ROLEMASTER
THE STANDARD SYSTEM

Companion

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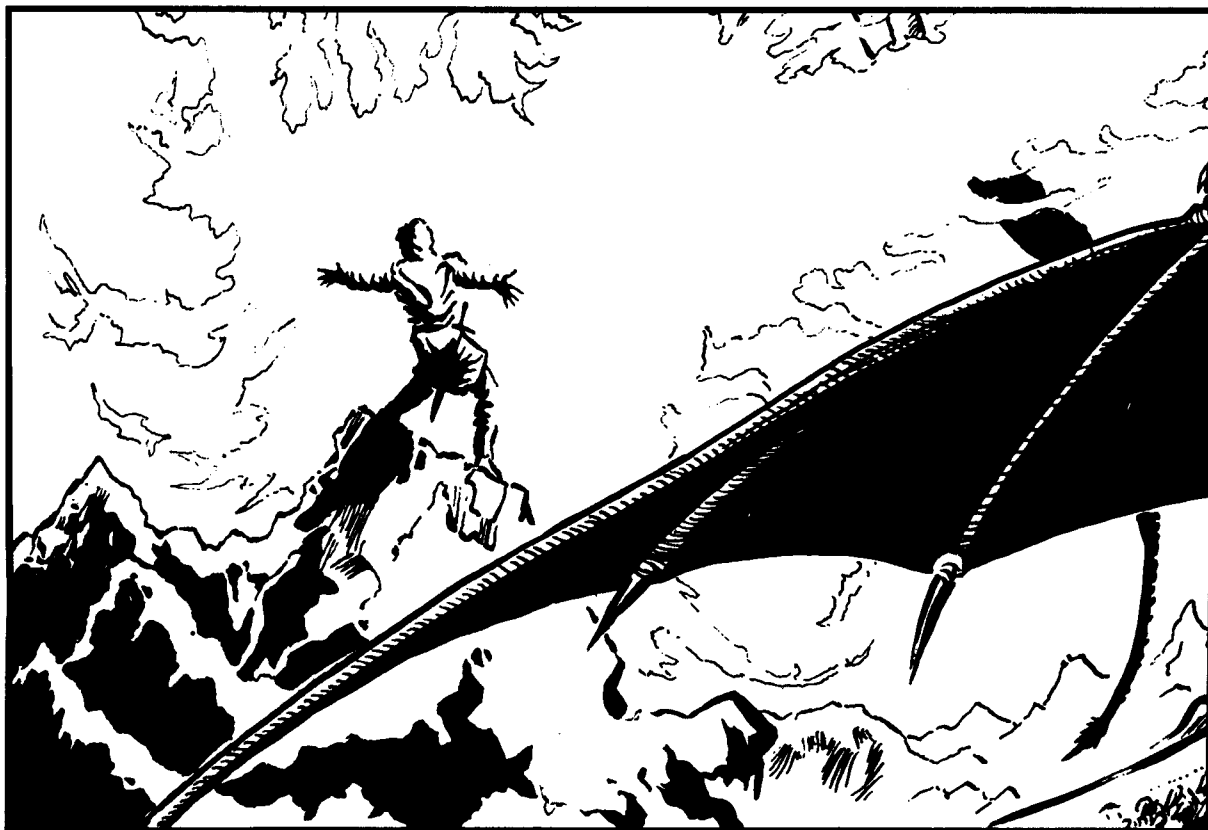
ARCANE COMPANION

Supplemental material for the Rolemaster
Standard System. Rules options for
incorporating Arcane magic into your game.

ARCANE
COMPANION ™

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COMPANION

WELCOME TO THE COMPANION

Welcome to the first companion product for the *Rolemaster Standard System*! Before you undertake the task of figuring out how to assimilate what is found within this tome into your game, a few words of caution and warning are appropriate.

This companion is "theme" oriented. That is, everything within this book centers around a single theme (in this case—Arcane magic). If the concept presented in this theme is not appropriate to your game, do not use it! Do not presume that what is written upon these pages is law in the strictest sense. Instead, think of it as a text book from which you will learn how to incorporate certain new concepts into your game. It is possible that what you learn here will contradict the things that you want to pursue in your game. Remember that when anything is in doubt, you (the GM) and your game take precedence—not the rules.

The *Arcane Companion* is optional—everything within it is optional (the professions, the spell lists, etc.). As a GM, you must study what we present here and decide if the concepts are appropriate to your gaming world. Adopting the contents of this book into your game will change the power balance in your game. You (as the GM) must decide if this is good or bad for your game. Because this companion is theme oriented, you will probably either adopt the theme (i.e., the whole book), or only adopt a very few select pieces of it. If you only adopt select pieces of it (as opposed to the whole thing), be very careful when meshing it with the rest of the *RMSS*; all play-balance put into this book presumes that the whole book is being used (excluding one part might be excluding a balancing factor). In the end, the GM (not the players) must decide to use (or not use) the material present herein.

Players should keep the above discussion in mind when reading *Arcane Companion*; the GM may decide that this theme is not appropriate for his game. Pressuring the GM to adopt pieces of this tome might not only result in a fracturing of a delicate game balance, but could weaken or undermine his concepts for the world he has created. 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). Of course, there are always physical laws that are being discovered. A GM must strive to be consistent in his decisions and in his interpretations of the rules (this includes decisions about which rules to include and which to exclude). Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens, a game loses much of its pleasure and appeal.
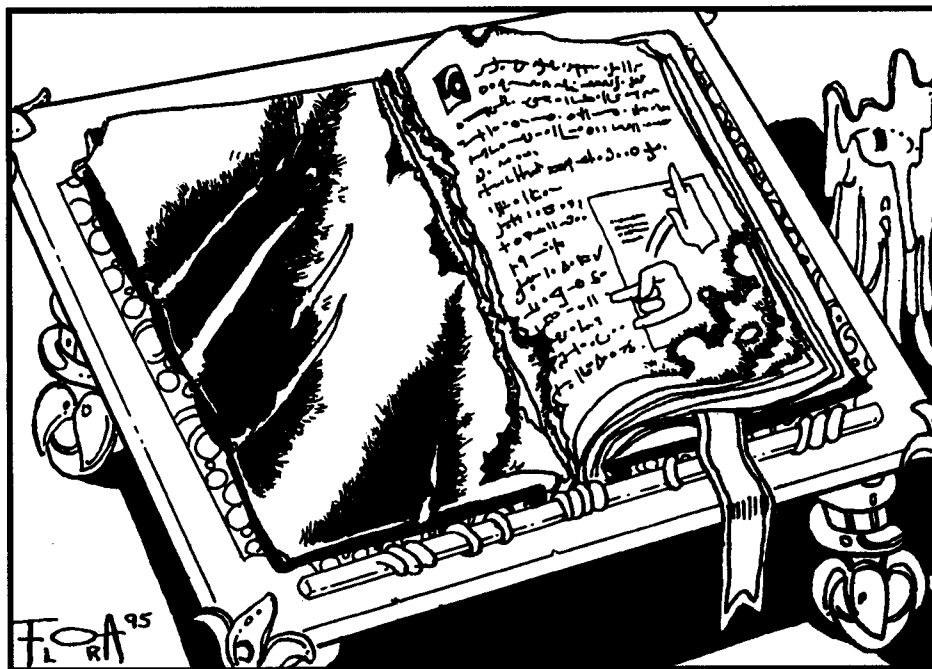
Note: *For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.*

NOTATION

Arcane Companion use the standard notation from the other products in the *RMSS* products: *Arms Law, Spell Law, Rolemaster Standard Rules*, and *Gamemaster Law*. Those products should be consulted for speicifc references (e.g., the spell lists all use the *SL* abbreviations and notation in the spell descriptions).

PART I
CONCEPTS
AND PREMISES

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This part of the *Arcane Companion* discusses the concepts and premises behind Arcane magic. Every GM should read this section thoroughly before deciding on whether or not to incorporate Arcane magic into his game (as ideas and concepts provide the strong foundation for the introduction of any new element in to a game).

INTRODUCTION TO ARCANE

Part I

Section
1.0, 1.1

Introductio
Arcane

The Origin
Arcane Ma

Within this book, we discuss many topics relating to Arcane magic including the history of Arcane magic, its concepts, and how it might be used within a campaign.

While some might think that Arcane magic is merely super-powerful wierd magic, its name implies much more. The word "arcane" is defined as that which is mysterious and secret. An additional connotation is that the arcane is intentionally kept so, to protect both the members of a minority and those outside that group. A prime example of "Arcanized" knowledge is the technology of computers. If one were to ask most any person, age ten and older if they knew how to use a personal computer, they could reply "yes." If that same person was asked if they understood how a computer worked in a general sense, about half of the time could they reply "yes." The other half might as well think that computers were, pardon the term, magic. If this hypothetical average man were asked if he understood how a computer worked electronically, he could not answer "yes," in fact he would probably be bewildered by most of the concepts involved. Finally if asked if to construct a computer from the ground up, using only components that they had manufactured themselves, the average person would not succeed.

Computers, in our society, are a form of magic. The magicians of the modern world, computer programmers, could perform most of these aforementioned tasks with little effort. These men have a good working knowledge of the theory behind the applied science of computer programming. The fourth question, however, would still leave most stumped. The construction of computers requires more than a passing knowledge of physics or electronic theory. This construction requires the knowledge of chemists, physicists, computer programmers, computer architects, metalworkers, electronic technicians, glassmakers, and a plethora of engineers. One person could only hope to have a fraction of this knowledge and for this reason, the sum knowledge of computer design and construction could be called Arcane. Most of this knowledge is well hidden and kept so by men who have little knowledge of it, but who work for those who do.

ℌ 1.1 ℬ
THE ORIGINS OF
ARCANE MAGIC

In the times before cities, nations, libraries, universities, and the three realms of magic, there were the primal forces. These primal forces were dangerous and unpredictable, much like the weather and the ocean; mankind looked upon the Primal Essence with awe as a part of nature. Early civilized men found that some amongst them could influence these forces, bending them, after a fashion, to their wills. However, the power was difficult to grasp and even more difficult to control.

These first spell users, if they can even be called that, had no understanding of what they were dealing with or of what they were doing. Many suffered mysterious ailments and perished from contact with "spirits" from which (to their perception), the power came. In hopes of avoiding a terrible fate and gaining a great power, these ancestors of all spellcasters entreated the "spirits" for aid. Subconsciously, the men seeking assistance sent out a mental summons to those attuned to the same forces that they were. In some lands, the "spirits" that responded were the Great Drakes, who expected gifts and worship in exchange for knowledge. In other lands, beings from "elsewhere:" Demons and their kindred answered, giving the men only the knowledge to release more demons from their extraplanar bondage. Occasionally, those who sought help with the power were answered by other men who had mastered the primal forces. These "masters called these forces "magic." These ancient masters had the writings of a previous civilization. These writings pertained to the "magic" that early men wished to control.

The peoples from whom the ancient masters had arisen were long since gone, but because of their power, the masters lived on. The tribes which had learned the magic from the masters grew into civilizations, while those who had learned from others were later to become helpless slaves to their evil "mentors."

The enthralled peoples formed dark cults and served their hideous masters for countless generations. Even to this day, their descendants plague the good peoples of the world with the horrors of dragons, demons, and other beings beyond even the knowledge of those creatures. These descendants are not normally versed in Arcane magic, but employ many of its powers. These groups became known by many names including the Dragon Cults, and the Demon Cults.

As civilizations grew, the men who could employ primal magic discovered that, because of the danger and complexity of their powers, only a very few individuals could ever master magic as it was known to them. So the masters began to search out those with the ability, hoping to find students who could continue working with Arcane magic. The new masters' understanding of the foundations of magic was still incomplete; many that the masters found to teach died, their inability to fully control the magic their undoing.
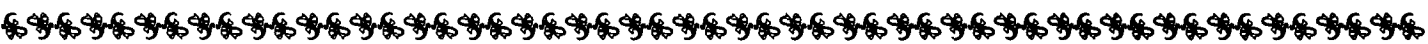
With the deaths of so many aspiring students, the masters suffered an emotional setback. Being perhaps altruistic, they did not wish the blood of so many on their hands, and they began to move their perspective back. Standing away from what they were working on, the masters had a broader view of magic and how it operated. More importantly, the masters began to see something new: magic was, in some way, a part of nature and must work in similar fashions.

The masters found that, like the weather, the primal magic was chaotic, and that is why it was so difficult to control. The masters began to ponder the nature of chaos, arriving at the conclusion that any force in chaos, while unpredictable, must still have rules that it must follow. The masters surmised that these rules would cause the primal magic to fall into patterns that would allow it to be more easily manipulated. The handful of masters began to experiment again with the forces at their disposal; finally unveiling these rules and the resulting underlying patterns. Once discovered, These guidelines were integrated into the spells of the masters, who began to seek out new pupils once again.

Many of those that the masters found to teach still had problems controlling the primal forces, and many still died. Set back a second time, the masters began to rethink their plan, deciding to separate the primal magic into its separate patterns. The masters worked for decades, finding that the Primal Essence (so they had named the magic) had three intrinsic parts. They termed these parts Channeling, Essence, and Mentalism. These three parts were far less chaotic than the source from which they came, being more confined in pattern. This confinement became the key to easier and safer manipulation.

The masters found that they lacked the knowledge to separate only one realm for use but could omit one, allowing the other two to be used for power. The distilling was incomplete, but still successful and the surviving pupils became the first Hybrid spell users, and the three realms of power were born of the order brought from the chaos of primal magic.

The pupils began to master the more refined magics and, after some time, they left to impart their knowledge upon a new generation of students. The masters, now growing old, began completing the record of their knowledge; putting it into vast tomes, for future men. The remaining masters, some of immortal stock, others just longer-lived, continued to work; learning, and cataloguing the primal magic.

As generations passed, the descendants of the original pupils specialized more and more in their own powers. Learning these powers became vastly easier as specialization increased. Eventually arriving at a point where a single realm of power could be accessed. The ancient magics were, as all of them knew, too dangerous for most to use, and the mastery of the knowledge required decades. The disciples of these new specialized magics went by a plethora of professional names but they all had a name for the old, original primal forces describing both its complexity and its rarity: Arcane magic.

Eventually, the numbers of Arcane masters began to dwindle. It is unknown whether the "easier" path of the three realms drew prospective spellcasters away, or whether the masters died of age and attrition, or whether the masters were extinguished by a war within themselves; but few of their numbers remain to teach new students. Those who seek to unlock the secrets of Arcane magic more often than not, must find the knowledge in scattered and forgotten tomes, teaching themselves.

This work will discuss the quite dangerous world of Arcane spells, the professions adopted by the Arcane spell users, and the Arcane spells themselves. The *Arcane Companion* deals with integrating a balanced system for Arcane spells into the *Rolemaster Standard System*. The concepts put forth in this volume will allow GMs (and players) to decide which elements of the Arcane magic best suit their campaign.

AN OVERVIEW OF ARCANE MAGIC

Arcane magic is difficult to learn. As described above, Arcane magic is a power beyond the scope of many spell users to comprehend. Many casters never master its intricate mechanisms, as they lack the ability to manipulate the multiple layers of power in the Arcane spells. Special rules will be defined within this volume for learning of Arcane spells.

STANDARD PROFESSIONS

Hybrid spell users, who utilize of two of the three realms of power (and thus deal with two-thirds of the Primal Essence) are logically the best students of the Arcane school. Hybrid spell users have the breadth of knowledge of magic and the proficiency at casting to fully utilize the Arcane lists. As will be defined later, members of some hybrid classes learn more quickly the Arcane lists than others.

Strangely enough, the Non spell users are, in a relative way, fast learners. The mindset of a Non spell user was never segregated to a specific realm of power and can thereby learn somewhat more easily, if at his own slow rate, a few arcane spells.

Pure spell users have the advantage of having a background in magic, but the disadvantage of being tightly pigeonholed into a specific realm of power. The distinctions between learning rates become the most pronounced in the pure spell users.

Semi- spell users have the most difficulty in learning the Arcane magic. Their professions are already going in several directions at once and many have the additional restrictions of a corresponding pure profession.

CONTROLLING THE POWER

Arcane magic is ancient and powerful. The first spells were created by inhuman hands. Before the first men walked the soils of the earth, unimaginable beings manipulated arcane forces. These beings left behind their knowledge and long after their disappearance (death? evolution?), men continued to study their work.

Arcane magic predated the three realms of power because it is descended from the raw power that all magic comes from. This raw power is now part of all things: living, dead, and never living. Rocks, trees, and air contain this power (though not in equal amounts). When the world was created, it was imbued with power; like water, this power collects in rivers, wells, and oceans of pure energy waiting to be used. The caster of arcane spells utilizes this energy in a fundamentally different way than the casters of the three realms.

One easy way to understand at this power is the metaphor of water. In one sense, the three realms of power (especially Essence) use power in much the same way as a firehose uses water. The water comes from its resting place by a convoluted route. First, the water must reach a reservoir by river, rain, or canal. Next, the water may be purified, so that it does not "pollute" what it touches. The water, purified or not, is drawn by pump into a complex system of pipes and mains where it eventually arrives at a receptacle for distribution and use, such as a faucet, spigot, or hydrant. The mage attaches his hose (the only work the mage really has to do) to the hydrant and turns it on and voila: a magical effect. The firehose has the benefits of being relatively easy to control (compared to the original source of the water) and the mage has the ability of being able to cut the flow of water when he wishes. Only rarely does the hose get away from the mage, and then only from a weak mage; making this usage of magic safer than the "ocean" of the raw magic.

The user of Arcane powers, however, does away with both fine control and low power. Magic is the river; and the caster, he's the dam. Using his mind and body, he weaves magical power into a stop point where he can direct it to convert its power into his power. The caster makes his body the dam, the generators, and the entire power grid. The Arcane spell user uses this self-converted power to perform his tasks at a far greater power level than the normal mage, but at a greater risk. The normal spell user can, at the first sign of trouble, turn his hose off. The Arcane spell user has no such option. If the river rises, he must make the dam bigger and stronger, or drown. The water will not just stop if he wills it.

The power to create the dam comes from both the mind and body of the Arcane spell user and therefore, if he becomes weary, the dam cracks. No normal man can stop the river and the Arcane spell user, being just a man, must know when to get out of the way and onto dry land.

THE POWER OF ARCANE

Arcane magic is esoteric. Due to the power at their command, many of the authors of arcane tomes were hated and distrusted. In the dawn of human civilization, superstition and fear caused many of the first Arcane spell users and their works to be destroyed. Moreover, many works were limited by the media on which they were transcribed. Paper and cloth lose their strength with the passage of eons, and many books did not survive to the present day. Finally, because of ambition and greed, many men (desiring an edge over their rivals) destroyed volumes and tomes after finding and learning a bit of information.

Most of the books that have survived into the present day are not available to just anyone. Now, those who need the knowledge will not destroy it (too much was lost before and important bits are still missing). Immense private collections are scattered across the world, their contents jealously watched by whatever forces their powerful owners might conjure.

When the original masters sought out new pupils, it was discovered that the talent for using Arcane magic was very rare. Maybe one in one hundred thousand humans has the potential to use it. Even fewer ever get a chance to learn it, for the number of willing teachers is even smaller than the number of prospective pupils. Finding one of these reclusive individuals is difficult, and convincing them to train someone is near impossible. In the distant past it is possible that the talent was more common (possibly influenced by breeding), but this is no longer the case.
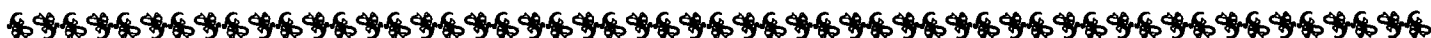
The reason for the lack of masters who are willing to teach is somewhat clear. The immense amount of lore required to be learned, and the extreme patience and fortitude needed to manipulate the primal essence takes decades to master. Humans find that, even with the age reducing effects of power, their limited life span is usually fully spent in research. Many human users of Arcane magic have been found face down, quill in hand, on the last page of their final work. Elves have a different problem stemming from the length of their lifespan and lifestyle. Living an eternity causes a lack of focus, so an elvish Arcanist may set a century worth of work aside, never to pick it up again. Also, whereas a human student might spend his entire life devoted to a single pursuit, working at it daily, an elvish student might only pick up his studies once in a year, leading observers to conclude that elves take far longer than humans to master the Arcane arts, if they are ever mastered at all.

CHAOS

Arcane magic is chaotic. The world came from the void, and so did magic. Like the world, the primal essence is chaotic, and here lies the difficulty in controlling it.

The world has many chaotic elements to it: water, wind, and weather; in fact nature in general is chaotic. This unpredictability is prevalent, and as weather has patterns and rules that it must follow, so does magic. The rules that govern these forces are so broad that their continuous activity throughout the ages has made their next move difficult to determine. Casting spells involves using these rules to the caster's advantage. An arcane spell user must first master these rules before hoping to ever master the most powerful of all magic.

Man could not hope to fully control the weather. The variables are too large and the scope too broad. But he can utilise its power. Using his knowledge of the laws that govern nature, man can control small, isolated pockets of the weather to great effect. Magic uses similar rules and therefore has a similar level of power.

The three realms of power use their specialization to circumvent the rules (and full potential) of magic. As stated before, the normal spell user makes use of a small, limited portion of the primal essence. The caster of these spells is not required to learn all of the rules of magic, as they depend upon the magic being already packaged for their use when they need it. This is the final difference between Arcane magic and the three realms of power. Arcane users have a greater working knowledge of magic, where the users of the three realms of power sacrifice this understanding for control.

BRINGING POWER TO BEAR

If an Essence caster was to be asked why does a *Fire Bolt* (or any other spell, for that matter) work, the only answers that he might possibly have would be: "because I recited the proper incantations" or "because it does." An Arcane user is able to trace the exact steps that occur in the formation of the *Fire Bolt* and how that spell differs from other spells. Arcane magic is more powerful than standard magic. Arcane users employ the most powerful spells, being of the primal force that spawned all other magic. Arcane spells are clumsier than standard magic. Because of the chaotic forces that the caster is dealing with, arcane spells frequently cannot be controlled with enough accuracy for intricate effects. Arcane forces are dangerous to manipulate. The power in the three realms of power pales in comparison to that within Arcane spells and therefore, so does the danger. This risk is not restricted to the caster. The danger in Arcane spellcasting is reflected in the consequences of the failure to properly cast an Arcane spell.

