, the resident neighborhood Lich may have sought an Earthnode out deliberately to build his fortress in a place where he can weave spells to guard his holdings from the sight of nosy paladins and clerics. The King may have felt drawn to construct his keep in the confines of an Earthnode for reasons he cannot explain — and his Court Magician is, of course, only too happy to take advantage of the matter and keep it a closely guarded secret (especially from the King; the dolt wouldn't understand it anyway). And what more logical a site for a creature as innately magical as a dragon to place its lair? In fact, if the study of the Earthblood becomes common, the possession of a node may become a sufficient bone of contention to start the most dangerous of all wars — a conflict between wizards.

Note: *The nexus of an earthnode does not necessarily have to be within the confines of the Earthnode itself, but it is always within the twice the node's diameter measured with respect to the geometric center of the node. An Earthnode can have more than one nexus, but only one nexus can be active at any given time. The spellcaster wishing to learn this list must have first learned the arcane list Earthblood's Ways, and may not know this list to a level higher than he knows Earthblood's Ways.*

	Area of Effect	Duration	Range
1–Detect Nexus	self	-	self
2–			
3–			
4–Nexusguide	self	-	self
5–Detect Positive	node	-	self
6–Detect Negative	node	-	self
7–Detect Neutral	node	-	self
8–Nexusstore	nexus	1 hr	self
9–Detect Defense	node	-	self
10–Detect Guardian	node	-	self
11–Detect Seal	node	-	self
12–Nexus Awareness	node	-	self
13–Nexus Cloak	nexus	V	node
14–Blood Cloak	node	V	node
15–Nexus Alarm	node	V	node
16–Manipulate Nexus	nexus	V	nexus
17–Suppress Channeling	node	P	V
18–Suppress Mentalism	node	P	V
19–Suppress Essence	node	P	V
20–Nexus Defense	nexus	P	V
25–Nexus Guardian	1 target	V	touch
30–Nexus Seal	nexus	P	nexus
35–Alter Positive	node	V	nexus
40–Alter Negative	node	V	nexus
45–Neutralize	node	P	nexus
50–Disperse	node	1 hr/lvl	nexus
60–Gather	nexus	P	10'
75–Friends	1 target	P	touch
100–Nodeform	V	P	touch

1—Detect Nexus (I) Caster determines if an Earthnode possesses a nexus and if so the direction and distance to its center.

4—Nexusguide (I) As *Nodeguide*, except that the caster learns the direction to the nearest Nexus.

5—Detect Positive (I) Caster can determine the positive strength of an Earthnode. This strength will range from 0 to ∞ and represents the Power Expenditure Modifier that is required to cast spells while in the radius of the Earthnode. A PEM of 3 (which is very strong) means that a 9th level spell will only require 3 PP to cast; a 27th level spell only 9 PP to cast, etc.

6—Detect Negative (I) As *Detect Positive*, except the negative strength of an Earthnode is discerned. A -PEM of 3 would mean that a 3rd level spell would require 9 PP to cast.

7—Detect Neutral (I) This spell will reveal one of two things. First, it functions as *Detect Positive* with the exception that a value of zero will be obtained if the Earthnode is neutral; meaning that PP expenditure for spells will be normal. Second, it functions, and is the only spell that will function, as an indicator of a neutralized Earthnode; meaning that no magic will function within the confines of the Earthnode including other spells from this list.

8—Nexusstore (I) Caster memorizes the location of a Nexus if he is currently within one, and attunes himself to it for the purpose of employing the higher level spells from this list.

9—Detect Defense (I) This spell reveals whether or not the Nexus has any spells of a defensive nature cast within it. It does not give any specifics.

10—Detect Guardian (I) This spell reveals whether or not the Nexus or the Earthnode has a guardian within it. It does not give any specifics.

11—Detect Seal (I) This spell reveals whether or not the Nexus has been sealed (see below). It does not give any specifics.

12—Nexus Awareness (I) Caster is aware of the number of entities who have stored the Nexus.

13—Nexus Cloak (F) Similar to *Earthcloak*, except the Nexus itself is cloaked. The cloak is cancelled under the following conditions: the *Nexus Defense* is activated, the *Nexus Guardian* is activated, or the Nexus is manipulated.

14—Blood Cloak (F) Similar to *Earthcloak*, except the Earthnode itself is cloaked. The cloak is cancelled if any Earthblood spell is used.

15—Nexus Alarm (I) Similar to *Earthalarm*, except that a number of alarms equal to the level of the caster may be set, and will remain until the caster's death or they are removed.

16—Manipulate Nexus (F) This spell is used when the caster wishes to change the fundamentals of the Earthnode directly via the Nexus. This spell must be cast before any of the higher level spells from this list may be utilized.

17—Suppress Channeling (F) This spell completely suppresses Channeling spells within a specific area or the entire Earthnode. **Note:** *Hybrids are affected if either of their realms is suppressed.*

18—Suppress Mentalism (F) As *Suppress Channeling*, except that Mentalism is suppressed.

19—Suppress Essence (F) As *Suppress Channeling*, except that Essence is suppressed.

20—Nexus Defense (F) As *Complex Contingency* from the Arcane list Spell Coordination, except that the defenses are embedded in the Nexus.

25—Nexus Guardian (FH) As *Earthguardian*, except the Guardian's only concern is the Nexus, not the Earthnode or the caster. The Guardian has full run of the Earthblood's Ways list with no power point expenditure.

30—Nexus Seal (F) Caster Seals the Nexus off from use by any other entity except for himself. No manipulations to the Nexus may be accomplished while it is *Sealed*, including those attempted by the caster who sealed it. However the manipulations made prior to the sealing will operate normally.

35—Alter Positive (F) Allows the caster to raise the PEM of an area within the node, or the entire node, by one level for every 10 profession levels suspended. Thus, if a 50th level caster wishes to raise the PEM by two levels he would perform as if he were 20 levels lower or 30th level. This temporary reduction in level effects everything.

40—Alter Negative (F) As *Alter Positive*, except it increases the -PEM.

45—Neutralize (F) Unlike *Alter Positive*, this spell does not require the temporary sacrifice of level by the caster. It has two utilities. First, it will render the PEM equal to zero, suspending any modifier to PP expenditure of spells cast within the node. Second, it can neutralize magic in an area of the node or the entire node completely.

50—Disperse (F) Caster can completely disperse the Earthnode and render it useless for a number of hours equal to his level. If the node is *Sealed*, then only the caster who sealed it can disperse it. *Disperse* will erase all manipulations to the Nexus.

60—Gather (F) Caster can create a Nexus within an Earthnode provided it does not already have one. An Earthnode can have only one functioning Nexus at any given time.

75—Friends (F) One entity, including the caster, per 10 levels of the caster can be allowed immunity to the manipulations of the Nexus. For example, a close associate of the caster can cast spells within the Earthnode at a PEM of 3, while all other entities will have no benefit, etc.

100—Nodeform (F) Caster summons forth a node from the heart of the earth. The base radius is 50'. The radius may be increased by 1' for each additional PP expended in the casting of this spell. The Earthnode's PEM is zero.
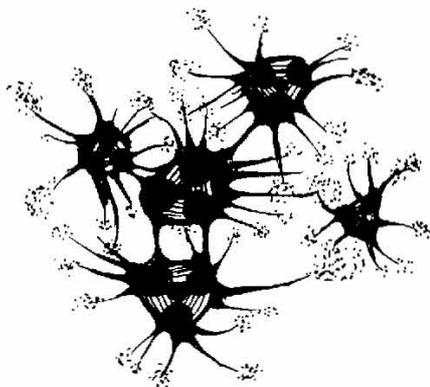
EARTHFOCUS (7.9.7)
ARCANE

Note: *These spells may only be used within the radius of an Earthnode. Due to the dangers inherent in the manipulation of raw elemental Earthblood, all spell failures resulting from the use of this list have a +50 modifier. The spellcaster wishing to learn this list must have first learned the arcane list Earthblood's Ways, and may not know this list to a level higher than he knows Earthblood's Ways. See notes in Section 7.9.6.*

	Area of Effect	Duration	Range
1–			
2–Earthnode Compass	self	-	self
3–Nodetalk I	self	C	self
4–Earthblood Nourishment	self	24 hr/lvl	self
5–Lesser Earthlight	10'R	1 rnd/lvl	100'
6–Share Nodestore	1 target	1 min/lvl	touch
7–Temporary Nodestore	self	1 min/lvl	self
8–Nodetalk II	100 mi/lvl	C	self
9–			
10–			
11–Earthblade	self	1 rnd/lvl	self
12–Wall of Earthblood	10'x10'x10'	1 rnd/lvl	100'
13–			
14–Greater Earthlight	Earthnode	1 min/lvl	100'
15–Earthblood Elemental	-	1 rnd/lvl (C)	10'
16–Greater Earthblade	self	1 rnd/lvl	self
17–Earthblood Cascade	5'R	1 rnd/lvl	self
18–Earthblood Deprivation	1 target	V	100'
19–Earthblood Vacuum	1 target	-	100'
20–Nodetalk True	V	C	V
25–Earthblood Savant	-	1 min/lvl (C)	50'
30–Sphere of Earthblood	10'R	1 rnd/lvl	self
50–Earthfocus	self	-	V

2—Earthnode Compass (I) Caster learns distance and direction to any Earthnode he has previously *Nodestored*.

3—Nodetalk I (M) Caster gains free 2-way telepathic communication with any intelligent being within the same Earthnode. Unwilling targets gain a RR.

4—Earthblood Nourishment (U) Caster derives his nourishment directly from the Earthblood, needing neither food nor drink for the spell's duration. Caster loses one point of temporary Co each day this spell is in effect.

5—Lesser Earthlight (E) Caster draws the energy of the Earthblood into a soft, roseate light throughout the radius of the spell.

6—Share Nodestore (MF) Allows the caster to share his feel for a 'stored' Earthnode with another willing target. Both targets must know the Arcane list Earthblood's Ways.

7—Temporary Nodestore (I) Allows the caster to temporarily store an Earthnode. The *Temporary Nodestore* cannot be 'shared' with another caster. This spell takes 5 minutes to cast.

8—Nodetalk II (M) As *Nodetalk I*, except the caster can communicate with beings in all Earthnodes he has stored, regardless of range.

11—Earthblade (E) Caster creates a sword of force which attacks on the *Plasma Bolt* table (or use *Lightning Bolt*, if RMCIII is not used). It strikes with a +20 bonus, and delivers Essence criticals. The caster can buy directed spell with *Earthblade*. If released, the blade is treated as a bolt (range 5'/lvl). The bolt does not receive the +20 bonus. Caster may not parry with this blade. Normally, this blade cannot parry or be parried.

12—Wall of Earthblood (E) Creates a wall of Earthblood which greatly impedes spell casting. A -20 Spell Mastery roll (or resolve as an Extremely Hard maneuver, modified by Em) is required to successfully cast a spell through the wall from either side. If the roll is failed, the wall absorbs the spell and the duration of the wall is increased by 1 rnd/level of spell absorbed. Contact with the wall delivers an 'A' Essence critical. The caster can increase the severity of the critical by one degree for each additional 12 PP he expends in the casting of the spell. The wall is only visible as an occasional shimmering, although some detection spells (such as *Detect Earthblood*) will reveal it clearly.

14—Greater Earthlight (E) As *Lesser Earthlight*, except the light fills the Earthnode entirely.

15—Earthblood Elemental (E) Creates an elemental from the power of the Earthnode. The elemental is of low intelligence, but innately knows and understands the layout of the Earthnode to the extent of the caster's knowledge, and will obey simple commands from the caster (even those which would result in its own demise). Treat the elemental as a Strong Light Elemental, delivering Essence criticals. At the end of the spell's duration, the elemental disperses back into the node from whence it came. The elemental cannot leave the radius of the Earthnode.

16—Greater Earthblade (E) As *Earthblade*, except the greater Earthblade strikes with a +35 bonus and has a percentage chance to cut armor (resolve attack as AT1) equal to the level of the caster. The same directed spell bonus is used for both of the *Earthblade* spells.

17—Earthblood Cascade (E) Caster's body immolates with raw Earthblood. Anyone within 5' suffers an 'A' Essence critical. Anyone in physical contact suffers a 'C' critical. Physical attacks to the caster also deliver an 'A' Essence critical. All items on the caster's person are, like the caster, immune to the effects raw, elemental Earthblood (such as *Earthblade*, but not Earthblood-based base attack spells) while this spell is in effect. However, any material he touches or comes in contact with may be damaged by the exposure.

18—Earthblood Deprivation (FM) RR mod: -20 Target must RR or be drained of all power points for one day/10% failure. Pure spell users of channeling resist this spell at twice their levels.

19—Earthblood Vacuum (FM) Target must RR or be momentarily deprived of his connection with his magics. Attack is resolved on the 'Attack Spells' column of the Extraordinary Spell Failure Table (*Spell Law* 15.7). The amount of RR failure is added to this roll.

20—Nodetalk True (M) As *Nodetalk 1*, except the caster can converse with anyone within the radius of an Earthnode, regardless or whether or not he has stored the Earthnodes.

25—Earthblood Savant (E) As *Earthblood Elemental*, except a Light Elemental Savant is summoned (*C&T II*, Section 6.0). The Light Elemental Savant delivers Essence Criticals and uses the Large Creatures Critical Table, itself. This being will follow all of the caster's commands, even complex ones, but it cannot leave the Earthnode.

30—Sphere of Earthblood (E) As *Wall of Earthblood* except the wall forms a sphere around the caster.

50—Earthfocus (FI) Caster learns the distances and directions to all Earthnodes on the planet (whether they are nodestored or not, but not if they are cloaked or under similar misdirectional protections). He may safely *teleport* to any Earthnode of his choosing.

NODE FUNCTIONS (7.9.8)
ARCANE

Note: *Spells marked with a* Δ *cannot be extended (Cf. Spell Enhancement, or made into a permanent magic item). The spellcaster wishing to learn this list must have first learned the arcane list Earthblood's Ways. These spells may only be used within the radius of an Earthnode. See notes in Section 7.9.6.*

	Area of Effect	Duration	Range
1—Nodesense	Earthnode	1 rnd/lvl	self
2—			
3—Detect Earthjar	Earthnode	-	self
4—			
5—			
6—Nodebridle I	1 target	V	100'
7—			
8—Control I Δ	self	1 rnd/lvl	self
9—Nodetap I Δ	self	1 rnd/lvl	self
10—			
11—			
12—Nodebridle II	1 target	V	100'
13—Control II Δ	self	1 rnd/lvl	self
14—			
15—			
16—Nodebridle III	1 target	V	100'
17—Nodetap II Δ	self	1 rnd/lvl	self
18—Control True Δ	self	1 rnd/lvl	self
19—Node Renewal	self	-	self
20—Node Channel	1 target	1 rnd/5 lvl	10'/lvl
25—Strikefocus Δ	self	V	self
30—Nodefocus Δ	self	V	self
40—Nodebridle True	1 target	V	100'
50—Nodelord Δ	self	1 rnd/lvl	self

1—Nodesense (I) Detects any Earthblood magic within the radius of this spell. When cast on a single target, caster determines whether the target has any active Earthblood spells. Caster has a 1% chance per level to determine which Earthblood lists the target knows (roll for each list separately).

3—Detect Earthjar (I) Detects any disembodied presences within an earthnode (spirits, targets which have cast *Earthjar* or *Earthkeep*, etc.).

6—Nodebridle I (F) RR mod: -20 Target must expend 2x normal power points to cast any spell for 1 rnd/5% RR failure or until the target leaves the Earthnode. If the target reenters the Earthnode before the spell's duration has expired, he will still be under its effects.

8—Control I (F) Caster subtracts his level from all ESF rolls for the duration of this spell.

9—Nodetap I (F) Caster can tap directly into the power of the earthnode. All caster's spells will cost 75% of normal power points for the duration of this spell.

12—Nodebridle II (F) RR mod: -20 Target must expend 2x normal power points to cast any spell and all his ESF ranges are doubled for 1 rnd/5% RR failure.

13—Control II (F) Caster's spells only fail on an unmodified 01 for the duration of this spell.

16—Nodebridle III (F) RR mod: -20 Target must expend 3x normal power points to cast any spell and all his ESF ranges are tripled for 1 rnd/5% RR failure.

17—Nodetap II (F) As *Nodetap I*, except caster's spells only cost 50% of normal power points to cast.

18—Control True (F) Caster's spells will not fumble for the duration of this spell.

19—Node Renewal (F) Caster may instantly renew his power points directly from the Earthnode. This spell can only be utilized safely once per week. Each additional attempt will result in an 'E' stress critical.

20—Node Channel (F) Caster may channel a bolt of energy directly from the Earthnode. Attack is resolved on the Plasma Bolt table, (or use Lightning Bolt if *RMCIII* is not used), +100, x2 damage, delivering Essence and Disruption criticals. Spell failure chances are not modified by Control spells (above) or other spells or items producing similar effects. Spell failure results in a roll on the ESF table with a +100 modification and 'C' Essence and Disruption criticals.

25—Strikefocus (F) Adds +5 to the caster's next spell-delivered critical strike. This +5 will shift a natural roll into the 'open-ended' range (if the caster rolled a 94, *Strikefocus* would shift the roll to a 99).

30—Nodefocus (F) Adds +10 to the caster's next spell attack roll (base or elemental). This +10 will shift a natural roll into the 'UM' range (if the caster rolled a 88, *Nodefocus* would shift the roll to a 98). **Note:** *Level bonuses to these rolls are not considered in determination of any 'UM' results.*

40—Nodebridle True (F) RR mod: -20 Target must expend 5x normal power points to cast any spell, and all target's ESF ranges are quadrupled and +50 for 1 rnd/5% RR failure.

50—Nodelord (F) Caster gains +50 to any RRs and other defenses from all Earthblood-based attacks, and can utilize any of the lower level spells on this list each round for 1 rnd/lvl.

FORCEFIELDS (7.9.9)
ARCANE

	Area of Effect	Duration	Range
1–Detect Forcefield	self	1 min/lvl	100'
2–			
3–			
4–Force Armor	self	1 rnd/lvl	self
5–Barrier I	5'R	1 min/lvl	100'
6–Force Wall I	V	1 min/lvl	100'
7–			
8–Impediment I	1 wall	1 rnd/lvl	100'
9–			
10–Encasement Field I	1 target	1 min/lvl	100'
11–Force Wall II	V	1 min/lvl	100'
12–Barrier II	10'R	1 min/lvl	100'
13–Impediment II	1 wall	1 rnd/lvl	100'
14–			
15–Encasement Field II	1 target	1 min/lvl	100'
16–			
17–Force Wall III	V	1 min/lvl	100'
18–Impediment III	1 wall	1 rnd/lvl	100'
19–			
20–Encasement Field III	1 target	1 min/lvl	100'
25–Force Wall IV	V	1 min/lvl	100'
30–Encasement Field IV	1 target	1 min/lvl	100'
35–Force Wall V	V	1 min/lvl	100'
40–Encasement Field V	1 target	1 min/lvl	100'
50–Encasement Field True	1 target	1 min/lvl	100'

1—Detect Forcefield (I) Caster is aware of any active forcefields within range.

4—Force Armor (F) Caster creates a shimmering suit of armor made of pure force. The AT equals the level of the spellcaster. The armor is unencumbering, and does not impede spell casting or maneuvers.

5—Barrier I (FE) Creates an invisible barrier. All physical and elemental attacks are at a -25 penalty when directed through the wall. Any attempts to cross the Barrier require a Hard Moving Maneuver (modified by SD). Failure to penetrate the wall results in an 'A' Shock critical. The barrier may be cast on a fixed location, or the caster may center it on himself in which case it moves with him.

6—Force Wall I (FE) Caster creates an impassable wall of force. The wall has 5 hits per level of the caster and an AT of 20. The wall can only be brought down if a single attack (or a coordinated group of attacks) can exceed the wall's hits. Criticals delivered to the wall for these 'hit' purposes are as follows: 'A' = 10, 'B' = 20, 'C' = 30, 'D' = 40, 'E' =50. The wall must meet a solid surface on all four sides (the wall could fill a doorway, but could not exist as a free-standing barrier in the middle of a floor. The wall forms from a single point and instantly expands to a maximum 10'x10'x1'. The caster can make the wall invisible, or it can appear as a visible, shimmering area.

8—Impediment I (F) When cast in conjunction with any *Force Armor*, *Encasement Field*, or *Force Wall*, any physical attacks or attempts to pass through the force field inflict an additional 'A' Shock critical upon the attacker (RR applies for the critical).

10—Encasement Field I (FE) Target(s) is surrounded by a field of force. The field is immobile and forms a globe around the target. Any attempt to pass through the *Encasement Field* is resolved as a spell attack with the *Field* serving as the attacker (-20 RR). Those attempting to escape the *Encasement Field* use their SD modifier as a bonus to the escape attempt. If target makes his RR, he escapes, taking an 'A' Shock critical (no RR). If RR is failed, he suffers one Shock critical of severity determined by the amount of failure: 1-10 = 'A', 11-20 = 'B', 21-30 = 'C', 31-40 'D', 41+ = 'E'. The field does not impede magic and is gas permeable, though winds of velocities greater than 10 mph do not pass through the field (nor does water). The caster can make the wall invisible, or it can appear as a visible shimmering area.

11—Force Wall II (FE) As *Force Wall I*, except the wall needs no physical support, and can be shaped according to the caster's wishes as long as the maximum area is not exceeded.

12—Barrier II (FE) As *Barrier I*, except the radius is now 10'.

13—Impediment II (F) As *Impediment I*, except any physical attacks delivered to the wall inflict a 'B' Shock critical.

15—Encasement Field II (FE) As *Encasement Field I*, except all spells crossing must make a RR at the level the field.

17—Force Wall III (FE) As *Force Wall II*, except the wall's maximum area is now 20'x10'x1'.

18—Impediment III (F) As *Impediment I*, except any physical attacks delivered to the wall inflict a 'C Shock critical.

20—Encasement Field III (FE) As *Encasement Field II*, except the caster can vary the size of the *Encasement Field* from as large as a radius equal to his level to as small as just containing the target(s) when it is cast.

25—Force Wall IV (FE) As *Force Wall III*, except the wall can be curved or even formed in to a 10' radius sphere or semi-sphere.

30—Encasement Field IV (FE) As *Encasement Field III*, except the field is not gas permeable (those inside are in danger of suffocation). **Note:** *The impermeability of the field prohibits normal speech across the field.* The caster can also utilize up to twice his level in power points when casting this spell, so that the PP expended become the attack level of the field.

35—Force Wall V (FE) As *Force Wall IV*, except the wall will move if the caster concentrates on it. The Force wall will not push against any thing, but at the same time can't be pushed against.

40—Encasement Field V (FE) As *Encasement Field IV*, except no spells can pass through the field in either direction (this does negate pre-existing spells).

50—Encasement Field True (FE) As *Encasement Field V*, except caster can specify that magic can be cast through the field in one direction only (either inside or outside).

LIGHT'S CREATIONS (7.9.10)
ARCANE

	Area of Effect	Duration	Range
1–Dancing Lights	1'R sphere	1 min/lvl	100'
2–Hypnosis	1 target	V	3'
3–Pyrotechnics	1'cu/lvl	1 rnd/lvl	100'
4–Color Spray	1 target	-	50'
5–Rainbow	1 mi/lvl	1 min/lvl	1 mi/lvl
6–Photonic Orb (50')	1 target	-	50'
7–Hologram I	1' cu/lvl	1 min/lvl	100'
8–Reflective Image	20'R	C	20'R
9–			
10–Photonic Orb (100')	target(s)	-	100'
11–Waiting Hologram	1'cu/lvl	V	100'
12–			
13–Reflections I	self	C	touch
14–Unlight	5'R/lvl	C	5'R/lvl
15–Photonic Orb (300')	target(s)	-	300'
16–Programmed Waiting Hologram	1'cu/lvl	V	10'R/lvl
17–Reflections II	target	C	touch
18–Photonic Orb (500')	target(s)	-	500'
19–			
20–Project Image	image	C	300'
25–Reflections True	target	C	touch
30–Photonic Wall	10'x10'x1'	1 min/lvl	100'
40–Photonic Sphere	10'R sphere	1 min/lvl	self
50–Photonic Spray	1'x100'x20'R cone	-	100'

1—Dancing Lights (F) Creates 1 ball of iridescent light per caster's lvl, which can be made to 'dance' anywhere within the spell's range. These lights cannot harm, and give off light equal to that of a torch. Creatures with poor intelligence (≤ 40) will become transfixed (RR) if they see the lights.

2—Hypnosis (F) Hypnotizes one target with a multi-colored display of lights and hand gestures. (See the skill Hypnosis for basic effects.)

3—Pyrotechnics (E) Creates a multi-colored, exploding spheres of light.

4—Color Spray (E) Caster shoots forth, from the palm of his hand, a brilliant display of colored light which will blind the target. Target remains blinded for every 5% failure. A blinded foe operates at -90.

5—Rainbow (E) Creates a rainbow which begins and ends wherever the caster desires within the ranges of this spell. All who see the rainbow must make a RR or stop and view it until they succeed in subsequent rounds. Viewers are still aware of any attack that they would normally perceive.

6—Photonic Orb (50') (F) Caster creates and releases a sparkling ball of translucent, swirling color which strikes the target, resulting in one round of blindness per 5% failure. A blinded foe is at -90.

7—Hologram I (F) Creates a three dimensional image from pure light. This image can be of anything the caster has seen or can dream up. These images will seem real unless a RR is made modified by the caster's BAR modifier, or until touched. Hologram size is the caster's level in cubic meters. Image is stationary.

8—Reflective Image (F) Creates multiple images of the caster equal to half the caster's level. These images cannot move and must be identical to each other. Believability is the same as for *Hologram I*.

10—Photonic Orb (100') (F) As *Photonic Orb (50')*, except two orbs can be thrown. One target may be attacked per Orb.

11—Waiting Hologram (F) As *Hologram I*, except hologram comes into being when a set of specific circumstances, defined by the caster at the time of preparation, occurs. E.g., an elf walks by, a dragon flies within 25', etc.

13—Reflections I (FD) Creates a highly reflective field about the target which confers a bonus of +30 against all light based attacks. There is a percentage chance equal to twice the level of the caster to reflect the attack back to its origin. Only one attack per round can be reflected.
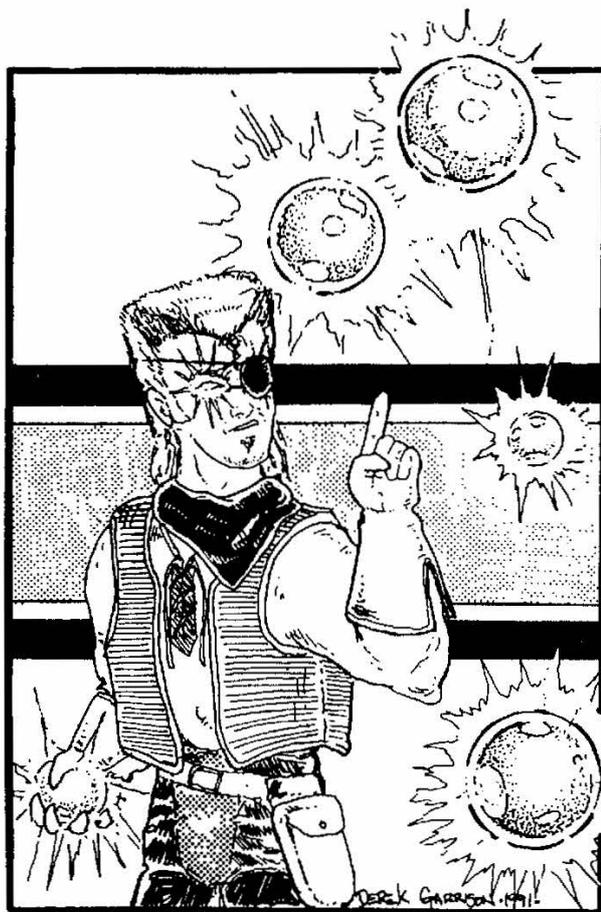
14—Unlight (F) Creates a null field in which no light can exist. The area is a dull grey; darkness will not blacken it and light will not illuminate it. No form of enhanced vision will penetrate it. This spell receives a RR vs. *Utterlight* or *Utterdark* as if it were at 50th level, and even then these effects will last only 1/3 their normal durations.

15—Photonic Orb (300') (F) As *Photonic Orb (100')*, except three orbs can be thrown.

16—Programmed Waiting Hologram (F) As *Hologram I*, except hologram can perform only the simplest of movements and the most basic of sounds. Speech can be programmed, but it can only be a number of words equal to the caster's lvl. Image cannot move out of the range of this spell.

17—Reflections II (FD) Creates a highly reflective field about the target which confers a bonus of +50 against all light based attacks and a percentage chance equal to twice the level of the caster to reflect the attack back upon its creator. Two attacks may be reflected per round.

18—Photonic Orb (500') (F) As *Photonic Orb (100')*, except 4 orbs can be thrown.

20—Project Image (F) Creates an exact image of the caster which can then be projected to any location the caster can see and that is within range of this spell. The image moves and speaks as the caster does. The caster cannot be normally heard or seen since these physical aspects of him are being 'projected' to the location of the image. The caster may throw spells, from this list, through the image which are no greater than half his level. The appearance of the image itself is under the control of the caster; all attacks made against it will effect it as the caster desires (i.e. if the caster sees that a *Fire Bolt* is being launched at his image, he can make it appear burned). If the caster loses sight of his image, the spell ceases and he must re-cast the spell. Believability is the same as for *Hologram I*.

25—Reflections True (FD) Creates a highly reflective field about the target which confers a bonus of +70 against all light based attacks and a percentage chance equal to twice the level of the caster to reflect the attack back to its origin. Three attacks may be reflected per round.

30—Photonic Wall (F) Caster creates a powerful stationary, scintillating curtain of light with dimensions of 10'x10'x1'. Targets coming into contact with the wall must make a RR versus the following colored-light effects, one RR for each effect, each and every round in which he is in contact with the wall. Red: Blindness for One rnd per 5% failure. Orange: One 'C' Heat Critical per 5% failure. Yellow: One 'C' Electrical critical per 5% failure.

40—Photonic Sphere (F) As *Photonic Wall*, except it is shaped as a 10' r sphere which envelopes the caster. A *Photonic Sphere* moves with the caster.

50—Photonic Spray (F) As *Photonic Wall*, except caster can shoot forth a conical spray of color from his palm.