SOURCES OF POWER

Part I

Section 2.0,
2.1, 2.2

Sources of
Power

Terms Used
Define
Magical
Sources

Source Spec

Some Gamemasters (GMs) may wish to fully define the origins of magic within their individual campaigns. One possible way to define magic, especially with regards to Arcane magic, is by the definition of a magical source. A magical source is a pool of magical energy that may be drawn upon by spellusers. The relation of this source to the three realms of power differs from realm to realm, but generally, all power comes from the same source. Channeling users patron dieties draw from the source and pass it on to their followers. Essence users draw from the main body of the source. Mentalism users draw from the small portion of the source that resides within them. The source is simultaneously all pervasive within and completely separate from the world.

These rules and concepts are intended to allow GMs to more fully flesh out the magic system of their campaign, by detailing the method in which the spell users draw their power. As the GM develops the nature of the magical sources for his campaign, he defines its character. By adding depth to the source of magic in a campaign, he adds to the feel and flavor of his campaign.

ᘓ 2.1 ᘔ
TERMS USED
TO DEFINE
MAGICAL SOURCES

This list of definitions is given to aid GMs in defining (or describing) sources of magic in his campaign. These definitions will also be used in the next section which pertains to source species.

Limited: The power source has a finite amount of power. Once consumed, this source is forever powerless (barring the infusion of power into the source by the original means). Magical items may be used as limited sources of magic.

Unlimited: The power source has an infinite amount of power available to it (from the perspective of the characters). The source may be used again and again without ever fully exhausting it. Sources of Primal Essence and gods are unlimited sources of power. Gods fall into this category because a single user could not hope to ever use all of the power contained within a god.

Tappable: The power source can be accessed via a Tap Source spell, allowing a spelluser to replenish his personal reserve of energy. This should not be confused with the normal access to the source of power.

Dichotomous: Two (or more) species within the source are of opposing natures and preclude spellusers from using more than a single segment of the source.

Nondichotomous: The regions of the source are of a character that permits a user to use more than one at a time. The portions may still be of opposing natures, but not such that prevents a caster from using another.

Canceling: The nature of the species of the Source are such that they cannot coexist simultaneously and in equal proportions, neutralize each other.

ᘓ 2.2 ᘔ
SOURCE SPECIES

This section is given as an aid to GMs who wish to fully flesh out all aspects of their campaign world. This material has little bearing on the actual rules of the game, but rather gives GMs some thing to think about. A staple concept of fantasy is that of each world having unique magical sources and this section attempts to summarize some methods for GMs to define his world's magic.

The power within the source may not be homogenous, being all of the same type. The vast store within the source may be subdivided into several different species. Frequently, the source is partitioned into two species along apparently diametrically opposed lines: good opposes evil, order opposes chaos, darkness and light, even male and female.

ARCANE
COMPANI

Further divisions might yield three or four distinct species in the source. Three divisions usually gives two vastly opposed with a middle ground between the two as the third. Four divisions yields an interrelated set of four with two sets of opposites, such as the four alchemical elements. Further combinations of these will be discussed later.

The source may divided along many lines. Each of these separates the source into broad classifications of magic which may exclude the other divisions. Divisions which normally exclude a caster from using both (if only one division exists) of them are dichotomous. Examples of dichotomous from those given above: male-female and good-evil. Nondichotomous Sources also exist, being sources that a character might draw from both halves of. An example of a nondichotomous source is a good and evil source that allows neutral casters to draw from both the good and the evil.

A pair of divisions splits the source into three distinct regions. A race having three sexes might perceive a three-way divsion, each sex drawing from its corresponding region. A world might have a source with a good region, an evil region, and a separate neutral region.

A pair of divisions may also split the source into four regions, each having a different domain. These four might be in diametric opposition within pairs or may have a system of checks and balances, where region 1 limits region 2, 2 limits 3, 3 limits 4, and 4 limits 1.

The species of the Source may be of the same magic or of wholly different origins. A situation where the aspects of the Source oppose each other is referred to as canceling, as the two (or more) species act to limit each other.

⧈ 2.3 ⧉
COMPLETE EXAMPLE

This example shows how a source might be integrated into a world system. The four elements are a canceling Source with four sections, which arise from two divisions.

EXAMPLE ·

On the world of Urth, power is divided along the lines of the ancient alchemical elements: earth, wind, fire, and water. Every spellcaster derives his ability from one or more of these, with some spellcasters being stronger in some of the elements and weaker in others. The most powerful spellcasters are strong in many or all of the elements. Conversely, the weakest have ability in only one element, and not much ability in that element.

Various spells have specific portions of various elements in them. Healing spells are high in water and earth, while weather control spells consist of wind and water. A character's profession and statistics dictate which elements he is able to use. Magicians would be moderately strong in all elements, while Illusionists might have trouble with the more tangible elements like earth and water.

Canceling another mage's spells involves finding the opposite elements to those used in the creation of his spell. Fire opposes water (and vice versa) and earth opposes wind. The key to a successful canceling is finding the exact amounts of each element to counteract the same amounts of the opposite elements in the spell to be neutralized. Spells which contain all four elements are very difficult to dispel.

This technique is assumed to be automatically performed by the dispel/cancel spells of a given caster. At the discretion of the GM, a character might have to cast appropriate spells or use special skills to determine the nature of a spell being dispelled. This may be more to the GM's liking, as it prevents a caster from tossing around "blanket" dispels which can sweep up a good number of opposing spells.

The four elements exist outside of time and space, from where the Urthling spelluser calls them to do his bidding. The four elements seem to have minds of their own, with vague personalities which correspond to the nature of their element. Fire is petulant and consuming, water is slow and calculating, earth is patient, and wind is wild and unpredictable. Persons strong in a single element are prone to taking on the personality of their element. It is unknown to Urthling scholars whether or not people with these personality traits are more prone to these elements or become more like them with use.

MANIFESTATIONS OF MAGIC

Part I

Sections
3.0, 3.1

Manifestation
of Magic

Earthblood
and
Earthnodes

This section delves into the many phenomena surrounding the manifestations of magic. These manifestations are the geographical aspect of the source of all magic and are therefore not so much things as places. As these places all radiate great volumes of magical energy, they have an affect upon the surrounding area. This sections details the manifestations of magic and the effects which are observed at the manifestations. The manifestations are the points at which a spell user will perform the physical act of Tapping.

The Earthblood is magic as it is stored within a planetary body. The Source radiates magic out into the environment by some means (spellcasting, absorbtion and radiation by living things, etc.). Some of this energy slowly sinks to the core of the Planet and accumulates. When enough "blood" accumulates in a region of the core, a bubble of Earthblood will rise to the surface on a convection current until it reaches the surface. These "bubbles" permeate the crust and sometimes irradiate it, forming magical minerals. At or near ground level, these "bubbles" are known as Earthnodes.

Ley Lines are lines of magic energy that follow the lines of magnetism of a world. Like Earthblood, this is a manifestation of the planet's own magic. Ley lines intersect and form geometric shapes. These intersections and shapes mark places of great power on a world.

Essence Flows are a side effect of an extradimensional power source. The Flows snake across the landscape of the world like rivers of power, forming an additional obstacle for the inhabitants to deal with. This obstacle has its good points, however, as it can be manipulated to awesome effect.

Science Magic is the manifestation of magic as seen in the forces of physics. Magical scientists use arcane devices to manipulate raw power from nature into useful forms. The forces of nature exist in harmony with each other, forming a balance. This balance can be tipped to the advantage of one who can build the proper device that can make use of this advantage.

🛡 3.1 🛡
EARTHBLOOD AND EARTHNODES

Earthnodes are collection points of magical power from deepwithin the planet and they are very rich in this power. Earthnodes allow GMs to create regions of intense power without increasing the overall magic level of his world. The earthnode may be used to have areas where special rituals may take place, outside the scope of normal magic. These include: as the enchanting of powerful objects, centers for magical organizations, the lairs of great creatures, a planetwide magical transportation system, etc.

Earthnodes are usually spherical in form (Non-spherical (or, non-circular) Earthnodes are very rare and are commonly unstable...). and have two distinct variations, major and minor. Major Earthnodes are those whose focus rests on or above the surface of the earth. Minor Earthnodes are those whose centers rest below the surface of the earth. In time, depending upon the age of an earthnode, Minor nodes will rise to the surface (becoming Major nodes); Major nodes will sink back into the earth from whence they came, becoming again Minor nodes.

Major earthnodes are detectable (see the Power Law spell list). Minor earthnodes are undetectable by spells unless one is within its borders. This makes finding a Minor Earthnode difficult, as only a chance passing of a caster through or a mass group of searchers might detect it.

PHENOMENA OF EARTHNODES

An interesting trait of Earthnodes is the regular occurence of strange items, people, beings, and resources at their sites. Powerful men and creatures seem attracted to the magical power contained within the Earthnode. It is suggested that each and every Major Earthnode have a strange occurence and at least 30% of all Minor Earthnodes have one.

Valuable Herbs: Especially rare and noteworthy herbs occurring in relative abundance (or in an uncharacteristic environment). It is possible that this herb is of an entirely new species, first appearing in the node or only able to grow in the node. This herb will grow within this node with a frequency and abundance determined by the GM.

Valuable Ores: Rare ores, primarily of magical materials such as Laen, Eog, Mithril, etc.

Major City: A city that is a leader in trade and commerce, the seat of a great empire, the home of a great center of learning, etc.

Ruins: The remains of a lost civilization.

Lair: The abode of a powerful beast, such as a Dragon or Lich, or the complex lair of a large group of humanoid creatures such as Orcs.

Castle: Home to a great warrior, powerful magician, etc. could be the seat of a famous order of monks, healers, animists, etc.

Shrine: A place holy to a specific diety, being, or principle. Shrines are often uninhabited, being used by the local populace, pilgrims, or passers-by. This shrine may not always be recognizable as a shrine.

Temple: A place much like a shrine but with a full-time staff, employing personnel and offering full services.

Rare Creatures: Unicorns, Lammasu, Ki-lin, etc. can be found wild here.

Supernatural Site: The home of a powerful being such as a Titan, Angel, Demon, etc. could be the resting place of a powerful artifact.

Lord: Dwelling of a being of great power who may not always be recognised as such.

Reality Distortion: An eddy in the time/space continuum, including rifts, areas of free chaos, etc.

Magical Terrain: Pool, streams, rivers, fountains, geysers, etc. having magical properties can be found here. Strange city: Dwelling of rare or forgotten creatures: faeries, dinosaurs, etc.

Earthjar: A powerful being has been imprisoned here. It may be benevolent, malevolent, or neutral, but it always knows someone or something of present or previous importance.

EARTHGUARDIANS

A powerful spell user may at some time establish a fortress or holding of some kind within the confines of an Earthnode. The caster may then designate a guardian to defend his home (and his Earthnode). An Earthguardian is a person who has submitted of his own free will to become an undying defender of the spelluser. The recipient of the Earthguardian spell must make some sacrifices when he enters into this contract with the caster, however.

The Earthguardian must defend his master with his life, must submit to the whims of the caster; and may never leave the confines of the Earthnode. After submitting to the spelluser, the new earthguadian's aging stops completely and all damage heals at an accenerated rate. If the guardian, for one reason or another, decides that he no longer wishes to be an Earthguardian, he may break the contract and leave, at which point his aging resumes at the point which it stopped. If the contract is broken, the Earthguardian may never again become an Earthguardian.

AN EARTHNODE OF YOUR VERY OWN

As stated above, characters may wish to use an Earthnode as a place of residence. Several points must be made so that the player and GM may better decide the consequences of placing a personal domicile in such an area. These points are:

– The earthnode subconsciously attracts powerful creatures, not all of whom are benevolent.
– The earthnode may be detectable, and as such may be consciously sought out by other characters, not all of which are benevolent and who wish to use it.
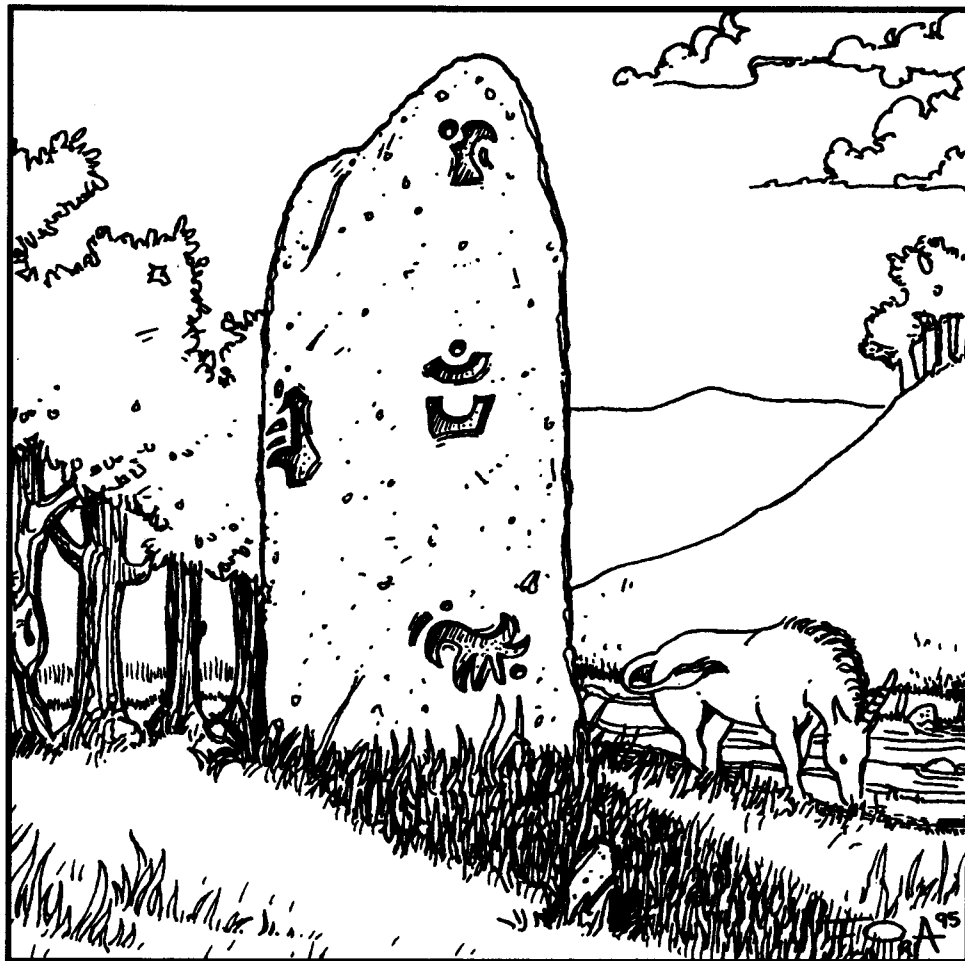
ᛅ 3.2 ᛒ
LEY LINES

Another manifestation of primal magic is the phenomena known as Ley Lines. Ley Lines are intangible lines of magical force that crisscross the surface of a world, slowly shifting with the passage of time and running parallel to the ground. Ancient Chinese sorcerers referred to this effect as the "Dragon lines". These lines correspond to the lines of magnetism which run over the surface of a world and depend upon magnetism for definition. Those mages who know how to tap Ley Lines may use them in a similar fashion to Earthnodes, but with different effects.

A single ley line may pass through civilization and never be noticed by the uninitiated. The Ley Line serves as a tappable Source of magical power, for use with specific source spells. Ley Lines also intersect with other Ley Lines. The patterns formed by multiple lines meeting are more important than the powers of a single line.

Intersections are the crossing of two or more Ley Lines. The contact between the two (or more) lines serves to amplify the ambient power of both lines; causing them to radiate power outward. The intersection can be classified in several ways: complete intersections consist of all lines passing through the same point, incomplete intersections consist of all lines (three or more) intersecting very close, but not at the same point.

The power of intersections can be quite considerable and like any other kind of power, can corrupt the wielder. The power of an intersection can also affect those who live in its environment. Like Earthnodes, intersections attract strange happenings and powerful creatures. Also like Earthnodes, intersections affect the development of living things within its region. In the same way that strange new herbs spring up in an Earthnode, strange things are created by intersections. The power of the Ley Lines is from that contained within Earthnodes, however, as the Ley Lines are tied to lines of magnetic force. This magnetic force, coupled with the power of the lines, can affect the local populace in a far different way than the power of an Earthnode.

Spellusers who continuously tap the Ley Lines may suffer from a variety of maladies related to the exposure to intense magnetism and power. Every time that someone uses the power of a Ley Line, he risks losing his sanity due to the corrupting influence of the lines. The continued use of a Ley Line guarantees the user's mental instability.

Mages using the power of a Ley Line will always get a feeling that they are getting "too much' power. This sensation will never abate and it is nearly impossible for anyone to get used to this feeling. The mage using the Ley Line will normally experience a feeling of euphoria. The sensation of tapping a Ley Line makes doing so even more dangerous; the risk of corruption from the power and a risk of tap addiction.

The region around a Ley Line is also subject to this influence. The strange occurrences of intersections are very similar to those of Earthnodes but unlike the relatively common Earthnodes, several powerful beings may be in area of the rarer intersections.

SHAPES

This wierdness, however, is not confined to the intersections themselves. Sometimes, Ley Lines may partition a large area of land up into smaller, geometrically shaped sections which exhibit widespread "strangeness." Areas like the Bermuda Triangle may be created by the shapes of Ley Lines. The GM must decide if an area created has strange behavior, and what this behavior is. A partial list of ideas includes:

– An area of difficult to pass terrain, such as jungle or desert, may conceal a lost\forgotten civilization. An area of ocean, lake, or sea would be the site of unexplained disappearances.

– A civilized area within the confines of a "shape" is the home to several conflicting groups of the same profession, such as religions, guilds of magicians, etc.

– A river basin might be an exceptionally fertile region, growing twice as much usable crop as any other similar region but being subject to severe floods and raids by covetous neighbors.

Sometimes, the power of magic is just too much for the human mind and burnout occurs. Sometimes the power of magic is too much for the human psyche and insanity occurs. Magic is a force beyond the ken of mankind and to use it is to become fully absorbed in it. This power may alter the mind of the mage.

Specifically, at sites of power, where the force of magic is greater than the caster can usually wield is the risk of damage the greatest. If a caster uses too much of the power, he may become mentally deranged or addicted to using these places of power to cast spells. GM's are encouraged to be creative in administering mental instabilities that are appropriate to his campaign. Normally for spellcasters these might include megalomania or delusions.

Part I
Section 4.0,
4.1, 4.2

Availability of
Arcane Magic

From the
Villians

Libraries

AVAILABILITY OF ARCANE MAGIC

Before answering the question of how available Arcane magic is in a campaign, the GM must answer another question: How available is normal magic? Arcane magic should be at least an order of magnitude more rare than normal magic. The specific Arcane professions (as presented elsewhere in this book) should be at least an order of magnitude more rare than that.

Example: *If one out of every 10 people in the world uses magic of some sort; one out of every 100 people might use Arcane magic; and one out of every 1,000 people might actually be an Arcane profession. Of course if only one in 100 people use normal magic, only one in 1,000 should use Arcane, and only one in 10,000 should actually be an Arcane profession.*

What is given below are some guidelines on ways to restrict the availability of Arcane magic (as well as the kinds of places that player are likely to search to gain access to this powerful magic).

4.1
FROM THE VILLIANS

The most obvious way to introduce Arcane magic into the game is through the villians that the characters will be facing. If this is the case, make sure that the Arcane knowledge is kept from the characters. However, if the player characters capture and interrogate the villian, he might describe some evil pact he had to make with a demon lord to get access to the powerful magic. Or the villian could direct the characters to some old hermit (who happens to be the villians evil mentor). Lots of story possibilities can be seeded with this approach. See Section 5.0 for more on how to incorporate Arcane magic into your stories and campaign.

4.2
LIBRARIES

It is possible that characters will see to find Arcane magic in such mundane places as a library. To give guidelines on this, some definitions must be made.

Any collection of writings or written materials is a library: from the stack of magazines next to the recliner in a living room, to the multi-level library at a large university. What sets libraries apart is their content. Basically, a library can be said to have three things that define it (in terms of research): content, quality, and accesibility.

CONTENT
Content of a library indicates the number of different topics covered by the writings in the library. Content is important in that it dictates what can be found in the collection. For example, a person looking for the name of a particular muscle might look in a collection containing books on anatomy or physiology, not a collection containing only books on economics.

The size of a collection does not neccesarily dictate the content. A small library might have a lot of topics (though this necessarily means that each topic has only a little bit of information). However, a large library might only have a few topics (with each topic covered in detail). The trick is to find the library that covers the topic you want.

QUALITY
The quality of a library indicates how well a given topic is covered by the writings in the library (including the amount of material, the accuracy of the material, and the depth of the material). A GM should determine the quality of the material in any given library.

ACCESSIBLITY
Accessibility is merely how easy a collection may be perused. This is affected by a number of things including the language of the writings, the form of the writings, and the disposition of the owner of the library. Even if the library has the correct content with good quality, the information may be hard to access (causing the character to bend over backwards in order to gain even a small bit of information).

Language inaccessibility is obvious. For example, our hero, Phred is looking for an article contained within a twelve-thousand year old issue of Time magazine. Looking through the stacks at the Temple of Knowledge Humane, Phred tracks down his quarry, but is unfortunately unable to use it because he cannot read English. However, it is also possible to have a barrier because of the specific writing style of the author. If the author is partially (or fully) insane, his writings may be indecipherable or at least vastly confusing (more than helpful).

Form inaccessibility happens when the form of the knowledge is such that the it unrecognizable or unusable. For example, the knowledge is stored on a computer disk and you have no computer. However, it is could also be that the knowledge is only partial and is meaningless (or misleading) without all of the knowledge. For example, the knowledge could be written on small ceramic tiles and only a few of the tiles are in any given library.

Disposition is the most difficult of the obstacles a researcher must overcome (especially when the researcher knows that the information is there, he just cannot get to it). At a private library (which most medieval libraries were), the owner of the library decides who may and may not have access to the works. In many cases, the visitors to the library are not allowed to actually handle the books. They simply issue a request and then a researcher finds the books, researches the topic, and provides an answer. Handling the disposition of the library owner is a great opportunity for role playing.