15—Spell Protection III (U) As *Spell Protection I*, except bonus is +30.
16—Suresign IV (U) As *Suresign I*, except bonus is +40.
17—Spell Molding IV (U) As *Spell Molding I*, except bonus is +40.
18—Focus IV (U) As *Focus I*, except bonus is +40.
19—Spell Proficiency IV (U) As *Spell Proficiency I*, except bonus is -40.
20—Spell Protection IV (U) As *Spell Protection I*, except bonus is +40.
25—Suresign True (U) As *Suresign I*, except bonus is +50.
30—Spell Molding True (U) As *Spell Molding I*, except bonus is +50.
35—Focus True (U) As *Focus I*, except bonus is +50.
40—Spell Proficiency True (U) As *Spell Proficiency I*, except bonus is -50 and the Caster will not fumble his next spell.
50—Spell Protection True (U) As *Spell Protection I*, except bonus is +50.

SPELL MASTERY (7.9.11)
ARCANE

	Area of Effect	Duration	Range
1–Suresign I	Self	1 rnd	Self
2–Spell Molding I	Self	1 rnd	Self
3–Focus I	Self	1 rnd	Self
4–Spell Proficiency I	Self	1 rnd	Self
5–Spell Protection I	Self	1 rnd	Self
6–Suresign II	Self	1 rnd	Self
7–Spell Molding II	Self	1 rnd	Self
8–Focus II	Self	1 rnd	Self
9–Spell Proficiency II	Self	1 rnd	Self
10–Spell Protection II	Self	1 rnd	Self
11–Suresign III	Self	1 rnd	Self
12–Spell Molding III	Self	1 rnd	Self
13–Focus III	Self	1 rnd	Self
14–Spell Proficiency III	Self	1 rnd	Self
15–Spell Protection III	Self	1 rnd	Self
16–Suresign IV	Self	1 rnd	Self
17–Spell Molding IV	Self	1 rnd	Self
18–Focus IV	Self	1 rnd	Self
19–Spell Proficiency IV	Self	1 rnd	Self
20–Spell Protection IV	Self	1 rnd	Self
25–Suresign True	Self	1 rnd	Self
30–Spell Molding True	Self	1 rnd	Self
35–Focus True	Self	1 rnd	Self
40–Spell Proficiency True	Self	1 rnd	Self
50–Spell Protection True	Self	1 rnd	Self

1—Suresign I (U) After casting this spell, the caster adds +10 to his next Circle Lore, Runes, Symbol Lore, or Warding Lore skill roll.

2—Spell Molding I (U) After casting this spell, the caster adds +10 to his next Spell Mastery or Targeting Skill roll.

3—Focus I (U) After casting this spell, the caster adds +10 to his next Attunement or Magic Ritual skill roll.

4—Spell Proficiency I (U) The spell cast after this one is -10 to Extraordinary Spell Failure and the caster only fumbles it on a 01.

5—Spell Protection I (U) Caster's next Resistance Roll has a +10 bonus.

6—Suresign II (U) As *Suresign I*, except bonus is +20.

7—Spell Molding II (U) As *Spell Molding I*, except bonus is +20.

8—Focus II (U) As *Focus I*, except bonus is +20.

9—Spell Proficiency II (U) As *Spell Proficiency I*, except bonus is -20.

10—Spell Protection II (U) As *Spell Protection I*, except bonus is +20.

11—Suresign III (U) As *Suresign I*, except bonus is +30.

12—Spell Molding III (U) As *Spell Molding I*, except bonus is +30.

13—Focus III (U) As *Focus I*, except bonus is +30.

14—Spell Proficiency III (U) As *Spell Proficiency I*, except bonus is -30.

MANA CURRENTS (7.9.12)
ARCANE

	Area of Effect	Duration	Range
1–Arcglow	1 hand	10 min/lvl	self
2–			
3–Weld	1 finger	C	self
4–			
5–Wall Of Lightning	10'x10'x1'	1 rnd/lvl	100'
6–Charge Armor	1 target	1 min/lvl	10'
7–			
8–Lightning Blade	self	1 rnd/lvl	100'
9–			
10–Lightning Ball (20'R)	20'R	-	100'
11–Greater Lightning Blade	self	1 rnd/lvl	100'
12–Circle of Lightning	10'R	1 rnd/lvl	100'
13–Fuse	armor	2 rnd	100'
14–Electric Armor	1 target	1 min/lvl	10'
15–Lightning Ball (40'R)	40'R	-	100'
16–Chain Lightning	V	-	100'
17–Lightning Elemental	V	C	50'
18–Immolation	self	1 min/lvl	self
19–Death Stroke	1 target	-	100'
20–Infusion	1 target	V	100'
25–Storm Chain	1 target	-	200'
30–Raze	50'x50'x50'	1 rnd/lvl	100'
50–Lightning Deluge	V	V	10'/lvl

1—Arcglow (FE) Causes a glowing ball of electricity, which gives off a light equal to a large torch, to appear in the caster's hand. The caster's hand must be empty. With any strike that the caster makes with this hand, there will be a 50% chance of delivering an 'A' severity Electrical critical.

3—Weld (F) The caster is able to weld ferrous metals together by tracing the path, with his index finger, along which the two metals are to be joined. Great for golem constructions.

5—Wall of Lightning (E) Creates a 10' x 10' x 1' wall of arcing current that delivers an "A" Electrical critical to targets that come into contact with it.

6—Charge Armor (D) As Light Armor on the Open Essence list Elemental Shields. Note: *This spell does not protect against light attacks.*

8—Lightning Blade (E) Causes a broadsword-shaped blade to spring forth from the caster's empty hand. The caster may make melee attacks with it using his Directed Spell skill bonus (with an additional +20), doing damage on the *Lightning Bolt* chart. Normally, this "blade" may not parry or be parried. The caster may throw the blade at any time (even on the round of casting). The thrown blade is treated as a normal *Lightning Bolt*. Caster may not parry with this blade.

10 — Lightning Ball (20'R) (E) As *Fire Ball* (Cf., Fire Law, *Spell Law* Section 13.3), except a ball of electricity is fired, effecting a 20' radius. The Lightning Ball Attack Table 10.1 is used to resolve the attack.

11—Greater Lightning Blade (E) As *Lightning Blade*, except that the "blade" is two-handed sword shaped, it requires both hands to be empty to use, it delivers double concussion hits, and its additional bonus is +35.

12—Circle of Lightning (E) As *Wall of Lightning*, except that the wall is a circle with a 10' radius. The caster may increase the severity of the critical by one for each additional 12 PP he spends for the spell (A=12, B=24, C=36, etc.).

13—Fuse (F) Caster fuses together any metal armor which fails a RR. Target within the armor will receive a 'B' Heat Critical the first round and an 'A' critical the next. **Note:** *Target will probably be incapable of movement until armor is removed.*

14—Electric Armor (D) Protects target against all electrical based attacks by conferring a +20 bonus. **Note:** *This spell does not protect against light based attacks.*

15—Lightning Ball (40'R) (E) As *Lightning Ball*, except that area of effect is 40'R.

16—Chain Lightning (FE) Caster creates a bolt of lightning which jumps from target to target until the number of targets attacked equals the caster's level/5. Caster's Directed Spell Bonus applies only to the first target. Each target must be within 100' feet of each other to be affected, otherwise the bolt will simply dissipate. A target may be attacked more than once by the same bolt. A bolt may arc to an object such as a column of stone, a statue, a door, a wall, a floor, or even the ground, and proceed from there. Each target makes a RR with no modifiers. If the target is successful, he is not attacked during that jump. If unsuccessful, apply elemental defenses normally. Targets wearing AT 20-17 are penalized by -25 to their RR, AT 16-13 = -20, AT 12-9 = 15, AT 8-5 = -10, and AT 4-1 = -5. **Note:** *If the bolt fails a resistance roll vs. itself while arcing to an inanimate object, it has grounded out and presents no further threat.*

17—Lightning Elemental (F) Caster creates a Light Elemental (Weak) which will do his bidding for as long as he concentrates.

18—Immolation (E) Caster's body is covered with arcs of lightning. He is immune to all forms of electricity. Anyone within 5' suffers an 'A' Electrical critical (no RR). Anyone in physical contact suffers a 'C' Electrical critical. Physical attacks from the caster that deliver a critical also deliver an 'A' Electrical critical. All items on the caster's person are immune to electricity for the duration of this spell, but any material he touches must make an RR or be ignited.

19—Death Stroke (E) As *Lightning Bolt* except that any critical delivered is automatically an 'E' critical.

20—Infusion (FE) Target suffers an 'E' Electrical critical each round for 1 rnd/10% failure.

25—Storm Chain (E) As *Chain Lightning*, except that one additional chain is released for every 10 levels of the caster.

30—Raze (E) Balls of lightning rain down from above, affecting an area 50'x50'x50' and delivering 'A' Electrical criticals.

50—Lightning Deluge (E) As *Raze* above, except criticals given are 'B' criticals, and caster may increase the area of effect by 50'x50'x50' every three rounds by concentrating (he must be within 10'/lvl of each newly affected area as it is razed.) The areas must be connected and each individual area will be active one round/level (i.e., the earliest areas will extinguish first). The *Deluge* crosses all obstacles unless a magical barrier is encountered which requires a RR. The caster may discontinue the burning in an individual area by concentrating for one round or he may cancel the whole spell normally.

SUBDUAL WAYS (7.9.13)
ARCANE

	Area of Effect	Duration	Range
1—Stun I	1 target	1 rnd	100'
2—Sleep VI	V	-	100'
3—			
4—Stun III	1 target	3 rnds	100'
5—Fear	1 target	V	100'
6—Stun Bolt (100')	1 target	-	100'
7—Word of Pain (50%) *	1 target	-	100'
8—Stunblade	self	1 rnd/lvl	self
9—Lord Sleep	V	-	100'
10—Stun VI	1 target	6 rnds	100'
11—Stun Ball	10'R	-	100'
12—Word of Pain (70%) *	1 target	-	100'
13—Greater Stunblade	self	1 rnd/lvl	self
14—Stun Bolt (300')	1 target	-	300'
15—Stun Ball	20'R	-	100'
16—Word of Sleep *	1 target	-	100'
17—			
18—Word of Pain (90%) *	1 target	-	100'
19—Stun Ball	40'R	-	100'
20—Stun Bolt (500')	1 target	-	500'
25—Unconsciousness	1 target	V	100'
30—Mass Word *	V	-	100'
50—Subdual Mastery	self	1 rnd/lvl	self

1—Stun I (F) Target is stunned 1 round.

2—Sleep VI (F) Causes target(s) to fall into a natural sleep; the total number of targets that can be affected is 6 (e.g., 6 of level 1, 1 of level 1 and 1 of level 5, 2 of level 3, etc.). All target(s) must be in caster's field of vision. Caster should assign target priority (i.e., which is the 1st potential target, the 2nd, etc.).

4—Stun III (F) Target is stunned 3 rounds.

5—Fear (M) Target fears caster and attempts to flee for 1 minute/10% failure.

6—Stun Bolt (100') (E) A bolt of pure elemental force is shot from caster's palm. Attack is resolved on the Shock Bolt table, except all criticals are ignored and instead of concussion hits, the attack inflicts rounds of stun equal to the hits normally delivered (a "4A" result delivers four rounds of stun and no critical).

7—Word of Pain (50%) (F*) Target takes 50% of remaining concussion hits upon failure.

8—Stunblade (E) Causes a broadsword-shaped blade of energy to spring forth from the caster's empty hand. The caster may make melee attacks with it using his directed spell bonus (with an additional +20). The attack is resolved on the Dagger table, except all criticals delivered are Shock criticals, and instead of concussion hits, the *Stunblade* delivers rounds of stun (as *Stun Bolt*). Normally, this blade cannot parry or be parried. The caster may throw the blade at any time; the thrown blade is treated like a normal *Stun Bolt*.

9—Lord Sleep (F) As *Sleep VI*, except up to 20 levels may be affected.

10—Stun VI (F) Target is stunned 6 rounds.

11—Stun Ball (E) As *Stun Bolt*, except the attack forms a 10' radius ball (also resolved on the *Shock Bolt* table). **Note:** *No "center of effect" bonus is granted to the attack.*

12—Word of Pain (70%) (F*) Target takes 70% of remaining concussion hits upon failure.

13—Greater Stunblade (E) As *Stunblade*, except the blade is two-handed sword shaped, requires both hands empty to use, attacks on the Short Sword table, and its additional bonus is +35. The same directed spell bonus is used for both this spell and *Stunblade*.

14—Stun Bolt (300') (E) As *Stun Bolt*, except range is 300'.

15—Stun Ball (E) As *Stun Ball*, except the area of effect is a 20' radius.

16—Word of Sleep (F*) As *Word of Pain*, except target must RR or fall into a natural sleep.

18—Word of Pain (90%) (F*) Target takes 90% of remaining concussion hits upon failure.

19—Stun Ball (40'R) (E) As *Stun Ball*, but the area of effect is a 40' radius.

20—Stun Bolt (500') (E) As *Stun Bolt*, except range is 500'.

25—Unconsciousness (F) Target is unconscious and unwakeable for 1 minute/5% failure.

30—Mass Word (F*) As *Word of Pain*, except any word can be used and will affect a number of levels equal to the caster.

50—Subdual Mastery (UF) Caster may use one lower level spell on this list for one round/level.

SPELL SHAPING (7.9.14)
ARCANE

Note: *The spells on this list are not attacks in themselves, but are intended to enhance the effects of the caster's existing elemental spells. Only elements the caster may utilize from another list may be used. These spells are instantaneous and are cast simultaneously with the appropriate elemental spell they modify. GMs using this list may wish to require that it be learned separately for each specific element. This list could be treated as a Magician Base List (GM's discretion). GMs may wish to require a successful spell mastery roll to utilize these spells. Also, GMs may require this list to be learned separately for each element with which the caster wishes to utilize it.*

	Area of Effect	Duration	Range
1–			
2–			
3–			
4–			
5–Bolt Curving *	-	1 attack	self
6–			
7–Ball Shaping *	V	1 attack	self
8–			
9–Hollow Ball *	V	1 attack	self
10–			
11–			
12–Fork Bolt *	-	1 attack	self
13–			
14–Returning Bolt *	-	1 attack	self
15–Crossfire *	1 target	1 attack/5lvl	self
16–Reverse Spells *	-	-	self
17–Cone *	V	1 attack	self
18–Chainbolt *	-	1 attack	self
19–Bolt Channels *	1 target	1 rnd/5lvl	self
20–Volley *	self	1 rnd/lvl(C)	self
25–Death Bolt *	1 target	1 attack	self
30–Death Ball *	V	1 attack	self
50–Spellfire *	self	1 rnd/lvl	self

5—Bolt Curving (U*) The caster may alter the course of his next bolt attack by curving the bolt up to 10°/level. The caster must be able to see the target to gain the benefit of his directed spell bonus.

7—Ball Shaping (U*) The caster may alter the general shape of his next ball attack (the ball may be flattened on one or both sides, shrunk to a smaller radius, etc.). **Note:** *Spell radius cannot be increased beyond normal with this spell.*

9—Hollow Ball (U*) The caster may alter the shape of his next ball attack to have a 'hole' in the middle large enough that a target the spell is cent[ ]d on suffers no damage. No 'center of effect' bonus applies to other tar[ ]s.

12—Fork Bolt (U*) The caster may 'fork' his next bolt attack to strike two different targets. The targets must be within 90° of each other in relation to the caster, and the caster's directed spell bonus must be split as the ca[ ]r desires between the two targets.

14—Returning Bolt (U*) If the caster's next bolt attack misses its target while this spell is in effect, the bolt will reverse its course and strike its target from behind, gaining any applicable surprise and rear attack bonu[ ]s. Directed spell bonuses do not apply to this rear attack.

15—Crossfire (U*) The caster's next bolt attack will continue onward and reverse its direction, striking the target multiple times until the number of strikes equals the caster's level/5 (the bolt travels in a 'cloverleaf' patt[ ]n, with the target at the center). Each attack gains any applicable surprise [ ] rear/flank attack bonuses, and all criticals delivered are rolled separately for each bolt. Directed spell bonuses only apply to the first attack.

16—Reverse Spells (F*) Caster may redirect an elemental attack dire[ ] at him back upon its caster if the attacking spell fails a RR. If the attack s[ ]l is returned, it attacks its caster with a +0 modification.

17—Cone (U*) The caster's next ball attack will form the shape of a co[ ], starting at the caster's outstretched hand and traveling outward the [ ]l normal range of the ball. The area of the terminus of the cone is equal to [ ]: normal diameter of the ball. No 'center of effect' bonus applies.

18—Chainbolt (U*) The caster's next bolt attack will bounce from tar[ ] to target until the number of targets attacked equals the caster's leve[ ]. Each target must be within 100' feet of each other to be affected, otherw[ ] the bolt will simply dissipate. A target may be attacked more than once by the same bolt. A bolt may bounce to an object such as a column of sto[ ] a statue, a door, a wall, a floor, or even the ground, and proceed from the[ ] Each target makes a RR with no modifiers. If the target is successful, he[ ] not attacked during that jump. Directed spell bonuses apply only to the first target. **Note:** *If the bolt fails a resistance roll vs. itself while arcing to [ ] inanimate object, it dissipates and will present no further threat.*

19—Bolt Channels (U*) The caster's next bolt attack will form a continu[ ] stream. Separate attack rolls are made for the stream each round. The caster can move the channel up to 90°/rnd. Only one attack per round may be ma[ ] by the channel, but the caster's normal initiative number is increased [ ] 50%, due to the spell already being in effect (2nd and successive rou[ ] only).

20—Volley (F*) The caster may 'catch' the next directed spell attack ma[ ] against him (if it fails a RR vs. this spell). The spell may be returned by t[ ] caster during his next attack phase with whatever directed spell bonuses [ ] has with the 'caught' spell. The spell so returned does the damage it normally would (if the original caster of the directed spell cast it so that[ ] would do multiples of damage, it still does when returned). If the atta[ ] spell makes its RR, the spell attack is resolved normally.

25—Death Bolt (U*) Any criticals delivered by the caster's next bolt attack are automatically 'E' criticals, but the bolt can not be cast to infl[ ] multiples of damage by increasing the PP expended.

30—Death Ball (U*) Any criticals delivered by the caster's next ball attack are automatically 'E' criticals, but the ball can not be cast to inflict multiples of damage by increasing the PP expended.

50—Spellfire (U*) The caster becomes immune to his chosen element a[ ] can cast one of the lower level spells on this list each round for the duration of this spell.

EPHEMERAL ENHANCEMENT
(7.9.15)
ARCANE

	Area of Effect	Duration	Range
1–Strength *	1 target	-	100'
2–Weakness *	1 target	-	100'
3–Restore I	1 target	P	touch
4–Amplify I	1 target	1 rnd/lvl	touch
5–Ephemeral I	1 target	1 rnd/lvl	touch
6–Transfer I	1 target	1 min/lvl	touch
7–Restore II	1 target	P	touch
8–Amplify II	1 target	1 rnd/lvl	touch
9–Ephemeral II	1 target	1 rnd/lvl	touch
10–Transfer II	1 target	1 min/lvl	touch
11–Restore True	1 target	P	touch
12–Amplify III	1 target	1 rnd/lvl	touch
13–Ephemeral III	1 target	1 rnd/lvl	touch
14–Transfer III	1 target	1 min/lvl	touch
15–Neutralize	1 target	1 min/lvl	touch
16–			
17–			
18–			
19–			
20–Restore Potential	1 target	P	touch
25–Amplify True	1 target	1 rnd/lvl	touch
30–Increase Potential	1 target	P	touch
50–Reorganize	1 target	P	touch

1—Strength (I*) Caster concentrates and immediately becomes aware of target's highest statistic.

2—Weakness (I*) Caster concentrates and immediately becomes aware of target's lowest statistic.

3—Restore I (F) Restores any single statistic (temporary or potential) of target by one point per three levels of caster up to its normal level that has been raised or lowered due to attacks such as poison, magic, or disease. This spell will have no affect upon natural losses due to age, etc. A statistic can only be restored once after each loss. A statistic may not be restored after one day per level of the caster (e.g., a third level caster can only restore stat losses within three days after the damage occurred).

4—Amplify I (F) Increases any single statistic of target by one point per four levels of the caster up to the statistic potential.

5—Ephemeral I (F) Temporarily increases the temporary value of any statistic up to 1 point per five levels of caster. Statistics can be increased above their potential by one point per 10 levels of the caster. Target gains all benefits associated with higher statistics.

6—Transfer I (F) Caster may transfer a portion, up to half, of one of his statistics at one point per two levels, in order to increase one of the target's. Statistic(s) must be the same (Em to Em). The caster must physically retrieve the transferred points by recasting this spell before the spell expires or lose them and suffer a -5%/point penalty to all actions for 1 day per point transferred. If the target should die, or the target should have his statistics destroyed, the caster permanently loses the transferred statistic(s). Stats can be increased above their potentials, and target gains all benefits associated with higher statistics. **Note:** *If a target's statistic will become greater than 100 due to this spell, then, at that point, the caster may only increase that statistic of the target by one point per four levels.*

7—Restore II (F) As *Restore I*, except the increase is 2 points per three levels of the caster and two statistics may be restored simultaneously.

8—Amplify II (F) As *Amplify I*, except two points per four levels may be increased.

9—Ephemeral II (F) As *Ephemeral I*, except two points per five levels may be affected.

10—Transfer II (F) As *Transfer I*, except two statistics may be transferred simultaneously.

11—Restore True (F) As *Restore I*, except the increase is 1 point per level of the caster and three statistics may be restored simultaneously.

12—Amplify III (F) As *Amplify I*, except three points per four levels may be increased.

13—Ephemeral III (F) As *Ephemeral I*, except three points per five levels may be affected.

14—Transfer III (F) As *Transfer I*, except three statistics may be transferred simultaneously.

15—Neutralize (F) Caster can completely neutralize the statistic bonus of any one statistic.

20—Restore Potential (F) As *Restore I*, except statistic potentials can be restored.

25—Amplify True (F) As *Amplify I*, except one point per level may be affected.

30—Increase Potential (F) Permanently increases one statistic's potential by one point per five levels of the caster. Caster can only increase a particular potential one time; cumulative castings to increase a potential multiple levels have a 20% chance per attempt of reducing the temporary and permanent values to 1.

50—Reorganize (F) Caster can completely rearrange the statistical makeup of target (this does not include altering statistical values, nor separating potentials or bonuses from their temporary counterparts).
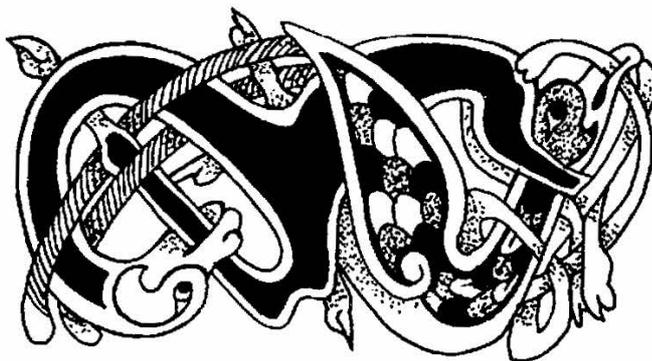
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Aram												
Iruk	4C	80	Dash/15	FA/FA	L/II	150H	19(10)	60Melee/60Missile	*	*	C	Varies(AV)
Litorian	5D	70	FSpt/10	MF/MF	M/-	90D	2(15)	40 Melee/40Missile	*	*	C	Varies(EX)
Chaos Demons												
Type I	3B	90	Dash/10	FA/VF	M/I	65D	3(20)*	45MCl/40MBi/Special	1-10	-	B	Berserk(MD)
Type II	5D	100	Dash/15	VF/VF	M/II	90E	3(35)*	60MCl/55MBi/ 30We/Special	1-4	-	D	Berserk(MD)
Type III	8F	110	Dash/20	VF/VF	M/LA	120F	3(40)*	80MCl(2x)/75MBi/ 65We/Special	1	-	F	Berserk(HI)
Type IV	13G	110	Dash/20	VF/BF	M/LA	175H	4(50)*	100MCl(2x)/100MBi/ 120We(2D)/Special	1	-	H	Cruel(HI)
Type V	18G	120	Dash/25	VF/BF	M/SL	200G	4(60)*	150LBa/140We(3D)/ Special	1	-	I	Cruel(HI)
Type VI	25G	120	Dash/30	BF/BF	M/SL	250G	4(70)*	160We(3D)(2x)/ Spells/Special	1	-	J	Cruel(HI)
Drose	4D	60	Spt/0	MD/MD	M/-	65C	1(10)	35Melee/35Missile	*	*	B	Varies(EX)
Many-Eyed												
Bish	20H	50	Run/10	MD/MF	L/LA#	300H	12(30)	75LBa[disruption]/Spells	1	*	H	Domin(EX)
Urloc												
Wizard	7G	65	Spt/10	MF/MF	M/II	130G	3(20)	50Melee/40Missile/Spells	*	*	F	Cruel(EX)
Warrior	5F	80	Dash/15	FA/VF	M/II	140G	3(50)	70Melee(1-4x)/ 50Missile/Spells	*	*	E	Cruel(HI)

* — Special.

ARAM

Perhaps the reason the Aram are known as the Separated is because at some point in their history, the Aram race split into two main groups. The first, the Litorian Aram, settled in cities. The other, the Iruk, remained in the tradition of their ancestors and were nomads. The Litorians, as a rule, are smaller in stature and are more magically adept. The Iruk are larger and are well suited to a nomad's rough life. Or perhaps they are known as the Separated because they are totally alien to the world upon which they live. They are created by an entirely different force than that which set in motion the rest of creation. Whether this is a different set of gods, a different creator, etc., is up to the GM and his world system.

Iruk: hnwmk-NV+,CDHJ-4; 7'-8'; no suggested limits on profession; average lifespan is 80 years.

The nomadic Iruk stand about 6' tall on the average. Their skin is leathery and is green in color. Most use a substance on their skin to prevent any hair growth. If an Iruk has hair, it is dark in color, concentrated on the head, but covering lightly most of the body. Normally living in warm climes, the Iruk wear very little clothing. Usually leather breeches or the like are sufficient. Their armor is a sort of piecemeal plate suit (counting as AT 15-19 depending on the heaviness and coverage of the plates). Often Iruk paint marks upon their faces and bodies. These always have ritual, cultural or personal significance, not merely decoration. Iruk Aram have a strange symbol system. Not surprisingly, they do not take anything from nature (it's still, in basic form, alien to them) to use as symbols. Their art and decoration is abstract (to use a human term) and makes sense only to them. These symbols and such represent concepts such as life, battle, purity, disease, etc.

They live in tribal communities called Dal-ats. The organization of a Dal-at is very loose. Many Iruk or Iruk families actually live and travel by themselves. Iruk are very independent and many enjoy solitude. Each Dal-at has three leaders: a Kinir (social leader), an Erir (travel leader), and an Uogir (battle leader). There is no dominant sex, and since there is no concept of marriage (although two males and two females will sometimes dwell together for a time to raise offspring and this is called a family) they do not trace lineage at all. Family ties are not strong, though they do exist, as well as emotional ties to the Dal-at.

Aram use a variety of weapons. It is they who developed the atlatl for throwing javelins (which they barb). They frequently use a variety of pole arms which are strange in appearance to humans. An Aramish sword is a longsword, shortsword or two-handed sword with a blade which curves, hooks, and barbs in strange ways (they are all different). In the hands of an Aram, it will first do a slash critical, and then an automatic puncture. Such an attack requires 150% of the time that a human style combat swing takes. It also adds 10 to the wielder's parry because of the barbs, but it is 10% easier for an opponent to parry the blade as well. They also use klakar (punch daggers), huge throwing stars, spiked shields and armor pieces (including helms), double-headed axes and polearms, barbed whips and man-catchers. Note that this weapons list is applicable to both types of Aram.

The only permanent structures Iruk make (they usually live in tents) are secret storehouses, which can be found by an Erir when needed, and temples. Priests sometimes will travel with a Dal-at, while others stay and keep up these large, sophisticated, yet often well-hidden structures.

Each temple will have golden plates upon which are the holy scriptures of their strange gods. There are twenty such plates. Their numeric system is based on two (they always put things in pairs). Priests are well respected in the society.

They are hunters and gatherers. They keep no animals, and raise no crops. In general, they are a showy, flamboyant people, who are not well understood by any other race. They are proud, confident, and superstitious. They regard all other life as alien (Tu-gim).

Litorian: *hrwmk-N+-5; 5'6"-6'2"; suggested professional limitations: no non-spellcasters; average lifespan: 200 years.*

The Litorian Aram are smaller in stature than their Iruk cousins, being about the same size as humans. Their skin is grey, and they have dark hair growing on their heads, although many shave their heads.

Litorian dress is always flamboyant and quite complex, usually including long robes or capes. The colors are almost always dark greens or blues, greys, or blacks. Armor and weapons are like that of the Iruk. Also, similar to the Iruk, they often have marks and symbols on their skin, but these are usually a badge of authority or are for some magical purpose. Litorians live in large, complex, and fantastic cities. Many Iruk have given up their nomadic existence to dwell in these cities (although you will never find a Litorian living among the Iruk). Also to be found in and around these cities are the Begarian creatures—animals and monsters created by Litorian sorcery. These cities are independent and self-ruling. They are not necessarily friendly towards each other at all.

Litorians have even less of a family concept than Iruk. Their allegiance to their specific city government comes from a social contract-like civic structure. They all see the benefits of city life and civilization and look down on the nomadic Iruk. Litorians are usually typified as cold and self-centered. More often than not, Litorians are evil. Many enjoy artificial stimulants (ones which only affect Aram). Their innate magical tendencies are well known. A Litorian whose characteristics are so low that he has no spell power usually becomes an outcast or pariah. Their rulers are always powerful spell casters. Magic and knowledge can be used practically as currency among them. They are not irreligious, but it is not important to them. Their holy books and numeric system is the same as that of the Iruk.

CHAOS DEMONS

Far beyond the realms of physical reality, and even beyond the Void itself, there exists the Plane of Consummate Chaos. Within this level of reality is the indescribable substance of Entropy itself. Swirling energies and random islands of varying types of matter fill the plane, where physics has no laws, and the ultimate contradictions of Creation are born.

One rule that holds with every corner of Reality is true here as well: given enough time, sentient beings evolve from whatever primal energies exist and take whatever form is possible. Mannish creatures evolved on the physical plane, elemental spirits take form on their respective planes, and even foul demons gained consciousness in the Pales. In the Plane of Chaos, a number of beings have formed which embody the concepts of randomness and disorder. These Chaos Demons are different from other demons known to men, and have no allegiance with them.

On their home plane, the Chaos Demons are as formless and random as the chaotic energies that abound there. When they come to a material plane, however, they take a grey, hairless, humanoid form, sometimes with long, razor-sharp claws and tooth-filled jaws. Their yellow eyes are three-faceted, bulging from their bulbous heads.

There are six types of Chaos Demons, each more powerful than the one before it, although it is almost impossible to tell the difference between the differing types by appearance alone. Due to their chaotic nature, all that is orderly (like matter) in close proximity with them are disrupted. There is a 10% chance per demon type each round that something random and unlikely (total GM discretion) will happen within 10' of the being. These random occurrences are not always in the favor of the demon, and are sometimes so slight as to go unnoticed. In the past, random objects have appeared or disappeared, gates have opened, objects or people have changed shape, color, composition, etc.