Part I

Section
4.3, 4.4

Word of
Mouth

Mentors

ARCANE IN LIBRARIES

Finding magical tomes in a library should not normally be a common occurance. However, if this is a possiblity in your gaming world, Arcane tomes should be the most rare of rare magical tomes. Such research maneuvers would be modified by at least - 30 (for Open Arcane spells). In Part II of this book, specific rules for research at libraries is presented.

◙ 4.3 ◙
WORD OF MOUTH

Most of civilizations knowledge has been passed down through word of mouth at one time or another. If one was to ask a dozen high school graduates about the civil war, a significant amount may be learned. Also, when speaking and teaching, many people also assert things which they learned by experience, an asset not acquirable through reading alone. A researcher may attempt to interview experts on the subject in order to enhance his own knowledge. He must approach the expert and quiz him on the subject, attempting to memorize or write down all that the expert says. This method may appeal to gamemasters who wish to make their players work to get some things by having them to roleplay the interview. Also, this might be a good way to hide more powerful spells, such as the powerful arcane rituals from the characters who might not use them in the way that the gamemaster intended.

However, because most people interject their personal views and opinions when simply talking, the seeker of Arcane will have to sort between truth and opinion. Because of the fractured nature of information gained through an "interview" type process, this method might result in the creation of Macro lists of spells (see Part II for more on Macro lists).

◙ 4.4 ◙
MENTORS

The primary way that most spell users learn their trade by apprenticeship. The prospective student seeks out or is sought out by a more knowledgeable (or powerful) teacher. The teacher spends a period of time imparting his knowledge onto the student. This service is rarely free, as the teacher often has better things to do than teach a new of spell user. Only the most altruistic of tutors, wishing to impart knowledge for the sake of knowledge, would do this.
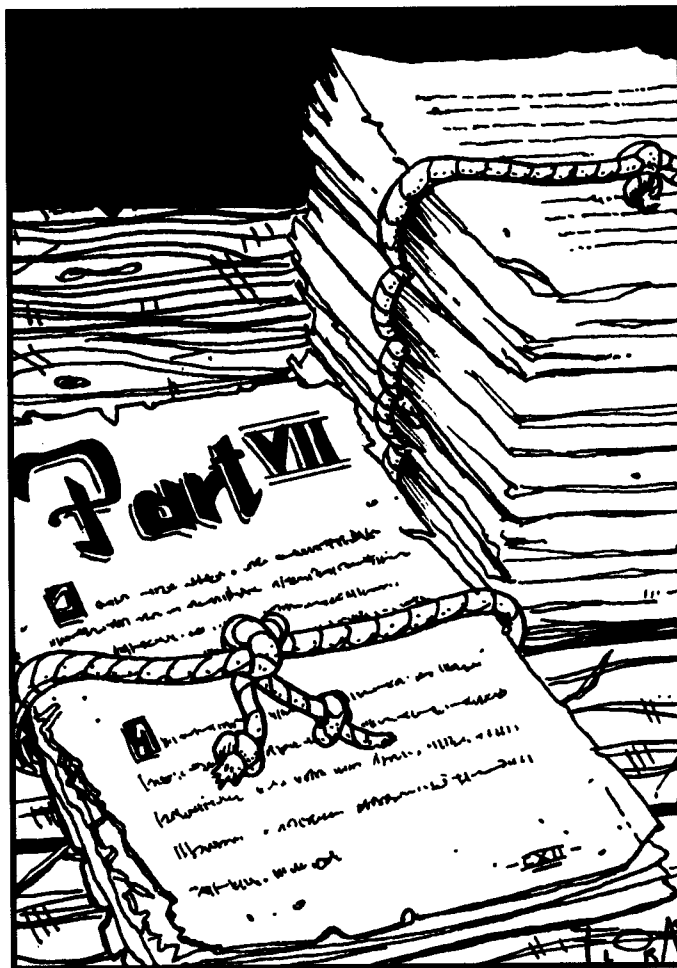
Possible fees for the service of schooling might include

– A geas or quest for an object that the mentor desires, but is physically unfit to retrieve it himself. (artifacts, holy relics, elixir vitae, other magical formulae)

– An exorbitant fee to be paid by the newly trained mage during and after his tutelage. (thousands of gold pieces)

– Indentured servitude for a period following the completion of the magical program, for a duration depending upon the race of teacher and student. An elvish teacher might require a human's entire life, while a human teacher would only require a short period.

– Corruption of the student. The teacher comes to an unwitting student with a "free" education, but during the apprenticeship, teaches the student to tap the "dark side" (unlife, antipower, etc.) The student graduates not knowing his eventual downfall.

The benefit of having a mentor is the continued access to his library in most cases. Evil spellcasters might actually "inherit" their mentor's library due to the usual forms of advancement inherent to evil orders. The GM should carefully determine which spells that the mentor has and which he is willing to share with his pupil (remembering that Arcane magic is the most rare of all magics).

ARCANE MAGIC AND THE STORY

The most important consideration of any GM in using the *Arcane Companion* is the place of Arcane magic within his story. GMs must place each small piece of Arcane power within his world carefully, so that it has the feel of Arcane magic. The GM must decide who posesses Arcane knowledge, where Arcane knowledge might be found, how Arcane magic is viewed, and how this knowledge came to be "Arcanized."

When makig all of the these considerations and decisions, there is one driving goal a GM should keep in mind: Arcane must be kept mysterious and must be kept rare. Do not allow every player in a campaign to play one of the Arcane using professions. Even allowing everyone to have access to Arcane lists is too much. If you do this, players will view Arcane as simply another kind of magic. This should never be the case.

Below, are some specific story elements that should be considered by all GMs before adopting Arcane into their story.

◙ 5.1 ◙
SPELL BOOKS

Generally, most GMs have magic "recorded" in some written fashion. This has become known as spell books. When dealing with Arcane magic, GMs should be very careful about how Arcane knowledge is passed from teacher to student. At least 50% of the cases should not involve spell books; instead having the teacher simply teach (remember that the teacher could be a power extra-dimensional creature who would never give up a book when he can get a "student").

This is most important when dealing with villians who have Arcane powers. Do not simply allow the player characters to kill off a villian and then have free access to his spell books! The whole process must be much more difficult than that (or Arcane loses its mystique). Make the books written in some sort of demonic language or better yet, make the villian's knowledge of arcane undocumented (he learned from some other teacher).

◙ 5.2 ◙
NPCS

The decision of which persons within the milieu of the campaign have some knowledge of the Arcane is one that requires some thought. The GM must ask himself several questions when deciding if a given NPC knows Arcane spells.

– How did he come by the knowledge? If taught by another, is that person still alive? If learned from a book, does he still own the book?

– Is he willing to part with the knowledge? Does he feel resposibility for the knowledge?

– What is his opinion of the player characters? Will he ask for something in return? What will he ask for?

– What does he use the knowledge for, or, what was his motive for gaining the knowledge in the first place? How has having this knowledge affected him?

– Does he really need to possess the knowledge? Can what needs to be done (with the Arcane) be done some other way?

◙ 5.3 ◙
FORMS OF ARCANE KNOWLEDGE

It is important that Arcane spells never become common within a campaign. In fact, arcane spells should always be very rare. Arcane knowledge should be placed in unlikely spots. It is suggested that it be as likely to find the Arcane in a library as to find it on an archaeological dig. Arcane fragments should rarely be found in recognisable forms. More likely, they should be depicted as wierd, almost alien things such as odd monuments and books composed of strange materials.

The Arcane "volumes" often contain only a tiny fragment of information, being a piece of a separated whole. Clever characters will be able to track down other fragments using spells and other, more mundane research methods. Characters must be made to work for this knowledge.

◙ 5.4 ◙
RULES TO RESTRICT

The GM should use the rules presented in this book to help him restrict and contain the usage of Arcane magic. For example, be sure and use Spell Risk and Corruption rules when using Arcane magic. Make it dangerous to use the powers that Arcane magic grants. This may require you (as the GM) to create some very power nemesis for the characters who will monitor all usage of Arcane (either to recruit or to destroy).

If you use all of the rules presented here, you (as a GM) will be armed with all you need to restrict and contain the use of Arcane magic in your campaign.

PART II
THE RULES

USING ARCANE MAGIC WITH RMSS

This section deals with the rules for integrating Arcane magic with the *Rolemaster Standard System*.

ᘓ 6.1 ᘔ
ARCANE MAGIC AND ARMS LAW

The tables and charts presented in *Arms Law* are not affected in any way by Arcane magic.

ᘓ 6.2 ᘔ
ARCANE MAGIC AND SPELL LAW

Magic, as defined in *Spell Law* is divided into three realms: Essence, Channeling, and Mentalism. The three realms represent the present state of magic in the game universe. The three realms, however, do not each represent one–third of the total magic of the universe. Each realm consists of a large possiblity of applications of its magic while lacking the raw power to perform the really Earth–shaking effects that powerful Arcane spells do. This means that the three realms are, in fact, greater than one– third of the whole in scope but less than one–third in pure power.

EXAMINING THE PARADIGM

Essence, the living field of the world, is the most bluntly powerful of the three realms. Essence users may, by becoming attuned to this field, manipulate it in a temporary manner. Essence users rely on being surrounded by the living, however, and cut if cut off from those things living the user's power wanes.

As stated in the earlier water analogy, an Essence user relies on being near his 'faucet.' If anything gets between the Essence user and his 'faucet,' he cannot effectively use his magic. Moreover, if anything blocks the Magician's (or Illusionist's) method of delivering his 'water,' he cannot cast his spells. These blockages, in the terms of the Essence user, are nonliving or inorganic objects. The longer dead and more inorganic, the greater the inhibition. Essence users, therefore live under the limitations of their source, while reaping its benefits.

Channeling, the power channeled to a spellcaster by a deity or powerful being, can heal, harm, help, or hurt depending upon the conduct and demeanor of the providing deity. The greatest feats of channelers involve Lifegiving, the rejoining of soul and body. Therefore, power of gods does not need a living host and nonliving objects do not interfere with the casting of channeling spells. Still, inorganic objects are much beyond the power of most channelers and prevent them from tapping their deities power effectively.

In the bounds of the water analogy, with water standing for magic, the channeler depends upon another for his water. The being that the channeler must go to for water usually demands a certain conduct from the caster and is much, much more powerful than him (in principle, the being is a well of power). If a channeller does not live up to the expectations of his provider, he gets no water. The god may also limit the amount of water, change the ration of water from day–to–day, or magnanimously give more water than usual.

Mentalism is the power of the mind. Actually, mentalism is the power of the body and soul manipulated by the mind. A Mentalist is therefore very self–reliant for power. Mentalists are not as capable of vast effects as the other two realms but they offer the compensation of having a subtlety of power that Essence and Channeling cannot match. The only limitation placed upon a mentalist is of his mind. Head covering, especially inorganic head covering, interferes with the user's ability to project his power to others.

Mentalists use their own water. Whatever they can store, they can use if they can figure out how. It is important to note that in the confines of this analogy, a mentalist has a well of personal power in much the same way that a deity does.

AFFECTING SPELL LAW

The lists and tables presented in *Spell Law* are not affected, except for the Basic Spell Attack Table (Attack Table 5.1). The new Basic Spell Attack Table has two new columns (for Arcane spells). The new Basic Spell Attack Table can be found in Section 14.

Part II

Sections
6.2, 6.3

Arcane Mag
and *Spell La*

Arcane Mag
and the *RM*

Revised Rac
Abilities Tab
T-1.1

REVISED RACE ABILITIES TABLE T-1.1

Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pols.	Dis.	# BG opts
	\multicolumn{10}{c}{Racial Stat Bonus Modifications}			\multicolumn{5}{c}{RR Modifications}						
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5

SKILL RANK BONUS PROGRESSION:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development	Arcane PP Development
Common Men	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Mixed Men	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
High Men	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Wood Elves	0•6•3•1•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Grey Elves	0•6•3•2•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
High Elves	0•7•3•2•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Half-elves	0•7•5•3•1	0•6•5•4•3	0•6•6•4•3	0•7•5•4•3	0•6•5•4•3
Dwarves	0•7•4•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Halflings	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Common Orcs	0•6•3•2•1	0•6•5•4•3	0•4•3•2•1	0•4•3•2•1	0•4•3•2•1
Greater Orcs	0•7•3•2•1	0•6•5•4•3	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2
Half-orcs	0•7•4•2•1	0•6•5•4•3	0•6•4•3•2	0•6•4•3•2	0•6•4•3•2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

Also found in Section 14 are the new tables for Arcane spell casting (four new attack tables, two new critcal strike tables, and one new spell failure table). These tables include the Mana Ball Attack Table, Mana Bolt Attack Table, Void Ball Attack Table, Void Bolt Attack Table, Mana Critical Strike Table, Void Critical Strike Table, and the Arcane Spell Failure Table.

¶ 6.3 ⬧
ARCANE MAGIC AND THE RMSR

Listed below are the specific changes and additions to the *Rolemaster Standard Rules* that should be used when incorporating Arcane magic with the *RMSS*. If a particular rule is not listed below, all normal rules apply when using Arcane magic.

6.3.1 • CULTURES AND RACES

The only changes to the Cultures and Races presented in *RMSR* are PP Deveopment progressions for the realm of Arcane. Replace Table T-1.1 with the table above.

6.3.2 • PROFESSIONS

There are four new professions presented in this book. With these professions, there is now a new realm to choose from: Arcane. Non spell users can choose Arcane as their realm (subject to GM approval, of course). There are now two more Pure spell users (both are pure Arcane users) and two more Semi spell users (both with Arms and Arcane as their realm).

THE REALM OF ARCANE

There are two Pure spell users who use Arcane magic: the Arcanist and the Wizard.

Arcanist - The Arcanist is a pure Arcane spell user who is intimate with the raw power that Arcane magic provides. His spells deal with manipulating and controlling the raw power of Arcane magic.

Wizard - The Wizard is a pure Arcane spell user who has made it his life-study to know about spell and their effects. He uses Arcane magic to manipulate both his own spells and the spells of others.

Prime Stats: Empathy, Intuition, Presence, and Self Discipline

COMBINATION OF ARMS AND ARCANE

There are two Semi spell users who have the realm of Arms and Arcane: The Chaotic and the Magehunter.

Chaotic - The Chaotic is the wild talent, the uncontrollable, untrained mage who has only mastered his power through sheer force of will. The Chaotic is a Semi spell user combining the realm of Arms with Arcane. The Chaotic's base lists give a number of abilities and powers that he has learned on his own.

Magehunter - The Magehunter is a Semi spell user combining the realm of Arms and Arcane. The base lists of the Magehunter aid in the tracking and controlling of spell users (especially rogue mages, see Section 6.3.10).

Prime Stats: Constitution, Empathy, Intuition, and Presence

Part II

Section 6.3

Arcane Magic
and the *RMSR*

Additions to
Profession
Table T-1.4

Additions to
Skill Summary
Table T-2.5

ADDITIONS TO PROFESSION TABLE T-1.4

Profession	Prime Stats	Realm(s) of Power	Profession Bonuses For Categories & Groups of Categories
Arcanist	Em/In/Pr/SD	Arcane	Lore • Magical (10); Power Awareness (15); Power Manipulation (10); Power Point Development (5); Science/Analytic Group (5); Spell Group (5)
Wizard	Em/In/Pr/SD	Arcane	Lore • Magical (10); Power Awareness (10); Power Manipulation (15); Power Point Development (5); Science/Analytic Group (5); Spell Group (5)
Chaotic	Co/Em/In/Pr	Arcane	Body Development (5); Lore • Magical (5); Lore • Obscure (5); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Self Control (5); Weapon Group (5)
Magehunter	Co/Em/In/Pr	Arcane	Armor Group (5); Awareness Group (5); Body Development (5); Influence (5); Power Awareness (5); Spell Group (5); Subterfuge Group (5); Urban (5); Weapon Group (10)

ADDITIONS TO THE PROFESSION TABLE

The Profession Table T-1.4 should be expanded to include the profession bonus entries for the four new professions (see above for the entries).

6.3.3 • STATS

There are no new rules for stats when using Arcane magic. However, remember that the professions presented in this book have four prime stats; each of which must be 90! GM's should not be lenient and give a player more stat points just because he wants to play an Arcane profession. The stat limitations are one way that the system represent the rarity factor of Arcane professions.

6.3.4 • SKILLS

There are no new rules for skills when using Arcane magic. However, there are some new modifiers for the Spell Casting Static Maneuver. Section 14 contains a new version of Table T-4.6 (the specific modifications are shown in the table following page). In addition, there are now three categories for developing spells in the Arcane Realm. The Skill Summary Table T-2.5 should have three new lines added to it (see the table below for the new lines).

Finally, there are new costs for the three categories. The Standard Skill Category Development Point Cost Table T-2.8 should have three lines added to it (see the table on page 24 for the new lines). See Section 10 for the Skill Category costs for the new Arcane professions.

6.3.5 • MISCELLANEOUS FACTORS

There are several new things that fall under the category of miscellaneous factors.

POWER POINTS

Arcane spell users figure their power points like other spell casters. However, their "realm" stat is actually an average of their Empathy, Intuition, and Presence stat bonuses. Arcane spell users suffer PP Exhaustion in the same manner as other spell users. They also recover PPs in the same fashion as other spell users.

RESISTANCE ROLLS

When resisting against Arcane spells, the RR is modified by the sum of the target's Empathy, Intution, and Presence stat bonuses.

6.3.6 • ADOLESCENT DEVELOPMENT

No race should have Arcane spell lists available as hobby ranks.

6.3.7 • APPRENTICE DEVELOPMENT

The new professions have their standard DP costs listed with them (see Section 10). The Spell Lists DP Cost Table T-2.4 should be expanded to include all of the Arcane spell lists and the Arcane professions (see page 22 for the expanded table).

In addition, there are six new Training Packages presented in this book. The table on page 23 shows the new Training Packages and their costs. Full descriptions of these training packages can be found in Section 11.

ADDITIONS TO SKILL SUMMARY TABLE T-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Spells • Arcane Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Arcane Closed Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Arcane Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†

Note: Skills in italics are "restricted"—(see Section 6.3 in the *RMSR*).

† — This skill is actually a number of skills based on a certain factor. Each skill must be developed separately (e.g., Riding skill must be developed separately for each type of mount: horse, elephant, Dragon, etc.).

‡ — A realm stat is: In for Channeling, Em for Essence, and Pr for Mentalism. A Hybrid spell user averages his two realm stat bonuses to obtain his stat bonus for these skills.

Part II

Section 6.3

Arcane Magic
and the *RMSR*

Revised Spell
Casting
Modifications
Table T-4.6

REVISED SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell — # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6–8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
-21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS

CONDITION		Channeling	Essence	Mentalism	Arcane
Skill for Spell's List:		+ (skill bonus)	+ (skill bonus)	+ (skill bonus)	+ (skill bonus)
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20	-20
Overall Power Points Used:	26% to 50%	-10	-10	-10	-10
	51% to 75%	-20	-20	-20	-20
	76% to 100%	-30	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10	+10
	Open, *SL* Realm	+5	+5	+5	-5
	Closed, *SL* Realm	+0	+0	+0	-15
	Arcane Open Lists	-5	-5	-5	+5
	Arcane Closed Lists	-25	-25	-25	+0
	Arcane Base Lists (not own)	-40	-40	-40	-10
	Other Base, *SL* Realm	-10	-10	-10	-40
	Open List, Other *SL* Realm	-10	-10	-10	-5
	Closed List, Other *SL* Realm	-20	-20	-20	-15
	Base List, Other *SL* Realm	-30	-30	-30	-40
Free Hands (*):	None	-20	-30	+0	-30
	One	+0	+0	+0	-10
	Two	+5	+10	+0	+0
Use of Voice (*):	None	-10	-5	+0	-10
	Whisper	+0	+0	+0	-5
	Normal	+5	+0	+0	+0
	Shout	+10	+5	+0	+5
Helmet (*):	None	+0	+0	+0	+0
	Leather	+0	-20	-30	-10
	Leather & Metal	-10	-30	-40	-20
	Metal	-20	-40	-60	-30
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0	-1 per 1 lb over 5 lb
Armor Status (*‡):	Normal ATs 1, 2, 3, 4	+0	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0	-5
	Normal ATs 7, 8	+0	-20	+0	-10
	Normal ATs 9, 10	+0	-25	+0	-15
	Normal AT 11	+0	-40	+0	-20
	Normal AT 12	+0	-50	+0	-25
	Normal ATs 13, 14	-30	-40	+0	-20
	Normal ATs 15, 16	-60	-70	+0	-65
	Normal ATs 17, 18	-35	-45	+0	-40
	Normal AT 19	-60	-75	+0	-70
	Normal AT 20	-75	-90	+0	-80

* — With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — These modifications may be modified by the caster's Transcend Armor skill bonus (see Appendix A-1.21).

Part II
Section 6.3

Arcane Magic
and the *RMSR*

Revised Spell
List DP Cost
Table T-2.4

Revised
Training
Package
DP Cost
Table T-2.7
(opposite)

6.3.8 · DISPELLING ARCANE MAGIC

There are three different ways to view the cancelling and/or dispelling of Arcane magic (note that the same arguments apply to cancelling and/or dispelling hybrid spells). The GM should choose the option below that best fits his view of his world.

Option 1: Arcane magic is inherently more powerful and different than any of the magics presented in *Spell Law*. Thus, it can only be dispelled by an Arcane dispelling spell (found in the Arcane lists like Realm Law). If no option is specified by the GM, this option should be presumed to be in effect.

Option 2: Arcane magic depends upon the nature of all three realms and thus, can be cancelled/dispelled if subject to a *Cancel/Dispel* for each realm (e.g., *Cancel Essence, Cancel Channeling,* and *Cancel Mentalism*).

Option 3: Arcane magic, though more powerful than all three realms, is also more fragile. It can be cancelled/dispelled if subject to a *Cancel/Dispel* spell from any one of the three realms (e.g., either a *Cancel Essence, Cancel Channeling,* or *Cancel Mentalism*).