Chaos demons are the beings that are bound via their special spells to a Chaotic Lord's skin as Chaotic Armor. They can also be formed into weapons, shields and other items (see Treasures below). Note that if the GM wishes, the Eraditor of *C & T II* can be used as a chaos demon, due to its berserk and destructive nature.

Chaos Demons Type I-IV: *(-)-(-)-9; presence inflicts 'A' disruption criticals in a 10' radius; Touch inflicts 'C' disruption criticals; 6' tall.*

Minor (Types I-IV) chaos demons attack with their long claws and teeth, although sometimes they are encountered with a weapon of some type. They do not seem to have a preference for any particular sorts of weapons, as they have been encountered with any type. Speed and strength are their forte, and they lust after battle, killing and destruction. These demons, though not unintelligent, act in a random, chaotic, and berserk manner. The only thing a Chaos Demon will not attack (including inanimate objects if no foes are found it) is another of his ilk.

Chaos Demon Type V: *(-)-(-)-9; presence inflicts 'B' Disruption criticals in a 10' radius; Touch inflicts 'D' disruption criticals; 6' tall.*

Type V Chaos Demons are sometimes called Entirhath, and usually act in a less berserk manner than their lesser fellows. They will accomplish the ends of chaos and destruction, but in a cold and calculating manner. Their great strength allows them to strike effectively with their rock-hard fists, or to use weapons with power and skill. They are fearsome in battle, and will normally only enter into a melee in which the odds are clearly in their favor. They are great manipulators of events and circumstance, and relish traps and tricks which put their opponents at a great disadvantage.

Chaos Demon Type VI: *(-)-(-)-9; presence inflicts 'C' Disruption criticals in a 10' radius; Touch inflicts 'E' disruption criticals; knows Chaotic Lord Base lists to level; 4 PP/Level; 6' tall.*

Villigir are Type VI Chaos Demons. Like the Entirhath, they are calculating and cunning. The most fearsome ability of these demons is that the can cast all of the Chaotic Lord Base lists, including Chaos Armor, so that they can bind lesser chaos demons to them, giving them additional powers. They always successfully bind the demon armor to themselves, and it causes them no damage. With these spells they can also summon forth chaotic energies (the Chaos Mastery list), causing great destruction and woe to the material world and its inhabitants. These beings are greatly feared.

OTHER CREATURES

Drose: *(-)-N+-8; 5'-5'10"; no suggested professional mitations; do not need sleep; average lifespan: 100 years.*

Drose are a strange race that is rarely found as a group since the coming of man. Not lustful of power or wealth, they have found a lace in existing society; that of advisors and scholars of powerful umans. Drose are incredibly intelligent. Their minds can process information much faster than even the brightest human ever could. dvanced mathematics, physics, chemistry and history can all be rocessed practically at once if need be to draw proper conclusions to the present situation. To use a modern term, Drose often function as "living computers" among mannish society; for those who can ford their services. Drose do not demand high prices, but for their ains to work at maximum efficiency they require a diet of very rare fishes. So while Drose usually only work for food and boarding, is can be quite expensive. Drose are green skinned and roughly umanoid, with two arms with three-fingered hands, two legs that split into two smaller legs at the knee, and squarish heads with bulbous eyes and tiny eyes. They are hairless and noseless. Drose not require "sleep" as such, but can simply rest different parts of their brain while using other parts. A unique aspect of the Drose is that if they ever travel to another world, plane or dimension where athematics or physics change, their mind almost instantly adapts d changes so that they are familiar with the new physical laws.

Many-Eyed Bish: *(-)-EK-9; 15' across; existence on this plane nited to its ring-like eyes until enough victims are found; use ge creature critical table.*

Of all the many other planar creatures catalogued by scholars and es, the bish is one of the strangest and (thankfully) rarest. Its tial existence on this plane is limited to its ten eyes. It can only extend its eyes into this plane, but it does so in such a way that they pear as gold rings with eye-like gems set into them. The rings will pear within 50 miles of each other. If a person puts on a "ring", the bish will be able to see through that person's eyes and it will itially confer to him one power from the following list: 1—*Stun lief III* once per day; 2—*Haste V* once per day; 3—*Detect isible* twice per day; 4—x2 damage with weapons; 5—*Bladeturn I* once per day; 6—*Heal 3-30* once per day; 7—*Cut Repair III* once r day; 8—*Landing* three times per day, 9—*Percieve Power* once r day; 10—*Presence* at will. Therefore, the wearer of the ring will believe the ring to be magical and beneficial. In addition, the bish ll mentally implant suggestions in the ring wearers to come ether (this may take a long time, as the bish is very subtle). When two ring wearers come within 25' of each other, each receives two wers from the list (not necessarily the same powers). This omes cumulative with the more ring wearers that are within 25' each other (the bish will not let more than one ring be worn by one person), with the people gaining more and more powers.

When all ten rings are within 25' of each other, the bish is able to create a sort of gate to this dimension. Each ring wearer must make an RR (modified by -5 for each week the ring was worn) or the bish will use that person's body matter to create a body for itself. Each person failing the RR will be irrevocably killed, and all the rings will be gone, in any case. The bish will appear as a mass of fleshy jelly with 10 eyes. Its touch causes additional disruption (heat if *RMCIII* is not used) criticals. It can also use all of the powers that it can confer to the ring wearers, in addition to the "Mind Control" and "Mind Attack" Mentalist base lists. Once on this plane, the bish will attack and try to dominate all that it encounters. Nothing else is known about these mysterious creatures.
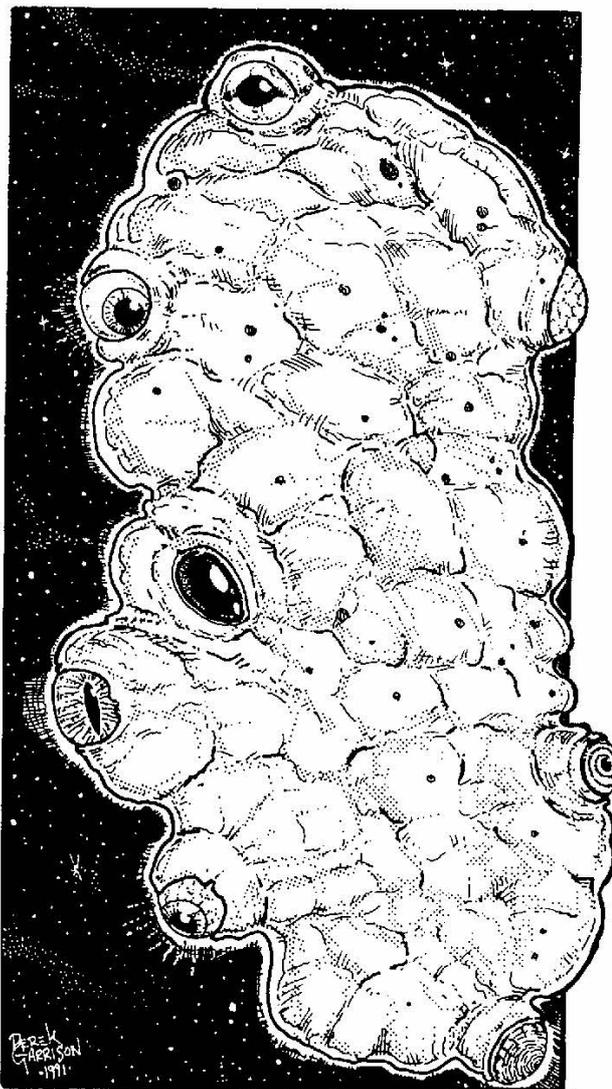
	STAT BONUS MODIFICATIONS										RESISTANCE ROLL MOD					HEALING AND INJURY					
RACE	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dep.	Stat Det.	Rex X	Lang.	Dice Type	Max. Hits
Aram																					
Iruk	+15	-5	-5	+0	+0	+10	+0	+5	+0	+0	+5	+0	+5	+10	+20	15	0	.5x	2	1-10	250
Litorian	-5	+5	+5	+5	+10	-5	+5	+0	+5	-5	-5	-5	-5	+0	+20	5	0	1x	4	1-8	120
Drose	-5	+0	+10	+0	+0	-5	+0	-5	+40	+40	+0	+0	-5	+0	+0	3	0	1x	6	1-8	100
Urloc																					
Wizard	0	0	+15	+15	+15	0	-5	+5	+10	+10	-10	-10	-10	+30	+100	3	+3	2x	4	1-10	180
Warrior	+5	+10	+5	+5	+5	+0	-5	+5	+10	+10	-10	-10	-10	+30	+100	4	+2	1.5x	3	1-10	190

Urloc: *(-)-EKNX#,OS-8; 5'5"-6'; suggested limits on profession: no non-spellcasters; no sleep requirements; average lifespan: immortal.*

It has recently been discovered that the race known to man as the Urlocs are not an ancient race at all. The Urlocs are creatures from the far future, who have learned magical abilities to come into the past. Some theorists say they are here to perform some mission to attempt to change the future, or create a new future (depending on the theory of time travel accepted). Other scholars believe they have fled some doom in the future to the relative safety of the past. Although the Urlocs would never admit it, a generally accepted idea about the nature of these creatures is that they are highly evolved examples of orcs, ogres, trolls or some other race that was created through magic here in the present. Some contend that it was time travelling Urlocs who created the race that they evolved from to begin with, thus creating some sort of impossible time loop, but this idea of time travel is not widely accepted.

One thing is certain, however: the Urlocs are here to stay. Whatever method of time transportation they used to arrive in the present, they no longer possess it. They are "time castaways", in a sense.

In appearance, they are hideous. Thick, bluish-grey hide covers their normally fat bodies. Wide, tooth-filled mouths and small, pupil-less eyes are all that makes up their faces. Normally, they dress in loose-fitting garments, which are sometimes long and flowing. Jewelry is common, and necklaces of the teeth of those they have slain are quite popular among them. They almost never use weapons.

Each and every Urloc has some magical ability, as they are a highly evolved race. Most commonly, they are Magicians, Evil Magicians, Evil Clerics, Magi (though normally without wielding weapons), and Mentalists, but there is no spellcasting class that is beyond them. The GM may wish to use the Urlocs as a way to introduce new spellcasting professions, spells or spell lists into his campaign. It would be very appropriate for the Urlocs to have spells and magics that no one else in the campaign possesses.

Theirs is a society based entirely around magic and spellcasting. They dwell within fabulous constructions, built with the aid of enchantments and spells. Their rulers are always the most powerful of those that are ruled. Normally, these rulers take the title of Grand Vamon or Lord Irrah Magis before their name. They are cruel and heartless by human standards, even to each other. Their rulers always wield absolute political power, destroying all who would oppose them. They normally tend to dwell near the sea, and are well known for their magical and elegant ships. Some Urloc sea craft have been known to be made from stone, glass, ice, iron, and many other strange substances. They are also known for their construction of magical automatons and artificial beings. Golems, constructs, viles, shards, and all manner of such beings are used widely by the Urlocs as servants and guards. Also, many artifacts are said to be of Urloc origin.

The Quishadi (*C&T II*) are beings who were originally the magical constructions of the Urlocs, but who won their freedom in a bloody revolt. The two races now hate each other with a passion unknown among men. Rarely do they engage in open warfare (the Quishadi know they would be destroyed in any such conflict), but instead they normally send magical summonings to wreak havoc on the other side.

No real form of Urloc religion exists, but they do seem to revere entropy and abstract concepts like chaos, destruction and death as humans relate towards deities. Their language is complicated and foul, sounding even more hideous when spoken with their low, grinding voices. No Urloc needs to sleep, and they seem to be immune to aging and many diseases. They reproduce asexually, and there are no pre-set social ranks (as humans have based on race, sex, or family). The most powerful control the less powerful. Power is everything to the Urlocs.

The Urloc warrior is probably not a true Urloc at all, but a magical construction. This is not a proven fact, however. These warriors are generally thinner than their counterparts, and have four arms with which to wield weapons. They normally know the spells of a particular semi-spell casting profession, such as monk, nightblade, paladin (modified), etc. They use a variety of weapons, which are often magical in nature (5% chance per level), but some favorites are heavy, barbed whips, falchions, battle axes, polearms, and javelins. They are always the subordinates of the spellcasting members of their society, but they are above in rank any of the magical constructions. This is not because of their "race", but because they are always less powerful than the spellcasters. The spellcasters always make certain of this.

9.0 TREASURES

MODEST ITEMS

Bag of Protection: Glass and ceramic items placed in this 5" x 12" bag will not break, no matter how the bag is handled (perfect for potions and herbal preparations).

Bedroll of Armoring: Allows its owner to sleep fully armored with no penalties whatsoever and bestows A T/5 to an unarmored sleeper.

Bell of Warning: A small bronze bell about 4 inches in length and 2 inches in diameter, this magic item must be suspended from a branch, rafter, porch, etc. The Bell of Warning will sound resonantly if any invisible, ethereal, or extra-planar being approaches within 50' of it. It continues to sound until the detected presence leaves the area. A Routine (+30) Attunement is required to activate it, but once accomplished, the bell functions for one day.

Blink Arrows: 12 arrows which will *Long Door* past friendly or allied creatures until they strike the intended target. Usable once.

Bubble Lantern: 6" x 1" tube of steel-capped glass which has small globules of phosphorescent material floating up and down in oil within. It adds +30 to the owner's hypnosis rolls and +30 to the meditation rolls of all viewing it.

Calligraphy Box of Khufu: This magical writing set contains a pen, several nibs, a sable brush, two blocks of ink (red and black), and an ink stone. The utensils are housed in a lacquered box measuring 3"x3"x10". Characters receive a +20 bonus to Drawing, Drafting, Falsification, and Calligraphy when using the set.

Charm of Protection from Disease: Upon this copper wristband are engraved symbols for health, vitality, and well-being. Those who wear it always feel healthy and energetic, plus receive an additional RR vs. diseases.
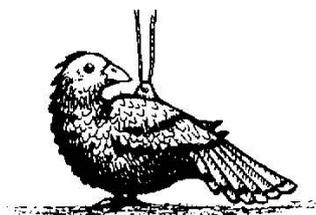
Charm of Protection from Spirits: This small silver figurine (in the shape of a bird) protects one from the subtle attacks of spirits. When held in the hand, a spirit must make a RR (vs. 10th level) to initiate a Will Contest against the holder. Additionally, the holder is granted a bonus of +50 to his Will stat.

Chime of Opening: Brass tube, once/day/level it will open any one locked, barred, or stuck chest, door, or book, etc., when struck against it.

Cloth Bed of Nails: Allows the owner to sleep on it in supreme comfort whatever the terrain. All others find it totally uncomfortable.

Druid's Wheel (Elucidator): A branch of mallorn or yew, twisted and coiled into the shape of a five-spoked wheel. This mundane-seeming tool provides a bonus of +25 to divinations in the hands of a druid.

Ishmael's Eye: An eye-shaped mirror, framed with delicate strands of platinum. Twice a day, this amulet will reflect any spells from the Warlock base list Evil Eye back upon the caster, if the spell fails a RR vs. the wearer's level.

Mindset: This beautifully carved chess set has pieces of birch and rosewood. Its pieces move at the mental command of the players. In addition, after the owner has won his 100th game with the set, his Re will permanently increase by 1 point.

Mirror of Spirit Seeing: This is an oval mirror approximately one foot in diameter which looks perfectly ordinary. However, any type of spirit (normally invisible) that passes before the mirror will be revealed as a shadowy form. The mirror's power is constantly in effect.

Moon Mirror: 2" steeled mirror which will 'store' moonlight (i.e., it must be left out in moonlight). It will then project the stored light upon command (as *Projected Light* on the Light Mastery list). It will store a maximum of four hours of light/level.

Net of Spirit Snaring: What appears to be an ordinary fishing net, when successfully thrown on a spirit (a Hard (-10) to Extremely Hard (-30) maneuver), freezes the spirit in place and prevents its use of Will Contests. An affected spirit cannot remove the net by itself.

Potion of Explosion: This red liquid appears to be a potion in a vial, but it is not meant to be imbibed. Ingesting it will necessitate a RR vs. 10th, failure indicating a messy death. Roughly throwing the vial against a hard surface causes the liquid to explode into flames. All those within 10' of the point of impact receive a +10 *Fireball* attack. If the vial breaks while carried by someone, they and all within 10' must undergo the *Fire Ball* attack, so these vials are very dangerous to transport.

Potion of Nutrition: A person who drinks this light green potion can do without food or water for one week.

Potion of Stat Increase: This potion comes in as many colors as there are statistics. When one consumes this potion, a random stat (see below) is increased by 3-30 points. The temporary increase may exceed the person's potential score, but is limited to a maximum of 101. The effects of this potion wear off in 1-10 minutes. Roll randomly to determine the stat increased. 01-08: Agility; 34-42: Intuition; 68-75: Reason; 09-16: Appearance; 43-50: Memory; 76-83: Self-Discipline; 17-24: Constitution; 51-59: Presence; 84-91: Strength; 25-33: Empathy; 60-67: Quickness; 92-100: Will.

Ring of Eyes: Actually a pair of rings, the wearer of the second ring can see thru the eye set into the owner's ring (max time 5 min/lvl/day, range 1 mile/lvl).

Ring of Truth: A plain silver band, this ring is the bane of all dissemblers, for its wearer cannot tell a lie! In addition, the wearer gets a +100 bonus to his Lie Perception rolls. Although the wearer cannot voluntarily remove this ring, it is not considered cursed.

Sage's Hand: This 2' rosewood rod, tipped with silver, was created for a master archaeologist. It can cast up to 100 points/day in *Store Scene*, *Record*, and *Waiting Record* spells from the Sage base list Recreations.

Seal of Closure: This small 1" x 1/2" engraved seal is carved from jade. The seal bears an incised design on its face depicting a sleeping dragon. The seal is pressed into molten sealing wax to secure documents, letters, or scrolls against prying eyes. If anyone other than the intended recipient breaks the seal, the document will go up in flames. When using such a seal, the sender must speak the name of the person to whom he is sending the parchment, making an impression in wax at the same time.
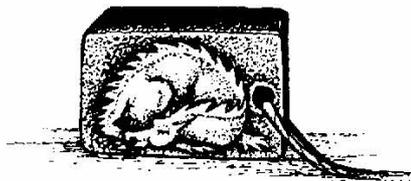
Shieldhand: A large, silver signet ring with the insignia of a fist engraved on it. This ring will cause any shield to "dance" to protect its wearer for up to ten minutes per day. Perfect in combination with a 2-handed sword.

Silk Gloves of Summoning: Will *Long Door* any object weighing no more than 1 lb, providing it is within 10' and the item has previously been handled with the gloves on.

Temple Chimes: All who hear these pale green porcelain wind chimes must resist a 10th lvl *Calm* spell.
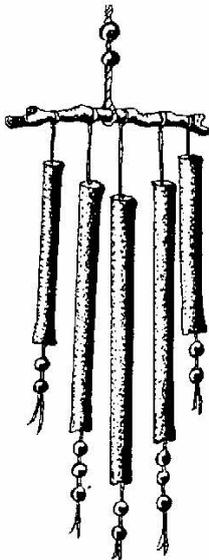
Transport Paper: These 8" x 10" sheets of the finest vellum are for sale for 5gp a sheet in the shops of some of the world's finest alchemists. If a message is inscribed upon a sheet, it will instantly *Teleport* itself to the hand of the one to whom the message is addressed, regardless of distance. If the addressee is dead, on another plane, or otherwise removed from the world of the writer, the paper will not function. Each sheet may be used but once. Any attempt to inscribe a symbol, rune, or otherwise impart spell energy to the paper will cause the sheet to crumble to dust.

POTENT ITEMS

Amulet of Extra-planar Resistance: +10 RR vs. spells and abilities from creatures not of this plane.

Animal Linking Amulet: Allows the owner to choose any creature within 100' (and under 20% of his body mass) to act as his familiar until the next sunrise. If the creature is killed, then the wearer is at -10 for 2-4 hours.

Black Pullet: This infamous tome on the dark arts contains the spell lists Dark Law, Darkness, Nether Mastery, Dark Contacts, and Dark Summons. It is bound in a beautiful, soft leather (closer examination will reveal a navel on the back cover). The book is neither protected or trapped, but each time it is opened, a demon (type 1-3) will be released upon this plane for a period of 1-5 days unless the command word *twywll* is spoken before opening. Studying this book in its entirety (takes 6 months minus 1 day/point of Re) will grant a permanent +25 bonus with all "darkness" magics.

Blasting Rod: A 2' long rod of hazelwood, casts a +40 *Nether Bolt* 100' 3 times a day. The bolts are *of slaying* Witches, Warlocks, Conjurers, Demons, and Spirits.
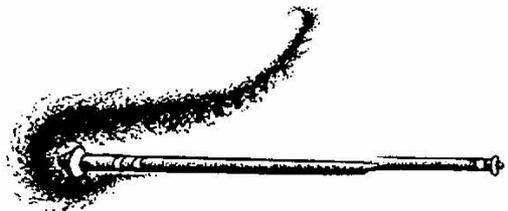
Blitzen Balls: Actually large sapphires, these 1" spheres will explode in a 10' radius when thrown, attacking on the *Cold Ball* table with a +20 to a +80 bonus, delivering equal Cold and Shrapnel criticals. Usable once.

Bonding Rings: A pair of rings typically worn by man and wife, these plain golden rings will alert each of the wearers if the other is in danger. Also, once/day, each of the rings will allow the wearer to *Teleport* safely to the other's location, regardless of distance.

Bone Claw: Another Urloc weapon, this is made from the forearm and claw of some slain monster. It is enchanted so as to be able to be used by a wielder (used somewhat like a war hammer), using the bonus for martial arts, but the table referenced is the claw table, with the maximum result being large. It also inflicts additional Cold criticals of equal severity.

Chaos Hammer: This 14" ebony wand will cast *Chaos Bolts* (resolve as *Fire Bolt*), 100' range, delivering equal Acid and Disruption criticals. This wand typically has 30 + 3-30 charges when found.

Circle Mat: For one Circle list (chosen when mat is gained) caster need not draw the circle to get full spell effect (he need only unroll the carpet, which is 5'x 5'.

Crystal Bow: This longbow, carved from delicate traceries of rock crystal, has a string of braided elven hair. When the string is drawn, an arrow of ice forms in place. These arrows attack on the *Ice Bolt* table, doing equal Puncture and Cold criticals. The bow will produce an infinite supply of arrows, as the arrows are condensed from the air surrounding it. This weapon will not function in humidity less than 20% or in heat over 100 degrees.

Dreamglass: This legendary elven device resembles a 4" diameter lens of clear laen surrounded by a rim of ithildin. Inscribed on the rim are the Sindarin words Yn Damwain Wrth Breuddwyd. Staring into the glass produces a trance-like state for a few moments, followed by 1-3 hours of deep restful sleep. During this sleep, the user of the glass will have 1-4 dreams about future events which concern him. Often the dreams are symbolic (50% chance), but the visions are always true, and usually much more powerful—and more disturbing—than those granted by a *Dream* spell. Upon awakening, the dreamer will feel fully rested, but may (GM's discretion) suffer the effects of an 'A' or 'B' severity Depression critical if the dreams were more than usually disturbing. Although a dreamglass will function normally in the hands of a human, half-elf, or high man, a dwarf, orc, troll, or other such non-elven race will have nothing but nightmares, and take 'D' or 'E' Depression criticals. Strangely, a dreamglass will not function at all in the hands of a Seer.

Forester's Boots: The wearer of these soft leather boots can cast up to 20 PP a day from the Ranger base list Moving Ways, and the wearer will leave no tracks no matter what the ground conditions.

Gannis' Broadsword: The Noble Warrior's dream, this high-steel broadsword will accept two spells from the Noble Weapons list simultaneously.

Gem of Luck: This ordinary gemstone appears to be without special value and will not radiate a magical aura. When carried by someone, luck (die rolls) will be altered in their favor by plus or minus 10 points.

Glass of Translation: This 3"x5" piece of glass will, when set atop any sort of writing, allow the reader to read the writing in his native language through the glass.

Gong of Protection: This burnished brass gong resembles those commonly found in temples. It measures 2' in diameter and has engraved runes encircling the edge. When suspended from a frame and sounded loudly, the gong creates an area protected from all types of spirits, 100' in radius. (See *RMCII*, page 20-22 for a listing of spirit types.) Spirits receive a RR vs. the gong level (20th). The effects of the gong last ten minutes, at which time it may be rung again to renew the protection. Spirits within the area of effect when the gong is sounded must immediately flee if they fail their RR.

Headband of Spell Focusing: This Ithildin headband grants the wearer a +10 bonus to BAR, +25 to ESF rolls, and +50 to Spell Mastery.

Helping Hand: This item, which looks like a large open hand, can be tied to any rope and will grab at things when thrown or hurled towards them, giving a +25 bonus to grappling hook skill.

Incunabula of Mazarin: This very rare Elven work dates from the Second Era of Ire. It contains the Arcane spell lists Entity Mastery, Ethereal Mastery, Metal Lore, and Stone Lore to twelfth level. The metal-bound book has a Will of 100 and will prevent any who is not an Archmage or Hybrid Spellcaster from touching it if it wins a Will Contest. It is protected by a Rune of Disembowelment on the fly-leaf.
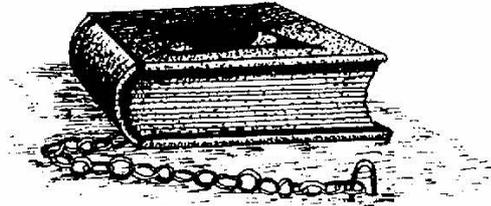
Kregora Ring: The bane of many a magician, this magic-impeding ring grants a bonus of +50 to all defenses vs. essence and mentalism-based magic. If worn by an essence or mentalism spellcaster, he must make a RR vs. 50th level each round it is worn, or be drained of all his power points.

Laplandian Dart: A plain-looking metal dart, this throwing weapon strikes as a dagger. If a 'C' critical or better is obtained, the target must RR vs. 10th level channeling, or any wounds the thrower has suffered that have not yet been healed will be transferred to the target. Transferred wounds completely vanish from the thrower, and all hits, hits/round, and accrued minuses and penalties apply to the unlucky victim. Each dart is only good for three uses before losing its powers. From 1-3 darts will be found.

Long Kynac of Assassination: This +20 Long Kynac grants the wielder a +10 bonus to Ambush and +20 bonus to Silent Kill.

Potion of Mind Restoration: When quaffed, this blue-green liquid will cure any form of normal or magical insanity, as well as restoring any brain damage, including memories. Any Mentalism

(even Hybrid) caster who drinks this potion will immediately regain all spent spell points.

Potion of Toughness: This golden potion immediately bestows 5-50 additional concussion hit points upon the person who drinks it. These additional hits may temporarily increase a being's total hits beyond racial maximums. The effects of this potion last 10-100 rounds.

Raptor's Needle: This +25 clear laen rapier will drain the target's Co when a critical is achieved. Target must RR vs. 15th lvl or lose 1 point of temp Co for each degree of critical severity delivered ('A' = 1 point, 'B' = 2 points, etc.).

Red Dragon: This 16" x 20" x 4" tome is bound in red dragonskin, and bears an embossed drawing of a dragon in gold on the front cover. It contains much lore and history concerning dragons and dragons' magic, as well as the spell lists Mana Fires and Stone Lore. The mage who studies this book in its entirety (takes 6 months minus 1 day/point of Re) will gain a permanent +50 to dragon lore and +25 to all RRs vs. spells and spell-like abilities utilized by dragons. The book is protected by three runes of *Death Blaze* (at 20th, 40th, and 50th level).

Ring of Shapeshifting: This plain golden ring allows the use of the Arcane spell list Shapechanging Ways to 25th level. First through fifth level spells require an Easy (+20) Attunement, Light (+10) for spells from 6th to 10th level, Medium (+0) is needed for 11th level to 15th level spells, Hard (-10) for 16th to 20th level, and 25th level necessitates a Very Hard (-20) Attunement roll.

Sanctum Regem: This holy book contains the life histories of many famous saints and heroes of the churches of light and order. It is printed on sheets of vellum, bound between two fragile, yellowed ivory covers. It also contains the spell list Guardian's Ways. Due to the inspiring examples set forth in this book, studying this book in its entirety (takes 6 months minus 1 day/point of In) will grant a permanent +25 bonus to RRs vs. all magics and effects which would force the cleric (or other channeling user) to betray his church or alignment and a +25 bonus vs. all *Black Channels*.

Sharkskin Armour: May be of any leather type, reduces Slash criticals by one severity level and has no maneuver penalties in water.

Spirit Belt: A beaded leather belt which acts as a x2 spell multiplier for every realm of magic. When worn, a Spirit Belt may hold any boundSpirit in stasis and under complete control (Very Hard (-20) Attunement), without further concentration.
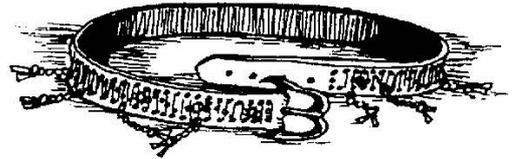
Staff of Strength: This oaken staff grants +20 to OB, DB, and RR.

Stasis Box: A product of the Lords of Essence during the First Era of Ire, these jet black boxes are seemingly solid, albeit unnaturally light in weight. An Easy (+20) Attunement is required to open one of these smooth, obsidian boxes. When a Stasis box is closed, anything placed within ceases to age; the box removes its contents from normal Space-Time. When found by PCs, a Stasis Box is likely to contain all sorts of weird things from Kulthea's past, from explosive devices timed to go off in a few seconds to the preserved head of a Lord of Essence! It is up to the GM to place within whatever wacky items he can think of, or nothing at all, if that seems more appropriate. Stasis Boxes come in various sizes, with the following random dimensions: 1'-10' by 1'-5' by 1'-5'.

Stormstaff: This staff is a 1" diameter cylinder of clear laen, seven feet in length. It is a +25 weapon, and delivers additional electrical and impact criticals. Twice a day, the wielder can cast a +25 *Lightning Bolt*, with a 200' range. Once a week, the wielder can cast *Storm Call* (Open Channeling Weather Ways), at 40th level of effect.

Sword of Everstriking: This cursed sword is only +5, but always hits its intended target. If the sword is swung at an opponent and the dice roll indicates that a miss will occur, then the wielder loses a number of concussion hits and exhaustion points equal to half the difference between the failed roll and the result needed to damage the target—but the sword does hit! In effect, the sword uses the wielder's own life energy to guide the attack home. Any character who uses this sword once in combat will be cursed to draw the sword in any future combats, ignoring other weapons in favor of this one.