REVISED SPELL LIST DP COST TABLE T-2.4

List Type	Skill Rank#	SL Pure	SL Hyb.	SL Semi	SL Non	Arc. Pure	Arc. Semi
Own SL Realm:							
Own Base Lists	1+	3/3/3	3/3/3	6/6/6	–	–	–
Open Lists	1-5	4/4/4	4/4/4	8/8	x1	–	–
	6-10	4/4/4	4/4/4	8/8	x2	–	–
	11-15	4/4/4	6/6/6	12	x3	–	–
	16-20	4/4/4	8/8	18	x4	–	–
	21+	6/6/6	12	25	x5	–	–
Closed Lists	1-5	4/4/4	4/4/4	10/10	x1	–	–
	6-10	4/4/4	6/6/6	12	x2	–	–
	11-15	4/4/4	8/8	25	x3	–	–
	16-20	4/4/4	10/10	40	x4	–	–
	21+	8/8	25	60	x5	–	–
Other Base Lists	1-5	8/8	10/10	25	x1	–	–
	6-10	10/10	12	40	x2	–	–
	11-15	12	25	60	x3	–	–
	16-20	25	40	80	x4	–	–
	21+	40	60	100	x5	–	–
Other SL Realm:							
Open Lists	1-5	10/10	12	30	x1	5/5	12
	6-10	12	25	60	x2	6/6	25
	11-15	25	40	80	x3	8/8	40
	16-20	40	60	100	x4	10/10	60
	21+	60	80	120	x5	12	80
Closed Lists	1-5	20	25	45	x1	6/6	25
	6-10	25	40	60	x2	8/8	40
	11-15	40	60	80	x3	10/10	60
	16-20	60	80	100	x4	12	0
	21+	80	100	120	x5	25	100
Other Base Lists	1-5	50	60	80	x1	10/10	60
	6-10	70	80	100	x2	12	80
	11-15	90	100	120	x3	25	100
	16-20	110	120	140	x4	40	120
	21+	130	140	160	x5	60	140
Arcane:							
Open Arcane Lists	1-5	6/6	5/5	12	x1	4/4/4	11/11
	6-10	8/8	6/6	25	x2	4/4/4	11/11
	11-15	10/10	8/8	40	x3	4/4/4	12
	16-20	12	10/10	60	x4	4/4/4	18
	21+	25	12	80	x5	6/6/6	25
Closed Arcane Lists	1-5	10/10	8/8	18	x1	4/4/4	16/16
	6-10	12	10/10	25	x2	4/4/4	18
	11-15	25	12	40	x3	4/4/4	25
	16-20	40	25	60	x4	4/4/4	40
	21+	60	40	80	x5	8/8	60
Arcane Base Lists (own)	1-5	–	–	–	–	3/3/3	6/6/6
	6-10	–	–	–	–	3/3/3	7/7/7
	11-15	–	–	–	–	3/3/3	7/7/7
	16-20	–	–	–	–	3/3/3	7/7/7
	21+	–	–	–	–	4/4/4	8/8/8
Arcane Base Lists (not own)	1-5	25	12	40	x1	12/12	25
	6-10	40	25	60	x2	16/16	40
	11-15	60	40	80	x3	18	60
	16-20	80	60	100	x4	25	80
	21+	100	80	120	x5	40	100

Multipliers:

First 5 Lists Developed This Level x1

6th – 10th Lists Developed This Level x2

11th – up Lists Developed This Level x4

REVISED TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent	Arcanist	Wizard	Chaotic	Maghunter
Adventurer (L)	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29	40	40	31	27
Amateur Mage (L)	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	30	25	25	33	32
Animal Friend (L)	102	26	26	24	28	28	33	31	31	22	33	33	33	33	30	22	30	28	28	28	26	37	37	29	28
Assassin (V)	30	25	16	20	25	28	40	36	38	34	37	38	40	41	37	26	(34)	29	27	31	24	53	53	35	28
Berserker (L)	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	31	29	29	28	55	55	38	31
Burglar (V)	33	21	16	19	20	23	31	31	30	30	29	29	30	31	30	26	(28)	22	22	25	21	32	32	27	24
City Guard (V)	25	15	17	16	23	20	31	31	28	27	29	28	29	31	30	20	20	25	20	21	20	32	32	26	20
Cloistered Academic (L)	95	29	29	29	29	29	23	20	24	24	24	24	24	24	20	28	28	28	25	22	24	23	23	31	31
Con Man (V)	32	21	18	18	22	21	27	25	26	24	27	28	28	28	19	20	(25)	22	19	19	14	31	31	22	23
Conjeror (L) NEW	84	60	52	49	52	31	28	28	28	28	28	28	28	28	28	36	36	36	33	32	36	26	26	29	29
Crafter (V)	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	35	35	35	35
Crusading Academic (L)	110	29	29	29	29	28	30	29	29	29	28	28	29	30	26	29	29	29	28	24	24	32	32	34	36
Cut Purse (V)	37	24	15	15	25	25	32	29	32	30	32	33	34	34	26	24	(33)	26	20	25	18	36	36	27	22
Detective (V)	33	22	18	18	23	24	30	28	28	27	29	29	30	30	22	21	28	26	25	25	19	26	26	26	21
Diplomat (V)	48	28	27	27	28	25	26	21	25	25	26	26	26	26	19	28	28	28	25	19	18	25	25	29	28
Doctor (V)	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	26	26	26	26
Explorer (L)	66	27	27	27	26	28	31	31	30	30	29	29	30	31	30	28	28	27	28	28	28	32	32	28	29
Famulus (V) NEW	42	38	37	37	40	28	16	16	22	22	22	22	22	22	22	28	29	26	22	17	26	22	22	22	20
Guardian (L)	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	34	32	30	29	53	53	41	30
Herbalist (V)	33	23	23	23	23	23	26	26	23	20	23	23	23	23	23	20	23	23	23	23	23	26	26	23	24
Highwayman (V)	35	19	21	20	22	22	30	30	27	24	29	29	28	30	30	18	(22)	25	23	23	23	32	32	23	19
Hunter (L)	18	29	27	27	30	30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28	37	37	29	26
Knight (L)	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	36	36	32	32	64	64	41	37
Loremaster (V)	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	20	18	24	18	18	21	21
Manipulator (L) NEW	120	48	41	37	46	33	28	27	28	31	28	28	28	28	24	32	(29)	32	32	28	29	28	28	38	32
Martial Artist (L)	73	30	30	30	24	30	40	40	35	35	30	30	35	40	35	31	35	28	31	29	30	53	53	38	32
Mercenary (L)	80	28	30	29	33	31	44	44	36	35	38	38	39	44	40	31	29	35	32	32	31	61	61	38	36
Merchant (V)	23	25	25	25	25	21	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21	10	10	23	24
Necromancer (L) NEW	106	72	64	57	65	49	37	37	38	38	38	38	38	38	38	44	(44)	44	42	41	44	38	38	44	48
Performer (V)	40	28	28	28	28	25	26	20	26	26	26	26	26	26	18	28	28	28	25	16	20	26	26	28	28
Philosopher (L)	130	32	32	32	32	29	29	26	29	29	29	29	29	29	25	32	32	32	30	26	26	29	29	34	34
Runemaster (L) NEW	120	74	61	53	71	47	28	28	32	32	32	32	32	32	32	42	43	33	34	33	33	32	32	34	33
Sailor (V)	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	20	19	20	20	20	23	23	20	18
Scout (V)	33	21	20	19	25	25	31	31	28	20	30	30	31	31	30	16	24	26	25	25	21	30	30	26	22
Shaman Priest (L)	69	34	33	31	31	30	29	28	29	26	29	29	29	29	28	29	29	30	29	28	28	29	29	33	33
Soldier (V)	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	32	28	25	25	45	45	29	28
Spy (V)	44	28	22	23	28	27	33	30	33	30	33	35	35	34	27	25	(32)	28	24	25	18	36	36	29	28
Traveller (V)	18	13	12	10	13	14	20	20	18	13	20	20	20	20	19	10	15	13	14	14	13	17	17	22	12
Wanderer (L)	95	29	28	28	29	28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29	32	32	29	25
Warlock (L) NEW	76	60	53	47	53	34	25	25	26	26	23	23	23	25	25	32	(34)	30	28	30	30	24	24	29	29
Weapon Master (L)	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	39	34	49	43	43	39	84	84	49	41
Zealot (L)	73	25	25	25	25	25	28	27	26	26	25	25	26	28	23	26	23	25	25	20	20	30	30	29	29

Part II

Section 6.3

Arcane Magic
and *RMSR*

Additions to
Standard Skill
Category
Development
Point Cost
Table T-2.8

6.3.9 · NON-ARCANE PROFESSIONS USING ARCANE MAGIC

Because of the complexity and primal nature of Arcane magic (in comparison to the three realms presented in *Spell Law*), users of the standard three realms are at a disadvantage when using Arcane spells. All non-Arcane professions must always make a Spell Casting Static Maneuver when casting spells from the Arcane realm (with the modifiers shown on the Revised Spell Casting Modifications Table T-4.6, on page 21).

6.3.10 · ROGUE MAGES

The Magehunter has as a primary goal, hunting "rogue mages." The exact definition of a rogue mage should be tailored to fit a given GM's world, but the defintion presented here provides GMs with an idea of what a rogue mage could be.

In general, Magehunters would be used by Arcane spell users to keep Arcane a secret. Alternatively, Magehunters could be a self-tailored "magic policing" group, who have made it their cause to hunt "violators" of the Arcane codes. Rogue mages (not to be confused with either the Rogue or the Magician) might be defined as any character who ...

- is freely distributing Arcane spells or knowledge (especially if the spell user in question is not an Arcane user or is making the Arcane available to non-Arcane professions).
- is not an Arcane profession and openly displays Arcane knowledge.
- reveals secrets known only to Arcane users (could be any knowledge... not just Arcane; e.g., the secret handshakes of the order, etc.).
- tampers with or experiments with the nature of living things.
- is actively consorting with any known enemy.
- is either corrupt or well along his path towards corruption (GMs could construct a scale based upon Corruption Points accrued and create a "Most Wanted" list).

ADDITIONS TO STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Mk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer	Ranger	Paladin	Monk	Dabbler	Bard
Spells • Arcane Base Lists (other)†	60	65	80	75	75	25	25	25	25	25	25	12	12	12	40	40	40	40	
Arcane Base Lists (own)†	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	
Arcane Closed Lists †	45	45	50	50	55	10/10	10/10	10/10	10/10	10/10	10/10	8/8	8/8	8/8	18	18	18	18	
Arcane Open Lists †	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5	12	12	12	12	
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60	80	80	80	80	
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25	45	45	45	45	
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12	30	30	30	30	
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10	10/10	
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8	8/8	
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10	25	25	25	25	
Own Realm Own Base Lists †	–	–	–	–	–	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6	6/6/6	

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 15.2 in the *RMSR* for rules on developing these specific skills.

EARTHNODES AND LEY LINES

Part II

Section 7.0, 7.1, 7.2, 7.3

Earthnodes and Leylines

Where Did that Node Come From?

Detecting Earthnodes

How Big is that Node?

Manifestations of Arcane magic (e.g., Earthnodes, etc.) provide the GM with a great deal of interesting story possibilities. In this section, specific rules for how to handle Earthnodes are given. For story ideas and concepts behind Earthnodes, see Part I.

ʒ 7.1 ʚ
WHERE DID THAT NODE COME FROM?

The power of an Earthnode comes from deep within the earth, rising to the surface (forming nodes in the process). The node rises straight up to the surface, riding upon the convection currents of the planet. The sphere of a node does not have be wholly upon the surface before it's effects are noticable. As a node rises from the core of the earth, it slowly passes through the underlying rocks, imbuing them with power and magic as they are bathed in its magic. The node strugglesto rise to the surface and radiate its magic, and sink back to the core. The node therefore spends much of its lifetime on the surface of the planet. The time for this cycle of rising, radiation, and sinking can be measured in thousands of years (with the radiation taking the majority of this time). An Earthnode that has risen all the way (i.e., can grow no larger in radius) to the surface of the planet is called a Major Earthnode. An Earthnode that is still below the surface, but has some portion of its radius above the surface (i.e., is still growing) is called a Minor Earthnode.

An Earthnode far beneath (more than a mile) the surface of the earth is known as a Deep Earthnode. Deep Earthnodes are associated with magical ores (such as Eog and Laen) and strange beasts (it is rumored that Earthnodes were the cause of the creation of the Drakes). The power of a Deep Earthnode is not a accessible (as the planet keeps the magic bubble intact until it approaches the surface). However, the knowledge of its location could be important (as it will eventually rise high enough to tap into its power).

ʒ 7.2 ʚ
DETECTING EARTHNODES

Within the Arcane spell lists, there are spells that will detect the presence of an Earthnode (though the caster must be within the radius of a Minor Earthnode to detect it). However, some GMs may wish to allow characters to develop a skill that will give anyone a chance at detecting the massive power that can be found within an Earthnode. In this case, the GM should allow the skill of Power Perception to sense the presence of the Earthnode.

However, as the age of an Earthnode increases, it becomes harder to sense. The skill difficulties for accomplishing this task are:

SKILL MODIFIERS FOR DETECTING EARTHNODES	
Size	**Modifier**
more than 1,000'R	+30
751'R – 1000'R	+20
501'R – 750'R	+10
351'R – 500'R	+0
201'R – 350'R	-10
101'R – 200'R	-20
51'R – 100'R	-30
21'R – 50'	-50
20'R or less	-70
Minor Earthnode	-100

Note: This same chart can be used to detect Ley Lines. However, because Ley Lines vary in thickness, use the size above that represents half the width of the line at the nearest location. GMs may wish to assign positive modifiers (+20 to +50) near line intersections.

ʒ 7.3 ʚ
HOW BIG IS THAT NODE?

If the GM has not predetermined the size of the nearest Earthnode, he must determine the size of the Earthnode. Making an open-ended roll, the GM consults the tabels below. Three tables are provided: one for Major Nodes, one for Minor Nodes, and a consolidated table for GMs who haven't determined if the node is Major or Minor.

MAJOR EARTHNODE SIZES CHART	
Roll	**Size**
less than 01	100'R
02-10	250'R
11-25	500'R
26-45	1,000'R
46-70	1,500'R
71-90	3,000'R
91-105	1mile R
106-120	2 mile R
121-130	5 mile R
more than 130	10 mile R

MINOR EARTHNODE SIZES CHART	
Roll	**Size**
less than 01	40'R
02-10	100'R
11-25	200'R
26-45	400'R
46-70	600'R
71-90	1,200'R
91-105	2,500'R
106-120	1 mile R
121-130	2 mile R
more than 130	4 mile R

Part II

Section
7.4, 7.5

Effects of
Earthnodes

Effects of
Leylines

COMBINED EARTHNODE SIZES	
Roll	Size
less than 01 (minor)	50'R
02-10 (minor)	125'R
11-25 (minor)	250'R
26-45 (minor)	500'R
46-70 (minor)	750'R
71-90 (major)	1,800'R
91-105 (major)	3,500'R
106-120 (major)	2 mile R
121-130 (major)	4 mile R
more than 130 (major)	10 mile R

℈ 7.4 ℞
EFFECTS OF EARTHNODES

Earthnodes were initially discovered by spell users within the nodes who discover that their spells require significantly less power than normal, and that recovery of power occurs very swiftly (nodes can still be detected this way).

Spells cast while within the radius of the Earthnode only require 75% of their regular PP cost (all fractions are rounded up). Thus, a 4th level spell costs 3 PPs, a 7th level spell costs 6 PPs, an 8th level spell also costs 6 PPs, and a 20th level spell only costs 15 PPs. A spell user also recovers spell points more quickly within an earthnode. All PP recovery rates are doubled. These abilities are the only abilities that a non-Arcane spell user can access. The true power of an earthnode may be accessed by the spells on the Arcane spell lists (see Part III).

℈ 7.5 ℞
EFFECTS OF LEY LINES

The effect of Ley Lines on spell casting are different than the effects of Earthnodes (though similar in nature). First of all, there is no direct effect of simple Ley Lines; instead, the spell user must seek out Ley Line intersections (where the real power is). The only effect a simple Ley Line has is that spell users have a 25% per casting attempt of noticing that they are in (or near) a Ley Line. To find the PP cost for spells cast within an intersection, divide the normal cost of the spell (in PPs) by the number of lines intersecting. Thus, if at an intersection of two lines, the cost of a spell will be divided by two (i.e., halved).

The power of intersections can be quite considerable and like any other kind of power, can corrupt the wielder. The power of an intersection can also affect those who live in its environment. Like Earthnodes, intersections attract strange happenings and powerful creatures. Also like Earthnodes, intersections affect the development of living things within its region. The power of the Ley Lines is innately different from that contained within Earthnodes, however, as the Ley Lines are tied to lines of magnetic force on a world. This magnetic force coupled with the power of the lines can affect the local populace in far different ways than the power of an Earthnode.

Casters who continuously tap the Ley Lines may suffer from a variety of maladies related to the exposure to intense magnetism and power. Every time that one uses the power of a Ley Line, he risks losing his sanity due to the corrupting influence of the lines. The continued use of a Ley Line guarantees the user mental instability. See Section 9 for more on Tap Addiction and the other effects of such power.

BLADERUNES

ACTIVATING BLADERUNES

Once placed on an item, a Bladerune may be activated in the same fashion as a normal rune. The user simply declares the activation. In the case of runes that affect an attack (or action during an attack), the rune may be activated at anytime, and will remain in "hold" until the next attack made by the weapon. Once a rune is activated, it is gone... no longer imbedded into the aura of the item.

BLADERUNE PLACEMENT

Bladerunes are short–lived enchantments placed upon the exterior of an item's aura. Every item has an aura. Mundane items, like a simple tool or weapon have a simple, smooth–faced aura which is ideal for the emplacement of Bladerunes. Complex, nonmagical gadgets like sextants, heavy crossbows, dart pistols (Kaltas), etc. have more complex, woven auras than simple items. The more complex the item, the more complex the aura. Magical items have an aura of varying size, depending upon the traits of the device. The power of a magical object greatly influences the shape of its aura. The shape and complexity of an items aura is of importance because it determines how easily Bladerunes can be applied and how many Bladerunes can be applied.

Each item has a bladerune capacity, which are listed below. The item's capacity reflects a only a general idea of how many Runes an object might hold, as some bladerunes take up more 'space' on an aura than others (each Bladerune is given a "size" rating... see the Bladerunes spell list for a sample of sizes). These numbers give the total number of spaces of runes that an item can hold.
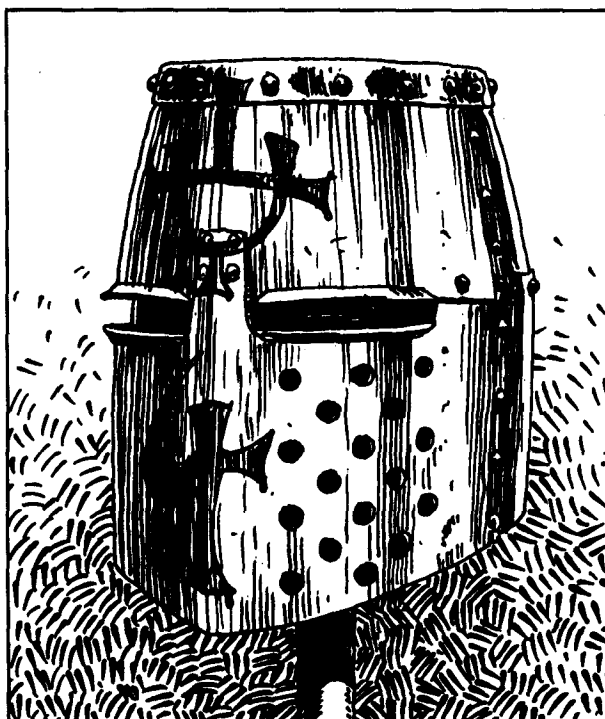
BLADERUNE CAPACITIES CHART	
Capacity 1 Items	Arrow, Bolt, Dart, Sling Bullet, Shuriken, Sling, Smaller Dagger (3" blades or less), Net, Lasso, Coin, Ring, 10' Section of Rope.
Capacity 2 Items	Gauntlet, Chainmail Helmet, Normal Dagger, Sai, Aventail, Wand, Spike, Bracelet.
Capacity 3 Items	Bracer, Main Gauche, Bola, Plate Helm, Pot Helm, Leather Helm, Arm Greave, Hat, Belt.
Capacity 4 Items	Long Dagger (10" or longer blades), Hand Ax, War Hammer, Javelin, Leg Greave, Full Helm, Visored Helm, Boot, Crossbow (light or heavy), Rod, Club, Tonfa, Lantern.
Capacity 5 Items	Nunchaku, Typh, Short Bow, Composite Bow.
Capacity 6 Items	Short Sword, Dirk, Foil, Battle Axe (single edged).
Capacity 7 Items	Long Bow, Morningstar, Boomerang.
Capacity 8 Items	Target Shield.
Capacity 9 Items	Ballista, Mace.
Capacity 10 Items	Longsword, Katana, Spear, Blowgun, Jo Staff, Trident, Cutlass, Sabre, Chainmail Shirt.
Capacity 12 Items	Broad Sword, Battle Axe (double bladed), Normal Shield, Claymore.
Capacity 14 Items	Full Shield, Full Chainmail and Hauberks, Bastard Sword, Soft Leather Armor, Rigid Leather Breastplate, Plate Breastplate.
Capacity 16 Items	Partial Plate, No–Dachi.
Capacity 18 Items	Two–handed Sword, Wall Shield, Lance.
Capacity 25 Items	Full Plate.
Capacity 50 Items	Siege Weapon.

These numbers should be halved for Modest and Potent magical items, as their auras do not have as much usable space as a normal item's might. Most potent items should use 25% of this number, and Artifacts should use 10% of this number. Intelligent items will never submit to having Bladerunes placed upon them (these are after all, "lesser" enchantments) and Holy items and relics force the rune to make a RR in order to be placed (level of the rune vs. level of the item's creator).

Option: If the GM finds that this explanation does not fit his campaign world, he may use the explanation that magical items cannot carry as many Bladerunes as normal items because the "fixed" enchantments interfere with the "temporary" enchantment.

THE DANGERS OF ARCANE

Part II

Section 9.0,
9.1, 9.2

The Dangers of
Arcane

Arcane Spell
Failure

Burnout and
Power Drain

Arcane magic carries with it, some innate risk. This section deals with the rules on how to reflect this risk through the mechanics of the game.

⅋ 9.1 ℟
ARCANE SPELL FAILURE

The magic manipulated by an Arcane user is far more dangerous than the magic used by a standard spell user. Where the danger in casting an Essence, Channeling, or Mentalism is primarily to the caster, an Arcane caster puts all nearby at some risk. The Arcane user must make sure to keep a tight reign on the source, for a single mistake might cost the lives of his companions.

When an Arcane spell is "automatic" (i.e., no Spell Casting Static Maneuver is required), the spell will still fail on a 04 or less (not a 02 or less like normal spells). In addition, any failed Arcane spell should use the appropriate Arcane Spell Failure table (see Part III). In general these spell failure effects are more severe than those for normal spells.

Finally, anytime an Arcane spell fails, the effects of the failure will affect all nearby folk. Apply the same results that the caster suffers to everyone with a radius equal to the level of the spell (i.e., a 5th level Arcane spell that failed would affect everyone within 5 feet of the caster). Every person in the radius may make an RR (versus the level of the spell with a special -50 modifier to the roll) to resist the failure effect.

⅋ 9.2 ℟
BURNOUT AND POWER DRAIN

The Human body and mind are a fragile things. Either can be damaged, altered, or destroyed by a relatively small trauma: the cut of a sword can end the time of the body, the death of a loved one may irrevocably alter the mind. In the scheme of the universe, these are very small things. The universe cares little about the death or changing of a single man. But men, for all of their frailties, are able to manipulate the great powers of the cosmos. Of course, this power could extinguish the life or mind of a man faster than any sword. If a man draws too much of the power of the universe, he runs the risk of reducing his mental faculties. This loss of ability is known as burnout.

In addition, men can tap into their own physical reserves to help them control their spells. This can result in sickness and loss of health. The tapping of one's own physical resources to help with spell casting is termed Power Drain.

CHANNELING BURNOUT

Channeling may result in Burnout (even successful channeling). If a spell user has received a spell or power points via Channeling skill or spell, he must roll d100 (open–ended) and add the number of power points that he has received (or the level of the spell he has received). If this total exceeds 100, the spell user suffers burnout (though any channelled spell is resolved before the burnout is resolved).

If Channeling Burnout urnout has occurred, roll 2d10 and subtract the sum from the spell user's temporary Memory. Repeat the process for temporary Reasoning. If, at any time, either statistic drops to 0 (or below), the character falls into a coma (and will remain in coma until the stat rises above zero, healing the coma will result in raising the stat to a 1). If both statistics drop to 0, the character looses all accrued experience and skills (and may begin again as a first level character if subsequently healed).

POWER BURNOUT

There are a few Arcane spells that will temporarily increase a spell user's normal ability to hold power points (as well as spells to increase the number PPs in a spell users available pool). In addition, it is possible to actually attack someone with raw Mana (filling them with more mana than they can normally use). If at anytime, a person has more mana inside them than they can normally handle (i.e., they have more PPs than their normal PP maximum), they suffer Power Burnout.

Part II

Section 9.2,
9.3, 9.4

Burnout and
Power Drain

Tap Addictio

Spell Risk

When Power Burnout occurs, make an open–ended roll for the character and add two times the number of PPs that the character was over his normal maximum. If the roll exceeds 100, the character suffers from Power Burnout.

If the unfortunate character has suffered from Power Burnout, he will be in great pain. Roll 2d10 and subtract that many concussion hits and PPs from the character. In addition, roll 2d10 for each of the realm stats (Empathy, Intuition, and Presence), subtracting the sum from each stat. If the PPs is still above the normal maximum (remember that the normal maximum may have changed with the drop in realm stats), check for Power Burnout again! This process continuees until either the character has a stat drop to 0 (when he falls into a coma, see Channeling Burnout for further effects), or the PPs finally falls below the character's normal maximum.

Option 1: This is too lenient. Roll 3 dice instead of 2.

Option 2: This is too harsh. Roll only 1 die instead of 2.

POWER DRAIN

As long as a caster has at least 1 PP, he can still cast any spell. However, for every PP he drops below 0, he will lose 1 point of temporary Constitution. If his Constitution drops to 0 (or below), he enters a coma. He will remain in a coma until his Constitution rises above 0 (healing the coma will raise his Constitution to 1).

There are certain Arcane attack spells (e.g., *Void Bolt* and *Void Ball*) that drain PPs from a target. If the target is drained of more PPs than he has available to drain, he will suffer from Power Drain (as described above).

ᛉ 9.3 ᛊ
TAP ADDICTION

Sometimes the power of magic is too much for the human psyche and insanity occurs. Magic is a force beyond the ken of mankind and to use it is to become fully absorbed in it. This power may alter the mind of the mage.

While tapping into the great power of Earthnodes or Leylines, the caster will always feel that power beyond his control is pushing upon him. Specifically, at sites of power, where the force of magic is greater than the caster usually wields, the risk of damage is the greatest. If a caster uses too much of the power, he may become mentally deranged or addicted to using these places of power to cast spells. Once again the GM is encouraged to be creative in administering mental instabilities that are appropriate to his campaign. Normally for spellcasters these might include megalomania (especially for magicians) and delusions (a cleric is 'told' by his deity to run for president).

For each spell cast while using a great source of power, the spell user must roll a d100 and add the level of the spell. If the result is over 100, the caster now has a level I addiction to using this power. Note that there is a euphoria that accompanies this addiction (very similar to the euphoria associated with most other kinds of addiction). The GM should treat this addiction just like a chemical addiction (see *GM Law* for specific rules on addiction). Note that any great source of power will fulfill the need for the addiction.

ᛉ 9.4 ᛊ
SPELL RISK

Arcane magic is ancient and powerful. In fact, Arcane magic is so ancient and so powerful that evil forces will actively seek it (and its practitioners) out over vast distances. To restrain the vulgar use of Arcane magic, GMs are greatly encourage to employ the Spell Risk and Corruption rules (originally presented in Section A-9.3 in *RMSR*). However, certain modifications should be made when using these rules with Arcane magic.

RISK FACTORS

Replace the Risk Factor Chart (found in Section A-9.3 of *RMSR*) with the following charts when using Arcane magic. The Arcane professions (e.g., Arcanist, Magehunter, etc.) should use the first chart and non-Arcane professions should use the second chart. In addition, any encounters generated from this Risk check have a minimum result of an attempt to find and capture the spell user for questioning (or recruiting).

RISK FACTORS FOR ARCANE PROFESSIONS				
Spell Type	Low	Medium	High	Very High
BE	+30	+45	+65	+90
DE	+20	+35	+55	+80
E	+5	+20	+40	+65
F	+0	+15	+35	+60
P	-15	-5	+10	+35
U	-20	-10	+5	+30
I	-25	-15	+0	+25

RISK FACTORS FOR NON-ARCANE PROFESSIONS				
Spell Type	Low	Medium	High	Very High
BE	+45	+65	+95	+145
DE	+20	+45	+75	+125
E	+10	+30	+50	+75
F	+0	+20	+40	+65
P	+0	+0	+30	+45
U	+0	+0	+10	+35
I	+0	+0	+5	+25

CORRUPTION

One of the key reasons that Arcane is not widely use is because the power of Arcane magic is vastly more corrupting than normal magic. In normal situations, any failed Arcane spell will generate double the normal number of corruption. Also, all Corruption Checks involving Arcane magic use the character's RR versus Arcane magic (not versus Essence). In addition, magic items with Arcane abilities use the normal corruption rules, except that if a character ever fails a corruption check, that item will always receive one CP each time he uses that item.

One other side-effect of corruption from Arcane magic is that it is almost tangible. For a number of days equal to the number of CPs just gained, the caster will detect as "evil" (and might be sensed by folks and animals sensitive to such things). Most normal animals will try not to let the character ride them. Finally, all attacks from Undead will be directed at the character.

EARTHNODES AND LEY LINES

Casting spells while in Earthnodes or Ley Lines has an effect on Corruption. Because of the insanity inducing nature of Ley Lines, a caster must make a Corruption Check every time he casts a spell while under the influence of the Ley Line (not just when he fails to cast a spell). However, the number of CPs gained while within the Ley Line is only 25% of normal. Because Earthnodes are tied to the forces of nature (and have a stabilizing effect upon magical power and spells), all CPs gained while in an Earthnode are halved.

THE PROFESSIONS

This section contains a one-page description for each character profession.

PROFESSION ENTRIES

The following information is provided for each profession:

1) **Profession Name:** The name of the profession is at the top of the page.

2) **Introductory Paragraph:** A short paragraph describing the profession. When appropriate, some literary examples of the profession are given.

3) **Prime Stats:** Listed here are the two (or three) prime stats. These stats must have a starting Temporary value of at least 90.

4) **Special Notes:** Listed here are any special skill bonuses or other notes that are applicable to the profession.

5) **Spell Lists:** Listed here are summaries of the base lists that are available to the profession. In addition, a listing of the other commonly available spell lists is given.

6) **Profession Bonuses:** Listed here are the bonuses that this profession gets in specific skill areas. These bonuses modify the indicated skill category(s) bonus(es).

7) **Skills and Skill Categories:** Listed here are the standard skill category costs. After the skill category costs, a list of the skills that classified as Everyman, Occupational, and Restricted (see Section 15.2 in the *RMSR*) for the profession are given. See Section 15.2 (in the *RMSR*) for a full discussion of Everyman, Occupational, and Restricted skill categories (and their associated DP costs).

8) **Spell Development:** Listed here are the development point costs for developing skill for certain spell lists at various ranks. The numbers in parentheses are the ranges for the rank(s) being developed.

9) **Training Packages:** Listed here are all of the training packages and how many development points each costs. Some training packages are indicated as typical for the profession. Some packages are not normally available to this profession (though the GM may decide to allow them).

---

❶ 10.3
CHAOTIC

❷ The Chaotic, also referred to as the Wild Mage, is that mage who has learned his craft without the benefit of schooling or guidance (i.e., he is self-taught). The Chaotic wields an ecletic variety of odd powers, which sometime work and sometimes do not!

❸ *Jallian cursed his luck. It always seemed that just when he most needed that spell, the magic would elude him. Ah... someday he would learn how to anticipate the failure.*

❹ **Prime Stats:** Constitution, Empathy, Inutition, and Presence

Special Note: The Chaotic must make a Spell Casting Static Maneuver with every spell casting attempt. In addition, he suffer a permanent -10 penalty to all such maneuvers.

CHAOTIC SPELL LISTS

❺ The Chaotic has four base lists. The full descriptions of all the spells on these lists can be found in Part III (pages 81-84). For a slightly higher development point cost, he may also develop Open and Closed Arcane spell lists. Full descriptions of these lists can be found in Part III (pages 49-68). Other spell lists (including ones in *Spell Law*) may be developed, but will cost more development points.

Arcane Motions: Dealing with magical movement (in various forms).

Arcane Senses: Enhancing sensory input.

Changes: Manipulating matter in various ways to change its state.

Hand of Chaos: Causing disruption in the environment.

PROFESSION BONUSES

❻
Body Development	...... +5	Power Manipulation	.... +10
Lore • Magical	...... +5	Power Point Development	+5
Lore • Obscure	...... +5	Self Control	..... +5
Power Awareness	..... +10	Weapon Group	..... +5

SKILLS AND SKILL CATEGORIES

❼
Armor • Heavy	..... 8/8/8	Outdoor • Animal	...... 2/7
Armor • Light	..... 6/6/6	Outdoor • Environment.	.. 2/6
Armor • Medium	..... 7/7/7	Power Awareness	...... 2/4
Artistic • Active	..... 2/5	Power Manipulation	...... 4/10
Artistic • Passive	..... 2/5	Power Point Develop.	 8
Athletic • Brawn	..... 3/6	Science • Basic	...... 2/4
Athletic • Endurance	..... 2/6	Science • Specialized	.... 6/14
Athletic • Gymnastic	..... 2/6	Self Control	 6
Awareness • Perception	. 4/12	Special Attacks	 8
Awareness • Searching	.... 2/6	Special Defenses	 35
Awareness • Senses	..... 2/6	Subterfuge • Attack	 10
Body Development	..... 4/10	Subterfuge • Mechanics	... 6
Combat Manuevers	..... 5/12	Subterfuge • Stealth	...... 2/7
Communications	..... 3/3/3	Technical • General	...... 3/7
Crafts	..... 4/10	Technical • Professional	 8
Directed Spells	 10	Technical • Vocational	.. 5/12
Influence	..... 2/6	Urban	...... 3/6
Lore • General	..... 1/3	Weapon • Category 1	 4
Lore • Magical	..... 2/7	Weapon • Category 2	 6
Lore • Obscure	..... 3/7	Weapon • Category 3	 6
Lore • Technical	..... 2/6	Weapon • Category 4	 8
Martial Arts • Strikes	 5	Weapon • Category 5	 10
Martial Arts • Sweeps	 5	Weapon • Category 6	 12
		Weapon • Category 7	 15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Adrenal Concentration

Occupational Skills: none

Restricted Skills: none

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

For spell lists not shown, see the Revised Spell List DP Cost Table T-2.4.

TRAINING PACKAGES ❾

Adventurer	 31	Hunter	 29
Amateur Mage	 33	Knight	 41
Animal Friend	 29	Loremaster	 21
Assassin	 35	Manipulator	 38
Berserker	 38	Martial Artist	 38
Burglar	 27	Mercenary	 38
City Guard	 26	Merchant	 23
Cloistered Academic	 31	Necromancer	 36
Con Man	 22	Performer	 28
Conjurer	 29	Philosopher	 34
Crafter	 35	Runemaster	 34
Crusading Academic	 34	Sailor	 20
Cut Purse	 27	Scout	 26
Detective	 26	Shaman Priest	 33
Diplomat	 29	Soldier	 29
Doctor	 26	Spy	 29
Explorer	 28	Traveller	 22
Famulus	 22	Wanderer	 29
Guardian	 41	Warlock	 29
Herbalist	 23	Weapon Master	 49
Highwayman	 23	Zealot	 29

†: Typical   ‡: Not normally allowed

REVISED TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Adventurer (L)	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29
Amateur Mage (L)	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	30
Animal Friend (L)	102	26	26	24	28	28	33	31	31	22	33	33	33	33	30	22	30	28	28	28	26
Assassin (V)	30	25	16	20	25	28	40	36	38	34	37	38	40	41	37	26	(34)	29	27	31	24
Berserker (L)	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	31	29	29	28
Burglar (V)	33	21	16	19	20	23	31	31	30	30	29	29	30	31	30	26	(28)	22	22	25	21
City Guard (V)	25	15	17	16	23	20	31	31	28	27	29	28	29	31	30	20	20	25	20	21	20
Cloistered Academic (L)	95	29	29	29	29	29	23	20	24	24	24	24	24	24	20	28	28	28	25	22	24
Con Man (V)	32	21	18	18	22	21	27	25	26	24	27	28	28	28	19	20	(25)	22	19	19	14
Conjeror (L) NEW	84	60	52	49	52	31	28	28	28	28	28	28	28	28	28	36	36	36	33	32	36
Crafter (V)	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24
Crusading Academic (L)	110	29	29	29	29	28	30	29	29	29	28	28	29	30	26	29	29	29	28	24	24
Cut Purse (V)	37	24	15	15	25	25	32	29	32	30	32	33	34	34	26	24	(33)	26	20	25	18
Detective (V)	33	22	18	18	23	24	30	28	28	27	29	29	30	30	22	21	28	26	25	25	19
Diplomat (V)	48	28	27	27	28	25	26	21	25	25	26	26	26	26	19	28	28	28	25	19	18
Doctor (V)	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23
Explorer (L)	66	27	27	27	26	28	31	31	30	30	29	29	30	31	30	28	28	27	28	28	28
Famulus (V) NEW	42	38	37	37	40	28	16	16	22	22	22	22	22	22	22	28	29	26	22	17	26
Guardian (L)	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	34	32	30	29
Herbalist (V)	33	23	23	23	23	23	26	26	23	20	23	23	23	23	23	20	23	23	23	23	23
Highwayman (V)	35	19	21	20	22	22	30	30	27	24	29	29	28	30	30	18	(22)	25	23	23	23
Hunter (L)	18	29	27	27	30	30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28
Knight (L)	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	36	36	32	32
Loremaster (V)	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	20	18	24
Manipulator (L) NEW	120	48	41	37	46	33	28	27	28	28	28	28	28	28	24	32	(29)	32	32	28	29
Martial Artist (L)	73	30	30	30	24	30	40	40	35	35	30	30	35	40	35	31	35	28	31	29	30
Mercenary (L)	80	28	30	29	33	31	44	44	36	35	38	38	39	44	40	31	29	35	32	32	31
Merchant (V)	23	25	25	25	25	21	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21
Necromancer (L) NEW	106	72	64	57	65	49	37	37	38	38	38	38	38	38	38	44	(44)	44	42	41	44
Performer (V)	40	28	28	28	28	25	26	20	26	26	26	26	26	26	18	28	28	28	25	16	20
Philosopher (L)	130	32	32	32	32	29	29	26	29	29	29	29	29	29	25	32	32	32	30	26	26
Runemaster (L) NEW	120	74	61	53	71	47	28	28	32	32	32	32	32	32	32	42	43	33	34	33	33
Sailor (V)	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	20	19	20	20	20
Scout (V)	33	21	20	19	25	25	31	31	28	20	30	30	31	31	30	16	24	26	25	25	21
Shaman Priest (L)	69	34	33	31	33	30	29	28	29	26	29	29	29	29	28	29	29	30	29	28	28
Soldier (V)	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	32	28	25	25
Spy (V)	44	28	22	23	28	27	33	30	33	30	33	35	35	34	27	25	(32)	28	24	25	18
Traveller (V)	18	13	12	10	13	14	20	20	18	13	20	20	20	20	19	10	15	13	14	14	13
Wanderer (L)	95	29	28	28	29	28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29
Warlock (L) NEW	76	60	53	47	53	34	25	25	26	26	23	23	23	25	25	32	(34)	30	28	30	30
Weapon Master (L)	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	39	34	49	43	43	39
Zealot (L)	73	25	25	25	25	25	28	27	26	26	25	25	26	28	23	26	23	25	25	20	20

10.1
ARCANIST

The Arcanist is a pure Arcane spell user who deals in the manipulation of raw power. Arcanists are generally found near Earthnodes, as they have spells that allow them to directly tap into the great power found there.

Mall Kylor stood upon the rocky precipce that overlooked the sea. The power of the Earthnode was filling him. Soon, the puny folk who once scorned him and his mentor would feel what real power was…

Prime Stats: Empathy, Inutition, Presence, and Self Discipline

ARCANIST SPELL LISTS

The Arcanist has six base lists. The full descriptions of all the spells on these lists can be found in Part III (pages 69-74). For a slightly higher development point cost, he may also develop Open and Closed Arcane spell lists. Full descriptions of these lists can be found in Part III (pages 49-68). Other spell lists (including ones in *Spell Law*) may be developed, but will cost more development points.

Mana Law: Manipulating raw magical power (including attacks with raw mana).

Power Focus: Tapping into the power found in an Eartnode.

Power's Master: Increasing and decreasing the power found in normal targets.

Spell Shaping: Changing the nature of spells (i.e., making a bolt attack into a ball attack).

Void Law: Drawing all magic from the surrounding environment, creating magical voids.

Wards: Creating temporary protective devices.

PROFESSION BONUSES

Lore • Magical	+10	Power Point Development	+5
Power Awareness	+15	Science/Analytic Group	+5
Power Manipulation	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment.	3
Armor • Medium	10	Power Awareness	1/3
Artistic • Active	2/5	Power Manipulation	3/9
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/12
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	4	Special Attacks	18
Awareness • Searching	2	Special Defenses	40
Awareness • Senses	1/4	Subterfuge • Attack	16
Body Development	16	Subterfuge • Mechanics	7
Combat Manuevers	18	Subterfuge • Stealth	5
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/5	Technical • Vocational	5/12
Influence	2/5	Urban	4
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/6	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Sense Reality

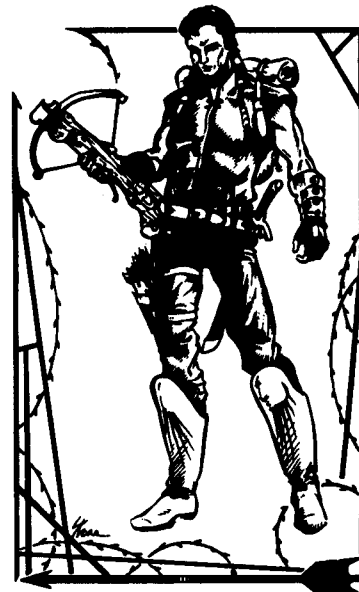**Occupational Skills:** none

Restricted Skills: none

SPELL DEVELOPMENT

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

For spell lists not shown, see the Revised Spell List DP Cost Table T-2.4.

TRAINING PACKAGES

Adventurer	40	Hunter	37
Amateur Mage	25	Knight	64
Animal Friend	37	Loremaster	18
Assassin	53	Manipulator	28
Berserker	55	Martial Artist	53
Burglar	32	Mercenary	61
City Guard	32	Merchant	10
Cloistered Academic	23	Necromancer	30
Con Man	31	Performer	26
Conjurer	26	Philosopher	29
Crafter	35	Runemaster	32
Crusading Academic	32	Sailor	23
Cut Purse	36	Scout	30
Detective	26	Shaman Priest	29
Diplomat	25	Soldier	45
Doctor	26	Spy	36
Explorer	32	Traveller	17
Famulus	22	Wanderer	32
Guardian	53	Warlock	24
Herbalist	26	Weapon Master	84
Highwayman	32	Zealot	30

†: Typical   ‡: Not normally allowed

10.2 WIZARD

The Wizard is a pure Arcane spell user who has a much more practical approach to his use of power. His spells deal with affecting other people's spells. Thus, he is a formidable foe against spell users, but does not have must of a defense against non-spell using foes.

Risia was ready. The battle would begin soon. The enemy mages were mustering. The friendly mages were already waiting. Soon she would begin devastating the enemy spells and enhancing friendly ones. The War of the Mages is upon us all...