Terevel's Window: These silver rimmed spectacles provide the wearer with continual *Utterdarksight*, *See Invisible*, and *Illusionsight* (Seer base list: True Sight). Continual wearing of these glasses can produce severe headaches (roll under Co each 5 minutes or apply a penalty of -5/5 minutes worn).

MOST POTENT ITEMS

Animaux Bracelet: From this sterling silver charm bracelet dangle charms representing the following animals: Dolphin, Hawk, Wolf, Ocelot, Ferret, Frog, and Chameleon. Once per week, the wearer may transform (along with all he wears) into each of the forms represented for up to eight hours (as *Animal Change True*), gaining all of the animal's innate senses, attacks, etc.

Antipalus Maleficiorum: This tome, bound in the skin of a succubus, contains much lore and information concerning demons and their ilk. It contains the Truenames of 1-5 Demons, and many summoning rituals and precautions. The mage who studies this book in its entirety (takes 6 months minus 1 day/point of Re) will gain a permanent +50 to demon lore and +25 to all RRs vs. spells and spell-like abilities utilized by Demons. In addition, the possessor of the book can utilize the Dark Summons list to ten levels above his own. The book is protected by two runes of *Fatal Inversion*.

Battle Totem: Provides complete immunity to fear, Depression criticals, and stunning during combat.

Book of Answers: Small red book, traditionally carried in a top pocket, will act as a general reference book on whatever topic is desired and gives its owner a permanent *Guess* (75/25) ability.

Chaotic Items: Chaos demons can be formed into armor and bound to the skin of the caster of a *Chaotic Armor* spell. In much the same way, these demons can be formed into other objects. These objects are formed by using spell mastery skill when casting *Chaotic Armor* spells, and require the same Mastery Spells and the same bonding process. Some examples are listed below:

- Chaos Wand — This magical wand detects Chaos in a 100' radius and adds 10 to any action which the wielder commits which the GM would consider chaotic, unlikely, or absurd. This is a form of *Chaotic Armor I*.
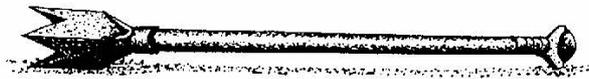
- Chaotic Helm — This magical helm confers all of the abilities of *Chaotic Armor I*, and in addition negates all head criticals. This is a form of *Chaotic Armor II*.

- Chaotic Blade — This +10 weapon is constantly shifting and changing into different types of swords (longsword, broadsword, short sword, two-handed, scimitar, falchion, etc.), but the wielder who is bonded to the weapon uses it with his BEST weapon bonus. The shift is random and occurs every 1-6 rounds. In addition, it inflicts Physical alteration criticals of one level below the normal critical. This is a form of the *Chaotic Armor III*.

- Chaotic Shield — This +20 full shield is twisted and spiked. In combat, it will strike out at a random opponent with a claw-like appendage, attacking as a +100 LCl. This is a form of *Chaotic Armor IV*.

- Chaotic Amulet — This item provides all of the abilities of *Chaotic Armor III*, as well as allowing the wearer to use the following spells one time per day: *Demonic Gate III* (Chaos Demons only), *Demon Mastery III* (Chaos Demons only), *Chaos Bolt* (RMC IV), *Minor Improbability* (RMC IV), and *Chaotic Strike IV* (Chaotic Weapons list). This is a form of *Chaotic Armor V*.

- Chaos Staves — This pair of staves appears to be made from gnarled wood with metal bands, and are about 3' long. They can be joined together to make one long staff, or used separately, depending on the user's wish. If together, then they give the possessor all the abilities of *Chaotic Armor IV*, and allow the user to cast *Major Improbability* (RMC IV) once per day, and *Minor Improbability* (RMC IV) six times per day. If used as two separate staves, they give the wielder all of the abilities of *Chaotic Armor V*, and can be used as +30 staves which can give two attacks per round without penalty (even if no two weapon combo skill is had) using either mace, quarterstaff or other similar combat skill bonus (i.e., they are so easy to use, they practically wield themselves). This is a form of *Chaotic Armor VI*.

Darselai's Belt: A relic left by the Lich-queen Darselei, formerly of the Lords of Essence, this belt of light golden chain has a single black sapphire dangling from its end. When activated, the user is surrounded by a light blue shimmering field. The field confers AT 20(40) to the wearer without encumbering. The bonuses of the belt also apply to defenses vs. elemental spell attacks.

Forcewand: This ebony wand is tipped with a small blue-white diamond. When activated, a 3' long beam of bluish-white force springs from the tip. The wand is handled like a 2-handed melee weapon, and attacks on the *Space Master* Power Sword table (or use *AL* 2-handed sword table, x2 hits), delivering Slash and Electrical criticals. The wand has a chance to cut armor (resolve attack on AT1 if the damage delivered by the attack would be greater) equal to the wielder's skill ranks (not bonus) in sword. The Forcewand has 50 + 1-100 (open-ended) charges. Each charge lasts 5 + 1-5 minutes.
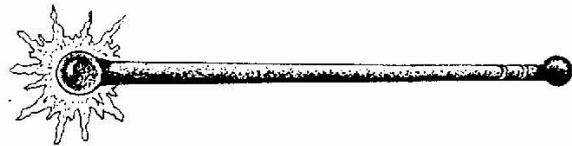
Headband of Belfalas: Crafted for the Warrior Mage who stood as first advisor to the king of the realm, this mithril headband confers a strength of 101 on the wearer. The wearer also has a 50% chance to avoid head criticals, and the circlet serves as a +8 spell adder for the Warrior Mage profession.

Laen Armor: Available as armor types 13-20, laen armor is one of the Elves' most highly guarded secrets. White Laen Armor (Gwynarf) conveys continual *Ice Armor* upon the wearer, Red Laen Armor (Cocharf) provides continual *Fire Armor*, and Blue Laen Armor (Glasarf) provides continual *Lightning Armor*. Laen armor encumbers as half its armor type (e.g., AT20 encumbers as AT10), and has an innate +30 bonus. Whether chain or plate, it is certainly the most beautiful armor ever crafted.

Lemegeton (The Lesser Key of Solomon): This 1" red marble cube hangs from the end of a chain of silver keys. Once the portable library of the Witch Madeleine Bavan, it weighs but three ounces, but if the word arddangos is spoken, it expands to 1' on a side, and reveals a door in one side (opened by the three keys which must be inserted in the right order—otherwise, the attempt merely yields a point-blank +70 *Lightning Bolt*, 3x damage). The most recent references to the cube say it contains a copy of the Antipalus Male-ficiorum (above), all six Astrologer base lists in their entirety, all Necromancer base lists, a complete study of the hierarchy and rulership of the abyss, the spell lists Shapechanging Ways, Herb Mast-ery, Invisible Ways, Lofty Bridge, and Weather Mastery (including the spells *Hellscape, Hellfrost, Hellgrounds, Hellsky,* and *Hell-sea*), and a +40 demon-slaying kynac. In spite of the treasury of information to be found inside the Lemegeton, it still has room for another ten cubic feet of material. Sought after by scholars for centuries, it is an unmatched trove of information for the Demonologist or Scholar.

Magesword: This beautiful elven longsword has a blade of mithril with the Sindarin phrase Hanfod Mae Gwirionedd deeply inlaid in black agate. In the hands of anyone other than a pure user of the essence it has no bonuses, and the balance of the blade feels off. In fact, if wielded by any other than a true mage, the sword will shatter the first blow it strikes. If wielded by a pure essence user, the Magesword is *of slaying* vs. users of channeling, delivers x2 concussion hits, inflicts additional Electrical criticals of equal severity, and has bonuses equal to the wielder's Em modifier.

Mirrored Amulet of Spell Reflection: This amulet is a 3" diameter mirrored disc which may be worn in any fashion. Any spell cast at the wearer must make a RR vs. the wearer's level (the caster's level is used as the spell's level). If the RR succeeds, the spell works normally. A failed RR indicates that the spell is reflected back on the caster.

Nine Lives Charm: Will cast *Lifegiving True* the round after the owner is dead (provided that it is on his body) up to nine times.

Spellstealer: This glove is black leather and is studded with numerous black stones. One time per month, it will allow the wearer to "steal" a spell from a target's repertoire and add it to the wearer's. The target cannot use that spell again unless he re-learns it. The wearer can then cast the spell as though it were one that he had studied.

Talekthanaar's Eye: Actually the preserved, steel-hard eye of a baby fire drake, the wearer of this amulet gains the following powers: *See Invisible* (at will), *Alkar* (once/day, 30 rnds.), *Perceive Power* (at will), and is immune to all forms of blinding and eye damage, physical and magical. In addition, the wearer can understand all forms of dragon speech, and can always detect a dragon in shapechanged or other form.

Vorpal Sword: These blue-black galvorn swords have bonuses of +5 to +20, and inflict Slash criticals. The innate bonuses of the weapons are also added to any critical strike they deliver.

Whip of Death: An Urloc weapon, it has three whips, thus making it difficult to wield (-15 for anyone attempting to use it using normal whip skill). One whip is barbed, and inflicts an additional Slash critical of the same severity. The second whip is charged with magical energy, and it drains 1 strength point from the victim's temporary score if he fails a RR. The third whip is an energy bolt which inflicts an additional Electrical critical of the same severity. Only one attack roll need be made, and all the effects are applied after the normal attack is determined.
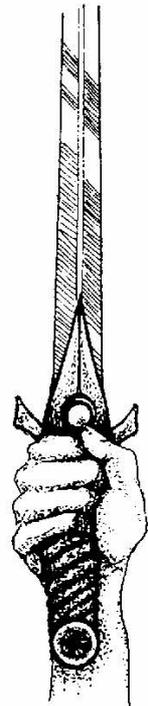
ARTIFACTS

Crystal Skull of Orgillion: Made of flawless quartz by an unknown artisan from some lost civilization, the Skull has many powers:

- Sentient: SD-97, Re-95, Pr-101, In-99, Em-98, Will-100.
- Possession: When someone touches the Skull, he must resist vs. a 10th level attack or be possessed by the Skull.
- Fascination: Those who look upon the Skull must make a RR vs. 5th level or be unable to look away or do anything else (blocking their view of the Skull will break the spell).
- Debilitation: Every hour one spends in the vicinity of the Skull (30') necessitates a RR vs. 5th level. Failure indicates a loss of one point from 1-4 of his temporary physical characteristics (St, Co, Ag, or Qu).
- Unlife Control: Anyone who is able to master the Will of the Crystal Skull may be able to control Undead, a Very Hard (-20) Attunement. Undead still get a RR vs. the wielder's level or 10th level, whichever is higher.
- Unlife Creator: There is a 1% chance per month that any dead creatures within a 100' radius of the Crystal Skull will become various forms of Undead.
- Necromancer Spell Multiplier: The Crystal Skull acts as a x4 Necromancer spell multiplier when held.
- Dark Law: Anyone able to overcome the Will of the Skull may freely cast any spell up to 20th level of the Necromancer base spell list Dark Law, a Medium (+0) Attunement.

Cyfaredd-tor: This No-dachi (two-handed katana) is made of the magic-impeding metal kregora, and has a hilt of unpolished black granite. Although it is without engraving or decoration, it is quite beautiful, having an almost translucent sheen. It is impervious to magic, and will, of course, not accept Bladerunes or similar magics. The wielder resists all forms of magic at 3x his level, and gains a +75 bonus to defenses vs. elemental spell attacks. He cannot be picked up by detection magics of any sort (treat as *Unpresence* and *Nondetect*). Also, the sword has a chance to dispel any magics it comes in contact with equal to 50% minus the level of the spell (one attempt per spell). Cyfaredd-tor never needs sharpening or oiling, and is sharp enough to have a chance to cut armor equal to the skill ranks (not bonus) of the wielder (resolve attack on AT/1 if the damage delivered by the attack would be greater). Due to the sharpness and hardness of the blade, Cyfaredd-tor delivers 2x damage and an additional slash critical. Treat as a mithril weapon vs. large and super-large creatures. Any spellcaster who handles Cyfaredd-tor must make a RR vs. 75th level or be drained of all power points for 1 day/5% failure. Cyfaredd-tor has been lost for centuries, and much honor will be gained by the samurai who acquires it.

Dexel: The Dexel is an extraordinarily powerful tool for the manipulation of the Earthblood. It is a ball approximately three inches in diameter, composed of six oddly shaped plates of precious metal inside which is suspended a one-inch spherical gemstone core. Several different combinations of metals and gems exist (below).

The Dexel is primarily a detector of Earthblood, and adds greatly to its control and manipulation. When a spellcaster activates a Dexel within 100'/lvl of an Earthnode, an operating gate, or some types of ethereal or planar magics, some or all of the six plates will levitate 1" off the surface of the Dexel. The Dexel is difficult to master (-50 Attunement), and requires time to fully master its functions (300 working hours - 1 hour/point of reason).

Once this attunement period is complete, the Dexel is only usable by its owner. It will deliver 'E' shock and stress criticals each round to all others (-50 RR). Touching the core jewel of a Dexel while it is "open" will result in 1-10 'E' Disruption crits (-25 RR). The master of the Dexel is *not* immune to this effect. A Dexel can be freely given away, but the former owner will never again be able to use that particular Dexel. Otherwise, the Dexel is a single-user device until its master's death.

A Dexel is quite durable and difficult to damage. Physically, it is AT/20 (300) and takes 750 hits to destroy. However, if three different people attune to the same Dexel within a period of one month, the Dexel will crumble to dust due to the stress of adapting itself to so many different spell signatures.

FORMS

Diameter: 3.14159+ inches (approximately)
Ithilnaur Shell/Star Topaz Core
Na-Kregora Shell/Star Emerald Core
Ithildin Shell/Star Sapphire Core
White Gold Shell/Star Ruby Core
Mithril Shell/Star Diamond Core.

INDICATORS

Upper & Lower Caps	Earthblood spells
End Caps	Force spells (as *Wall of Force*)
Side Caps	Ethereal spells
Clockwise Spin	Lesser Earthnode
Counterclockwise Spin	Greater Earthnode
All Caps	Operating Gate
Case Disappears	Negative (inverted) Earthnode

FUNCTIONS

- 1/2 time required to Nodestore
- +25 to Earthblood spell mastery
- +25 to all Earthblood spells
- +25 to all Attunements pertaining to Earthblood
- Prevents failure of Earthblood spells
- x2 Range/Duration/Area of all Earthblood spells
- Prevents *Earthgate* failures
- x6 Rate *Earthblood Gather*
- All Earthblood spells cost 1/2 normal power points
- Caster may *Earthjar* into core jewel of Dexel.

Elian's Magestaff: This beautiful 6'6" staff made of rosewood inlaid with delicate traceries of mithril, will store one spell per level of the wielder. The spells stored can be of any level, but only one spell of each type can be stored at any one time (if *Fire Bolt* is stored, neither *Fire Bolt* nor *Fire Bolt 500'* could be stored at the same time, although *Triad of Flame* could). Each spell stored in the staff can be cast twice without fading from it. Also, the Magestaff adds +1/lvl to all spell attacks. In combat, the staff strikes as a +20 war mattock. The magestaff will not accept either Bladerunes or Spirit Runes.

The Krill of Cyfrynedd: A short (2' 1/2"), two-handed sword of purest white eog, with a hilt of white alabaster, holding a 2" diamond set into the hilt. This deadliest of weapons was forged by the Lords of Order, specifically for the purpose of destroying the swords of chaos. The Krill's bonuses to strike are equal to 2x the wielder's level. It delivers an additional plasma critical, and inflicts bonus damage as a *Lightblade*. It is Holy, and is also a Weaponslayer: any weapon it strikes in combat must RR vs. 60th level or be shattered into splinters. The wielder can parry up to seven attacks per round (melee or missile) in additional to normal action (the target attacked by the Krill cannot be one of the attacks parried). The Krill's wielder cannot be stunned, stunned unable to parry, charmed, controlled, held, dominated, or suffer minuses to action due to injuries. Engraved upon the blade is an angel holding a sword aloft; this engraving is a *Spirit Rune: Doom*, usable at will. The diamond in the hilt allows the wielder unlimited access to the open mentalism list Brilliance. Three times per day, the Krill can loose a +70 *Plasma Bolt*, 500' range, 5x damage. The wielder can also utilize up to 75 points per day from the channeling lists Concussion's Ways and Blood Law. Truly an awesome weapon, it tends to get its wielders (usually Paladins) into a great deal of trouble (Will: 225). It is believed that the Krill was cast into the mouth of an active volcano when its last wielder fell in battle. While it is inconceivable that the Krill was even slightly marred by the accident, it may be rather difficult to recover even if its true resting place can be located. Its wielders invariably die in battle, as they are continually pressed to carry out the mission of the Krill.
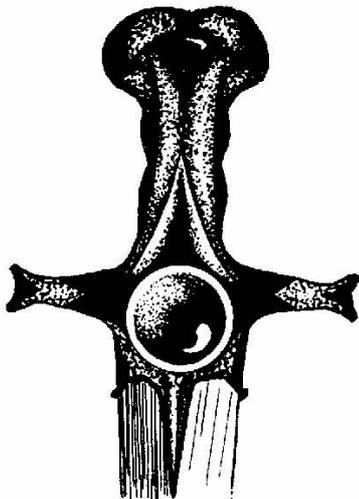
Llygedyn: An amulet of purest ithilnaur, covered with delicate elven scrollwork and tracery, and further decorated with inlay of white eog and malachite. The Llygedyn is four inches across, and traditionally is worn around the neck on a matching chain. This priceless elven artifact is believed to be the handiwork of the Lords of Essence. At will, the center of the Llygedyn will dilate, to shed a light too brilliant to look upon. The light shed by the amulet has a range of 100', and can dispel any spell or spell effect it falls upon if the wielder so desires (RR vs. wielder's level). Any demon or extraplanar creature the light is shone upon must RR (at -25), or take the equivalent of a +50 *Nether Ball* attack (large and super-large classifications are ignored for the purposes of this attack). The light can, if the wielder desires, compel any extraplanar creature to speak only the truth for the duration of the next solar cycle. The light of Llygedyn is the equivalent of *Utterlight*, and will reveal any invisible, out-of-phase, displaced, or illusionary creatures or effects. At the will of the owner, the Llygedyn will open a 7' diameter gate to any plane or dimension the owner desires. The owner gains access to the Magus base list Command Words (with all associated Great Commands), and the Paladin base list Exorcism (usable against any extraplanar creatures or entities) exclusively for the use of defending his home plane from extraplanar creatures. He gains a +25 bonus to RRs vs. magic cast by creatures not native to his plane. Mastery of the amulet requires a time of study equal to two years minus one day per point of Em. At least two complete reference works have been compiled which describe the uses and powers of the Llygedyn, and can shorten the required time somewhat.

Morgan's Cane: The walking-stick once carried by the Drowish Archmage Morgan Tal'Sharien, this beautiful straight cane is carved from teak, and crowned with a silver Dragon's head. This seemingly normal cane sheds no detectable aura of power, and its powers are quite difficult to master (-40 Attunement). It adds +30 to all the wearer's spell attacks, prevents spell failure, and serves as a x5 multiplier for Archmages and Hybrids. The bearer can utilize a continual *Perceive Power* at will, and wielder resists all magic at 10 levels higher than his own. Inscribed upon the cane are the *Spirit Runes Doom* and *Haste*. Three times per day, the Dragon's head can breathe fire as a Fire Drake (bolt range 500'; cone length 300'; cone base 100'). In combat, Morgan's Cane strikes as a +30 war mattock.

Pendant of Palandiralin: Beautifully crafted in silver with a large blue sapphire, this pendant has several functions:

- x4 Mentalism Spell multiplier;
- Water Law: Spells up to 10th level may be cast (Hard (-10) Attunement)
- Shifting: Spells up to 10th level may be used (Medium (+0) Attunement)
- Movement: Spells (to 10th) are available with a (Light (+10) Attunement)
- Swimming: Allows wearer to move freely underwater;
- Water Vision: Grants wearer normal vision underwater;
- Water Breathing: Allows wearer to breathe freely underwater;
- Visions: Gives spontaneous glimpses of important events associated with a person, place, or thing touched.

Ring of Vallach: A gold ring set with a large ruby, it has several functions:

- x3 Essence Spell multiplier;
- Fire Bolt (500'): +30 bonus, 3 times per day;
- Fire Law: Spells up to 20th level, Hard (-10) Attunement;
- Solid Manipulation: Use of Heat-based spells up to 20th level, Very Hard (-20) Attunement;
- Immunity to Natural Fire: Also +20 vs. magical fire and all heat criticals are reduced by one level in severity; and
- Protection: +10 to DB and RR.

Raben
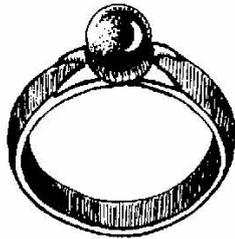
Yemishon: This magical stone presumably come to the world encased in the mass of a meteorite. Its substance certainly is not known on this world. The Yemishon appears to be a nondescript, oval-shaped stone that is a pale yellowish color. It is, in fact, an artifact of incredible powers. Five times per day, it can be used to cast any spell of 50th level or below, or to achieve any effect the GM decides is a 50th level effect or below. When it is used, it seethes with power. There is a 10% chance, each time it is used, that it will teleport itself to a random location on the world that it is currently on. This last trait seems to be a curse of some sort, but the curse's origin is unknown. The Urlocs seek this stone and covet its powers more than anything else.

MODEST ITEMS	
01-04	Bag of Protection
05-08	Bedroll of Armoring
09-12	Bell of Warning
13-16	Blink Arrows
17-20	Bubble Lantern
21-24	Calligraphy Box of Khufu
25-28	Charm of Protection from Disease
29-32	Charm of Protection from Spirits
33-36	Chime of Opening
37-40	Cloth Bed of Nails
41-44	Druid's Wheel (Elucidator)
45-48	Ishmael's Eye
49-52	Mindset
53-56	Mirror of Spirit Seeing
57-60	Moon Mirror
61-64	Net of Spirit Snaring
65-68	Potion of Explosion
69-72	Potion of Nutrition
73-76	Potion of Stat Increase
77-80	Ring of Eyes
81-84	Ring of Truth
85-87	Sage's Hand
88-90	Seal of Closure
91-93	Shieldhand
94-97	Silk Gloves of Summoning
98-99	Temple Chimes
100	Transport Paper

POTENT ITEMS	
01-03	Amulet of Extra-planar Resistance
04-06	Animal Linking Amulet
07-09	Black Pullet
10-12	Blasting Rod
13-15	Blitzen Balls
16-18	Bonding Rings
19-21	Bone Claw
22-24	Chaos Hammer
25-27	Circle Mat
28-30	Crystal Bow
31-33	Dreamglass
34-36	Forester's Boots
37-39	Gannis' Broadsword
40-42	Gem of Luck
43-45	Glass of Translation
46-48	Gong of Protection
49-51	Headband of Spell Focusing
52-54	Helping Hand
55-57	Incunabula of Mazarin
58-60	Kregora Ring
61-63	Laplandian Dart
64-66	Long Kynac of Assassination
67-69	Potion of Mind Restoration
70-72	Potion of Toughness
73-75	Raptor's Needle
76-78	Red Dragon
79-81	Ring of Shapeshifting
82-84	Sanctum Regem
85-87	Sharkskin Armour
88-90	Spirit Belt
91-92	Staff of Strength
93-94	Stasis Box
95-96	Stormstaff
97-98	Sword of Everstriking
98-100	Terevel's Window

MOST POTENT ITEMS	
01-07	Animaux Bracelet
08-14	Antipalus Maleficiorum
15-21	Battle Totem
22-28	Book of Answers
29-35	Chaotic Items
36-42	Darselai's Belt
43-49	Forcewand
50-56	Headband of Belfalas
57-63	Laen Armor
64-70	Lemegeton
71-78	Magesword
79-85	Mirrored Amulet of Spell Reflection
86-92	Nine Lives Charm
93-94	Spellstealer
95-96	Talekthanaar's Eye
97-98	Whip of Death
99-100	Vorpal Sword

ARTIFACTS	
01-10	Crystal Skull of Orgillion
11-20	Cyfaredd-tor
21-30	Dexel
31-40	Elian's Magestaff
41-50	The Krill of Cyfrynedd
51-60	Llygedyn
61-70	Morgan's Cane
71-80	Pendant of Palandiralin
81-90	Ring of Vallach
100	Yemishon

10.1 LIGHTNING BALL ATTACK TABLE

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
UM	01-03	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-03	UM
	05-08	9	10	9	8	8	9	7	5	-	-	-	-	-	1	-	-	-	-	1	-	05-08	
	09-11	11	11	11	10	10	11	9	7	-	-	-	-	1	2	1	-	-	1	3	1	09-11	
	12-16	12A	13	12	11	11	12	11	9	1	-	1	-	3	5	2	-	1	2	6A	2	12-16	
	17-10	13A	15A	15	13	13A	15	12	11	3	1	3	1	6	7	5	-	3	5	8A	5	17-10	
	11-13	15A	16A	16A	16	15A	17A	15A	12	6	5	6	2	8A	9A	7	1	6	7	10B	7	11-13	
	15-18	16A	17A	17A	18B	16A	18A	17A	15A	7	7	8	5	9A	10A	9A	3	8	8	11B	9A	15-18	
	19-21	17A	18A	18A	10B	17A	19A	19A	17B	8	9	10	7	10A	11B	11B	6A	10	10A	13C	11B	19-21	
	22-26	18A	19A	19B	11B	18B	10A	10B	19B	9A	11	11	9A	11B	11B	11B	8B	11A	11A	16D	12C	22-26	
	27-30	19A	10B	10B	12C	19B	11B	11B	11B	10A	11A	13A	11A	11B	12C	12C	10C	13A	15B	18D	15D	27-30	
	31-33	10B	11B	11B	13C	10B	11B	11B	12B	11A	12A	16A	12B	12C	13C	13D	11D	16B	17B	10E	17D	31-33	
	35-38	11B	11B	11C	15C	10B	11B	12B	15C	11A	13B	17B	15B	13C	15D	15D	12E	18B	19C	11E	19E	35-38	
	39-51	11B	11B	12C	16D	11C	11B	13C	16C	11A	15B	18B	17C	15D	16D	16E	15E	10C	11C	13F	11E	39-51	
	52-56	11B	12C	13C	17D	11C	12C	15C	17D	12B	16B	19C	19C	16D	17E	17E	17E	11C	12D	16F	12F	52-56	
	57-60	12C	12C	15D	18D	11C	12C	16D	18D	12B	16C	10C	19C	17E	18E	18E	19F	13D	15D	19F	15F	57-60	
	61-63	12C	13C	16D	19E	11D	12D	17D	19E	13B	17C	11D	11D	18E	19F	19F	19F	16D	17E	21G	17F	61-63	
	65-68	13C	13D	17E	20E	12D	13D	18E	20E	13C	17C	11D	12E	19E	10F	10F	16F	18E	19F	22G	19G	65-68	
	69-71	13D	15D	18E	21F	13E	13E	19E	21F	15C	18D	12E	13E	10F	11F	11F	18G	19F	21F	25G	21G	69-71	
	72-76	13D	15E	19F	21F	15F	15E	20F	21F	15D	18D	13E	15F	11F	11F	13G	19G	20F	21F	26H	22G	72-76	
	77-80	15E	16F	20F	21G	15F	16F	21F	22G	16D	19E	15F	16F	11F	12G	16G	21G	21F	22G	27H	25H	77-80	
	81-83	15E	16F	21G	22G	16F	17F	21G	23G	16E	19E	16F	17G	12G	13G	18G	23H	21G	23G	28H	27H	81-83	
	85-88	15F	17F	21G	23G	17G	18G	22G	25H	17F	10F	17G	18G	13G	15G	20H	25H	22G	25H	29I	29H	85-88	
	89-91	16F	17G	22H	23H	18G	19G	23H	25H	17F	10F	18G	18H	15G	16H	21H	27H	23H	26H	30I	31I	89-91	
UM	92-95	16F	18G	23H	25H	19H	20H	25H	26H	18F	11G	18H	19H	16H	17H	22H	28I	25H	27I	31I	32I	92-95	UM
UM	96-99	16G	18H	25I	25I	20H	20H	26I	26I	18G	11H	19I	19I	17H	18H	23I	29I	26I	28I	31I	33I	96-99	UM
UM	100	20H	22I	30J	30J	22I	22I	31J	31J	18H	21I	27J	27J	25I	28I	36J	50J	36J	36J	37J	39J	100	UM

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

UM = Unmodified Roll

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

Critical Result	Use Electricity	Use Impact	Use Heat
F	E	A	—
G	E	B	—
H	E	C	A
I	E	D	B
J	E	D	C

10.2 TIME BALL ATTACK TABLE

10.3 TIME BOLT ATTACK TABLE

10.2 TIME BALL ATTACK TABLE

		Shock Critical	Stress Critical
UM	01-04	F	F
	05-08	-	-
	09-11	-	-
	12-16	-	-
	17-10	-	-
	11-13	A	-
	15-18	A	-
	19-21	A	-
	22-26	A	-
	27-30	B	-
	31-33	B	-
	35-38	B	-
	39-51	B	-
	52-56	C	-
	57-60	C	-
	61-63	C	-
	65-68	C	-
	69-71	D	A
	72-76	D	A
	77-80	D	A
	81-83	D	A
	85-88	E	B
	89-92	E	B
	93-95	E	B
UM	96-97	E	C
UM	98-99	E	D
UM	100	E	E

10.3 TIME BOLT ATTACK TABLE

		Shock Critical	Stress Critical	Disruption Critical
UM	01-02	F	F	F
	03-10	-	-	-
	11-20	-	-	-
	21-30	-	-	-
	31-35	-	-	-
	36-40	-	-	-
	41-45	-	-	-
	46-50	-	-	-
	51-55	A	-	-
	56-60	A	-	-
	61-65	A	-	-
	66-70	A	-	-
	71-75	B	A	-
	76-80	B	A	-
	81-85	B	A	-
	86-90	B	A	-
	91-95	C	B	A
	96-100	C	B	A
	101-105	C	B	A
	106-110	C	B	A
	111-115	D	C	B
	116-120	D	C	B
	121-125	D	C	B
	126-130	D	C	B
	131-135	E	D	C
	136-140	E	D	C
	141-145	E	D	C
	146-150	E	D	C
UM	100	E	E	D

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

UM = Unmodified

11.1 DART ATTACK TABLE

Weapon Type: Missile or Thrown

Length: .25-.5 feet

Weight: .1-.5 pounds

Fumble Range: 01-01 UM

Range (OB Mod):
1'-10' (-0)
11'-25' (-10)
26'-50' (-20)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	2CT	3CT	3ET	4ET	5ET	6ET	7ET	8ET	4ET	6ET	8ET	9ET	6ET	7ET	10ET	11ET	7ET	10ET	12ET	14ET	150
149	2BT	3CT	3DT	4ET	5DT	6DT	7DT	8ET	4ET	6ET	8ET	9ET	6ET	7ET	10ET	11ET	7ET	10ET	12ET	13ET	149
148	2AT	3BT	3DT	4DT	4DT	5DT	7DT	7ET	4DT	5ET	8ET	9ET	6ET	7ET	10ET	11ET	7ET	9ET	12ET	13ET	148
147	2AT	3BT	3CT	4DT	4CT	5CT	6DT	7DT	4DT	5DT	7ET	9ET	5ET	7ET	9ET	11ET	7ET	9ET	11ET	13ET	147
146	2AT	2BT	3CT	4DT	4CT	5CT	6CT	7DT	3DT	5DT	7DT	9ET	5ET	6ET	9ET	10ET	7ET	9ET	11ET	13ET	146
145	2	2AT	2CT	4CT	4CT	5CT	6CT	7DT	3CT	5DT	7DT	8ET	5ET	6ET	9ET	10ET	6ET	9ET	11ET	13ET	145
144	2	2AT	2BT	4CT	3CT	5CT	6CT	7DT	3CT	4DT	7DT	8ET	5DT	6ET	9ET	10ET	6ET	9ET	11ET	12ET	144
143	2	2AT	2BT	3CT	3BT	5CT	6CT	6DT	3CT	4CT	7DT	8DT	5DT	6ET	9ET	10ET	6DT	9ET	11ET	12ET	143
142	2	2AT	2BT	3CT	3BT	4CT	6CT	6CT	3CT	4CT	7DT	8DT	5DT	6DT	8ET	10ET	6DT	9ET	10ET	12ET	142
141	2	2AT	2BT	3CT	3BT	4BT	6CT	6CT	3CT	4CT	7DT	8DT	5DT	6DT	8DT	9ET	6DT	8ET	10ET	12ET	141
140	2	2	2BT	3BT	3BT	4BT	5CT	6CT	3CT	4CT	6CT	8DT	4DT	6DT	8DT	9DT	6DT	8ET	10ET	12ET	140
139	2	2	2AT	3BT	3BT	4BT	5BT	6CT	3CT	4CT	6CT	8DT	4DT	6DT	8DT	9DT	6DT	8DT	10ET	11ET	139
138	2	2	2AT	2BT	3AT	4BT	5BT	6CT	3CT	4CT	6CT	7DT	4DT	6DT	8DT	9DT	5DT	8DT	10ET	11ET	138
137	2	2	2AT	2BT	2AT	4BT	5BT	6CT	3BT	4CT	6CT	7DT	4CT	6DT	8DT	9DT	5DT	8DT	10ET	11DT	137
136	2	2	2AT	2BT	2AT	3BT	5BT	6CT	3BT	4CT	6CT	7DT	4CT	6DT	7DT	9DT	5DT	8DT	9ET	11DT	136
135	2	2	1AT	2BT	2AT	3AT	5BT	6CT	3BT	4CT	6CT	7CT	4CT	5DT	7DT	9DT	5CT	8DT	9DT	11DT	135
134	1	2	1AT	2BT	2AT	3AT	5BT	5CT	2BT	3CT	6CT	7CT	4CT	5DT	7DT	8DT	5CT	8DT	9DT	11DT	134
133	1	2	1AT	2AT	2AT	3AT	4BT	5BT	2BT	3BT	6CT	7CT	4CT	5DT	7DT	8DT	5CT	7DT	9DT	10DT	133
132	1	1	1AT	2AT	2AT	3AT	4AT	5BT	2BT	3BT	5CT	7CT	4CT	5DT	7DT	8DT	5CT	7DT	9DT	10DT	132
131	1	1	1AT	2AT	2AT	3AT	4AT	5BT	2BT	3BT	5CT	7CT	4CT	5CT	6DT	8DT	5CT	7DT	9DT	10DT	131
130	1	1	1	2AT	1AT	3AT	4AT	5BT	2BT	3BT	5CT	6CT	4CT	5CT	6CT	8DT	5CT	7CT	9DT	10DT	130
129	1	1	1	1AT	1	3AT	4AT	5BT	2BT	3BT	5BT	6CT	4CT	5CT	6CT	8DT	5CT	7CT	8DT	10DT	129
128	1	1	1	1AT	1	3AT	4AT	5BT	2BT	3BT	5BT	6CT	4CT	5CT	6CT	8DT	4CT	7CT	8DT	9DT	128
127	1	1	1	1AT	1	2AT	4AT	5BT	2AT	3BT	5BT	6CT	3CT	5CT	6CT	7DT	4CT	7CT	8DT	9CT	127
126	1	1	1	1AT	1	2	4AT	5BT	2AT	3BT	5BT	6CT	3CT	5CT	6CT	7CT	4CT	7CT	8DT	9CT	126
125	1	1	1	1AT	1	2	3AT	5BT	2AT	3BT	5BT	6CT	3CT	4CT	6CT	7CT	4BT	7CT	8DT	9CT	125
124	1	1	1	1AT	1	2	3AT	5BT	2AT	2BT	5BT	6CT	3BT	4CT	5CT	7CT	4BT	6CT	8DT	9CT	124
123	1	1	1	1AT	1	2	3AT	4AT	1AT	2BT	4BT	6CT	3BT	4CT	5CT	7CT	4BT	6CT	8DT	8CT	123
122	1	1	1	1AT	1	2	3AT	4AT	1AT	2AT	4BT	5CT	3BT	4CT	5CT	6CT	4BT	6CT	8DT	8CT	122
121	1	1	1	1AT	1	2	3AT	4AT	1AT	2AT	4BT	5BT	3BT	4CT	5CT	6CT	4BT	6CT	7DT	8CT	121
120	1	1	1	1	1	2	3AT	4AT	1AT	2AT	4BT	5BT	3BT	4CT	5CT	6CT	4BT	6BT	7CT	8CT	120
119	1	1	1	1	1	2	3	4AT	1AT	2AT	4BT	5BT	3BT	4CT	5CT	6CT	3BT	6BT	7CT	8CT	119
118	1	1	1	1	1	2	3	4AT	1AT	2AT	4BT	5BT	3BT	4BT	4CT	6CT	3BT	6BT	7CT	7CT	118
117	1	1	1	1	1	2	3	4AT	1AT	2AT	4AT	5BT	3BT	4BT	4BT	6CT	3BT	6BT	7CT	7BT	117
116	1	1	1	1	1	2	3	4AT	1AT	2AT	4AT	5BT	3BT	4BT	4BT	5CT	3AT	6BT	7CT	7BT	116
115	1	1	1	1	1	2	3	4AT	1	2AT	4AT	5BT	3BT	3BT	4BT	5CT	3AT	5BT	7CT	7BT	115
114	1	1	1	1	1	2	3	4AT	1	2AT	4AT	5BT	3BT	3BT	4BT	5BT	3AT	5BT	6CT	7BT	114
113	1	1	1	1	1	2	3	3AT	1	3AT	3AT	4BT	2BT	3BT	4BT	5BT	3AT	5BT	6CT	7BT	113
112	1	1	1	1	1	2	3	3AT	1	1AT	3AT	4BT	2BT	3BT	4BT	5BT	3AT	5BT	6CT	6BT	112
111	1	1	1	1	1	2	3	3AT	1	1	3AT	4BT	2AT	3BT	4BT	5BT	3AT	5AT	6CT	6BT	111
110	1	1	1	1	1	2	3	3	1	1	3AT	4BT	2AT	3BT	3BT	5BT	2AT	5AT	6CT	6BT	110
109	1	1	1	1	1	2	3	3	1	1	3AT	4BT	2AT	3BT	3BT	5BT	2AT	5AT	5CT	6BT	109
108	1	1	1	1	1	2	3	3	1	1	3AT	4AT	2AT	3BT	3BT	4BT	2AT	5AT	5CT	5BT	108
107	1	1	1	1	1	2	3	3	1	1	3AT	4AT	2AT	3BT	3BT	4BT	2AT	5AT	5BT	5BT	107
106	1	1	1	1	1	2	3	3	1	1	3AT	4AT	2AT	3AT	3BT	4BT	2	4AT	5BT	5AT	106
105	1	1	1	1	1	2	3	3	1	1	3AT	4AT	2AT	3AT	3AT	4BT	2	4AT	5BT	5AT	105
104	1	1	1	1	1	2	2	3	1	1	3	4AT	2AT	2AT	3AT	4BT	2	4AT	5BT	5AT	104
103	1	1	1	1	1	2	2	2	1	1	3	3AT	2AT	2AT	2AT	4BT	2	4AT	5BT	5AT	103
102	1	1	1	1	1	2	2	2	1	1	3	3AT	1AT	2AT	2AT	4BT	2	4AT	4BT	5AT	102
101	1	1	1	1	1	2	2	2	1	1	3	3AT	1AT	2AT	2AT	4BT	2	4AT	4BT	5AT	101
100	1	1	1	1	1	2	2	2	1	1	3	3AT	1AT	2AT	2AT	3BT	2	4	4BT	4AT	100
99	1	1	1	1	1	2	2	2	1	1	3	3AT	1	2AT	2AT	3BT	2	4	4BT	4AT	99
98	1	1	1	1	1	2	2	2	1	1	2	3AT	1	2AT	2AT	3AT	2	4	4BT	4AT	98
97	1	1	1	1	1	1	2	2	1	1	2	3AT	1	2AT	2AT	3AT	2	3	3BT	4AT	97
96	1	1	1	1	1	1	2	2	1	1	2	3AT	1	2AT	2AT	3AT	1	3	3AT	4AT	96
95	1	1	1	1	1	1	2	2	1	1	2	3	1	1AT	1AT	3AT	1	3	3AT	4AT	95
94	1	1	1	1	1	1	2	2	1	1	2	3	1	1AT	1AT	3AT	1	3	3AT	3AT	94
93	1	1	1	1	1	1	2	2	1	1	2	2	1	1	1AT	2AT	1	2	3AT	3	93
92	1	1	1	1	1	1	2	2	1	1	2	2	1	1	1AT	2AT	1	2	2AT	3	92
91	1	1	1	1	1	1	2	2	1	1	2	2	1	1	1AT	2AT	1	2	2AT	3	91
90	1	1	1	1	1	1	2	2	1	1	2	2	1	1	1AT	2AT	1	2	2AT	3	90
89	1	1	1	1	1	1	2	2	1	1	2	2	1	1	1AT	2AT	1	0	2AT	3	89
88	1	1	1	1	1	1	2	1	1	1	2	2	1	1	1AT	2AT	1	0	2AT	2	88
87	1	1	1	1	1	1	2	1	1	1	1	2	1	1	1	2AT	1	0	2AT	2	87
86	1	1	1	1	1	1	2	1	1	1	1	1	1	1	1	2AT	1	0	2AT	2	86
85	1	1	1	1	1	1	2	1	1	1	1	1	1	1	1	2AT	0	0	2	2	85
84	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2AT	0	0	2	2	84
83	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	0	0	2	0	83
82	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	0	0	2	0	82
81	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	1	0	81
80	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0	1	0	80
79	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	0	0	1	0	79
78	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	0	0	0	0	78
77	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	0	0	1	0	77
76	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	0	0	0	0	76
75	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	1	0	0	0	0	75
74	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	1	0	0	0	0	74
73	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	0	0	0	0	0	73
72	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	0	0	0	0	0	72
71	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	0	0	0	0	0	71
70	1	1	1	0	1	1	1	1	0	0	0	0	1	1	0	0	0	0	0	0	70
69	1	1	1	0	1	1	1	1	0	0	0	0	1	1	0	0	0	0	0	0	69
68	1	1	1	0	1	1	1	0	0	0	0	0	1	1	0	0	0	0	0	0	68
67	1	1	1	0	1	1	1	0	0	0	0	0	1	1	0	0	0	0	0	0	67
66	1	1	1	0	1	1	1	0	0	0	0	0	1	1	0	0	0	0	0	0	66
65	1	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	65
64	1	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	64
63	1	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	63
62	1	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	62
61	1	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	61
60	1	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60
59	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	59
58	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58
57	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	57
56	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	56
55	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55
54	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	54
53	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53
52	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52
51	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51
50	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50
49	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49
48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	48
47	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	47
46	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46
45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45
44	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	44
43	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43
42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	42
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

11.2 BRAWLING/UNTRAINED ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	F	F	F	F	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	F	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	F	F	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	F	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	1	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	1	1	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	1	0	1	1	1	0	1	2	2	55-57
58-60	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	0	1	2	2	58-60
61-63	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	1	2	2	3	61-63
64-66	0	0	0	0	0	0	0	0	0	0	1	2	1	2	3	3	1	2	3	3	64-66
67-69	0	0	0	0	0	0	0	0	0	1	2	2	2	2	3	3	1	2	3	4	67-69
70-72	0	0	0	0	0	0	0	1	0	1	2	3	2	3	4	4	1	3	3	4	70-72
73-75	0	0	0	0	0	0	0	1	0	1	3	3	3	3	4	4	2	3	4	5	73-75
76-78	0	0	0	0	0	0	0	1	1	1	3	4	3	4	5	5	2	3	4	5	76-78
79-81	0	0	0	0	0	0	1	1	1	2	4	4	4	4	5	5	2	4	5	6A	79-81
82-84	0	0	0	1	0	0	1	1	1	2	4	5	4	5	6	6	2	4	5A	6A	82-84
85-87	0	0	0	1	0	1	1	2	1	2	5	5	5	5	6	6A	3	5	5A	7A	85-87
88-90	0	0	0	1	0	1	1	2	2	3	5	6	5	6	7A	7A	3	5	6A	7A	88-90
91-93	0	0	1	1	0	1	2	2	2	3	6	6	6	6A	7A	7A	3	6	6A	8A	91-93
94-96	0	0	1	2	1	1	2	2	2	3	6	7	6	7A	8A	8A	4	6A	7A	8A	94-96
97-99	0	0	1	2	1	2	2	3	3	4	7	7A	7	7A	8A	8A	4	6A	7A	9A	97-99
100-102	0	1	1	2	1	2	3	3	3	4	7A	8A	7	8A	9A	9A	5	7A	8A	9A	100-102
103-105	0	1	2	2	1	2	3	3	3	5	8A	8A	8A	8A	9A	9A	5	7A	8A	10A	103-105
106-108	0	1	2	3	2	2	3	3A	4	5	8A	9A	8A	9A	10A	10A	5A	8A	9A	11A	106-108
109-111	1	2	2	3	2	3	3A	3A	4	6	9A	9A	9A	9A	10A	11A	6A	8A	10A	12A	109-111
112-114	1	2	2	3	2	3	3A	4A	4	6	9A	10A	9A	10A	11A	12A	6A	9A	11A	13A	112-114
115-117	1	2	3	3A	2	3	4A	4A	5	7	10A	11A	10A	10A	12A	13A	7A	9A	12A	14A	115-117
118-120	2	3	3	3A	3	3A	4A	4A	5	7	11A	12A	10A	11A	13A	14A	7A	10A	12B	15A	118-120
121-123	2	3	3	3A	3	4A	4A	5A	5	7A	12A	13A	11A	12A	14A	15A	8A	10A	13B	16B	121-123
124-126	2	3	3A	4A	3	4A	5A	5A	6	7A	13A	14A	12A	13A	15A	16A	8A	11A	14B	17B	124-126
127-129	3	4	3A	4A	3A	5A	5A	6A	6	8A	14A	15A	13A	14A	15B	16B	9A	12A	15B	18B	127-129
130-132	3	4	3A	5A	3A	5A	6A	6A	6	8A	15A	16A	14A	15A	16B	17B	10A	13A	16B	19B	130-132
133-135	3	4	4A	5A	4A	6A	6A	7A	7	8A	16A	16B	15A	15B	17B	18B	10A	13B	17B	20B	133-135
136-138	4	4A	4A	6A	4A	6A	7A	7A	7	9A	16B	17B	16A	16B	18B	19B	11A	14B	18B	21B	136-138
139-141	4	4A	5A	6A	5A	7A	7A	7B	7	9A	17B	18B	16B	17B	19B	20B	12A	15B	19B	22B	139-141
142-144	5	5A	5A	8A	6A	7A	7B	8B	8	9A	18B	19B	17B	18B	20B	21B	12B	16B	20B	23B	142-144
145-147	5	5A	6A	8A	7A	7B	8B	9B	8	9B	19B	20B	18B	19B	21B	22B	13B	17B	21B	24B	145-147
148-150	6	6A	7A	8B	8A	8B	9B	10B	8A	9B	20B	21B	19B	20B	22B	23B	14B	18B	22B	25B	148-150
100 UM	7A	9A	9B	11B	10B	13B	14B	15B	8B	12C	25B	26B	24B	25B	26C	28C	19C	23C	27C	30C	100 UM

Range (OB Mod): *1'-5'(-10); 6'-10'(-20); 11'-20'(-30); 21'-30'(-50); 31'-50'(-70)*

"UM" — *means "UnModified" — a natural dice roll of 100.*

Note: *The type of handy weapon chosen determines the critical table used (GM discretion). Optionally, players may help decide.*

12.1 USING THE RMCV CRITICAL STRIKE TABLES

BRAWLING ATTACK TABLE

The Brawling/Untrained Combat Table is a general purpose attack table for *Rolemaster, Space Master*, and *Cyberspace*. It is useful in resolving many combat situations: untrained fighting (no Martial Arts ranks), unskilled fighting (wielding an unfamiliar weapon), brawling (wielding a non-weapon such as an ale bottle), and unrepresented attacks (any attack which has no Table representing it, such as torture). This combat table uses various different critical strikes, dependent on circumstance. The Gamemaster must decide the crit type based on the sort of weapon (or non-weapon) wielded. Some examples can be found with the revised Brawling skill, rewritten to accommodate this combat table (Section 5.1)

DISINTEGRATION

- Used with the *Unorganic* spells (Forcemage Base list: Force Master), various sorcerer and other lists dealing with the destruction of materials. Alternatively, this table could also be used with various advanced Space Master weapons.

ESSENCE

- To be utilized with attacks based on raw essence, Earthblood, various *Shadow World* Essænce flow effects, perilous magical research gone awry, and foiled magical rituals.

NEURO

- Recommended uses include the Mentalist *Shock* spells, and various advanced Space Master weapons.

STUN

- Recommended for the attacks on Subdual Ways, and the various *Stunning* spells.

STARVATION/DEHYDRATION

- Starvation and severe thirst are treated as a daily RR, with the attack level being 1/day starving, 2/day when dying of thirst, and 3/day when both conditions apply. Failing the RR by 10 or less results in an 'A' critical, by 11 to 20 means a 'B' critical, by 21 to 30 gives a 'C' critical, by 31 to 50 delivers a 'D' critical, and by more than 50 does an 'E' critical.

- The attack level for RR determinations is cumulative, dependent on the number of days of starvation (e.g., no food or water for one day produces a 3rd level attack, a 6th level attack on the second day, etc.).

- The maximum severity of a critical inflicted on the first day is an 'A' critical, a maximum of a 'B' critical on the fifth and later days. This prevents the unlucky character from dying of starvation on the first day if his dice rolls are exceptionally bad.

- Temporary stat losses may be recovered through extensive care and rest. Of course, these stats may also increase due to level advancement. Characters who do not receive proper care must suffer a potential stat loss equal to half the temporary stat loss (round down). These potential stat losses represent organ and muscle tissue damage, and may not be recovered. Proper care is defined by the GM, according to his world.

- Delirium should be treated as if the spell *Confusion* were affecting the character.

- Unconsciousness occurs if total penalties exceed -100.

- Death results when cumulative penalties reach -150.

- Some skills may modify the critical roll. When using these skills, the critical strike roll may be reduced by a number equal to the number of skill ranks (not bonus). Some suggested skills (and rank modifiers) include:
  - Meditation or Meditation (Death) or Meditation (Healing)
  - Hostile Environments
  - First Aid (skill ranks x 1/2)
  - Body Damage Stabilization (skill ranks x 1/2)
  - Region Lore (skill ranks x 1/4)

	A	B	C	D	E
01-05	Stomach closely grazed. +4 hits, 2 hits/rnd.	+6 hits, 3 hits/rnd. Target is at -10.	Shot to midriff. Target takes 9 hits, 3 hits/rnd.	Side wound causes 9 hits, 4 hits/rnd.	Shot to hand gives +8 hits, 2 hits/rnd.
06-10	+5 hits, 1 hit/rnd.	+7 hits, 3 hits/rnd. Target is at -15.	Crippling finger wound. +9 hits, 4 hits/rnd.	Lucky shot takes off little finger. 7 hits, 5 hits/rnd.	Left thumb takes its leave. 10 hits, 3 hits/rnd.
11-15	Leg shot. +5 hits, 2 hits/rnd.	+8 hits, 3 hits/rnd. Foe maneuvers at -20.	Gouge in hand delivers +10 hits, 3 hits/rnd.	Vicious wrist strike yields 10 hits, 4 hits/rnd.	Two fingers mysteriously vanish. 12 hits, 4 hits/rnd.
16-20	Thigh gashed. +4 hits, 3 hits/rnd.	Wound to arm causes +8 hits, 4 hits/rnd. -15 all actions.	Leg strike. +11 hits, 4 hits/rnd. -25 all maneuvers.	Abdominal strike inflicts 11 hits, 4 hits/rnd. Add +10 to your next attack.	Grazing chest wound. +13 hits, 5 hits/rnd. Add +20 to your next attack.
21-35	Strike to foot. 6 hits, 2 hits/rnd. -5 all actions.	Left ankle hit. +9 hits, 3 hits/rnd. -20 all actions.	Strike vaporizes toes and pavement. +12 hits, 5 hits/rnd. -35 all actions.	Upper thigh strike exposes nerves. +13 hits, 6 hits/rnd. -15 all actions	Kneecap strike inflicts +15 hits, 6 hits/rnd. -40 all maneuvers.
36-45	Neck wound. +6 hits, 3 hits/rnd. -10 all actions.	Slice of target's neck disappears. +10 hits, 5 hits/rnd. -20 all actions.	Penetrating wound to shoulder. +13 hits, 5 hits/rnd. -20 all actions.	Shot next to groin scares foe badly. He takes 15 hits, 6 hits/rnd.	Groin vanishes! 17 hits, 6 hits/rnd. Target -40 to all actions and permanently sterile.
46-50	Strike grazes shoulder. +6 hits, 3 hits/rnd. -10 all actions.	Strike to thigh causes +11 hits, 6 hits/rnd. Foe is at -25.	Foe takes shot in neck. +15 hits, 7 hits/rnd. -25 all actions, foe loses voice for two days.	Shoulder wound. Nerves powdered, paralyzing arm. +16 hits, 7 hits/rnd. -25 all actions.	Arm plummets to ground. 19 hits, 9 hits/rnd. -30 all actions.
51-55	Ear disintegrated. +7 hits, 4 hits/rnd. -15 all actions.	Foe takes shot in left temple. +2 hits, but 11 hits/rnd. -30 all actions.	Slashing wound to cheek lowers Ap by 20. +14 hits, 8 hits/rnd.	Major wound to throat. +19 hits, 8 hits/rnd. Foe is at -30 to all actions, and is mute.	Ace shot to throat dissolves esophagus. 21 hits, 11 hits/round. Target -45 to all actions and cannot speak.
56-60	Lower leg consumed. 10 hits, 5 hits/rnd. -30 to all maneuvers.	Shot clips across hand. +14 hits, 7 hits/rnd. -30 all actions.	Foe takes shot in leg. +16 hits, 8 hits/rnd. Foe at -50.	Shot in hip exposes bone. +22 hits, 11 hits/rnd. -40 all actions.	Tongue, one eye, and nose eradicated. 22 hits, 12 hits/rnd.
61-65	Neat pinhole through wrist. Enemy takes +12 hits, 5 hits/rnd.	Bicep sliced in two. +14 hits, 7 hits/rnd. -35 all actions.	Deep arm wound. Foe drops whatever he is holding. +17 hits, 9 hits/rnd. -55 all actions.	Hand hangs by threads. Target takes +24 hits, 12 hits/rnd. -60 all actions.	Arm violated to middle of forearm. Victim takes +26 hits, 13 hits/rnd. -60 all actions.
66	Strike to shoulder/neck area devours skin, giving +30 hits, 10 hits/rnd. -30 all activity.	Freak shot disintegrates both of target's hands. Foe drops, screaming. 40 hits, 17 hits/rnd.	Shot blankets chest, leaving brilliantly bleached empty rib cage. Death is instantaneous.	Target completely disintegrated. Foe's armor strangely remains intact, standing empty.	Foe screams shrilly and fades away. Only smoke remains.
67-70	Fingers of left hand vaporized. Foe takes 14 hits, 6 hits/rnd. -30 all actions.	Shot to right hand denudes fingers. Target takes 15 hits, 7 hits/rnd. -35 all actions.	Target's left hand ruined. He takes 20 hits, 10 hits/rnd. -35 all actions.	Damage to right side causes 26 hits, 11 hits/rnd. Target down 3 rds. from shock. -60 all actions.	Target amazed — he's standing without feet (temporarily). 28 hits, 14 hits/rnd. 70 all actions.
71-75	Tendons in arm slashed in two. 15 hits, 7 hits/rnd. Arm useless. -35 all actions.	Hole materializes within upper arm, through muscle and bone. 17 hits, 8 hits/rnd. -40 to all actions.	Target temporarily blinded and cranial hair removed. Who loves ya, baby? 22 hits, 11 hits/rnd. -45 to all actions.	Shot walops shoulder, destroying joint. 28 hits, 12 hits/rnd. -65 all actions.	Shoulder and chest cleansed of flesh. +30 hits, 15 hits/rnd for four rounds before the reaper calls. -75 all actions.
76-80	Left arm stripped of flesh to elbow. 16 hits, 8 hits/rnd.	Furrows cut deep into right arm. 18 hits, 9 hits/rnd. -45 to all actions.	Right arm powdered. 22 hits, 11 hits/rnd. Foe at -50.	Target amazingly takes no damage. However, everything worn or carried is suddenly missing.	Right shoulder silently vanishes. Foe dies in a shower of blood in 2 rds. +32 hits, 16 hits/rnd. Foe at -90.
81-85	Skin shucked from abdomen. +18 hits, 8 hits/rnd. -45 all actions.	Abdomen partially obliterated. Liver enjoys a tan. 20 hits, 10 hits/rnd. -50 all actions.	Deep abdominal wound causes public display of anatomy. 24 hits, 12 hits/rnd. Foe at -60.	Strike careens through abdomen, leaving daylight shining in. 26 hits, 13 hits/rnd. Death in 3 rds. Foe at -75.	Target flows to ground as skeleton is destroyed. +50 hits. Life as a jellyfish ends in two rounds.
86-90	Skin purged from chest and several ribs. 20 hits, 10 hits/rnd. -50 all actions.	Direct strike blots out chest. 22 hits, 11 hits/rnd. Foe downed for 7 rds. then at -55.	Strike to chest splatters room with filthy gore. 26 hits, 13 hits/rnd. Foe operates at -60.	Left half of target's chest blown to mist. Foe dies of shock in two rds. +75 hits, -80 all actions.	Target's chest cavity laid open to lungs. Death is painless and instantaneous.
91-95	Left foot vaporized. 22 hits, 11 hits/rnd. Target at -50.	Left leg disintegrated to knee. 24 hits, 12 hits/rnd. -60 to all actions.	Left leg completely disintegrated. +30 hits, 15 hits/rnd. -75 to all actions.	Right leg and hip completely disappear. Many organs dangle. Target hobbles in a tight circle before dying in 3 rds.	Target's trunk annihilated as head alights between legs. Disparate limbs follow and pelt skull for an additional 20 hits.
96-99	All flesh wiped from face. 22 hits, 11 hits/rnd. Foe loses all sensory functions. -55 to all actions.	Random sections of face and head disintegrated. Foe drops and dies in 3 rounds.	Left side of foe's face obliterated. Foe dies screaming in 1 round.	Front half of target's head devoured. Brains become optional.	Foe's head vaporized. Ears flutter downward and stick to shoulders.
100	Weapon arm erased to shoulder. 24 hits, 12 hits/rnd. -90 to all actions due to shock.	Foe's legs consumed, dropping torso on stumps. Victim bleeds violently two rounds before dying.	Upper half of body mysteriously vanishes, leaving hips and legs standing upright.	Foe writhes in mortal agony as he dissolves in a multitude of slow, soft, puffs of flesh.	Attack disassembles target from head to toe, taking 6 rds. to do so. Anything touching target must make a RR or suffer the same fate. Nothing remains.