Prime Stats: Empathy, Inuition, Presence, and Self Discipline

WIZARD SPELL LISTS

The Wizard has six base lists. The full descriptions of all the spells on these lists can be found in Part III (pages 75-80). For a slightly higher development point cost, he may also develop Open and Closed Arcane spell lists. Full descriptions of these lists can be found in Part III (pages 49-68). Other spell lists (including ones in *Spell Law*) may be developed, but will cost more development points.

Faith Breaker: Hampering the effectiveness of spell users who are Channeling based.

Mind Breaker: Hampering the effectiveness of spell users who are Mentalism based.

Spell Bane: Hampering the effects of spells.

Spell Coordination: Storing and combining spell effects.

Spell Hand: Extending the effects (range, duration, etc.) of spells.

Spell Shield: Creating protections from spell attacks.

PROFESSION BONUSES

Lore • Magical .... +10	Power Point Development +5
Power Awareness .... +10	Science/Analytic Group ... +5
Power Manipulation .... +15	Spell Group .... +5

SKILLS AND SKILL CATEGORIES

Armor • Heavy 11	Outdoor • Animal 3
Armor • Light 9	Outdoor • Environment. 3
Armor • Medium 10	Power Awareness 1/3
Artistic • Active 2/5	Power Manipulation 3/7
Artistic • Passive.............. 2/5	Power Point Develop......... 4
Athletic • Brawn 7	Science • Basic 1/4
Athletic • Endurance 3	Science • Specialized 6/12
Athletic • Gymnastic 3	Self Control 5
Awareness • Perception 4	Special Attacks 18
Awareness • Searching 2	Special Defenses 40
Awareness • Senses 1/4	Subterfuge • Attack 16
Body Development 16	Subterfuge • Mechanics 7
Combat Manuevers 18	Subterfuge • Stealth 5
Communications 2/2/2	Technical • General 3/7
Crafts 4/10	Technical • Professional 8
Directed Spells.................... 3	Technical • Vocational .. 5/12
Influence 2/5	Urban 4
Lore • General 1/3	Weapon • Category 1 9
Lore • Magical 1/4	Weapon • Category 2 20
Lore • Obscure 3/6	Weapon • Category 3 20
Lore • Technical 2/6	Weapon • Category 4 20
Martial Arts • Strikes 9	Weapon • Category 5 20
Martial Arts • Sweeps 9	Weapon • Category 6 20
	Weapon • Category 7 20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Spell Mastery

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

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

For spell lists not shown, see the Revised Spell List DP Cost Table T-2.4.

TRAINING PACKAGES

Adventurer 40	Hunter 37
Amateur Mage 25	Knight................................. 64
Animal Friend.................... 37	Loremaster......................... 18
Assassin 53	Manipulator 28
Berserker........................... 55	Martial Artist 53
Burglar 32	Mercenary 61
City Guard 32	Merchant 10
Cloistered Academic 23	Necromancer 30
Con Man 31	Performer........................... 26
Conjurer 26	Philosopher........................ 29
Crafter............................... 35	Runemaster......................... 32
Crusading Academic 32	Sailor 23
Cut Purse 36	Scout.................................. 30
Detective 26	Shaman Priest 29
Diplomat 25	Soldier 45
Doctor 26	Spy..................................... 36
Explorer 32	Traveller 17
Famulus 22	Wanderer 32
Guardian 53	Warlock.............................. 24
Herbalist 26	Weapon Master 84
Highwayman...................... 32	Zealot................................. 30

†: Typical   ‡: Not normally allowed

The Chaotic, also referred to as the Wild Mage, is that mage who has learned his craft without the benefit of schooling or guidance (i.e., he is self-taught). The Chaotic wields an ecletic variety of odd powers, which sometime work and sometimes do not!

Jallian cursed his luck. It always seemed that just when he most needed that spell, the magic would elude him. Ah... someday he would learn how to anticipate the failure.

Prime Stats: Constitution, Empathy, Inutition, and Presence

Special Note: The Chaotic must make a Spell Casting Static Maneuver with every spell casting attempt. In addition, he suffer a permanent -10 penalty to all such maneuvers.

CHAOTIC SPELL LISTS

The Chaotic has four base lists. The full descriptions of all the spells on these lists can be found in Part III (pages 81-84). For a slightly higher development point cost, he may also develop Open and Closed Arcane spell lists. Full descriptions of these lists can be found in Part III (pages 49-68). Other spell lists (including ones in *Spell Law*) may be developed, but will cost more development points.

Arcane Motions: Dealing with magical movement (in various forms).

Arcane Senses: Enhancing sensory input.

Changes: Manipulating matter in various ways to change its state.

Hand of Chaos: Causing disruption in the environment.

PROFESSION BONUSES

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

SKILLS AND SKILL CATEGORIES

Armor • Heavy 8/8/8	Outdoor • Animal 2/7
Armor • Light 6/6/6	Outdoor • Environment. .. 2/6
Armor • Medium 7/7/7	Power Awareness 2/4
Artistic • Active 2/5	Power Manipulation 4/10
Artistic • Passive 2/5	Power Point Develop. 8
Athletic • Brawn 3/6	Science • Basic 2/4
Athletic • Endurance 2/6	Science • Specialized 6/14
Athletic • Gymnastic 2/6	Self Control 6
Awareness • Perception . 4/12	Special Attacks 8
Awareness • Searching 2/6	Special Defenses 35
Awareness • Senses 2/6	Subterfuge • Attack 10
Body Development 4/10	Subterfuge • Mechanics 6
Combat Manuevers 5/12	Subterfuge • Stealth 2/7
Communications 3/3/3	Technical • General 3/7
Crafts 4/10	Technical • Professional 8
Directed Spells 10	Technical • Vocational .. 5/12
Influence 2/6	Urban 3/6
Lore • General 1/3	Weapon • Category 1 4
Lore • Magical 2/7	Weapon • Category 2 6
Lore • Obscure 3/7	Weapon • Category 3 6
Lore • Technical 2/6	Weapon • Category 4 8
Martial Arts • Strikes 5	Weapon • Category 5 10
Martial Arts • Sweeps 5	Weapon • Category 6 12
	Weapon • Category 7 15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Adrenal Concentration

Occupational Skills: none

Restricted Skills: none

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

For spell lists not shown, see the Revised Spell List DP Cost Table T-2.4.

TRAINING PACKAGES

Adventurer 31	Hunter 29
Amateur Mage 33	Knight 41
Animal Friend 29	Loremaster 21
Assassin 35	Manipulator 38
Berserker 38	Martial Artist 38
Burglar 27	Mercenary 38
City Guard 26	Merchant 23
Cloistered Academic 31	Necromancer 36
Con Man 22	Performer 28
Conjurer 29	Philosopher 34
Crafter 35	Runemaster 34
Crusading Academic 34	Sailor 20
Cut Purse 27	Scout 26
Detective 26	Shaman Priest 33
Diplomat 29	Soldier 29
Doctor 26	Spy 29
Explorer 28	Traveller 22
Famulus 22	Wanderer 29
Guardian 41	Warlock 29
Herbalist 23	Weapon Master 49
Highwayman 23	Zealot 29

†: Typical   ‡: Not normally allowed

10.4
MAGEHUNTER

The Magehunter is a semi spell user who incorporates the realm of Arms with Arcane magic. He has dedicated himself to hunting down rogue mages and those who must be brought to some kind of justice.

Amrik sighed. It was going to be a long night. His prey had entered the gambling house ten minutes ago and his informers tell him that he has at least five pounds of gold coin to spend! Well, the rogue mage would be out of the public eye soon enough...

Prime Stats: Constitution, Empathy, Inutition, and Presence

MAGEHUNTER SPELL LISTS

The Magehunter has six base lists. The full descriptions of all the spells on these lists can be found in Part III (pages 85-90). For a slightly higher development point cost, he may also develop Open and Closed Arcane spell lists. Full descriptions of these lists can be found in Part III (pages 49-68). Other spell lists (including ones in *Spell Law*) may be developed, but will cost more development points.

Amplifications: Enhancing personal abilities.

Containing Ways: Containing a victim once he is caught.

Hunter's Call: Gathering information from targets (usually associated with interrogation).

Power Lore: Detecting magic in the area (helping to track victims).

Spell Protection: Protecting self from various kinds of attacks.

Spell Tracker: Tracking victims based upon their magical activities.

PROFESSION BONUSES

Armor Group	+5	Spell Group	+5
Awareness Group	+5	Subterfuge Group	+5
Body Development	+5	Urban	+5
Influence	+5	Weapon Group	+10
Power Awareness	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	2/6
Armor • Light	5/5/5	Outdoor • Environment	1/5
Armor • Medium	6/6/6	Power Awareness	1/5
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/6	Science • Basic	2/4
Athletic • Endurance	2/6	Science • Specialized	8
Athletic • Gymnastic	1/5	Self Control	2/6
Awareness • Perception	2/10	Special Attacks	4/9
Awareness • Searching	2/6	Special Defenses	30
Awareness • Senses	1/5	Subterfuge • Attack	6/14
Body Development	6/14	Subterfuge • Mechanics	5
Combat Manuevers	4/12	Subterfuge • Stealth	2/5
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	12	Technical • Vocational	5/12
Influence	2/4	Urban	2/6
Lore • General	1/3	Weapon • Category 1	3/5
Lore • Magical	2/4	Weapon • Category 2	4/9
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/6	Weapon • Category 4	6
Martial Arts • Strikes	3	Weapon • Category 5	7
Martial Arts • Sweeps	3	Weapon • Category 6	8
		Weapon • Category 7	9

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Power Perception

Occupational Skills: none
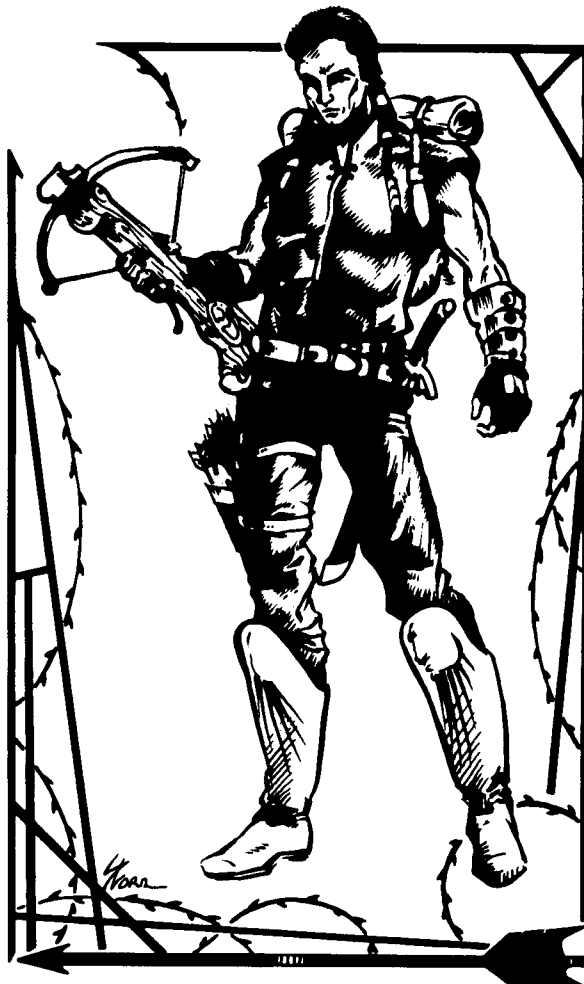
Restricted Skills: none

SPELL DEVELOPMENT

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

For spell lists not shown, see the Revised Spell List DP Cost Table T-2.4.

TRAINING PACKAGES

Adventurer	27	Hunter	26
Amateur Mage	32	Knight	37
Animal Friend	28	Loremaster	21
Assassin	28	Manipulator	32
Berserker	31	Martial Artist	32
Burglar	24	Mercenary	36
City Guard	20	Merchant	24
Cloistered Academic	31	Necromancer	40
Con Man	23	Performer	28
Conjurer	29	Philosopher	34
Crafter	35	Runemaster	33
Crusading Academic	36	Sailor	18
Cut Purse	22	Scout	22
Detective	21	Shaman Priest	33
Diplomat	28	Soldier	28
Doctor	26	Spy	28
Explorer	29	Traveller	12
Famulus	20	Wanderer	25
Guardian	30	Warlock	29
Herbalist	24	Weapon Master	41
Highwayman	19	Zealot	29

†: Typical   ‡: Not normally allowed

11.0

TRAINING PACKAGES

Part II

Section 11.0

Training
Packages

The standard rules for Training Packages apply to all Training Packages presented here. However, there is one special note concerning these packages. Most of the packages award ranks in a spell list (either a specific list or a list of the player's choice). The list must be selected as one of the character's base lists (if at all possible; i.e., the character is a pure spell caster who has not selected his four extra base lists); otherwise, the list may be developed as an Open List.

For convenience, the key to the Training Package Entries is repeated here.

TRAINING PACKAGE ENTRIES

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a different number of development points (based upon the character's profession)

- **Time to Acquire:** This is the amount of time the character needs to train before gaining the benefits of the package. This time should be modified by a percentage equal to triple the character's SD bonus (expressed as a percentage).

  Example: *If a character has a +5 SD bonus, he would gain the benefits of a training package 15% earlier than someone with a +0 SD bonus (i.e., 85% of the normal time). However, if the character has a -5 SD bonus, he would take 15% longer to gain the benefit (i.e., 115% of the normal time).*

  For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (see Section 17.1 in *RMSR*).

- **Starting Money:** Some occupations (or lifestyles) have more or less starting money than others. Most packages list a modification to the "normal" starting money. This includes the starting type of coins (silver, gold, bronze, etc.). For example, if the normal starting money is 10 silver, the Adventurer package would have 10 silver plus d10 (open-ended) silver.

  Note: *There is one notation unique to the packages: d10 (open-ended). This means roll d10; if the result is 1 to 9, keep the result; if the result is a d10, roll d10 again and add it to 9; continue until a 10 is not the result.*

  If the training package is developed after Apprentice level, the starting money does not apply. When generating starting money, either the GM should make the rolls; or the player can simply take 51 (for each d100 roll) or 6 (for each d10 roll).

- **Special:** The GM should make a d100 roll (open-ended) for each item, adding the number in parenthesis after the item (the items should be rolled for in the order that they are presented). If the result is over 100, the character gains the special item or quirk. After successfully gaining one item, the chances of gaining any further items is halved (i.e., the number in parenthesis is halved). After successfully gaining another item, the next chance is halved again (repeating each time an item is gained). If no items are gained, the last item in the list is automatically gained (if the GM is unavailable to roll, the player should take the last item). If the package is developed after Apprentice level, the benefits gained here may be inappropriate (GM's discretion).

  Note: *The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).*

- **Skill and Skill Category Ranks:** All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. Occasionally, the package will list Weapon/Attack. This means that the character can choose either a weapon skill rank or martial arts attack skill rank. In addition, a Training Package **cannot** raise a skill rank above 10th rank.

  Example: *Kohrist takes the City Guard training package. This package awards him 2 ranks in 1-H Edged Weapons. However, he already has 9 ranks; this means that he only gains 1 more rank from the training package.*

- **Stat Gains:** Some Training Packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.

- **Cost by Profession:** This section shows how much the Training Package costs (in development points) for each profession. Note that some Training Packages have a cost listed with a † and a number in parentheses. This indicates that the Training Package in not normally available, but if the GM decides to allow it, the cost in parenthesis should be used.

ꗷ 11.1 ꗛ
CONJUROR (L)

Secluded from most of society with only their summoned and conjured companions as friends, the Conjurors venture out only with their thralls (much to the scorn of the local populace).

Time to Acquire: 84 months

Starting Money: normal

Special:

Book (+15 to one Magic Lore) 50
Book (+5 to Lore • Obscure category) 40
Book (+15 to one Obscure Lore) 40
Summoning Circle on a rug (+10 to Spell Casting
    Static Maneuvers with summoning spells) 30
Summoning Circle etched on floor of current abode
    (+10 to Spell Casting Static Maneuvers with
    summoning spells) 0

Category or Skill	# of ranks
Lore • Magical skill category	2
Circle Lore	1
Choice of one skill	1
Lore • Obscure skill category	3
Choice of up to 3 skills	3 (total)
Power Manipulation skill category	0
Choice of up to 2 skills	2 (total)
Spells • Own Realm Open/Base skill category	0
Choice of one summoning spell list	3

Stat Gains: Memory

COST BY PROFESSION

Fighter	60	Lay Healer	28
Thief	52	Healer	28
Rogue	49	Mystic	28
Warrior Monk	52	Sorcerer	28
Layman	37	Ranger	36
Magician	28	Paladin	36
Illusionist	28	Monk	36
Cleric	28	Dabbler	33
Animist	28	Bard	32
Mentalist	28	Magent	36
Arcanist	26	Chaotic	29
Wizard	26	Magehunter	29

ꗷ 11.2 ꗛ
FAMULUS (V)

Great mages, those of of proficiency and power in magic, must start somewhere. The wizards's assistant, or Famulus, is a typical stepping stone on the road from apprentice to master. Many spell users entrust their day-to-day affairs and research to such assistants

Time to Acquire: 42 months

Starting Money: normal + d10 (open-ended)

Special:

Book (+10 to Lore • Magical category) 30
Book (+15 to one Magical Lore) 30
Book (+10 to one Obscure Lore) 30
2 Books (each with +5 to one Magical Lore) 30
+1 spell adder 40
Close friends with a library curator 20
Close friends with another spell user 50
Close friends with a local merchant 0

Category or Skill	# of ranks
Lore • General skill category	2
Choice of up to two skills	2 (total)
Lore • Magical skill category	4
Choice of up to 2 skills	4 (total)
Power Awareness skill category	2
Choice of up to 2 skills	2 (total)
Crafts skill category	0
Scribing	1
Valet	1

Stat Gains: none

COST BY PROFESSION

Fighter	38	Lay Healer	22
Thief	37	Healer	22
Rogue	37	Mystic	22
Warrior Monk	40	Sorcerer	22
Layman	28	Ranger	28
Magician	16	Paladin	29
Illusionist	16	Monk	26
Cleric	22	Dabbler	22
Animist	22	Bard	17
Mentalist	22	Magent	26
Arcanist	22	Chaotic	22
Wizard	22	Magehunter	20

📘 11.3 📗
MANIPULATOR (L)

Behind the scenes, causing trouble, the Manipulator is rarely perceived as the source of the trouble he makes. The extent of his influence is rarely ever known to anyone but himself.

Time to Acquire: 120 months

Starting Money: normal

Special:

Know a secret about local noble	50
Know a secret about local noble	30
Contacts with d10 local nobles	30
Know a secret about local ruler/lord	10
Close friends with an assassin	30
Powerful enemies	0

Category or Skill	# of ranks
Influence skill category	4
Bribery	2
Seduction	2
Artistic • Active skill category	2
Acting	1
Choice of one skill	1
Science/Analytic • Specialized skill category	0
Psychology	2
Spells • Own Realm Open/Base skill category	0
Choice of one Evil Mentalism spell list	3

Stat Gains: Presence

COST BY PROFESSION

Fighter	48	Lay Healer	28
Thief	41	Healer	28
Rogue	37	Mystic	24
Warrior Monk	46	Sorcerer	28
Layman	33	Ranger	32
Magician	28	Paladin	(29)
Illusionist	27	Monk	32
Cleric	28	Dabbler	32
Animist	28	Bard	28
Mentalist	28	Magent	29
Arcanist	28	Chaotic	38
Wizard	28	Magehunter	32

📘 11.4 📗
NECROMANCER (L)

Digging up the past to work with the dead (hopefully to animate them), with plans of world domination are all part of day-to-day life for the Necromancer. His knowledge of the past allows him to find teh remains of dead lords for the creation of the most powerful Undead.

Time to Acquire: 106 months

Starting Money: normal

Special:

Weapon or Armor (+10 non-magical)	20
Close friends with a grave digger	30
Ancient family heirloom (from a lost lord)	30
Book (+20 to History skill)	30
Assorted jewelry worth 2d10 sp	30
Faithful assistant (e.g., hunback, animated limb, etc.)	30
Digging tools (+10 non-magical)	0

Category or Skill	# of ranks
Technical/Trade • Professional skill category	0
Second Aid	1
Surgery	1
Science/Analytic • Specialized skill category	0
Anatomy	3
Power Manipulation skill category	0
Choice of one skill	2
Lore • Magical skill category	2
Undead Lore	2
Lore • General skill category	2
Choice of up to two history/culture skills	2 (total)
Spells • Own Realm Open/Base skill category	0
Necromancy spell list	3

Stat Gains: Intuition

COST BY PROFESSION

Fighter	72	Lay Healer	38
Thief	64	Healer	38
Rogue	57	Mystic	38
Warrior Monk	65	Sorcerer	38
Layman	49	Ranger	44
Magician	37	Paladin	(44)
Illusionist	37	Monk	44
Cleric	38	Dabbler	42
Animist	38	Bard	41
Mentalist	38	Magent	44
Arcanist	38	Chaotic	44
Wizard	38	Magehunter	48

ᛉ 11.6 ᛒ
WARLOCK (L)

Where subtle machinations would fail, the overt power of magic will prevail. The Warlock seeks to control those around him with the use of magic.