12.3 ESSENCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	+0 hits.	Weenie shot. +1 hit.	Poor aim. +2 hits.	Warning shot. +3 hits.	Caught in nimbus of blast. +5 hits.
06-10	Not too late for a career change. +2 hits.	+2 hits.	+3 hits.	+4 hits, 1 round stun.	+5 hits, 1 round stun.
11-15	3 hits. Foe loses initiative 1 rnd.	4 hits, 2 rds. stun.	5 hits. 2 rds. stun.	4 hits. Stun 2 rds, 1 hit/rnd.	Blast stuns foe for 3 rds. +6 hits.
16-20	Unbalanced. -10 actions. +5 hits, 1 rnd. stun.	+5 hits, foe loses initiative 3 rds.	+5 hits, foe loses initiative 3 rds, stunned 3 rds, -10 all actions.	+6 hits, stunned 3 rds, 2 hits/rnd.	6 hits, 2 hits/rnd, foe must parry 2 rds.
21-35	Stunned 2 rds. +5 hits, no parry 1 rnd.	Off center blast. Foe stunned 3 rds, takes 1 hit/rnd. +3 hits.	Target stunned 4 rds, cannot parry.	Stunned 4 rds, cannot parry 1 rnd. +8 hits, 2 hits/rnd.	Dazzle stuns foe 6 rds. Sadly, he cannot parry.
36-45	Stunned 5 rds. +10 hits.	Ray passes through shield and delivers 8 hits, 3 hits/rnd.	+10 hits. Target stunned 2 rds.	+12 hits. Stunned no parry 3 rds. 5 hits/rnd.	Blast falls short and lands beneath foe, sending him flying 10'. +5 hits, stunned 4 rds.
46-50	Foe's foot crisped. +10 hits, -20 to maneuvers.	Foe's right foot loses all toes. +15 hits, stunned 3 rds. 5 hits/rnd, -30 to maneuvers.	Both feet lose all feeling. -40 to maneuvers. Stunned 6 rds.	Blast sets lower body aflame for 2 rds. +10 hits, 6 hits/rnd.	Blast rips flesh from both feet, leaving pink-tinged bones to support you. +15 hits, -50 maneuvers. Unable to stand.
51-55	Blast disappears 10' in front of you. +12 hits, stunned 3 rds.	Many-tendriled blast slams into stomach. +15 hits, stunned no parry 5 rds.	Foe ducks blast and only loses ear. +10 hits, stunned no parry 4 rds. 3 hits/rnd.	Foe knocked back 30' and breaks arm. +20 hits, stunned no parry 5 rds.	Foe sent reeling. +20 hits, arm crushed. Stunned no parry 7 rds. -15 all actions.
56-60	Foe knocked down, losing anything he presently grasps. +10 hits.	Foe hit by strange oscillation, blowing everything he wears away. Exposed equipment must RR or be destroyed.	Foe knocked back 10'. +15 hits, stunned and unable to parry 3 rds.	Upper body armor is pulped to puddy, as blast delivers 25 hits. Stunned 5 rds, no parry 3 rds.	And you spent all that money on armor. +25 hits, and 7 broken ribs. Stunned no parry 9 rds. Foe at -20.
61-65	Hammer strike. Foe unconscious for 2 rds and confused for 3 more. -20 all actions.	Strange approach. Blast enters right arm between thumb and index finger, exiting out right shoulder. +20 hits, foe at -30.	Pencil thin beam strikes left eye. Foe permanently blinded. Sight perceptions halved. +10 hits.	Weak shot to forehead rips away upper portion of facial tissues. +25 hits. Stunned 8 rds. 8 hits/rnd.	Good news: target takes no damage. Bad news: Armor is completely destroyed (no RR). Welcome to AT1.
66	Target's lower jaw mangled beyond recognition. Will fall off if target attempts to speak. +15 hits.	Concentrated slam to head removes all facial hair and liquifies eyes. Target at -75. +25 hits, stunned no parry 8 rds.	Blast sprays target, rifling through all joints. Target immobile. -100 all actions. +40 hits.	Target's skull shattered, launching bone shards around 10' area. Brain falls to ground like a wet sponge. -50 maneuver to avoid stepping on brain.	Cohesion of target's cells is reduced to 0. Target explodes in a pink spattering cloud, sending his skeleton clattering to the ground.
67-70	Shattered collar bone. +6 hits, stunned 4 rds, no parry 2 rds. Foe at -20.	Strike to neck. Stunned 5 rds, no parry for 3. Foe at -15. +10 hits.	Strike to collar area. Foe stunned for 8 rds, -30 all actions. +30 hits.	Strike to throat. Foe is stunned 10 rds. due to choking. No parry 5 rds. +20 hits.	Strike to throat mangles cartilage. Stunned 12 rds, no parry for 6. -50 to all actions, and cannot speak for 1 week.
71-75	Weapon hand scalded by fringe of blast. +8 hits, 2 hits/rnd. -5 all actions.	Weapon hand smashed. +12 hits. Target stunned 6 rds, cannot parry for 3.	Fingers of weapon neatly amputated. +18 hits. -20 all actions. Pain.	Target's weapon hand burned to ash. Stump is cauterized. +30 hits. Stunned no parry 10 rds.	Direct shot to face scours features off. Foe at -80, stunned no parry 12 rds. -50 all perception for 2 weeks.
76-80	Superb aim spins foe 180°. Target disoriented and at -50 next rnd. Stunned 2 rds. +9 hits.	Embarrassing shot hamburgers left buttock. +15 hits, 3 hits/rnd, stunned 5 rds.	Impact to chest flings target 15 feet. +18 hits, foe is out of the fight 3 rds.	Bank shot off shoulder removes ear. Foe drops in convulsive heap. +20 hits, 3 hits/rnd. Target at -30.	Glancing strike severs carotid artery. Target downed, takes 30 hits/rnd. Death in 8 rds.
81-85	Shot to shield arm shreds muscle and tissue. +10 hits. Stunned no parry 2 rds. -15 all actions.	Elbow of weapon arm broken. Stunned no parry 4 rds, -30 all actions. +18 hits.	Weapon arm whistles across room with weapon fused to hand. -50 all actions. 6 hits/rnd, stunned no parry 7 rds. +20 hits.	Left arm sent 60' into air. -50 actions. Stunned no parry 10 rds. +25 hits. Add +10 to your next attack.	Foe catches blast with mouth, sending teeth through back of head. Target falls, paralyzed from neck down. +30 hits.
86-90	Intense blast rips flesh from shoulder. Stunned 5 rds. 4 hits/rnd. +10 hits.	Hammering blow crushes shoulder. Stunned no parry 10 rds. -25 all actions. +20 hits.	Thin blast termites through shoulder, snapping tendons and cartilage. Arm useless. -30 all actions. +25 hits, stunned no parry 5 rds.	Arm refuses to leave without shoulder. Shoulder complies, stunning foe 30 rds, and delivering 12 hits/rnd. +40 hits.	Powerful blast to left shoulder twists target's upper body 180°, snapping spinal cord at hips. Target falls and dies in 6 rds from shock and organ failure.
91-95	Knee snapped backwards. Foe staggered and unable to act 3 rds. -40 all actions. +20 hits.	Leg broken and bent backwards. Foe double-jointed at hip. +20 hits, -50 all actions. Stunned 8 rds.	Target's left leg boomerangs away. -70 all actions. 12 hits/rnd. Stunned no parry 10 rds. +35 hits.	Top inch of foe's skull frisbees 30' away. Target stunned and unable to parry 40 rds. Pray it doesn't rain.	Chest strike pulverizes lungs. Target at -70 for 6 rds. before drowning in his own blood.
96-99	Weapon arm severed at elbow. 5 hits/rnd. Stunned no parry 3 rds. +20 hits.	Target's non-weapon arm catapults 40' straight up before reentering melee. Stunned no parry 5 rds. 6 hits/rnd. +30 hits.	Target catches blast full on. No apparent damage, but expires without warning in 8 rds.	Heart punctured by rib fragments. Target folds and softly expires in 3 rds. +30 hits.	Target attempts to avoid sweeping blast and is neatly cut in two. Foe dies next round. +40 hits.
100	Strike to neck. Foe unable to speak and paralyzed from neck down. +30 hits.	Blast careens into abdomen. Foe dies of massive shock and organ failure in 6 rds.	Bolt leaves 4" diameter hole in upper chest of target before traveling 20' beyond. Merciful death arrives in 3 rds.	Brain instantly liquified and emerges as grey boiling paste from all of target's cranial orifices.	Target is violently absorbed by the Essence in a spectacular explosion engulfing everyone within 10' as a +50 Plasma Ball.

	A	B	C	D	E
01-05	Mild discomfort. 0 hits.	Sudden jolt. 0 hits. Foe stunned one round.	Strange pain in chest. +1 hit. Stunned 3 rounds.	Nervous twitch. +3 hits.	Racked with severe pains. +5 hits.
06-10	Target's facial muscles twitch violently for 5 rnds: mildly distracting. Foe at -20.	Bladder failure. +5 hits. How humiliating.	Sudden dizziness. Stunned five rounds.	Fingers of left hand fall asleep. -5 to all actions.	Upset stomach. -10 to all actions. + 10 hits.
11-15	Target forgets his friends' names.	Sudden rush of random sensations. Stunned 5 rounds. + 5 hits.	Foe cannot taste or smell for one day.	Target flees in fear or five rounds crying out for his enemies not to hurt him.	Target experiences chills. -20 to all actions.
16-20	Vertigo. -15 to all actions. +10 hits.	All target's skill ranks reduced by 5 for one round.	Foe unsure of what to do. +10 hits. Stunned 7 rounds.	Target's primitive urges take over and he acts like the species he evolved from for 12 hrs.	Target suffers blinding headache for 3 rounds. -40 to all actions till it passes.
21-35	Minor hallucinations. Stunned and unable to parry for 3 rounds.	Target loses all sense of direction and time. Target is at - 30 to all actions.	All targets skill ranks reduced by 3 for three round.	Target cannot swallow. Target begins to choke on his own spittle. Foe at -30.	Target has debilitating cramps. -30 all actions. +15 hits.
36-45	Minor, but painful, neck spasms. -10 all actions. +10 hits.	20% of remaining hits removed.	Target is stunned for 8 rounds.	All targets skill ranks reduced by 3 for four round.	Target loses ability to feel. -30 to all actions. +20 hits.
46-50	Foe feels extremely warm and begins to perspire. Foe is at -35.	Target loses confidence and will not attack for three rounds.	30% of remaining hits removed.	Target is suddenly very nervous. +20 hits. - 30 to all actions.	Target's eardrums burst. +20 hits. 3 rounds of stun.
51-55	Target foams at the mouth for 5 rounds. -15 all actions. Gross.	All targets skill ranks reduced by 5 for five rounds.	Target racked by severe hunger pangs. -45 to all actions.	Target violently blows lunch. 50% remaining hits removed.	Target permanently loses sense of smell. +20 hits.
56-60	Wild shot intercepts the head rendering the target colorblind. Foe is at - 40.	Target cannot speak for 10 minutes.	All targets skill ranks reduced by 5 for seven rounds.	Target cannot hear for 24 hours.	Target's optical cortexes burned out. -75 to all actions. +20 hits.
61-65	Target forgets how to use favorite weapon for 10 rounds.	Target inexplicably falls asleep.	Target suffers from convulsions for four rounds. + 25 hits.	All target's skill ranks reduced by 5 for 10 rounds.	Target suffers major hallucinations for 10 rounds. -70 to all actions.
66	Foe adamantly believes he rules the world. Delusion lasts 24 hours. +10 hits.	Targets head paralyzed. +30 hits. Stunned no parry 10 rounds. Eye damage in 5 minutes.	Foe suffers permanent, complete amnesia. All skills are retained, but target can't remember what they are.	Foe becomes a mindless, drooling idiot for the rest of his mortal days.	Target suffers massive coronary and dies instantly. +100 hits.
67-70	Target becomes obsessively paranoid, believes friends are out to get him.	Target loses control of legs. -40 to all actions. +15 hits.	Arms paralyzed. - 50 to all actions. +20 hits.	Both feet feel as if they're missing. - 20 to moving maneuvers. + 10 hits.	Target has major seizure and is totally helpless for 5 rounds. -50 all actions. +35 hits.
71-75	Target begins crying uncontrollably. -30 to all actions. + 10 hits.	Target sneezes uncontrollably for 10 rounds. -40 all actions. +10 hits.	Target loses control of entire lower body. -55 to all actions. +25 hits.	Both target's arms fall asleep. -40 to all actions + 15 hits.	Digestive system fails. Foe dies in 3 days. +30 hits.
76-80	Targets forgets favorite combat tactics. Foe's DB & OB are reduced by 30 due to confusion.	Dangerous synaptic overload forces target to the ground. + 30 hits. Stunned 10 rounds.	Chest tightens and target cannot breathe. Foe at - 55 for six rounds, then slips into unconsciousness	Target's skin becomes supersensitive. X2 all hits received. Wearing clothes is agony. Foe is at - 60.	Target's sense of balance is permanently reversed. Foe is at -80 to all actions. Massive confusion.
81-85	Target becomes epileptic. 25% chance to have major seizure under stress.	Chest falls asleep. -40 to all actions. +10 hits.	Hands tighten into painful fists while arms flail about. -45 to all actions. +20 hits.	Targets sense of balance(up/down) is reversed for two days. - 75 to all actions. +25 hits.	Kidney failure. Foe slowly dies in one day. +30 hits.
86-90	Sensation of drowning. Target's DB is halved.	Target is mysteriously unconscious and unwakable for three rounds.	Target's entire voluntary muscle system fails. He plops quivering to the ground, wondering what has happened.	Entire head falls asleep. -75 to all actions. +20 hits. Stunned 8 rounds.	Extreme adrenal rushes; foes heart bursts after 3 rounds of +50 activity.
91-95	Foe loses sense of strength. -55 to all actions.	Severe cramps in all joints. +40 hits. Foe operates at -60.	Foe suffers from double vision. All attack and skill rolls are halved.	Target loses control of entire upper body. -90 to all actions. +30 hits. Stunned no parry 10 rds.	Target's lungs collapse. Unconscious in 3 rounds; death in 10. -60 to all actions. +40 hits.
96-99	Target cannot breathe unless he concentrates to do so. Foe reduced to 50% action.	Target falls into raging fit for 10 rounds, then dies of exhaustion.	Target's entire body goes numb. -100 all actions. +40 hits. No pain. no gain.	Target's nervous system lights up like a christmas tree. 100% of remaining hits removed due to pain and shock.	Heart failure. Target dies in 5 painful rounds. -100 to all actions. +50 hits.
100	Foe is permanently blinded and at -90 to all actions requiring sight.	Foe completely paralyzed; reduced to most basic functions. Foe can only drool in rage.	Memory and skills completely erased, target completely forgets who he is or what he can do and wanders off in a daze.	Entire circulatory system fails. Foe begins turning odd shades of blues and greens. Foe dies in two rounds.	Foe's entire nervous system shorts out. Foe dies after five rounds of mindless, screaming agony.

12.5 SHRAPNEL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A grazing shot; no extra hits. Your gun just jammed... sorry.	You shoot off a piece of foe's equipment. +0 hits.	Hit foe's weapon, destroying it and breaking one of foe's fingers. +2 hits.	Foe is staggered by your effort. He is stunned next rnd. +6 hits.	Foe urinates in fear. +7 hits
06-10	Just a nick... for +1 hit	+2 hits	Foe stunned next rnd. +3 hits.	Foe, impressed with your hail of fire, is stunned for 2 rnds. +7 hits.	You have initiative for the next 3 rnds. +10 hits
11-15	+3 hit	You have initiative next rnd as foe checks for damage. +4 hits.	Hit foe's side in poorly aimed fire. +9 hits. You have the initiative.	Solid hit to shoulder blade. Foe is stunned for 4 rnds and is unable to parry for 2 rnds. He takes 2 hits/rnd. +9 hits.	Foe tumbles weapon and is unable to parry when he is stunned next rnds. +12 hits.
16-20	Foe may not attack next rnd. +4 hits.	Slash foe's side. He must parry next rnd. +5 hits.	Blows to the sides cause foe to parry for 2 rnds. +9 hits.	Foe takes 3 side strikes. He is stunned for 6 rnds and bleeds, taking 4 hits/rnd. +11 hits. Add 10 to your next action.	Grazing head strikes stun foe for 3 rnds. He takes 2 hits/rnd. +13 hits. Add 25 to next attack.
21-35	You gain initiative next rnd. +4 hits	Foe must parry next rnd at -40 as the metal is too close for comfort. +6 hits	You shatter one of foe's ribs. Foe is stunned for 2 rnds, takes 2 hits/rnd, and is knocked on his back. +11 hits	Foe hit in hip and along both sides. He is stunned and unable to parry for 4 rnds. He is at -45, and takes 2 hits/rnd. +13 hits.	Several ribs shatter in glancing blows. Foe takes 2 hits/rnd and is stunned for 2 rnds with no parry. +15 hits
36-45	Blow to foot. Foe receives 1 hit per rnd unless armored. +5 hits.	Strikes to calf and hand give +7 hits. Foe is at -10.	Strike foe's knee and calf. Foe receives 4 hits/rnd and foe is at -40. +12 hits.	Foe doubles over with hits to the shin, thigh, and groin. He receives 5 hits/rnd, is prone for 4 rnds and permanently sterile. +15 hits.	Arm and leg strike. If armored, foe takes +12 hits. If not he takes +17 hits and is bleeding at 4 hits/rnd, is at -40 and stunned for 10 rnd.
46-50	Glancing shots to back of foe's neck. Foe must parry next rnd at -30. +5 hits	Strike to the back and upper arm. Foe is stunned and unable to parry for 2 rnds. Foe receives 2 hits/rnd and +8 Hits.	Strike across foe's back and buttocks — ouch. He takes 2 hits/rnd and is stunned for 3 rnds. +13 hits	Strikes to lower back paralyze foe's legs. He is down (at -80 to all action) and taking 4 hits/rnd	Multiple back blows send foe flying 10 feet. Unable to parry, foe is stunned for 12 rnds. He takes 6 hits/rnd and is at -70. +19 hits.
51-55	Two strikes to foe's collar area. He is knocked back parrying at -20 next rnd. Foe receives 2 hits/rnd and +6 hits.	Foe hit in side and upper arm. +10 hits. He is stunned for 3 rnds and takes 5 hits/rnd.	Foe staggers and parries for 3 rnds after receiving minor wounds to the chest and groin. Foe receives 3 hits/rnd and +15 hits.	Major wounds to foe's chest. He and is stunned and unable to parry for 3 rnds. He takes 5 hits/rnd. +19 hits.	Foe knocked back with chest strikes. Aorta damage causes 20 hits/rnd. Lung lacerations will suffocate foe in 4 rnds. He is prone, meanwhile. +21 hits
56-60	Two shots to foe's leg. If armored, +4 hits. If not +10 hits. Foe is stunned for next 3 rnds	Two strikes to the thigh and one to the forearm sadden foe. Foe receives 4 hits/rnd and +11 hits. Foe is stunned 3 rnds and unable to parry. He is at -50.	Foe stunned for 5 rnds by strikes to the calf and thigh of both legs. He is down and taking 5 hits/rnd and is at -50. +16 hits.	You lacerate foe's thigh and shatter a hip joint. He is in a week long coma taking 5 hits/rnd. +22 hits.	Both thighs and groin very severely slashed. Foe takes 10 hits/rnd, is down and stunned for 20 rnds. +23 hits. Embarrassing
61-65	Hit along wrist. Foe receives 2 hits/rnd. Foe is stunned next rnd. +10 hits.	Blows along forearm and opposite shoulder. Arms less than useless. Foe receives 4 hits/rnd and 12 hits.	Foe drops possessions after being struck in the arms. Foe takes +17 hits, stunned 5 rnds, -25 on actions, and bleeds. Receives 6 hits/rnd. Give up.	Foe loses hand and arm is severely mangled. He is stunned for 5 rnds and is stunned for 20 rnds. Receives 6 hits/rnd. +24 hits.	You deliver ugly wounds to foe's arms and shoulders. Limbs are useless. Foe is at -60, stunned and unable to parry for 5 rnds. +25 hits
66	Strikes to shoulder/collar area. Foe is stunned for 5 rnds and arm is useless. Activity at -30 and foe receives 4 hits per rnd. +55 hits.	Elbow shattered with forearm left dangling. Foe receives 6 hits/rnd as foe sees this and passes out. +20 hits.	You cut foe down at the knees. Foe is immobilized and at -100. Receives 10 hits/rnd and foe is stunned for 12 rnds.	The side of foe's head springs 3 leaks. Too late to call a plumber; he's dead. Very gory.	You expose foe's chest cavity appropriate for pre med anatomy course. He is dead. +15 to your next action.
67-70	Blow along neck, upper chest and arm. Foe knocked down stunned for 4 rnds. Foe receives 4 hits/rnd. +17 hits.	Neck and arm strikes cause 6 hits/rnd and +14 hits. Foe at -20 and stunned for 5 rnds.	Multiple strikes along the upper body. Foe is stunned for 8 rnds and cannot parry for 4 rnds. Receives 2 hits/rnd and +20 hits.	Shoulder smashed. Foe spins back 10 feet. He is stunned and unable to parry for 7 rnds. Arm is useless. Receives 6 hits/rnd. +26 hits.	Muscles and tendons in foe's arm and leg are torn beyond recognition. He takes 12 hits/rnd and is down for 20 rnds. +28 hits.
71-75	Tendons in both legs are slashed. Foe is at -50 and is taking 4 hits/rnd. He is out for 2 rnds and stunned for 5 more. Too bad	Foe's leg riddled. He is at -50 with 4 hits/rnd and also stunned for 5 rnds. +17 hits.	Leg muscles and tendons slashed by strikes to calf and thigh. Foe stunned and unable to parry for 8 rnds, takes 5 hits/rnd, and is at -75. +25 hits.	Hits in the shin, knee, hip, and side, down foe in a convulsive heap. He is down for 24 rnds and at -90. He takes 8 hits/rnd. +27 hits.	Foe loses both legs to your razing assault. He is in shock, taking 14 hits/rnd, and will die anyway in 6 rnds. +30 hits.
76-80	Foe's left side and arm are perforated. Foe is at -40, stunned and unable to parry for 6 rnds. Foe takes 3 hits/rnd and +18 hits.	Foe's left arm takes multiple lacerations. Receives 3 hits/rnd and operates at -40. Foe is stunned next rnd and cannot parry. +18 hits.	Blows to both arms and chest break several indigenous bones. Foe is stunned for 12 rnds, takes 8 hits/rnd, and is unable to parry. +27 hits	Strike destroys foe's weapon and neatly separates his arm from his bod. Foe is in shock and prone taking 8 hits/rnd. +30 hits.	Bone splintered form one shoulder to the other. Additional wound. Foe is prone taking 14 hits/rnd and equipment is destroyed. +32 hits
81-85	Foe pummeled in the side and hip immobilized until aided. He takes 6 hits/rnd and +20 hits.	Strikes to the side and leg. Foe experiences 9 hits/rnd for bleeding. Stunned and unable to parry for 5 rnds before passing out from shock. +21 hits.	Several side and back wounds cause foe to parry in a stunned state for the next 13 rnds. Foe takes 9 hits/rnd and +28 hits.	Severe blows to foe's side and abdomen. Foe is stunned and unable to parry for 5 rnds. He is taking 10 hits/rnd and is at -95. +32 hits.	Witless loser charges you as you sever his spine, hand, and lacerate the side of this head. He falls in a heap, quite lifeless.
86-90	Hit foe's back and upper leg. He is bloody and knocked 10 feet away. Foe unable to parry for 5 rnds. 6 hits per rnd, and +18 hits.	Strikes blow away ear and pierce hip. Foe at -30, cannot parry for 2 rnds, stunned for 6 rnds, and takes 8 hits/rnd. +27 hits	Foe knocked down. Strikes kill an unarmored foe. Otherwise, he is stunned, unable to parry for 12 rnds, receiving 9 hits/rnd. +30 hits.	Sent spinning, foe is struck in the spine, the kidneys, and he loses a hand. This one is history in one rnd. +33 hits.	Disemboweling stream of metal pummels foe's leg, abdomen, and chest. He lapses into unconsciousness before dying in 4 rnds. +35 hits
91-95	Foe loses one ear, and nose is lacerated. Hearing at -50. Stunned for 10 rnds if armored or out for 3 hours if not. Foe receives 5 hits/rnd and +23 hits.	Impacts to middle and upper back, and back of head. If unarmored, foe dies; otherwise, he is stunned for 10 rnds. Takes 8 hits per rnd and +25 hits	Foe makes an excellent ventilator with holes in the leg, side, and chest. He expires in 1 rnd. +32 hits.	Several strikes take out the liver spleen and intestines. Poor slob fights for one messy rnd then drops. +34 hits	Spiral shot induces a bizarre twist. Arteries in chest and arm also severed. Foe is paralyzed and dies in 3 rnds. +40 hits.
96-99	Malicious blow to foe's face. He loses nose cheekbone and a part of his skull. Foe is in coma until revived. Receives 4 hits/rnd and +25 hits.	Foe brutalized in strikes to the side, cheek, neck, and brain. Foe dies in 2 prone rnds. Add 10 to your next attack. +35 hits	Foe knocked back 15 feet without an arm, and with gashes in the neck. He is paralyzed by a broken spine and dies in 8 rnds. +35 hits	A classic example of unanesthetized surgery. You remove a plethora of vital organs. A bit sloppy. Foe is out and dies in 3 rnds. +35 hits	A steady stream nails the sucker in brain, neck, heart, abdomen, and groin. Your allies within 50 feet add +10 to their next attacks. You are out of ammunition
100	Hip is destroyed. More importantly, the head is messily separated from the shoulders. Bye.	Poor sucker is without the lower half of his body and has a hole where his eye was to boot. It was quick.	Foe takes strikes to the chest, and face. Lungs fill with blood, making breathing difficult. Poor fool expires in 3 messy rnds.	Foe hit in the heart and brain for a prompt demise. Good shot. Add +20 to your next attack	Foe bursts into a bloody pulp. Yuck

	A	B	C	D	E
01-05	Empty feeling inside.	Stomach growls.	Hunger pangs.	-5 to all activities.	-5 to all actions.
06-10	Hungry, but okay.	Occasional cramps.	Mild weakness results in -5 to all actions.	Slightly weakened, -5 to all actions.	-5. Exhaustion points reduced by 5%.
11-15	Stomach growls.	-5 to all actions. Disoriented.	Slightly impaired, -5 to all activities.	-5. Exhaustion points reduced by 5%.	-10. Exhaustion points reduced by 10%.
16-20	Weakened, -5 to all activities.	Impaired, -5 to all activities.	-5. Exhaustion points reduced by 5%.	-10. Exhaustion points reduced by 10%.	-15. Exhaustion points reduced by 20%.
21-35	-5 to all actions. Disoriented.	-5. Exhaustion points reduced by 5%.	-10. Exhaustion points reduced by 10%.	-15. Exhaustion points reduced by 20%.	-15. Exhaustion points reduced by 25%.
36-45	-5. Exhaustion points reduced by 5%.	-10. Exhaustion points reduced by 10%.	-15. Exhaustion points reduced by 20%.	-15. Exhaustion points reduced by 25%.	-20. Exhaustion: -30%. Starving.
46-50	-10. Exhaustion points reduced by 10%.	-15. Exhaustion points reduced by 20%.	-15. Exhaustion points reduced by 25%.	-20. Exhaustion: -30%. Shaky.	-20. Exhaustion: -40%. Real weak.
51-55	-10. Exhaustion points reduced by 15%.	-15. Exhaustion points reduced by 25%.	-20. Exhaustion: -30%. Unsteady.	-20. Exhaustion: -40%. So terribly tired.	-20. Temp Co reduced by 1. Exhaust: -50%.
56-60	-15. Exhaustion points reduced by 20%.	-20. Exhaustion: -30%. Weakening.	-20. Exhaustion: -40%. No energy.	-20. Temp Co reduced by 1. Exhaust: -50%.	-20. Temp St reduced by 1. Exhaust: -60%.
61-65	-15. Exhaustion points reduced by 25%.	-20. Exhaustion: -40%. Listless.	-20. Temp Co reduced by 1. Exhaust: -50%.	-20. Temp St reduced by 1. Exhaust: -60%.	-25. Temp Co reduced by 1. Exhaust: -70%.
66	Collapse from weakness. Down 3 rds.	Fall down. Incapacitated 13 rounds.	Faint. Out for 30 rounds.	Out 1 hour. Delirious thereafter.	Collapse. Coma for 1 day, then death.
67-70	-20. Exhaustion: -30%. Wobbly.	-20. Temp Co reduced by 1. Exhaust: -50%.	-20. Temp St reduced by 1. Exhaust: -60%.	-25. Temp Co reduced by 1. Exhaust: -70%.	-25. Temp St and Co reduced by 1. Exh:-80%.
71-75	-20. Exhaustion: -40%. Unsteady.	-20. Temp St reduced by 1. Exhaust: -60%.	-25. Temp Co reduced by 1. Exhaust: -70%.	-25. Temp St and Co reduced by 1. Exh:-80%.	-30. Temp St, Co, Qu reduced by 1. Exh:-90%.
76-80	-20. Exhaustion: -50%. Feel faint.	-25. Temp Co reduced by 1. Exhaust: -70%.	-25. Temp St and Co reduced by 1. Exh:-80%.	-30. Temp St, Co, Qu reduced by 1. Exh:-90%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.
81-85	-20. Temp St reduced by 1. Exhaust: -60%.	-25. Temp St and Co reduced by 1. Exh:-80%.	-30. Temp St, Co, Qu reduced by 1. Exh:-90%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.	-40. Temp St, Co, Qu reduced by 3. Exh:-95%.
86-90	-25. Temp Co reduced by 1. Exhaust: -70%.	-30. Temp St, Co, Qu reduced by 1. Exh:-90%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.	-50. Temp St, Co, Qu reduced by 4. Exh:-95%.
91-95	-25. Temp St and Co reduced by 1. Exh:-80%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.	-50. Temp St, Co, Qu reduced by 4. Exh:-95%.	-60. Temp St, Co, Qu reduced by 5. Exh:-98%.
96-99	-30. Temp St, Co, Qu reduced by 1. Exh:-90%.	-35. Temp St, Co, Qu reduced by 2. Exh:-95%.	-50. Temp St, Co, Qu reduced by 4. Exh:-95%.	-60. Temp St, Co, Qu reduced by 5. Exh:-98%.	-70. Temp St, Co, Qu reduced by 6. Exh:100%.
100	Faint from hunger, out 2-12 rounds.	Unconscious 6-60 rounds. Starving.	Unconscious 3-30 min. Delirious for 1-6 hours	Unconscious 4-24 hours. Unless revived, death occurs.	Unconscious. Organ failure. Death in 1-6 hours. Pathetic.