Time to Acquire: 76 months

Starting Money: normal

Special:

+2 Spell Adder	20
Faithful servant/lackey	20
Faithful servant/lackey	30
Knowledge of the location of an Earthnode	20
Knowledge of the location of an Earthnode	20
Knowledge of the location of an Earthnode	20
Knowledge of the location of an Earthnode	20
+1 Spell Adder	0

Category or Skill	# of ranks
Power Manipulation skill category	0
Choice of up to two skills	2 (total)
Power Awareness skill category	2
Directed Spells skill category	1
Self Control skill category	1
Meditation	1
Spells • Own Realm Open/Base skill category	0
Choice of one Evil Essence spell list	3

Stat Gains: Empathy

COST BY PROFESSION

Fighter	60	Lay Healer	23
Thief	53	Healer	23
Rogue	47	Mystic	25
Warrior Monk	53	Sorcerer	25
Layman	34	Ranger	32
Magician	25	Paladin	34
Illusionist	25	Monk	30
Cleric	26	Dabbler	28
Animist	26	Bard	30
Mentalist	23	Magent	30
Arcanist	24	Chaotic	29
Wizard	24	Magehunter	29

ᛉ 11.5 ᛒ
RUNEMASTER (L)

The intricacies of magical symbology intrigue the Runemaster, driving him to delve deper into their secrets. He is seldom without a parchment nearby

Time to Acquire: 120 months

Starting Money: normal

Special:

Book (+10 to Lore • Magical category)	30
Rune Paper (10th level)	20
Book (+15 to one Magic Lore)	50
Rune Paper (5th level)	30
Rune Paper (3rd level)	40
Rune Paper (1st level)	0

Category or Skill	# of ranks
Power Awareness skill category	3
Read Runes	3
Lore • Magical skill category	5
Symbol Lore	3
Choice of up to two skills	2 (total)
Crafts skill category	0
Paper-making	2
Spells • Own Realm Open/Base skill category	0
Rune Mastery spell list	3

Stat Gains: Memory, Empathy

COST BY PROFESSION

Fighter	74	Lay Healer	32
Thief	61	Healer	32
Rogue	53	Mystic	32
Warrior Monk	71	Sorcerer	32
Layman	47	Ranger	42
Magician	28	Paladin	43
Illusionist	28	Monk	33
Cleric	32	Dabbler	34
Animist	32	Bard	33
Mentalist	32	Magent	33
Arcanist	32	Chaotic	34
Wizard	32	Magehunter	33

MACRO LISTS

Part II

Section 12.0,
12.1, 12.2

Macro Lists

Learning a
Macro List

Artificial Life

The idea of a macro spell list is to provide Gamemasters with a way to limit the availability of some very powerful spells without taking all spells away. This way, the GM can allow "parts" of a list to be developed, but not the parts that he deems unbalanced for his game.

This section deals with the mechanics of macro lists. In addition, a sample macro-list is provided as guidelines on how to use macro-lists in your campaign.

✠ 12.1 ✠
LEARNING
A MACRO-LIST

It may not be obvious to any given character that a spell list he is developing is actually part of a macro-list, until he finds spells to fill in the missing holes in the list. Thus, when the first piece of a macro-list is developed, the list is developed just like any other spell list. However, when subsequent portions of the spell list are discovered, the spell user only has to develop the spells he is missing (i.e., he doesn't have to "re-develop" the portions of the list that he already knows). If there are two spells designated at a given level, the spell user must choose which spell he wants to know at that level (i.e., he cannot learn to use both).

Example: *Edan the Black (a Wizard) has learned the Shard Creation portion of Entity Mastery all the way to 20th level (developed as a Base List; paying a total of 80 DPs). Later, he discovers the Kaeden Creation portion of the spell list. He choose to develop the first three spells (at 6th, 10th, and 13th level); paying only 12 more DPs (4 per spell).*

✠ 12.2 ✠
ARTIFICAL LIFE

This macro-list involves the creation of Artificial Life forms. The creation of all of these creatures requires the construction of an incubator–like mechanism known as a Tank. The Tank may be of any configuration, but it is generally a tube big enough to hold the mature creature's body and is full of a magical liquid. The quality of a Tank dictates the maximum level of creature that can be created within. The quality is solely based upon the amount of money invested in the tank. When a better quality tank is desired, the old tank cannot be upgraded; a new tank must be built from scratch. The chart below shows the investment needed (in gold) to create tanks of various quality levels).

TANK CREATION CHART		
Quality Level	**Level of Creature**	**Investment Cost (in gps)**
I	1-3	30 gp
II	4-7	350 gp
III	8-12	1,750 gp
IV	13-18	5,850 gp
V	19-25	3,150 gp
VI	25+	36,000 gp

Every creature has its own specific physical and genetic makeup and no simple formula is going to work for the creation of all of these beings. Each must be designed independently. The designer must know both the Biology and the Chemistry skills (to at least 5 ranks each). The time and difficulty of designing the tank is directly related to the quality level of the tank. To design/build a tank, the spell user must first make a maneuver using the lesser of his Biology and Chemistry skills. Look up the result on the chart below (remember or record the modified total for use later). The same tank can be used to "grow" many life-forms, but the user must wait for one to finish growing before starting another one.

TANK DESIGN MANEUVER CHART

-26 down Spectacular Failure:
You have stumbled upon the design, or so you think. The GM should roll again to determine how long you think it will take (making another maneuver roll with all of the previous modifiers). However, there is a crucial flaw in your design that causes the creature inside to not come out as planned…

-25 - 04 Absolute Failure:
You have wasted your time! The GM should roll d100 to determine how many weeks you have wasted in trying to come up with this design. You can try again when you gain a rank in either Biology or Chemistry.

05 - 75 Failure:
You do not think you can do it. You have wasted d10 weeks and have determined that you have no idea how to proceed. You can try again after a week has passed.

UM 66 Unusual Event:
In your research, you have discovered a well hidden secret that will allow you to develop a creature in half the time. You quickly sketch out your plans and then spill your ink all over your source (losing the notes for good). Well, at least this one tank will be designed in half the time.

76 - 90 Partial Success:
You almost have it! Wait d10 more weeks (to let the idea gel in your head) and you will have the missing component.

UM 100 Unusual Success:
You have it! You have designed the perfect tank and could repeat the design if you have enough money. You must invest the original sum again and you can build a second tank at additional design time. However, after one week has passed, you will be unable to decipher that brilliant side note.

91 - 110 Near Success:
So close! Determine how much time you have taken so far (as if you were successful) and then let the design sit for one week. After that, you can make another maneuver roll at +25 to finalize the design (adding the subsequent design time onto the first design's time).

111 - 175 Success:
Your ideas translate perfectly into your design. It's nice when everything works out.

176 up Absolute Success:
You have mastered this design. Any future design attempts to create tanks of this type will result in half the normal design time. In addition, such maneuvers gain a permanent +20 modifier.

GENERAL MODIFIERS

−50 if this is a new (never before seen in this world) creature.

−30 if designer has no notes, no books on the subject, and no example of the creature.

−10 if the designer has one of: notes, books, or example specimen.

+10 if the designer has all three of: notes, books, and example specimen.

+5 for each assistant he has helping him (assistants must have at least 5 ranks in either Chemistry or Biology to be of any help).

+30 if the designer has successfully designed a similar creature (shard, greater shard, etc.)

To determine how long it took to create the tank, look up the base time on the chart below and divide this time by the total modified maneuver roll for creating the design.

TANK BUILDING TIMES

Tank Quality	Base Time
I	3,000 weeks
II	7,000 weeks
III	12,000 weeks
IV	18,000 weeks
V	25,000 weeks
VI	33,000 weeks

Example: *Sebrial the Arcanist is preparing his tank to create a N'ng for target practice. The last few N'ng weren't tough enough, so Seb decides to create a tougher one: tenth level (needing a tank quality of III). Sebrial has a skill bonus of +51 in Biology and +46 in Chemistry, he has sucessfully created these before (+30) and has notes on creating N'ng, a series of Do–It–Yourself books on Creation, and several cadaverous 'normal' N'ng (+10). Sebrial makes his roll: a 39. To 39, Sebrial adds 46 (his skill bonus), 30 (created N'ng before), and 10 (for his notes, etc.), resulting a total of 125, success! The time needed to desing/build the tank was 96 weeks (12,000 divided by 125). Hopefully, N'ng created in this tank will give a better fight.*

The actual time to grow a given creature is one month per level of the creature grown.

SHARD CREATION

Shards are 'Amalgams;' horrible combinations of enchanted organic parts and mechanical constructs. Immortal and nearly indestructible, Shards can (luckily) never reproduce. Terrifying opponents, these demented arboreal creatures are second to none in speed and agility (with the slowest speeds being over 70 mph).

Shards are similar in build to humans, but posessing featureless faces and a thick greenish hide. All shards are nocturnal suffering severe penalties in daylight.

Shards have a rigidly defined social structure; groups of six known as "lats." Each lat consists of five lesser and one greater shard. The five lesser shards of a given lat must be infused before the greater is infused. If many lats are together, they are grouped into "I–lats" consisting of 11 lats each. Each I–lat is governed by a Lord shard. Of course, only a truly twisted individual would create an entire I–Lat of shards, as Lord shards have a tendency to usurp control away from weak creators. The significance of the Shards 'social' organization is unknown and lost with the identities of the sick men who first created (discovered) them.

Shard bodies are extremely expensive to assemble, once designed (the bodies must be designed separately from the tanks used to grow them; use the same maneuver chart to determine the time needed to design the shard body). The total cost of the parts, gems, poisons, and strange compounds is 2,250 gp (for lesser shards) or 6,250 (for greater shards).

ARTIFICAL LIFE: SHARD CREATION

Lvl	Spell	AoE	Dur	Rng	Type
8	Lesser Shard Form	1 tank	24 hrs	T	U
12	Greater Shard Form	1 tank	24 hrs	T	U
14	Repair Shard	1 shard	P	T	U
18	Lesser Mastery	1 lesser shard	P	T	Fm
20	Greater Mastery	1 greater shard	P	T	Fm
25	Lord Shard Form	1 tank	24 hrs	T	U
30	Lesser Spirit	1 lesser shard	P	T	U
50	Greater Spirit	1 greater shard	P	T	U
75+	Lord Spirit	1 lord shard	P	T	Fm

8. **Lesser Shard Form** - Catalyses the growth of a lesser shard. Must be cast upon its tank once per day or the growing shard will die.

12. **Greater Shard Form** - Catalyses the growth of a greater shard. Must be cast upon its tank once per day or the growing shard will die.

14. **Repair Shard** - General purpose healing spell for the repair of badly damaged shards. Each casting will repair 10d10 hits, one damaged limb completely, or one damaged system. This spell will not repair damage done to the central nervous system or damage done by weapons that deliver Slaying criticals to Shards.

18. **Lesser Mastery** - Cast upon a lesser shard after a *Lesser Spirit* spell is cast. If not cast within 1 minute of spirit infusion, the shard will go berserk. It will attempt to slay and devour all in the area. Upon casting this spell, the shard's permanent master

is appointed. Only a shard's master may 'program' it. A shard's program usually involves associating it with other members of it's lat and assigning other persons/shards who may command it. Lord shards have been known usurp this programming (though it is not clear how they accomplish this).

20 **Greater Mastery** - As *Lesser Mastery*, but intended for greater shards. Five lesser shards must be present (within 10' of the greater shard) when this spell is cast or this spell automatically fails.

25 **Lord Shard Form** - Catalyses the growth of a Lord Shard. Must be cast upon its tank once each day or the growing shard might die. Every month, there is a cumulative 1% chance that the shard will undergo self–infusion and continue its own growth (without the use of this spell).

30 **Lesser Spirit Infusion** - Imbues a lesser shard with sentience and a noticeable proclivity to devour human organs. This spell must be cast within 1 minute of emergence from the tank or the body of the shard will perish.

50 **Greater Spirit Infusion** - As *Lesser Sprit Infusion*, except imbues a greater shard with sentience. However, if five "unorganized" lesser shards are not within 10' of the greater shard, the spell will automatically fail. Once this spell succeeds, the lesser shards are considered "organized" under this greater shard.

75+ **Lord Spirit Infusion** - As *Lesser Sprit Infusion*, except calling upon the powers of darkness, the caster imbues the body of a Lord shard with a spirit. Whatever "unorganized" shards are within 100' of the Lord shard are now considered subject to the Lord shard. If the Lord spirit is of greater than 75th level, then the PP cost and level of this spell is equal to the level of the intended Lord Shard.
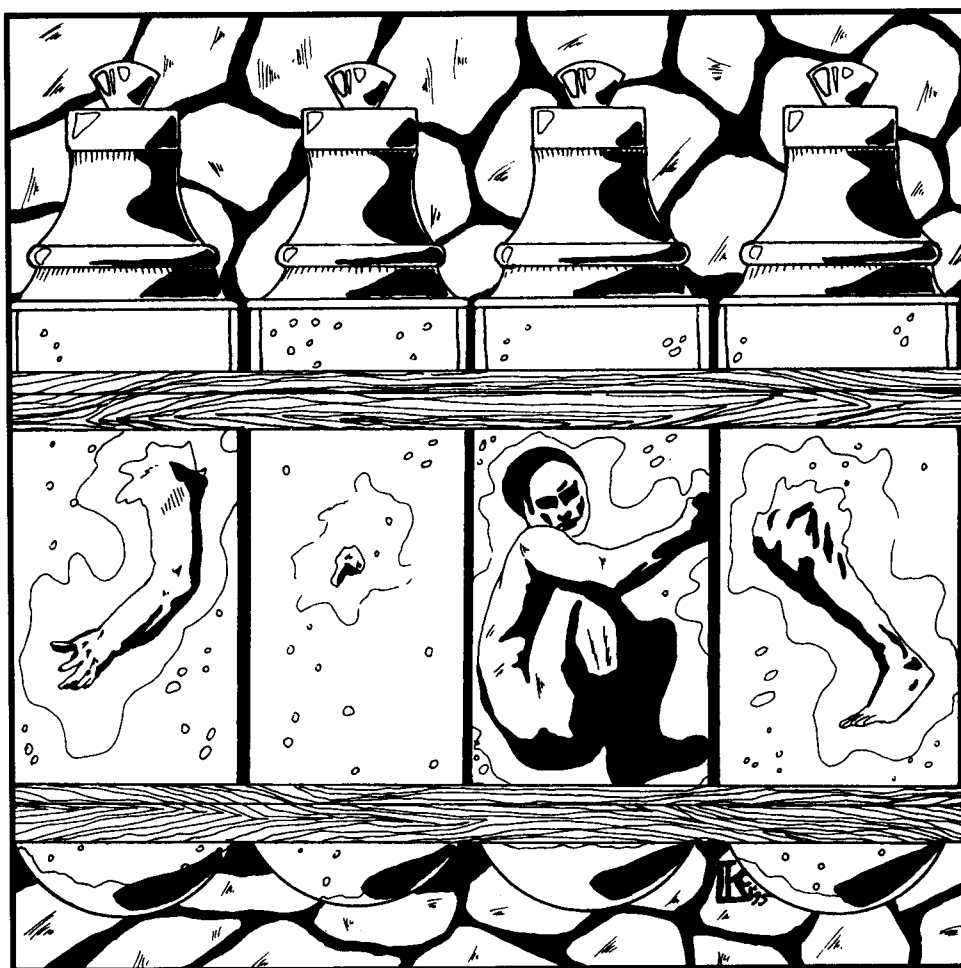
KAEDEN CREATION

Another diabolical creation, Kaeden (sometimes known as Maazhat) have the visage of anthropoid insects. Somewhat larger than men, kaeden stand approximately seven feet in height and have an awesome array of offensive capabilities. Like the Shards, Kaeden are more or less 'parodies' of living creatures and may even be some kind of evil combination of men and something else.

In addition to strength greater than that of an average human, Kaeden have several special ablities. Heightened senses allow Kaeden to see, hear, and smell as well as a dog. They have the ability to change color much like a chameleon, but with a greater capacity for doing many different colors at once (mottling). Poison injectors and web spinnerettes are also present in all Kaeden. Leaders have additional capabilites, including limited flight and a breath weapon.

Kaeden have a caste society much like that of hive insects (e.g., ants or bees). A hive of Kaeden is ruled by a Queen, with lower leaders and warriors beneath her. The Queen is at least twenty feet tall, with a bulging abdomen and enormous pincers. Each leader oversees about five warrior kaeden.

The cost of constructing Kaeden larvae depends upon the type of kaeden created and the level of that Kaeden. The larva is placed into the tank to grow. Warrior kaeden cost 45 gp. Leader kaeden cost 450 gp. Queen cost 4,500 gp. This cost is paid in addition to the cost of the tank(s) (though there is ano additional design/building time).

ARTIFICAL LIFE: KAEDEN CREATION

Lvl	Spell	AoE	Dur	Rng	Type
6	Warrior Kaeden Form	1 tank	24 hrs	T	U
10	Repair Kaeden	1 kaeden	P	T	U
13	Warrior Mastery	1 warrior	P	T	Fm
16	Leader Kaeden Form	1 tank	24 hrs	T	U
20	Leader Mastery	1 leader	P	T	Fm
50	Queen Kaeden Form	1 tank	24 hrs	T	U

6. **Warrior Kaeden Form** - Induces a kaeden larva to grow into a warrior kaeden. This spell must be cast upon the tank once per day or the larva will die.

10. **Repair Kaeden** - General purpose healing spell for the repair of badly damaged kaeden. Each casting will repair 10d10 hits, one damaged limb completely, or one damaged system. This spell will not repair damage done to the central nervous system or damage done by weapons that are delivering Slaying criticals to Kaeden.

13. **Warrior Mastery** - Assigns a master to the target Kaeden. Once this spell is cast, only the master may allow another to command the Kaeden. However, there is one exception: a Queen Kaeden can command any Kaeden. An unmastered Kaeden will remain nearly inert until mastered, moving only to eat food placed in front of it.

16. **Leader Kaeden Form** - Induces a kaeden larva to grow into a leader kaeden. This spell must be cast upon the tank once per day or the larva will die.

20. **Leader Mastery** - Assigns a master to the target Kaeden. Once this spell is cast, only the master may allow another to command the Kaeden. However, there is one exception: a Queen Kaeden can command any Kaeden. An unmastered Kaeden will remain nearly inert until mastered, moving only to eat food placed in front of it.

50. **Queen Kaeden Form** - Induces a kaeden larva to grow into a queen kaeden. This spell must be cast upon the tank once per day or the larva will die. Queen Kaeden cannot be mastered.

NENG CREATION

Neng, or N'ng are demonic creations, beings composed of otherplanar organic material. These terrible beasts possess a wide, almost eclectic range of abilities, including an acidic spit and the ability to turn movable objects invisible.

Being composed of alien flesh, Neng creation requires special skills from their human creators. The caster/creator must have Biology skill bought specifically for Demons and a Demon Lore skill rank of five or better. The caster must also possess some portion of a Neng before he can create a new Neng.

ARTIFICAL LIFE: NENG CREATION

Lvl	Spell	AoE	Dur	Rng	Type
9	Create Neng Body	1 tank	24 hrs	T	U
15	Heal Neng	1 neng	P	T	U
20	Master Neng	1 neng	1 day/lvl	10'	Fm

9. **Create Neng Body** - Creates a Neng body. Must be cast daily for the entire duration of the creation or the Neng will dissolve.

15 **Heal Neng** - General purpose healing spell for the repair of badly damaged Neng. Each casting will repair 10d10 hits, one damaged limb completely, or one damaged system. This spell will not repair damage done to the central nervous system or damage done by weapons that deliver Slaying criticals to Neng.

20 **Master Neng** - Places a Neng under the control of the caster for the duration of this spell. An uncontrolled Neng is treated like an uncontrolled demon.

PART III
THE TABLES

ARCANE SPELL LISTS

This section lists all of the spells associated with the Arcane realm. All of the standard rules, restrictions, and notations from *Spell Law* are used here. For convenience, the spell description key is repeated here.

THE SPELL DESCRIPTION KEY

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

SPECIAL SPELL CODES

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

* — Instantaneous; spell does not require preparation rounds.

• — Spell does not require power points.

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

SPELL TYPES

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

BE — Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements.

DE — Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on one of the "bolt" attack tables.

F — Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell's force. If the spell has a target capable of resisting, the caster make an attack roll on the *Spell Law* Basic Spell Attack Table 5.1 to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 5.10 in *Spell Law*, using the target's level and the attacker's level as the indices).

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

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

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

SPELL SUB-TYPES

s — Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell; and if he is unconscious (or is asleep or in a trance), a spell of this type can be cast by the subconscious as necessary (starting with the highest level spell needed). An exception to this is the *Stun Relief* spell. This spell may (at the option of the caster) be cast by the subconscious while the caster is stunned.

m — Mental Attack spell. These spells affect the target's mind and are subject to mental defenses.

SPELL AREAS OF EFFECT

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

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

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

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

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

caster — The spell affects only the caster.

"—" — The spell has no area of effect.

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

SPELL DURATIONS

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

C — Concentration is required. Concentration takes 50% of the caster's normal activity. The caster cannot cast any other spells while concentrating.

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

P — Permanent. The spell has a permanent effect (in the sense of creating a "permanent" physical or mental condition). The effects of permanent spells that manipulate matter **and** require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affect by outside forces.

For example, the spell may be dispelled, cured, **or** otherwise disturbed by enchantment, physical force, etc.

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

"—" — No duration. The effects of this spell required no duration and are applied immediately.

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

time / **# fail** — The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see *RMSR* Section 23.6). The duration is equal to this difference divided by # and then multiplied by *time*.

> **Example:** *1 rnd/10 fail would mean that if the RR is failed by 20, the spell would last for 2 rounds.*

SPELL RANGES

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

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

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

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

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

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

WHAT'S ON A SPELL LIST

1. **Spell List Name**—The name of the spell list appears in two places on the page; above the descriptions and above the listing.

2. **Spell List Number**—Each spell list is given a unique identifier that combines its classification and a the equivalent of a section number from *Spell Law*.

3. **Listing**—In one of the upper corners of the page is a listing of all the spells on the list, sorted by level. This listing also shows important spell parameters.

4. **Check Box**—Beside each spell in the listing is a check box. Use this box to indicate the level two which your character currently knows spells on the list.

5. **Spell Level/Name**—The level and name of each spell appears in two places on the page; in the listing and in the descriptions. In all cases, if the name of two spells are the same (except for perhaps a roman numeral), the spells should be treated as the same.

6. **Area of Effect**—This is the area affected by the spell. If "varies" appears here, check the description for the exact area of effect.

7. **Duration**—This is the duration that the spell will remain active. If "varies" appears here, check the description for the exact duration.

8. **Range**—This is the range from the caster to the area of effect. If "varies" appears here, check the description for the exact range.

9. **Type**—This is the type of spell. The type of spell will determine what kind of resistance roll the target of the spell will get (if any).