	A	B	C	D	E
01-05	You might have a chance again next round.	Foe shrugs off attack.	Foe is lucky, this time.	+2 hits.	Foe stunned 1 round.
06-10	No extra damage.	+1 hit.	Foe stunned for 1 round. Big deal.	Foe stunned for 1 round, and is at -20 for 2 rounds thereafter.	Blow leaves foe stunned and unable to parry for 3 rounds. Add +10 to your next attack
11-15	Weak strike gives +1 hit.	Foe operates at -10 for 3 rounds.	Stun foe 2 rounds and he is at -20 for 4 rounds.	Attack leaves foe stunned for 3 rounds.	Malignant damage stuns foe for 5 rounds and puts him at -10 for 2 days.
16-20	Foe stunned next round.	Foe is stunned and must parry at -20 next round. +1 hit.	Moderately discouraging attack stuns foe 3 rounds.	Foe is stunned 5 rounds and loses the use of an arm for 24 rounds. +4 hits.	Foe loses the use of his legs for 3 days. He is stunned for 8 rounds. +6 hits.
21-35	Foe somewhat dazed. He is stunned next round and is at -10 for 2 rounds.	Weak impact sees foe stunned for the next 2 rounds, but little else.	Forceful impact stuns foe 4 rounds, during which he must parry at -10.	Blast paralyzes foe from waist down for 7 rounds. If standing, he falls over and takes 5 hits.	Foe stunned and loses control of neck muscles for 12 rounds. Head flops about at random.
36-45	Stun foe for 2 rounds.	Foe stunned for 3 rounds and must parry at -20 next round.	Glancing strike spins foe. He is stunned and unable to parry for 5 rounds.	Foe stunned for 8 long rounds. Add +20 to your next two attacks against this opponent.	Foe staggers off in a random direction for 16 rounds, not at all sure of what's going on.
46-50	Mild blow stuns foe for 2 rounds and all maneuvers are at -10 for 4 rounds.	Unspectacular strike stuns foe for 4 rounds.	Foe stunned 6 rounds. Lingering disorientation puts him at -10 for 1 hour. +3 hits.	Attack leaves foe stunned and unable to parry for 9 rounds. +6 hits.	Blast stuns foe for 20 rounds and he is unable to parry for 10. Add +20 to your next attack against this opponent.
51-55	Foe stunned for 2 rounds and must parry at -20.	Foe knocked to his knees and stunned 5 rounds. He is at -30 to maneuvers next round.	Stunning blast causes minor cellular disruption. Foe stunned and at -30 for 7 rounds.	Foe gasps for air. He is stunned 10 rounds while parrying at -20.	Foe dazed for 24 rounds. He is incapable of taking any action. Poor fool.
56-60	Your attack stuns foe for 3 rounds. Add +10 to your next attack	Foe stunned 6 rounds. +3 hits.	Foe stunned for 8 rounds and is at -20 for 12 rounds.	Foe left incapacitated by attack. He is out for 11 rounds.	Blast knocks foe down. he is out for 28 rounds.
61-65	Foe stunned for 4 rounds. He may not parry next round.	Stunning blast immobilizes foe's arms for 7 rounds. He is stunned next round.	Blast overloads foe's neurons momentarily. He is stunned, blinded and unable to parry for 9 rounds. +5 hits.	Foe drops to the ground and is left writhing in spasms. He is stunned and unable to parry for 12 rounds +7 hits.	Foe falls on his face. He is stunned and unable to parry for 32 rounds. +10 hits.
66	Lucky strike shocks foe. He is stunned for 10 rounds and is unable to parry for 5. +7 hits.	Impact throws foe back 3 meters. He is stunned and unable to parry for 15 rounds. +10 hits.	Forceful attack drops foe for 20 rounds. He is inert and quite helpless. +13 hits.	Foe snaps rigid and falls over, breaking an arm in the process. He is out for 24 rounds and at -40 for 2 days thereafter. +18 hits.	Foe falls, sending himself into a coma for 20 days. When he comes to, he will be at -30 for an additional 20 days. +25 hits.
67-70	Foe drops weapon. He is stunned for 5 rounds.	Foe dazed. He drops his hand-held equipment and stands glassy-eyed for 8 rounds. No activity.	Scrambling burst leaves foe drooling. He is stunned and unable to parry for 10 rounds. A pathetic sight.	Foe collapses into a jiggling, mushy heap after scattering his equipment. He is out for 13 rounds.	Foe falls on top of his own equipment, causing random malfunctions. He is out for 36 rounds.
71-75	Foe unbalanced by your attack, stunned for 6 rounds and may not maneuver for 3. +1 hit.	Foe knocked over and stunned for 9 rounds. Numb legs prevent him from standing again for 10 rounds. +5 hits.	Blast knocks foe down. He is stunned and parries at -50 for 11 rounds. Add +15 to your next attack.	Strike spins foe. He is stunned and at -40 to orientation attempts for 14 rounds.	Control of arms and legs is lost temporarily. Foe drops prone for 40 rounds.
76-80	Shocking blast spins foe. He is stunned for 7 rounds and orientation rolls are at -30 for 10 rounds.	Muscle lock. Foe may not move for 10 rounds. Unlucky, isn't he.	Foe swallows own tongue. He is stunned 12 rounds and is at -40 for 15 rounds.	Strike leaves neurons misfiring for quite some time. Foe is stunned 15 rounds and is at -50 for 20 hours. Sad, but true.	Foe is stunned for 45 rounds and is at -50 for 2 days.
81-85	Foe knocked down. He is stunned for 8 rounds and may not parry for 3. +2 hits.	Foe stunned for 11 rounds and may not parry for 3. Add +10 to your next action.	Staggering blast. Foe stunned and unable to parry for 3 rounds, then falls prone for an additional 10 rounds. +6 hits.	Blast leaves one side of foe's body paralyzed for 16 rnds. He is at -70.	Disrupting strike causes foe's heart to sieze up. He drops. Unless tended to, foe will die in 10 rounds.
86-90	Foe stunned and unable to parry for 9 rounds. Add +15 to your next attack.	Foe knocked onto his back and is immobilized for 12 rounds.	Cruel blow stuns foe 14 rounds. He is at -20 for 5 hours.	Foe drops, motionless, for 17 rounds, though he retains all of his senses. +9 hits.	Foe sent into coma for 30 days, and incapable of subconscious activity. +20 hits.
91-95	Blast disorients foe. He is stunned for 10 rounds and at -25 for one hour.	Impact frazzles foe's brain. He is stunned for 15 rounds and is at -20 for one day.	Confusing blast leaves foe cross-eyed. He is stunned 18 rounds and perceives at -50 for 1 day.	Foe wishes he were somewhere else. He is stunned and unable to parry for 18 brutal rounds.	Motor control sporatic. Foe is stunned and unable to parry for an incredible 25 hours. Very sad.
96-99	Stunning blast knocks foe back 3 meters. He falls and is out for 15 rounds. +4 hits.	Foe rocked by strike. He falls prone for 20 rounds, and takes 1 hit per round.	Foe knocked prone for 24 rounds and then slips into a 10 day coma.	Foe is left a babbling idiot for 3 days after the attack. He is quite incapable of defending himself.	Blow sends foe reeling. He collapses 6 meters away, not to regain consciousness for 30 days.
100	Impact sends foe into spasms. He is stunned for 20 rounds and is at -40 for 3 hours. Foe has whiplash.	Foe knocked out for 24 rounds and is at -50 for 6 hours after he comes around.	Brutal attack leaves foe stunned and unable to parry for 30 rounds. He is then at -40 for 25 hours. +8 hits.	Direct hit leaves foe totally spazed-out. He is stunned and unable to parry for 50 rounds. +15 hits	Sadly, foe dies next round due to massive nerve failure.

	A	B	C	D	E
01-05	Skin Tingles.	Strike tickles foes sides.	+1 hit.	+2 hit.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits. +10 to your next strike.	+4 hits. Lose initiative 1 rnd.	+5 hits. Lose initiative 1 rnd. Stunned 1 rnd.
11-15	+2 hits. Lose initiative next rnd.	+4 hits. Minor side strike. Lose initiative 1 rnd.	+5 hits. Minor side strike. Unbalanced, must parry 1 rnd. +1 hits/rnd.	+7 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hits/rnd.	+8 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hit/rnd.
16-20	+3 hits. Lose initiative next rnd. Must parry 1 rnd.	+5 hits. Minor side strike. Unbalanced, must parry 1 rnd at –30.	+8 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd.	+8 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hits/rnd.	+15 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hit/rnd.
21-35	+6 hits. Unbalanced, loses initiative 2 rnds. Must parry 1 rnd.	+7 hits. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hit/rnd.	+9 hits. Minor chest strike. Unbalanced. Stunned no parry 1 rnd. +1 hits/rnd.	+10 hits. Minor leg strike. Unbalanced. Stunned no parry 1 rnd. +1 hits/rnd.	+15 hits. Minor side strike. Unbalanced. Stunned no parry 2 rnds. +1 hit/rnd.
36-45	+8 hits. Lower leg strike. Unbalanced, loses initiative 2 rnds. Stunned 1 rnd. +1 hit/rnd. Moves at –10.	+9 hits. Lower leg strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +4 hit/rnd. Moves at –10.	+10 hits. Lower leg strike. Unbalanced and knocked down to one knee. Stunned 2 rnds. +3 hits/rnd. Moves at –10.	+12 hits. Minor groin strike. Unbalanced. Stunned 3 rnds, no parry 2 rnds. +2 hits/rnd.	+12 hits. Minor leg strike. Leg is shattered, destroying leg muscles, tendons, cartilage. Knocked down and back 10'. –35 to activity.
46-50	+8 hits. Minor back strike. Unbalanced, loses initiative 3 rnds. Stunned 1 rnd. +1 hits/rnd. Moves at –10.	+10 hits. Minor back strike. Unbalanced. Stunned no parry 1 rnd. +1 hit/rnd. –10 to activity.	+12 hits. Minor back strike. Stunned 2 rnds. Must parry 1 rnd. +1 hits/rnd. –10 to activity.	+16 hits. Minor back strike. Stunned 2 rnds. Must parry 1 rnd. +2 hits/rnd. –15 to activity.	+20 hits. Major back strike. Knocked down 3 rnds. Stunned 2 rnds. Must parry 2 rnds. +2 hits/rnd and at –50.
51-55	+10 hits. Minor chest strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hits/rnd. Moves at –10.	+12 hits. Minor chest strike. Unbalanced and knocked down. Stunned 2 rnds. +2 hits/rnd. –15 to activity.	+15 hits. Minor chest strike. Unbalanced and knocked back 5 feet, down 2 rnds. Stunned 2 rnds. +2 hits/rnd. –15 to activity.	+20 hits. Major chest strike. A lung collapses. +2 hits/rnd. –20 to activity.	+20 hits. Major back strike. Out cold for 2 rnds. Stunned no parry 5 rnds. +5 hits/rnd. –25 to activity.
56-60	+10 hits. Minor thigh strike. Knocked down. Stunned 1 rnd. +1 hits/rnd. Moves at 10.	+10 hits. Minor thigh strike. Spun around. Stunned 1 rnd. +2 hits/rnd. Moves at –10.	+12 hits. Minor thigh strike. Knocked down 2 rnds. Stunned 3 rnds. +2 hits/rnd. Moves at –75.	+10 hits. Minor leg strike. Stunned 1 rnd, no parry 1 rnd. +3 hits/rnd. –30 to activity.	+20 hits. Major chest strike. Out cold 3 rnds. Stunned no parry 6 rnds. +6 hits/rnd. –35 to activity.
61-65	+12 hits. Minor forearm strike. Unbalanced. Stunned 1 rnd. –10 to all actions.	+10 hits. Minor forearm strike. Forearm shattered, hand is useless. Stunned no parry 1 rnd. +2 hits/rnd. –10 to activity.	+12 hits. Minor forearm strike. Forearm shattered, arm is useless. Stunned no parry 1 rnd. +2 hits/rnd. –20 to activity.	+10 hits. Minor forearm strike. Forearm shattered, arm is useless. Stunned 2 rnds, no parry 1 rnds. +3 hits/rnd. –40 to all actions.	+20 hits. Major forearm strike. Forearm joint is destroyed. Knocked down, out 3 rnds. arm is useless. Stunned 4 rnds. –25 to all actions.
66	+20 hits. Major shoulder strike. Non-weapon shoulder broken, arm is useless. Stunned no parry 1 rnd. +3 hits/rnd. –25 to all actions.	+15 hits. Major arm strike. Weapon arm is shattered, joints destroyed, arm is useless. Stunned no parry 5 rnds. +4 hits/rnd. –25 to activity.	+25 hits. Major leg strike. Knee is shattered, joints destroyed, leg is useless. Out cold 5 rnds. +2 hits/rnd. –35 to activity.	+30 hits. Major head strike. If foe is not wearing a helm, dies; otherwise, out cold 3 hours. +2 hits/rnd –35 to activity.	+40 hits. Major chest strike. Drops and dies in 6 agonizing rnds. Massive damage to torso and internal organs. +7 hits/rnd. –45 to activity.
67-70	+7 hits. Minor collar bone strike. Unbalanced. Stunned 3 rnds, –10 to all actions.	+10 hits. Minor back strike. Stunned 3 rnds, no parry 1 rnd. +1 hits/rnd. –10 to activity.	+12 hits. Minor back strike. Stunned 4 rnds, no parry 2 rnds. +3 hits/rnd. –15 to activity.	+15 hits. Minor back strike. Out cold 2 rnds. Stunned 7 rnds. +4 hits/rnd. –25 to activity.	+25 hits. Major chest strike. Knocked out for 1 day. +7 hits/rnd. –45 to activity.
71-75	+10 hits. Torn tendons in lower leg, unbalanced, knocked down to one knee. Stunned 1 rnd. –10 all actions.	+10 hits. Minor calf strike. Stunned 4 rnds, no parry 3 rnds. +2 hits/rnd. –25 to activity.	+10 hits. Minor leg strike. Knocked down 2 rnds. Stunned 5 rnds, no parry 8 rnds. +2 hits/rnd. –25 to activity.	+15 hits. Minor leg strike. Knocked out 3 rnds. Stunned no parry 5 rnds. +5 hits/rnd. –30 to activity.	+20 hits. Major chest strike. Blood vessels pop. Bleed to death in 8 inactive rnds. +7 hits/rnd. –45 to activity.
76-80	+11 hits. Torn tendons and muscles in biceps. Stunned 2 rnds, no parry next rnd. +1 hits/rnd. –10 to all actions.	+10 hits. Minor arm strike. Non-weapon arm has broken bones and torn tendons and muscles. Stunned 3 rnds. –20 to activity.	+15 hits. Minor chest strike. Collar bone is broken, arm is useless. Stunned 3 rnds. +3 hits/rnd. –25 to activity.	+20 hits. Major chest strike. Knocked out 5 rnds. Stunned no parry 12 rnds. +6 hits/rnd. –35 to activity.	+25 hits. Major groin strike. Pain staggers and drops foe, blood fills torso cavity. Death comes in 6 very painful rnds. +10 hits/rnd.
81-85	+12 hits. Broken ribs and torn cartilage. Stunned 4 rnds. +3 hits/rnd. –10 to all actions. +10 to your next strike.	+12 hits. Broken ribs and torn cartilage. Stunned 6 rnds. +4 hits/rnd. –20 to activity.	+15 hits. Broken leg and torn tendons, muscles and cartilage. Stunned 6 rnds, no parry to 7 rnds. +4 hits/rnd. –25 to activity.	+20 hits. Broken spine and torn tendons, muscles and cartilage. Paralyzed from the neck down. +4 hits/rnd. Foe is very unhappy.	+30 hits. Shattered collar bone and shoulder. Neck snaps, death occurs in 10+1D10 rnds from suffocation. +4 hits/rnd.
86-90	+13 hits. Minor back strike. Knocked down 2 rnds. Stunned 3 rnds. +2 hits/rnd. –10 to all actions.	+20 hits. Major calf strike. Broken bones and torn tendons. Knocked down. Stunned no parry 5 rnds. –25 to activity.	+25 hits. Major groin strike. Broken bones and torn tendons and muscles. Stunned no parry 8 rnds. +4 hits/rnd. –30 to activity.	+30 hits. Major abdomen strike. Internal organs are turned to pulp. –40 to activity for 4 rnds, then dies.	+35 hits. Major head strike. Brain functions cease, except breathing and heart beat (treat as a coma). Foe would be better off dead.
91-95	+20 hits. Major hip strike. Knocked down 2 rnds. Stunned 2 rnds. –25 to all actions.	+25 hits. Major hip strike. Shattered hip. Stunned 5 rnds, then out cold for 1 hour. +2 hits/rnd. –25 to activity.	+30 hits. Major groin strike. Shattered skull, bone fragments destroy brain. +6 hits/rnd. Dies in 4 inactive rnds.	+35 hits. Limbs are shattered. Arms and legs flail about for 3 rnds. Treat as if paralyzed from neck down. +6 hits/rnd.	+40 hits. Major body strike. Body split into four equal parts, each going its own separate way. Foe is dead (all four parts). +25 hits/rnd.
96-99	+20 hits. Major head strike. If foe not wearing helmet, knocked out for 1 month (coma); otherwise, out 1 day.	+25 hits. Major head strike. Side of foe's face is shattered, dies in 3 inactive rnds. +2 hits/rnd. –25 to activity.	+30 hits. Major chest strike. Heart overheats and shuts down. Dies in 2 rnds. +2 hits/rnd. –35 to activity.	+40 hits. Chest and back muscles are liquified, chest cavity plunges down to hips, destroying all internal organs, dies in 1 rnd.	+50 hits. Major head strike. Brain flames out of existence, flames sprout out of facial openings. Foe is gone forever.
100	+20 hits. Major head strike. If not wearing helmet, neck snaps, dies in 3 rnds; else, out 1 day. –25 to all actions.	+30 hits. Major head strike. Brain is turned to mush. Foe is dead.	+30 hits. Major head strike. Eyes turn to jelly, ears quiver, head is filled with a loud hum. Brain ceases to functions.	+50 hits. Major head strike. Brain oozes out facial openings, body takes two involuntary steps back and then drops very dead.	+60 hits. Major body strike. Body is literally ripped into thousands of parts. Foe is made into a pool of bloody jelly. Very Dead.

Primary Skills

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Adr.Mv., Balance	Pr/SD	6						
Adr.Mv., Landing	Pr/SD	6						
Adr.Mv., Leaping	Pr/SD	6						
Adr.Mv., Speed	Pr/SD	6						
Adr.Mv., Strength	Pr/SD	6						
Adrenal Defense	none	20						
Ambush	none	9						
Body Develop.	Co	8						
Channeling	In	7			3			
Climbing	Ag	6						
Directed Spells	Ag	2/5						
Disarm Traps	In/Ag	7						
Perception (Gen.)	In/Re	3			2			
Linguistics	none	2/*						
	none	2/*						
	none	2/*						
	none	2/*						
M.A. Strikes	St/St/Ag	9						
M.A. Sw. & Th.	Ag/Ag/St	9						
Mn. in Armor, SL	Ag	9/*						
Mn. in Armor, RL	Ag	9/*						
Mn. in Armor, Ch	Ag	10/*						
Mn. in Armor, Pl	Ag	20/*						
Pick Locks	In/Re/Ag	8						
Riding	Em/Ag	3						
Runes	Em/In	1/4			3			
Spell List Acquis.	varies	1/*						
Stalk & Hide	Ag/SD	5						
Staves & Wands	Em/In	1/4			3			

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Swimming	Ag	3						
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag		9, 20, 20, 20, 20, 20						

Spell Lists

Force Law ☐	Gravity Law ☐
Force Master ☐	Magnetic Law ☐
Shockwaves ☐	
Essence Hand ☐	Essence's Perceptions ☐
Rune Mastery ☐	Spell Wall ☐
Lesser Illusions ☐	Detecting Ways ☐
Unbarring Ways ☐	Physical Enhancement ☐
Elemental Shields ☐	Delving Ways ☐
Invisible Ways ☐	Living Change ☐
Spirit Mastery ☐	Spell Reins ☐
Lofty Bridge ☐	Spell Enhancement ☐
Gate Mastery ☐	Dispelling Ways ☐
Rapid Ways ☐	Shield Mastery ☐
☐	☐
☐	☐
☐	☐

Character Law Secondary Skills

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Acrobatics	Ag/Qu	3						
Acting	Pr/Ap/Em	2/6						
Animal Healing	Em/Re	2/6						
Caving	SD/Re	3						
Contortions	Ag/SD	5						
Cookery	In/Re	2/6						
Dance	Ag/In	2/6						
Diving	SD/Ag	3						
Falsification	SD/Re	3						
First Aid	SD/Em	2/6						
Fletching	Ag/SD	2/6						
Foraging	In/Me	2/6						
Frenzy	Em/SD	5						
Gambling	Me/Pr	2/6						
Herding	Em/Pr	2/6						
Leather-working	Ag/Re	3						
Mathematics	Re/Me	2/6			3			
Meditation	Pr/SD	1/5						
Music	Ag/Em	2/6						

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Public Speaking	Em/Pr/Ap	2/6						
Rope Mastery	Me/Ag	3						
Rowing	St/SD	3						
Sailing	Em/In	3						
Seduction	Em/Pr/Ap	2/5						
Signaling	Me/SD	1/5						
Singing	Pr/In	2/6						
Skiing	Ag/SD	3						
Smithing	St/Ag	3						
Spell Mastery	varies	2/6			3			
Star-Gazing	In/Me	2/6			3			
Stone Crafts	SD/Ag	3						
Subduing	Ag/Qu	6						
Tracking	In/Re	3			2			
Trading	Re/Me	3/5						
Trap-Building	Re/Em	3/6						
Trickery	Pr/Qu	3						
Tumbling	Ag/SD	3						
Weather-Watching	In/Em	1/4			3			
Wood Crafts	Ag/Em	3						

Rolemaster Companion Secondary Skills

Academic

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Administration	Re/Pr	2/5			3			
Advanced Math	Re/Me	3/7			3			
Alchemy	Re/Me	2/4			3			
Anthropology	In/Em	2/5			3			
Architecture	Re/Em	2/5			3			
Astronomy	Em/Re	3/7			3			
Basic Mathematics	Re/Me	2/6			3			
Biochemistry	In/Re	5			3			
Boat Pilot	Me/Ag	2/6			3			
Demon/Devil Lore	Me/Re	1/2			3			
Drafting	Re/Me	2/4			3			
Dragon Lore	Me/Re	1/3			3			
Engineering	In/Re	2/6			3			

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Faerie Lore	Me/Re	1/2			3			
Fauna Lore	Me/Re	2/5			3			
Flora Lore	Me/Re	2/5			3			
Heraldry	Re/Me	3/5			3			
Herb Lore	Me/Re	2/6			3			
Lock Lore	Me/Re	2/4			3			
Mapping	Re/Me	3			3			
Mechanition	Ag/Re	2/6			3			
Metal Lore	Me/Re	1/4			3			
Military Org.	Pr/Re	3/6			3			
Mining	Re/In	3			3			
Navigation	Re/In	3			3			
Planetology	Em/Re	4			3			
Phil./Relig. Doct.	Me/In/Re	1/2			3			
Physics	Me/Re	3/7			3			
Poison Lore	Me/Re	2/6			3			

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Racial History	Me/Re	1/4	—	—	_3	—	—	— OO
Sanity Heal. Lore	Me/Em	2	—	—	_3	—	—	— OO
Siege Engineer	Re/In	2/4	—	—	_3	—	—	— OO
Stone Lore	Me/Re	1/4	—	—	_3	—	—	— OO
Tactics	In/Re	2/4	—	—	_3	—	—	— OO
Trading Lore	Me/Re	2/5	—	—	_3	—	—	— OO
Xeno-Lores	varies	4/7	—	—	_3	—	—	— O
Animal								
Animal Handling	Em/Pr	2/5	—	—	—	—	—	— OO
Animal Training	Em/Pr	4	—	—	—	—	—	— O
Beast Master	Em/Pr	4	—	—	—	—	—	— O
Driving	Ag/Qu	3	—	—	—	—	—	— O
Loading	Em/Re	3	—	—	—	—	—	— O
Athletic								
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	— O
Distance Running	Co	3	—	—	—	—	—	— O
Flying/Gliding	Ag	3	—	—	—	—	—	— O
Rappelling	Ag	6	—	—	—	—	—	— O
Skating	Ag/SD	3	—	—	—	—	—	— O
Sprinting	Qu	3	—	—	—	—	—	— O
Surfing	Ag/SD	3	—	—	—	—	—	— O
Combat								
Brawling	Re/In	18	—	—	—	—	—	— O
Disarm, Armed	Ag	6	—	—	—	—	—	— O
Disarm, Unarmed	Ag	9	—	—	—	—	—	— O
Grappling Hook	Ag	3	—	—	—	—	—	— O
Iai	Qu/Ag	15	—	—	—	—	—	— O
Lancing	St/Ag	18	—	—	—	—	—	— O
Missile Artillery	In/Ag	3/6	—	—	—	—	—	— O
Reverse Stroke	Ag/Re	20	—	—	—	—	—	— OO
Stunned Maneuv.	SD	5	—	—	—	—	—	— O
Tumbling Attack	Ag/St	5	—	—	—	—	—	— O
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	— O
2 Weapon Combo	St	v	—	—	—	—	—	— O
Yado	Qu/Ag	6	—	—	—	—	—	— O
Concentration								
Adr. Mv. Quick Draw	Pr/SD	4	—	—	—	—	—	— O
Body Damage St.	SD/Em	3/5	—	—	—	—	—	— O
Control Lycan.	SD	1/4	—	—	—	—	—	— OO
Dowsing	Em	1/3	—	—	—	—	—	— OO
Meditation								
Cleansing	SD/Em	2/4	—	—	—	—	—	— OO
Death	SD/Pr	1/5	—	—	—	—	—	— OO
Healing	SD/Em	2/4	—	—	—	—	—	— OO
Ki	SD/Pr	3/5	—	—	—	—	—	— OO
Sleep	SD/In	1/4	—	—	—	—	—	— OO
Trance	Pr/SD	1/3	—	—	—	—	—	— OO
Mnemonics	Me/SD	1/4	—	—	—	—	—	— OO
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	— OO
Deadly								
Silent Kill	Ag	6	—	—	—	—	—	— O
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	— OO
Evaluation								
Appraisal	Re/Me	3/7	—	—	—	—	—	— OO
Armor Evaluation	In/Re	4	—	—	—	—	—	— O
Metal Evaluation	In/Re	2/5	—	—	—	—	—	— OO
Stone Evaluation	In/Re	2/4	—	—	—	—	—	— OO
Weap. Evaluation	In/Re	4	—	—	—	—	—	— O
General								
Advertising	In/Re	3/5	—	—	—	—	—	— OO
Crafting	Ag/SD	2/6	—	—	—	—	—	— OO
Mimickry	Re	3	—	—	—	—	—	— O
Horticulture	In/Em	2/6	—	—	—	—	—	— OO
Painting	In/Ag	2/4	—	—	—	—	—	— OO
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	— OO
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	— OO
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	— O
Sculpting	In/Ag	2/4	—	—	—	—	—	— OO

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Skinning	Ag/In	3	—	—	—	—	—	— O
Tactical Games	Re/Me	1/4	—	—	—	—	—	— OO
Gymnastic								
Juggling	Ag/In	3	—	—	—	—	—	— O
Jumping	St/Ag	4	—	—	—	—	—	— O
Pole Vaulting	St/Ag	5	—	—	—	—	—	— O
Stilt Walking	St/Ag	4	—	—	—	—	—	— O
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	— O
Linguistic								
Lip Reading	In/Re	2/4	—	—	—	—	—	— OO
Mimicry	In/SD	2/6	—	—	—	—	—	— OO
Poetic Improv.	In/Re	2/6	—	—	—	—	—	— OO
Propaganda	In/Em	1/4	—	—	—	—	—	— OO
Tale Telling	Pr	2/6	—	—	—	—	—	— OO
Ventriloquism	SD/In	3/6	—	—	—	—	—	— OO
Magical								
Circle Lore	Me/Re	1/4	—	—	_3	—	—	— OO
Divination	In/Em	2/4	—	—	_3	—	—	— OO
Magical Language	none	1/*	—	—	_3	—	—	— OO
_____	none	1/*	—	—	_3	—	—	— OO
_____	none	1/*	—	—	_3	—	—	— OO
Magical Rituals	Re/Me	1/4	—	—	_3	—	—	— OO
Power Perception	Em	1/3	—	—	_3	—	—	— OO
Power Pt. Dev.	varies	2	—	—	_3	—	—	— O
Power Projection	varies	2/4	—	—	_3	—	—	— OO
Symbol Lore	Me/Re	1/4	—	—	_3	—	—	— OO
Targeting Skill	In	2/5	—	—	_3	—	—	— OO
Transcend Armor	varies	6	—	—	_3	—	—	— O
Warding Lore	Me/Re	2/4	—	—	_3	—	—	— OO
Medical								
Diagnostics	In/Re	2/6	—	—	—	—	—	— OO
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	— OO
Hypnosis	Pr/SD	2/4	—	—	—	—	—	— OO
Midwifery	Em/Me/In	4	—	—	—	—	—	— O
Second Aid	SD/Em/In	3/7	—	—	—	—	—	— OO
Surgery	SD/Em/In	6	—	—	—	—	—	— O
Perception								
Detect Traps	In	3	—	—	_2	—	—	— O
Direction Sense	In/Re	2/4	—	—	_2	—	—	— OO
Lie Perception	In/Re	2/5	—	—	_2	—	—	— OO
Loc. Secret Open.	In/Re	3/6	—	—	_2	—	—	— OO
Poison Percep.	In/Re	3	—	—	_2	—	—	— OO
Read Tracks	In/Re	3/6	—	—	_2	—	—	— OO
Sense Amb./Ass.	In/Re	3	—	—	_2	—	—	— OO
Sense Reality Wp.	In/Em	1/3	—	—	_2	—	—	— OO
Surveillance	In/SD	2/6	—	—	_2	—	—	— OO
Time Sense	In/Me	1/4	—	—	_2	—	—	— OO
Social								
Diplomacy	Pr/In	2/4	—	—	—	—	—	— OO
Duping	Pr	3/5	—	—	—	—	—	— OO
Interrogation	Ag/Re	3	—	—	—	—	—	— O
Leadership	Pr/Re	2/4	—	—	—	—	—	— OO
Subterfuge								
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	— OO
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	— OO
Camouflage	Re/In	5	—	—	—	—	—	— O
Disguise	Pr/SD	3/6	—	—	—	—	—	— O
Hide Item	Re/In	5	—	—	—	—	—	— O
Mimery	Ag/SD	3/6	—	—	—	—	—	— OO
Pick Pockets	Ag/In	3	—	—	—	—	—	— O
Set Traps	Re/Ag	7	—	—	—	—	—	— O
Survival								
Hostile Environ.	Ag/SD	3	—	—	—	—	—	— O
Region Lore	Re/Me	2/6	—	—	—	—	—	— OO
Scrounge	In/Re	2/6	—	—	—	—	—	— OO
Streetwise	Pr/In	3	—	—	—	—	—	— O

FORCEMAGE SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
...ary Skills								
..., Balance	Pr/SD	5						
..., Landing	Pr/SD	5						
..., Leaping	Pr/SD	5						
..., Speed	Pr/SD	5						
..., Strength	Pr/SD	5						
...l Defense	none	20						
...in	none	9						
...Develop.	Co	8						
...eling	In	2/5			3			
...ng	Ag	7						
...d Spells	Ag	5						
...Traps	In/Ag	7						
...tion (Gen.)	In/Re	2						
...itics	none	2/*						
_____	none	2/*						
_____	none	2/*						
_____	none	2/*						
...trikes	St/St/Ag	9						
...v. & Th.	Ag/Ag/St	9						
...Armor, SL	Ag	9						
...Armor, RL	Ag	9						
...Armor, Ch	Ag	10						
...Armor, Pl	Ag	11						
...cks	In/Re/Ag	7						
	Em/Ag	3			1			
	Em/In	2/5			3			
...ist Acquis.	varies	1/*						
...Hide	Ag/SD	5						
...& Wands	Em/In	2/5			3			
...ing	Ag	3						

...acter Law Secondary Skills

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
...lics	Ag/Qu	3						
	Pr/Ap/Em	2/5						
...Healing	Em/Re	2/6						
	SD/Re	5						
...ions	Ag/SD	5						
...y	In/Re	2/5						
	Ag/In	2/6						
	SD/Ag	3						
...ation	SD/Re	3						
...d	SD/Em	3/6			2			
...tg	Ag/SD	2/6						
...g	In/Me	2/5			1			
	Em/SD	4						
...ng	Me/Pr	2/5						
...j	Em/Pr	2/6			1			
...-working	Ag/Re	3						
...natics	Re/Me	2/6			2			
...ion	Pr/SD	1/4						
	Ag/Em	2/6						

...naster Companion Secondary Skills

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
...nic								
...stration	Re/Pr	2/5			2			
...ed Math	Re/Me	3/7			2			
...y	Re/Me	1/4			2			
...ology	In/Em	2/5			2			
...cture	Re/Em	2/5			2			
...my	Em/Re	3/6			2			
...Mathematics	Re/Me	2/6			2			
...nistry	In/Re	6			2			
...ot	Me/Ag	2/6			2			
.../Devil Lore	Me/Re	1/3			2			
...]	Re/Me	2/5			2			
...Lore	Me/Re	2/4			2			
...ering	In/Re	2/6			2			

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 6, 9, 20, 20, 20, 20								
_____								
_____								
_____								

Skill	Stats		Skill	Stats	
Talismans			Animate Dead		
Chill of Night			Summon Dead		
Soul Death			Poison Mastery		
Barrier Law			Purifications		
Light's Way			Nature's Law		
Detection Mastery			Spell Defense		
Sound's Way			Concussion's Ways		
Weather Ways			Lofty Movements		
Blood Law			Organ Law		
Nerve Law			Bone Law		
Muscle Law			Calm Spirits		
Creations			Locating Ways		
Lore			Symbolic Ways		
Delving			Damage Resistance		
Cloaking			Brilliance		
Anticipations			Attack Avoidance		
Detections			Illusions		
Self Healing			Spell Resistance		
Mind Mastery			Sense Mastery		
Solid Manipulation			Liquid Manipulation		
Gas Manipulation			Shifting		
Telekinesis			Movement		
Mind's Door			Speed		
_____			_____		
_____			_____		

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Public Speaking	Em/Pr/Ap	2/5						
Rope Mastery	Me/Ag	2/6						
Rowing	St/SD	3						
Sailing	Em/In	3						
Seduction	Em/Pr/Ap	2/6						
Signaling	Me/SD	2/6						
Singing	Pr/In	2/6						
Skiing	Ag/SD	3/7						
Smithing	St/Ag	3						
Spell Mastery	varies	2/5			3			
Star-Gazing	In/Me	2/5			2			
Stone Crafts	SD/Ag	3						
Subduing	Ag/Qu	6						
Tracking	In/Re	3						
Trading	Re/Me	2/6						
Trap-Building	Re/Em	3/5						
Trickery	Pr/Qu	3						
Tumbling	Ag/SD	3						
Weather-Watching	In/Em	2/6			2			
Wood Crafts	Ag/Em	4						
Faerie Lore	Me/Re	2/4			2			
Fauna Lore	Me/Re	2/4			2			
Flora Lore	Me/Re	2/4			2			
Heraldry	Re/Me	3/5			2			
Herb Lore	Me/Re	1/2			2			
Lock Lore	Me/Re	2/6			2			
Mapping	Re/Me	4			2			
Mechanition	Ag/Re	2/6			2			
Metal Lore	Me/Re	2/4			2			
Military Org.	Pr/Re	2/6			2			
Mining	Re/In	2/5			2			
Navigation	Re/In	2/6			2			
Planetology	Em/Re	4			2			
Phil./Relig. Doct.	Me/In/Re	1/2			2			
Physics	Me/Re	3/7			2			
Poison Lore	Me/Re	1/3			2			

Skill
Ra...al His...
Sanity Hea...
Sie...e Eng...
St...e Lor...
Ta...cs
Trading L...
Xeno-Lore...
An...al
An...al Ha...
Animal Tra...
Bea...t Mas...
Dr...ng
Lo...ng
Athletic
Athletic Ga...
Di...nce R...
Fly...Glid...
Rappelling
Skating
Sp...ting
Su...ng
Combat
Brawling
Dis...m, Ar...
Dis...m, Ur...
Grappling
lai
La...ng
Mi...e Art...
Reverse St...
Stunned M...
Tu...ling A...
Tu...ling B...
2 Weapon...
Yado
Co...ntrat...
Ad...Mv. Q...
Bo...Dama...
Control Ly...
Do...ng
Me...ation
...eansin...
Death
...aling
...eep
Trance
Mn...onics...
Spa...l Loc...
Dea...y
Silent Kill
Use...em. F...
Eva...ation
Ap...sal
Armor Eval...
Me...Evalu...
Sto...Evalu...
We...Eval...
General
Advertising
Cra...ng
Gim...ckry...
Horticulture
Painting
Pla...nstru...
Pla...nstru...
Play Instru...

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Racial History	Me/Re	1/4	—	—	2	—	—	
	Me/Re	1/4	—	—	2	—	—	
Sanity Heal. Lore	Me/Em	2/5	—	—	2	—	—	
Siege Engineer	Re/In	1/4	—	—	2	—	—	
Stone Lore	Me/Re	2/4	—	—	2	—	—	
Tactics	In/Re	1/4	—	—	2	—	—	
Trading Lore	Me/Re	2/6	—	—	2	—	—	
Xeno-Lores	varies	4/7	—	—	2	—	—	
Animal								
Animal Handling	Em/Pr	2	—	—	1	—	—	
Animal Training	Em/Pr	2/5	—	—	1	—	—	
Beast Master	Em/Pr	5	—	—	1	—	—	
Driving	Ag/Qu	3	—	—	1	—	—	
Loading	Em/Re	3	—	—	1	—	—	
Athletic								
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	
Distance Running	Co	3	—	—	—	—	—	
Flying/Gliding	Ag	3	—	—	—	—	—	
Rappelling	Ag	7	—	—	—	—	—	
Skating	Ag/SD	3/7	—	—	—	—	—	
Sprinting	Qu	3	—	—	—	—	—	
Surfing	Ag/SD	3/7	—	—	—	—	—	
Combat								
Brawling	Re/In	18	—	—	—	—	—	
Disarm, Armed	Ag	6	—	—	—	—	—	
Disarm, Unarmed	Ag	9	—	—	—	—	—	
Grappling Hook	Ag	2/6	—	—	—	—	—	
Iai	Qu/Ag	15	—	—	—	—	—	
Lancing	St/Ag	18	—	—	—	—	—	
Missile Artillery	In/Re	3/6	—	—	—	—	—	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	
Stunned Maneuv.	SD	5	—	—	—	—	—	
Tumbling Attack	Ag/St	5	—	—	—	—	—	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	
2 Weapon Combo	St	v	—	—	—	—	—	
Yado	Qu/Ag	6	—	—	—	—	—	
Concentration								
Adr. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	
Body Damage St.	SD/Em	2/5	—	—	—	—	—	
Control Lycan.	SD	2/4	—	—	—	—	—	
Dowsing	Em	2/5	—	—	—	—	—	
Meditation								
Cleansing	SD/Em	2/4	—	—	—	—	—	
Death	SD/Pr	1/2	—	—	—	—	—	
Healing	SD/Em	3/7	—	—	—	—	—	
Ki	SD/Pr	2/5	—	—	—	—	—	
Sleep	SD/In	1/4	—	—	—	—	—	
Trance	Pr/SD	2/4	—	—	—	—	—	
Mnemonics	Me/SD	1/4	—	—	—	—	—	
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	
Deadly								
Silent Kill	Ag	5	—	—	—	—	—	
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	
Evaluation								
Appraisal	Re/Me	2	—	—	—	—	—	
Armor Evaluation	In/Re	3	—	—	—	—	—	
Metal Evaluation	In/Re	2	—	—	—	—	—	
Stone Evaluation	In/Re	3	—	—	—	—	—	
Weap. Evaluation	In/Re	3	—	—	—	—	—	
General								
Advertising	In/Re	3/6	—	—	—	—	—	
Crafting	Ag/SD	2/5	—	—	—	—	—	
Mimickry	Re	3	—	—	—	—	—	
Horticulture	In/Em	2/6	—	—	—	—	—	
Painting	In/Ag	2/4	—	—	—	—	—	
Play Instruments, #1	Ag/Me	2/6	—	—	—	—	—	
Play Instruments, #2	Ag/Me	3/7	—	—	—	—	—	
Play Instruments, #3	Ag/Me	3	—	—	—	—	—	

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Sculpting	In/Ag	2/5	—	—	—	—	—	
Skinning	Ag/In	1/4	—	—	—	—	—	
Tactical Games	Re/Me	2/6	—	—	—	—	—	
Gymnastic								
Juggling	Ag/In	2/5	—	—	—	—	—	
Jumping	St/Ag	4	—	—	—	—	—	
Pole Vaulting	St/Ag	5	—	—	—	—	—	
Stilt Walking	St/Ag	5	—	—	—	—	—	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	
Linguistic								
Lip Reading	In/Re	2/4	—	—	3	—	—	
Mimicry	In/SD	2/4	—	—	3	—	—	
Poetic Improv.	In/Re	2/6	—	—	3	—	—	
Propaganda	In/Em	3/6	—	—	3	—	—	
Tale Telling	Pr	2/6	—	—	3	—	—	
Ventriloquism	SD/In	3/7	—	—	3	—	—	
Magical								
Circle Lore	Me/Re	2/5	—	—	3	—	—	
Divination	In/Em	1/5	—	—	3	—	—	
Magical Language	none	1/*	—	—	3	—	—	
	none	1/*	—	—	3	—	—	
	none	1/*	—	—	3	—	—	
Magical Rituals	Re/Me	1/3	—	—	3	—	—	
Power Perception	Em	1/4	—	—	3	—	—	
Power Pt. Dev.	varies	3	—	—	3	—	—	
Power Projection	varies	2/5	—	—	3	—	—	
Symbol Lore	Me/Re	2/5	—	—	3	—	—	
Targeting Skill	In	3/5	—	—	3	—	—	
Transcend Armor	varies	9	—	—	3	—	—	
Warding Lore	Me/Re	2/5	—	—	3	—	—	
Medical								
Diagnostics	In/Re	2/4	—	—	2	—	—	
Drug Tolerance	Co/SD	3/6	—	—	2	—	—	
Hypnosis	Pr/SD	1/3	—	—	2	—	—	
Midwifery	Em/Me/In	2/4	—	—	2	—	—	
Second Aid	SD/Em/In	5	—	—	2	—	—	
Surgery	SD/Em/In	5	—	—	2	—	—	
Perception								
Detect Traps	In	3	—	—	—	—	—	
Direction Sense	In/Re	2/4	—	—	—	—	—	
Lie Perception	In/Re	2/4	—	—	—	—	—	
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	
Poison Percep.	In/Re	1/5	—	—	—	—	—	
Read Tracks	In/Re	3/8	—	—	—	—	—	
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	
Sense Reality Wp.	In/Em	2/5	—	—	—	—	—	
Surveillance	In/SD	2/6	—	—	—	—	—	
Time Sense	In/Me	1/3	—	—	—	—	—	
Social								
Diplomacy	Pr/In	2/6	—	—	—	—	—	
Duping	Pr	2/5	—	—	—	—	—	
Interrogation	Ag/Re	2/5	—	—	—	—	—	
Leadership	Pr/Re	2/6	—	—	—	—	—	
Subterfuge								
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	
Camouflage	Re/In	6	—	—	—	—	—	
Disguise	Pr/SD	2/7	—	—	—	—	—	
Hide Item	Re/In	6	—	—	—	—	—	
Mimery	Ag/SD	3/7	—	—	—	—	—	
Pick Pockets	Ag/In	3	—	—	—	—	—	
Set Traps	Re/Ag	7	—	—	—	—	—	
Survival								
Hostile Environ.	Ag/SD	3	—	—	1	—	—	
Region Lore	Re/Me	2/6	—	—	1	—	—	
Scrounge	In/Re	2/6	—	—	1	—	—	
Streetwise	Pr/In	2/5	—	—	1	—	—	

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
ry Skills								
Balance	Pr/SD	6	___	___	_1	___	___	___
Landing	Pr/SD	6	___	___	_1	___	___	___
Leaping	Pr/SD	6	___	___	_1	___	___	___
Speed	Pr/SD	6	___	___	_1	___	___	___
Strength	Pr/SD	6	___	___	_1	___	___	___
)efense	none	20	___	___	_1	___	___	___
	none	9	___	___	___	___	___	___
,elop.	Co	8	___	___	___	___	___	___
1g	In	7	___	___	_3	___	___	___
	Ag	6	___	___	___	___	___	___
Spells	Ag	3/6	___	___	___	___	___	___
raps	In/Ag	7	___	___	___	___	___	___
n (Gen.)	In/Re	3	___	___	_1	___	___	___
:s	none	2/*	___	___	___	___	___	___
___	none	2/*	___	___	___	___	___	___
___	none	2/*	___	___	___	___	___	___
___	none	2/*	___	___	___	___	___	___
.es	St/St/Ag	9	___	___	___	___	___	___
& Th.	Ag/Ag/St	9	___	___	___	___	___	___
mor, SL	Ag	9/*	___	___	___	___	___	___
mor, RL	Ag	9/*	___	___	___	___	___	___
mor, Ch	Ag	10/*	___	___	___	___	___	___
mor, Pl	Ag	11/*	___	___	___	___	___	___
:s	In/Re/Ag	8	___	___	___	___	___	___
	Em/Ag	3	___	___	___	___	___	___
	Em/In	1/4	___	___	_3	___	___	___
Acquis.	varies	1/*	___	___	___	___	___	___
.de	Ag/SD	5	___	___	___	___	___	___
Wands	Em/In	1/4	___	___	_3	___	___	___

:ter Law Secondary Skills

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
s	Ag/Qu	3	___	___	___	___	___	___
	Pr/Ap/Em	2/6	___	___	___	___	___	___
;aling	Em/Re	2/6	___	___	___	___	___	___
	SD/Re	3	___	___	___	___	___	___
ns	Ag/SD	5	___	___	___	___	___	___
	In/Re	2/6	___	___	___	___	___	___
	Ag/In	2/6	___	___	___	___	___	___
	SD/Ag	3	___	___	___	___	___	___
>n	SD/Re	3	___	___	___	___	___	___
	SD/Em	2/6	___	___	___	___	___	___
	Ag/SD	2/6	___	___	___	___	___	___
	In/Me	2/6	___	___	___	___	___	___
	Em/SD	5	___	___	_1	___	___	___
	Me/Pr	2/6	___	___	___	___	___	___
	Em/Pr	2/6	___	___	___	___	___	___
'orking	Ag/Re	3	___	___	___	___	___	___
ics	Re/Me	2/6	___	___	_2	___	___	___
1	Pr/SD	1/5	___	___	_2	___	___	___
	Ag/Em	2/6	___	___	___	___	___	___

ister Companion Secondary Skills

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
ation	Re/Pr	2/5	___	___	_2	___	___	___
Math	Re/Me	3/7	___	___	_2	___	___	___
	Re/Me	2/4	___	___	_2	___	___	___
ogy	In/Em	2/5	___	___	_2	___	___	___
ire	Re/Em	2/5	___	___	_2	___	___	___
y	Em/Re	3/7	___	___	_2	___	___	___
hematics	Re/Me	2/6	___	___	_2	___	___	___
stry	In/Re	5	___	___	_2	___	___	___
	Me/Ag	2/6	___	___	_2	___	___	___
evil Lore	Me/Re	1/2	___	___	_2	___	___	___
	Re/Me	2/4	___	___	_2	___	___	___
ore	Me/Re	1/3	___	___	_2	___	___	___
ng	In/Re	2/6	___	___	_2	___	___	___

Right columns:

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Swimming	Ag	3	___	___	___	___	___	___
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 8, 15, 20, 20, 20, 20								
___	___	___	___	___	___	___	___	___
___	___	___	___	___	___	___	___	___
___	___	___	___	___	___	___	___	___

Spell lists (two columns):

Spell Bane	Spell Guard
Spell Hand	Spell Manipulations
Wizardstaff	Spell Dampening
Essence Hand	Essence's Perceptions
Rune Mastery	Spell Wall
Lesser Illusions	Detecting Ways
Unbarring Ways	Physical Enhancement
Elemental Shields	Delving Ways
Invisible Ways	Living Change
Spirit Mastery	Spell Reins
Lofty Bridge	Spell Enhancement
Gate Mastery	Dispelling Ways
Rapid Ways	Shield Mastery

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Public Speaking	Em/Pr/Ap	2/6	___	___	___	___	___	___
Rope Mastery	Me/Ag	3	___	___	___	___	___	___
Rowing	St/SD	3	___	___	___	___	___	___
Sailing	Em/In	3	___	___	___	___	___	___
Seduction	Em/Pr/Ap	2/5	___	___	___	___	___	___
Signaling	Me/SD	1/5	___	___	___	___	___	___
Singing	Pr/In	2/6	___	___	___	___	___	___
Skiing	Ag/SD	3	___	___	___	___	___	___
Smithing	St/Ag	3	___	___	___	___	___	___
Spell Mastery	varies	2/5	___	___	_3	___	___	___
Star-Gazing	In/Me	2/6	___	___	_2	___	___	___
Stone Crafts	SD/Ag	3	___	___	___	___	___	___
Subduing	Ag/Qu	6	___	___	___	___	___	___
Tracking	In/Re	3	___	___	_1	___	___	___
Trading	Re/Me	3/5	___	___	___	___	___	___
Trap-Building	Re/Em	3/6	___	___	___	___	___	___
Trickery	Pr/Qu	3	___	___	___	___	___	___
Tumbling	Ag/SD	3	___	___	___	___	___	___
Weather-Watching	In/Em	1/4	___	___	_2	___	___	___
Wood Crafts	Ag/Em	3	___	___	___	___	___	___

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Faerie Lore	Me/Re	1/2	___	___	_2	___	___	___
Fauna Lore	Me/Re	2/5	___	___	_2	___	___	___
Flora Lore	Me/Re	2/5	___	___	_2	___	___	___
Heraldry	Re/Me	3/5	___	___	_2	___	___	___
Herb Lore	Me/Re	2/6	___	___	_2	___	___	___
Lock Lore	Me/Re	2/4	___	___	_2	___	___	___
Mapping	Re/Me	3	___	___	_2	___	___	___
Mechanition	Ag/Re	2/6	___	___	_2	___	___	___
Metal Lore	Me/Re	1/4	___	___	_2	___	___	___
Military Org.	Pr/Re	3/6	___	___	_2	___	___	___
Mining	Re/In	3	___	___	_2	___	___	___
Navigation	Re/In	2/6	___	___	_2	___	___	___
Planetology	Em/Re	4	___	___	_2	___	___	___
Phil./Relig. Doct.	Me/In/Re	1/2	___	___	_2	___	___	___
Physics	Me/Re	3/7	___	___	_2	___	___	___
Poison Lore	Me/Re	2/6	___	___	_2	___	___	___

Right margin skill list:

Skill
Racia...istor...
Sanit...leal.
Siege Engine...
Stone Lore
Tacti...
Tradi... Lore
Xeno-Lores
Anim...
Anim... Hand...
Anim... Traini...
Beast Master...
Drivin...
Load...
Athle...
Athletic Gam...
Distance Run...
Flying...liding
Rapp...ng
Skating
Sprinting
Surfi...
Comb...
Brawling
Disarm, Arme...
Disar... Unar...
Grapp...g Ho...
lai...
Lancing
Missi... Artille...
Reve... Strok...
Stunn...d Man...
Tumbling Atta...
Tumb...g Eva...
2 Wea...n Co...
Yado...
Concentratio...
Adr. M... Quic...
Body...mage...
Contr...Lycan...
Dowsing
Medit...
Cle...sing
De...
Healing
Ki...
Sl...
Tra...e
Mnemonics
Spacia...oc. A...
Deadl...
Silent...
Use/Rem. Poi...
Evalua...on
Appra...
Armor...valuat...
Metal Evaluati...
Stone ...aluat...
Weap...aluat...
Gener...
Advertising
Crafti...
Gimm...ry
Hortic...ire
Painting
Play In...trume...
Play Ir...ume...
Play Ir...ume...
Sculpting

Left Column

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Racial History	Me/Re	1/4	—	—	2	—	—	☐☐
Sanity Heal. Lore	Me/Em	2	—	—	2	—	—	☐☐
Siege Engineer	Re/In	2/4	—	—	2	—	—	☐☐
Stone Lore	Me/Re	1/4	—	—	2	—	—	☐☐
Tactics	In/Re	2/4	—	—	2	—	—	☐☐
Trading Lore	Me/Re	2/5	—	—	2	—	—	☐☐
Xeno-Lores	varies	4/7	—	—	2	—	—	☐☐
Animal								
Animal Handling	Em/Pr	2/5	—	—	—	—	—	☐☐
Animal Training	Em/Pr	4	—	—	—	—	—	☐
Beast Master	Em/Pr	4	—	—	—	—	—	☐
Driving	Ag/Qu	3	—	—	—	—	—	☐
Loading	Em/Re	3	—	—	—	—	—	☐
Athletic								
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	☐
Distance Running	Co	3	—	—	—	—	—	☐
Flying/Gliding	Ag	3	—	—	—	—	—	☐
Rappelling	Ag	6	—	—	—	—	—	☐
Skating	Ag/SD	3	—	—	—	—	—	☐
Sprinting	Qu	3	—	—	—	—	—	☐
Surfing	Ag/SD	3	—	—	—	—	—	☐
Combat								
Brawling	Re/In	18	—	—	—	—	—	☐
Disarm, Armed	Ag	6	—	—	—	—	—	☐
Disarm, Unarmed	Ag	9	—	—	—	—	—	☐
Grappling Hook	Ag	3	—	—	—	—	—	☐
Iai	Qu/Ag	15	—	—	—	—	—	☐
Lancing	St/Ag	18	—	—	—	—	—	☐
Missile Artillery	In/Ag	3/6	—	—	—	—	—	☐
Reverse Stroke	Ag/Re	20	—	—	—	—	—	☐☐
Stunned Maneuv.	SD	5	—	—	—	—	—	☐
Tumbling Attack	Ag/St	5	—	—	—	—	—	☐
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	☐
2 Weapon Combo	St	v	—	—	—	—	—	☐
Yado	Qu/Ag	6	—	—	—	—	—	☐
Concentration								
Adr. Mv. Quick Draw	Pr/SD	4	—	—	1	—	—	☐
Body Damage St.	SD/Em	3/5	—	—	1	—	—	☐☐
Control Lycan.	SD	1/4	—	—	1	—	—	☐☐
Dowsing	Em	1/3	—	—	1	—	—	☐☐
Meditation								
Cleansing	SD/Em	2/4	—	—	1	—	—	☐☐
Death	SD/Pr	1/5	—	—	1	—	—	☐☐
Healing	SD/Em	2/4	—	—	1	—	—	☐☐
Ki	SD/Pr	3/5	—	—	1	—	—	☐☐
Sleep	SD/In	1/4	—	—	1	—	—	☐☐
Trance	Pr/SD	1/3	—	—	1	—	—	☐☐
Mnemonics	Me/SD	1/4	—	—	1	—	—	☐☐
Spacial Loc. Aw.	In	2/5	—	—	1	—	—	☐☐
Deadly								
Silent Kill	Ag	6	—	—	—	—	—	☐
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	☐☐
Evaluation								
Appraisal	Re/Me	3/7	—	—	—	—	—	☐☐
Armor Evaluation	In/Re	4	—	—	—	—	—	☐
Metal Evaluation	In/Re	2/5	—	—	—	—	—	☐☐
Stone Evaluation	In/Re	2/4	—	—	—	—	—	☐☐
Weap. Evaluation	In/Re	4	—	—	—	—	—	☐
General								
Advertising	In/Re	3/5	—	—	—	—	—	☐☐
Crafting	Ag/SD	2/6	—	—	—	—	—	☐☐
Gimmickry	Re	3	—	—	—	—	—	☐
Horticulture	In/Em	2/6	—	—	—	—	—	☐
Painting	In/Ag	2/4	—	—	—	—	—	☐☐
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	☐☐
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	☐☐
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	☐
Sculpting	In/Ag	2/4	—	—	—	—	—	☐☐

Right Column

Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total
Skinning	Ag/In	3	—	—	—	—	—	☐
Tactical Games	Re/Me	1/4	—	—	—	—	—	☐☐
Gymnastic								
Juggling	Ag/In	3	—	—	—	—	—	☐
Jumping	St/Ag	4	—	—	—	—	—	☐
Pole Vaulting	St/Ag	5	—	—	—	—	—	☐
Stilt Walking	St/Ag	4	—	—	—	—	—	☐
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	☐
Linguistic								
Lip Reading	In/Re	2/4	—	—	—	—	—	☐
Mimicry	In/SD	2/6	—	—	—	—	—	☐☐
Poetic Improv.	In/Re	2/6	—	—	—	—	—	☐☐
Propaganda	In/Em	1/4	—	—	—	—	—	☐☐
Tale Telling	Pr	2/6	—	—	—	—	—	☐☐
Ventriloquism	SD/In	3/6	—	—	—	—	—	☐☐
Magical								
Circle Lore	Me/Re	1/4	—	—	3	—	—	☐☐
Divination	In/Em	2/4	—	—	3	—	—	☐☐
Magical Language	none	1/*	—	—	3	—	—	☐☐
——————	none	1/*	—	—	3	—	—	☐☐
——————	none	1/*	—	—	3	—	—	☐☐
Magical Rituals	Re/Me	1/4	—	—	3	—	—	☐☐
Power Perception	Em	1/3	—	—	3	—	—	☐☐
Power Pt. Dev.	varies	2	—	—	3	—	—	☐
Power Projection	varies	2/4	—	—	3	—	—	☐
Symbol Lore	Me/Re	1/4	—	—	3	—	—	☐☐
Targeting Skill	In	2/5	—	—	3	—	—	☐☐
Transcend Armor	varies	6	—	—	3	—	—	☐
Warding Lore	Me/Re	2/4	—	—	3	—	—	☐☐
Medical								
Diagnostics	In/Re	2/6	—	—	—	—	—	☐☐
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	☐☐
Hypnosis	Pr/SD	2/4	—	—	—	—	—	☐☐
Midwifery	Em/Me/In	4	—	—	—	—	—	☐☐
Second Aid	SD/Em/In	3/7	—	—	—	—	—	☐
Surgery	SD/Em/In	6	—	—	—	—	—	☐☐
Perception								
Detect Traps	In	3	—	—	—	—	—	☐
Direction Sense	In/Re	2/4	—	—	1	—	—	☐
Lie Perception	In/Re	2/5	—	—	1	—	—	☐☐
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	☐☐
Poison Percep.	In/Re	3	—	—	1	—	—	☐☐
Read Tracks	In/Re	3/6	—	—	1	—	—	☐
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	☐
Sense Reality Wp.	In/Em	1/3	—	—	1	—	—	☐
Surveillance	In/SD	2/6	—	—	1	—	—	☐
Time Sense	In/Me	1/4	—	—	1	—	—	☐☐
Social								
Diplomacy	Pr/In	2/4	—	—	—	—	—	☐☐
Duping	Pr	3/5	—	—	—	—	—	☐☐
Interrogation	Ag/Re	3	—	—	—	—	—	☐
Leadership	Pr/Re	2/4	—	—	—	—	—	☐☐
Subterfuge								
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	☐☐
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	☐☐
Camouflage	Re/In	5	—	—	—	—	—	☐☐
Disguise	Pr/SD	3/6	—	—	—	—	—	☐
Hide Item	Re/In	5	—	—	—	—	—	☐☐
Mimery	Ag/SD	3/6	—	—	—	—	—	☐
Pick Pockets	Ag/In	3	—	—	—	—	—	☐☐
Set Traps	Re/Ag	7	—	—	—	—	—	☐
Survival								
Hostile Environ.	Ag/SD	3	—	—	—	—	—	☐
Region Lore	Re/Me	2/6	—	—	—	—	—	☐☐
Scrounge	In/Re	2/6	—	—	—	—	—	☐☐
Streetwise	Pr/In	3	—	—	—	—	—	☐

This checklist is an extension to the *RM* Options Checklist in *RMCIV*. It only presents the new optional material found in *RMCV*.

Key — Core = Core Rules; A = Highly Recommended; B = Recommended; Bᶜ = Recommended but adds complexity; C = Its up to you, not for everyone; Cᶜ = Its up to you, adds a whole lot of complexity; II = Recommended if all or most; *RMCII* skills are used; H = For High-powered campaign. be careful.

2.0 PROFESSIONS
2.1–2.3, 4-6   ☐ Forcemage   ☐ Maleficant   ☐ Wizard

3.0 OPTIONAL ARMS "LAWS"

4.0 OPTIONAL SPELL "LAWS"

5.0 OPTIONAL SKILLS/STATS "LAWS"

☐ Brawling   ☐ Scrying   ☐ Spec. Knowledge Lores
☐ Find Weakness   ☐ Spell Ambush   ☐ Power Manipulation
☐ Research   ☐ Spell Artistry   ☐ Temporal Displacement

6.0 OPTIONAL CAMPAIGN "LAWS"

7.0 SPELL LISTS

7.1, 34-37   Forcemage Base Lists (E)
☐ Force Law   ☐ Force Master   ☐ Shockwaves
☐ Gravity Law   ☐ Magnetic Law

7.2, 38-40   Maleficant Base Lists (M-C)
☐ Chill of Night   ☐ Soul Death   ☐ Talismans

7.3, 41-45   Wizard Base Lists (E)
☐ Spell Hand   ☐ Spell Bane   ☐ Spell Dampening
☐ Spell Manipulation   ☐ Spell Guard   ☐ Wizardstaff

7.4, 46-52   Alchemist Base Lists (E)
☐ Charmcraft   ☐ Organism Skills   ☐ Perimeter Wardings
☐ Structure Wardings   ☐ Palingenesis

7.5, 54-56   Druid Base Lists (C)
☐ Beast's Ways   ☐ Insect Mastery   ☐ Nature Summons
☐ Weather Mastery

7.6, 57-60   Miscellaneous Spell Lists
☐ Conveyance (Seer Base)   ☐ Crystal Law (Crystal Mage Base)
☐ Spirit Manifestations (Shaman Base)
☐ Corrosion Mastery (Evil Magician Base)

7.7, 61-63   Spell Lists for Professional Guilds
☐ Fisherman's Way   ☐ Pirate's Way   ☐ Glass Mastery
☐ Surgeon's Guide

7.8, 64-69   Special Lists
☐ Combat Link   ☐ Element's Master   ☐ Mana-Molding
☐ Time Law   ☐ Time's Master   ☐ Space-Time

7.9, 70-84   Arcane Lists
☐ Amplifications   ☐ Aura Magic   ☐ Spiritwrack
☐ Conjurations   ☐ Crystal Visions   ☐ Node Mastery
☐ Earthfocus   ☐ Node Functions   ☐ Forcefields
☐ Light's Creations   ☐ Spell Mastery   ☐ Mana Currents
☐ Subdual Ways   ☐ Spell Shaping   ☐ Ephemeral Enhancement

8.0 CREATURES & RACES
☐ Iruk (Aram)   ☐ Litorian (Aram)   ☐ Type I Chaos Demon
☐ Type II Chaos Demon   ☐ Type III Chaos Demon   ☐ Type IV Chaos Demon
☐ Type V Chaos Demon   ☐ Type VI Chaos Demon   ☐ Drose
☐ Many-eyed Bish   ☐ Urloc Wizard   ☐ Urloc Warrior

TABLES

SPELL & SPELL LIST INDEX — A - C

CHARTS/TABLES INDEX