CLOSED ARCANE 13.2.6 — FIRE MANIPULATION

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Burn I	1 object	P(C)	touch	
2)	Set Fire	1 object	P	touch	
3)	Extinguish Fire	5'R	P	10'	
5)	Burn II	1 object	P(C)	touch	
7)	Fire Wall	10'x10'x1'	1 min/lvl	100'	
8)	Fire Bolt I	1 target	—	100'	
10)	Burn III	1 object	C	touch	
11)	Brushfire	50'x50'	varies	100'	
13)	Fire Ball II	20'R		100'	
15)	Circle of Fire	10'R	1 min/lvl	50'	
17)	Rain of Fire	10'x10'x20'	1 min/lvl	20'	
18)	Immolation	caster	1 rnd/lvl (C)	self	
20)	Burn IV	1 object	C	touch	
25)	Raze	50'x50'x50'	1 min/lvl(C)	100'	
30)	Burn True	1 object	C	touch	
30)	Conflagration	varies	1 min/lvl(C)	100'	

FIRE MANIPULATION

1. **Burn I** — A highly flammable substance (gasoline, lamp oil, etc.) will begin to burn. Burning will proceed as normal, or the caster may concentrate and double the rate of burning.

2. **Set Fire** — The caster's hand becomes covered in flames. The caster takes an 'A' Heat Critical, but anything that he is touching will catch fire (if the the substance is somewhat flammable; e.g., cloth, paper, etc.).

3. **Extinguish Fire** — The caster causes all burning within the area of effect to stop.

5. **Burn II** — As Burn I, except will affect a substance that is somewhat flammable (cloth, paper, etc.).

7. **Fire Wall** — Creates an opaque wall of fire. Anyone passing through it takes an 'A' Heat critical (no RR).

8. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Resolve attacks on the Fire Bolt Attack Table (in *Spell Law*).

10. **Burn III** — As Burn I, except will affect a slightly flammable substance (wood, tar, etc.) and concentration is required to continue burning (if concentration is ceased, the object will cease to burn).

11. **Brushfire** — The area of effect bursts into flames. The flames immediately subside, but flammable substances in the area of effect may now be burning. Anyone within the area will take an 'A' Heat Critical (no RR).

13. **Fire Ball II** — A 1' diameter ball of fire shoots from the palm of the caster. Upon reaching its target, it explodes to affect a 20'R area. Resolve the attack on the Fire Ball Attack Table (in *Spell Law*).

15. **Circle of Fire** — As *Fire Wall*, except "wall" is 10' high and forms a 10'R circle with the caster at the center (the wall will not move with the caster).

17. **Rain of Fire** — Small balls of flame rain down in the area of effect. All within (or passing through) the area take a 'B' Heat Critical.

18. **Immolation** — Caster bursts into flames. As long as the caster concentrates, he is immune to any damage from the fire (loss of concentration results in a 'D' Heat Critical each round until concentration can be regained). All within 5' of the caster suffer a 'B' Heat Critical (no RR), and all that come into contact with the caster suffer a 'D' Heat Critical (no RR).

20. **Burn IV** — As *Burn I*, except affects a normally inflammable object (iron, steel, etc.). The caster must concentrate or the burning will cease.

25. **Raze** — The area of effect is bathed in intense fire. All within the area (or passing through) take a 'B' Heat Critical. All flammable objects are now burning. The caster can control the intensity of the fire by concentrating (once per round one target in the area must take a 'D' Heat Critical).

30. **Burn True** — As *Burn I*, except completely inflammable materials catch fire (asbestos, stone, etc.). The caster must concentrate of the burning will cease.

50. **Conflagration** — As *Raze*, except that the caster may increase the area by 50' per minute if he concentrates. In addition, the caster can choose to make himself immune to the heat (though this requires 100% activity from the caster).

Arcane Spell List 13. ___

Lvl	Name	Area of Effect	Duration	Range	T)
1)					
2)					
3)					
4)					
5)					
6)					
7)					
8)					
9)					
10)					
11)					
12)					
13)					
14)					
15)					
16)					
17)					
18)					
19)					
20)					
25)					
30)					
50)					

ARCANE BARRIERS

1. **Light Wall** — Creates a black, insubstantial wall up to 20' x 20' x 1" that light cannot pass into or through (i.e., does not hinder movement, but it blocks vision).
2. **Airwall** — Creates a wall of dense churning air up to 10'x10'x3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Light Wall II** — As *Light Wall*, except for duration.
4. **Waterwall** — Creates a wall of water up to 10'x10'x1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
5. **Woodwall** — Creates a wall of wood up to 10'x20'x2'. This wall can be burned though, chopped through, or toppled (if not propped up somehow).
6. **Earthwall** — As *Woodwall*, except wall is made of earth and has a size up to 10'x10'x (3' at base, 1' at top) of packed earth.
7. **Icewall I** — As *Woodwall*, except wall is made of ice and has a size up to 10'x10'x (2' at base, 1' at top). It can be melted through, chipped through, or toppled (if not propped up somehow).
8. **Airwall True** — As *Airwall*, except for duration.
9. **Barrier Pit** — Opens a pit (500 cubic feet in stone; 1000 cuic feet in earth or ice). The entire pit must be within 50' of caster. A pit may not be opened except on a horizontal surface with an incline of less than 45°.
10. **Stonewall** — As *Woodwall*, except wall is made of stone and has a size up to 10'x10'x1'. It can be chipped through.
11. **Waterwall True** — As *Waterwall*, except for duration.
12. **Woodwall True** — As *Woodwall*, except for duration.
13. **Earthwall True** — As *Earth Wall*, except for duration.
14. **Icewall II** — As *Icewall I*, except for area of effect.
15. **Stonewall True** — As *Stonewall*, except for duration.
16. **Meld Walls** — Fuses 2 touching walls (must be of the same material; seam can be up to 20' long) **or** fuses a section of stone blocks (up to 100 cu').
17. **Groundwall** — Creates a wall out of the predominant ground material (grassy earth, sand, etc.) The wall may have dimensions of up to 10'x100'x1'. The wall has all of the physical properties of the ground it came from.
18. **Curved Wall** — As any one of the lower level "*wall*" spells on this list (except *Meld Walls*), except the wall can be curved up to a semicircle.

ARCANE BARRIERS

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Lightwall	20'x20'x1"	C	50'	E
2)	Airwall	10'x20'x3'	C	50'	E
3)	Lightwall II	20'x20'x1"	1 min/lvl	50'	E
4)	Waterwall	10'x20'x1'	C	50'	E
5)	Woodwall	10'x20'x2"	1 min/lvl	50'	E
6)	Earthwall	10'x10'x3'	C	50'	E
7)	Ice Wall	10'x10'x2'	P	50'	E
8)	Airwall True	10'x20'x3'	1 min/lvl	50'	E
9)	Barrier Pit	varies	P	50'	E
10)	Stonewall	10'x10'x1'	1 min/lvl	50'	E
11)	Waterwall True	10'x20'x1'	1 min/lvl	50'	E
12)	Woodwall True	10'x20'x2"	P	50'	E
13)	Earthwall True	10'x10'x3'	P	50'	E
14)	Ice Wall II	10'x10'x4'	P	50'	E
15)	Stonewall True	10'x10'x1'	P	50'	E
16)	Meld Walls	2 walls	varies	touch	E
17)	Groundwall	10'x100'x3'	1 min/lvl	50'	E
18)	Curved Wall	caster	varies	self	U
19)	Blend Walls	2 walls	varies	touch	E
20)	Construction	varies	P	50'	U
25)	Groundwall True	10'x100'x3'	P	50'	E
30)	Wall of Force	10'x20'x1"	1 rnd/lvl	100'	E
50)	Wall of Force True	10'x20'x1"	1 min/lvl	50'	E

19. **Blend Walls** — As *Meld Walls*, except walls may be of dissimiliar type.
20. **Construction** — As *Stonewall True*, except the caster may create a freestanding structure with a total surface area of up to 2000'.
25. **Groundwall True** — As *Groundwall*, except for the duration.
30. **Wall of Force** — By directly Channeling the power of his deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It is up to 10'x20'x1".
50. **Wall of Force True** — As *Wall of Force*, except for duration.

SPECIAL NOTES ABOUT WALLS

1) All "Wall" spells created by spells on this list must rest (i.e., stand) on a solid surface.

2) All "Wall" spells (except *Wall of Force*) require that at least 1 cubic foot of the material that the wall consists consists of be within 50' of the caster.

3) With all walls, the caster has the option of varying the width and heigth (not the thickness) up to the allowed dimensions. If the caster is attempting to "fill" a space with the wall, the wall will not fit perfectly (i.e., not snug).

4) A wall cannot be created in the same space as other solid material. It can only displace liquids and gasses.

See Section 7.1.13 (in *Spell Law*) for more information on walls.

Arcane Forces

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Staying I	1 lb	1 min/lvl	100'	F
2)	Telekinesis I	1 lb	1 min/lvl(C)	100'	F
3)	Levitation I	1 target	1 min/lvl	100'	U
4)	Staying III	25 lb.	1 min/lvl	100'	F
5)	Flying I	1 target	1 min/lvl	100'	U
6)	Telekinesis III	50 lbs	1 min/lvl(C)	100'	F
7)	Levitation X	1 target	1 min/lvl	100'	U
8)	Flying III	1 target	1 min/lvl	100'	U
9)	Aiming	1 target	1 rnd(C)	touch	U
10)	Reduce Gravity	1'R/lvl	1 rnd/lvl	100'	F
11)	Hurling II	1 target	—	10'	D
12)	Flying True	1 target	1 min/lvl	100'	U
13)					
14)	Telekinesis True	20 lbs/lvl	1 min/lvl(C)	100'	F
15)	Staying True	20 lbs/lvl	1 min/lvl	100'	F
16)	Increase Gravity	1'R/lvl	1 rnd/lvl	100'	F
17)	Mass Aiming	1 target/lvl	1 rnd(C)	5'/lvl	U
18)	Hurling IV	1 target	—	10'	DE
19)	Rapid Gravity Change	target	1 rnd/10%	100'	F
20)	Mass Flying	1 target/lvl	1 min/lvl	100'	U
25)	Magnetize	1 target	1 min/lvl	100'	F
30)	Aiming True	1 target	1 rnd(C)	touch	U
50)	Critical Mass	1 target	1 rnd/10%	100'	F

Arcane Forces

1. **Staying I** — Exerts 1 pound of pressure on a person or object. Object cannot be moved by *Staying* alone and pressure can only be in one direction.

2. **Telekensis I** — Caster can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up,, the object remains stationary as if it had *Staying* spell with an equal weight limit cast upon it.

3. **Levitation I** — Allows caster to move up and down vertically 10' per round. The spell does not provide a means for horizontal movement.

4. **Staying III** — As *Staying I*, except pressure limit is 25 pounds.

5. **Flying I** — Target can fly at a rate of 100' per round (approximately 7 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.

6. **Telekinesis III** — As *Telekinesis I*, except mass limit is 25 pounds.

7. **Levitation X** — As *Levitation I*, except rate is 100' per round.

8. **Flying III** — As *Flying I*, except rate is 300' per round (approximately 20 mph).

9. **Aiming** — By concentrating on the mind of a missile firer and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and the see the mssile for the entire round that the missile is fired.

10. **Reduce Gravity** — The force of gravity is reduced by half in the target area. All falling damage is halved (round up). Moving maneuvers are suffer a special -25 penalty. Movement is limited to a jog pace within the area.

11. **Hurling II** — Caster may "hurl" one object (that starts within the range of the spell) of 5 pounds or less with sufficient force to deliver an attack on the Sling Attack Table (doing double normal concussion hits) with a maximum range of 300' (see *Arms Law*). The caster's OB will equal his directed spell skill bonus with this spell.

12. **Flying True** — As *Flying I*, except rate is 50' per level of the caster.

14. **Telekinesis True** — As *Telekinesis I*, except weight limit is 20 pounds per level of the caster.

15. **Staying True** — As *Staying I*, except pressure limit is 10 pounds per level of the caster.

16. **Increase Gravity** — The caster increases the gravity in the target area by threefold. All moving maneuvers, melee attacks, and missle attacks within the area suffer a special -50 penalty. Exhaustion points accrued while in the target area are doubled.

17. **Mass Aiming** — As *Aiming*, except caster can affect as many archers as he has levels. All archers (and their arrows) must be within range (and missiles) when the spell is cast.

18. **Hurling IV** — As *Hurling II*, except weight limit is 50 pounds, the attack delivers four times normal concussion damage, and the attack has a special +50 modifier.

19. **Rapid Gravity Shifts** — The target is thrown randomly about for the duration. The target takes a 'C' Impact critical each round.

20. **Mass Flying** — As Flying I, except affects as many targets as the caster has levels (all targets must be within range of the spell).

25. **Magnetize** — Target is surrounded by an intense magnetic field (that attracts all ferrous material). Any metal objects within 20' of the target must make an RR or be attracted to the target (possibly resulting in a Bash attack on the target). If the target is wearing metal armor, he suffers a -25 penalty to all moving maneuvers. Any melee attacks with 20' of the target suffer a special -25 penalty (and have their fumble ranges quadrupled). Missile attacks aimed at the target have a +25 bonus to their OB (if they are at least partially ferrous). Any other missile attacks that pass within 20' of the target suffer a -25 penalty to their OB.

30. **Aiming True** — As Aiming, except attack automatically hits (doing maximum damage). In addition, if the attack was against a creature that takes Large or Super-Large criticals, the attack is resolved as a Slaying attack.

50. **Critical Mass** — The target object begins attracting all material (regardless of its compositionI) within 50'. Any loose items within the 50' of the target begin flying towards him (and are crushed upon impact). The target takes d10 'A' Impact criticals each round. Any other person within 50' of the target must make an RR each round (versus the level of this spell) to avoid taking an 'A' Impact critical.

ARCANE SENSES

1. **Sly Ears** — Target gains double normal hearing. This spell confers a special +50 bonus to all Awareness maneuvers involving only hearing (+25 to maneuvers involving hearing and other senses).

2. **Nightvision** — Target can see 100' on a clear night as if it were day. At least some small amount of residual light is required for this psell to work. See Section 7.1.19 (in *Spell Law*) for more on the environment's effect on vision.

3. **Quiet Step** — Target's step is muffled. This results in a special +25 bonus to all Stalking maneuvers.

4. **Scent** — Target gains extremely acute sense of smell. This spell confers a special +50 bonus to all Awareness maneuvers involving only smell (+25 to maneuvers involving smell and other senses).

5. **Watervision** — As *Nightvision*, except affects vision underwater (and other liquids).

6. **Touch** — Target gains extreme tactile sensitivity. This results in a bonus to all actions that require a sense of touch. For example, target might receive +25 to picking locks, disarming traps, opening secret doors, etc. In addition, this spell confers a special +50 bonus to all Awareness maneuvers involving only touch (+25 to maneuvers involving touch and other senses).

7. **Sharp Eyes** — Target gains extremely accurate sense of vision. This spell confers a special +50 bonus to all Awareness maneuvers involving only vision (+25 to maneuvers involving vision and other senses).

8. **Darkvision** — As *Nightvision*, except no light source is required and target can see even in magically created darkness.

9. **Scent True** — As *Scent*, except target can detect extremely faint scents (e.g., up to 48 hours old, after rain storms, through snow, etc.).

ARCANE SENSES

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Sly Ears	1 target	10 min/lvl	10'	U
2)	Nightvision	1 target	10 min/lvl	10'	U
3)	Quiet Step	1 target	10 min/lvl	10'	U
4)	Scent	1 target	10 min/lvl	10'	U
5)	Watervision	1 target	10 min/lvl	10'	U
6)	Touch	1 target	10 min/lvl	10'	U
7)	Sharp Eyes	1 target	1 min/lvl	10'	U
8)	Darkvision	1 target	10 min/lvl	10'	U
9)	Scent True	1 target	10 min/lvl	10'	U
10)	Lightvision	1 target	10 min/lvl	10'	U
11)	Vibration Sense	1 target	1 min/lvl	10'	U
12)					
13)	Changing Lungs	1 target	10 min/lvl	10'	U
14)					
15)	Nightvision True	1 target	10 min/lvl	10'	U
16)					
17)	Disillusion True	1 target	10 min/lvl	10'	U
18)	Skin Resilience	1 target	10 min/lvl	10'	U
19)					
20)	Stop Poison*	1 target	1 day/lvl	10'	U
25)	Sensory True	1 target	10 min/lvl	10'	U
30)	Sensory Merge	1 target	10 min/lvl	10'	U
50)	Arcane Sense	1 target	10 min/lvl	10'	U

11. **Vibration Sense** — Target gains extreme sensitivity to vibrations in the ground (or other solid material; up to the area of effect). Target gains information indicating general movements and number of targets (± 10%). Treat as a +25 to +100 bonus to Awareness maneuvers (depending on the type of activity).

13. **Changing Lungs** — As *Waterlungs*, except target can breathe any air, water, and/or gas at will.

15. **Nightvision True** — As *Nightvision*, except range of vision is the range of normal daylight vision.

17. **Disillusion True** — For the duration of the spell, all illusions within range of the spell cease to exist for the target. Target need not be aware of any illusions within the range before casting this spell.

18. **Skin Resilience** — Target's skin has the resilience of a minor drake (effective AT of 12).

20. **Stop Poison** — For the duration of this spell, any poisons in the body of the target (at the time of the casting) will not affect the target. For the duration of this spell, the target cannot be the target of further *Stop Poison* spells.

25. **Sensory True** — Target has the effects of *Sly Ears*, *Scent*, *Touch*, and *Sharp Eyes* spells simultaneously.

30. **Sensory Merge** — Target can "merge" his senses with those of a subject whose exact location is known. Exact location can be established through a prior arrangement. If the subject is not at the specified location, the PPs for this spell are still expended.

50. **Arcane Sense** — Caster may use any lower level spell on this list once per round.

10. **Lightvision** — Target can see in any brightness of light (including that which would normally be blinding or glaring). This spell does not work in the absence of light.

ARCANE SHIELD

Lvl	Name	Area of Effect	Duration	Range	T
1)	Shielding *	caster	C	self	
2)	Repel	1 target	1 min/lvl	100'	
3)	Shield	caster	1 min/lvl	self	
4)	Enchanted Defense	1 object	1 min/lvl	touch	
5)	Deflections I *	1 missile	—	100'	
6)	Bladeturn I *	1 attack	—	100'	
7)	Greater Deflections	varies	1 rnd/lvl	100'	
8)	Deflections II*	2 missiles	—	100'	
9)	Aim Untrue I *	1 missile	—	100'	
10)	Bladeturn II *	2 attacks	—	100'	
11)	Greater Bladeturn	varies	1 rnd/lvl	100'	
12)	Spell Deflect I*	1 spell	—	100'	
13)	Aim Untrue II *	2 missiles	—	100'	
14)	Mass Deflections *	varies	—	100'	
15)	Re-Aiming *	1 missile	—	100'	
16)	Spell Deflect II*	2 spells	—	100'	
17)	Mass Bladeturn *	varies	—	100'	
18)	Mass Aim Untrue *	varies	—	100'	
19)	Arcane Armor	1 object	1 min/lvl	touch	
20)	Greater Spell Deflect	varies	1 rnd/lvl	100'	
25)	Re-Aiming True *	100'R	—	self	
30)	Deflect True*	3 attacks	—	100'	
50)	Arcane Armor True	1 object	1 min/lvl	touch	

ARCANE SHIELD

1. **Shielding** — Creates an invisible force shield in front of the caster. For the duration of the spell, this functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a "real" shield.

2. **Repel** — Target is surrounded by a magnetic field, repelling all ferrous objects. Missile attacks passing within 20' of the target have 50 subtracted from their attack (presuming the missile is at least partially ferrous in nature). Melee attacks against the target suffer a special -25 penalty to their attack (presuming the weapon is at least partially ferrous). If the target is wearing metal armor, he will have a penalty of -25 to all moving maneuvers (this same penalty will apply to all maneuvers using metal objects).

3. **Shield** — As *Shielding*, except for the duration.

4. **Enchanted Defense** — Temporarily enchants the target's clothing, armor, or shield, conferring a +10 DB bonus.

5. **Deflections I** — Caster can deflect any one missile that passes with 100' of him (he must be able to see the missile and the missile must be within range). This causes 100 to be subtracted from the missile's attack.

6. **Bladeturn I** — Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.

7. **Greater Deflections** — For the duration of this spell, the caster can deflect one missile attack per round (the caster must concentrate to cause the deflection). This causes 100 to be subtracted from the missile's attack.

8. **Deflections II** — As *Deflections*, except the caster may deflect up to 2 missiles.

9. **Aim Untrue I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes this missile to automatically miss its target.

10. **Bladeturn II** — As *Bladeturn*, except the caster may block 2 attacks.

11. **Greater Bladeturn** — For the duration of this spell, the caster can deflect one melee attack per round (the caster must concentrate to cause the deflection). This causes 50 to be subtracted from the attack.

12. **Spell Deflect I** — Caster can deflect any one elemental that passes with 100' of him (he must be able to see the spell effect and the effect must be within range). This causes 100 to be subtracted from the attack.

13. **Aim Untrue II** — As *Aim Untrue I*, except the caster may stop up to 2 missile attacks.

14. **Mass Deflections** — As *Deflections I*, except the caster may deflect up to his level in missile attacks.

15. **Re-Aiming** — One missile attack passing within 100' of the caster is reversed upon its source, attacking it with an OB of +5.

16. **Spell Deflect II** — As *Spell Deflect I*, except affects up to two spells.

17. **Mass Bladeturn** — As *Bladeturn I*, except that the caster may block up to his level in melee attacks.

18. **Mass Aim Untrue** — As *Aim Untrue I*, except that the caster may stop up to his level in missile attacks.

19. **Arcane Armor** — The caster temporarily enchants a target garment to protect as AT 4.

20. **Greater Spell Deflect** — For the duration of this spell, the caster can deflect one elemental spell attack per round (the caster must concentrate to cause the deflection). This causes 100 to be subtracted from the attack.

25. **Re-Aiming True** — As *Re-Aiming*, except that all missile attacks passing within 100' of the caster are reflected back upon their source(s) with a bonus of +20.

30. **Deflect True** — As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any 3 attacks can be deflected.

50. **Arcane Armor True** — As *Arcane Armor*, except the garment protects as AT 12.

ARCANE SIGNS

1. **Analyze Sign** — The caster understands the nature of the target sign. He knows what will trigger the sign as well as what spell is emplaced in the sign.

2. **Unsign I** — Caster can remove one *Sign I* (an emplaced 1st level spell). The Sign's RR is based upon the level of the spell in the *Sign* (the target level) and the level of the *Unsign* spell (the attack level).

3. **Bypass Sign** — Target sign will not trigger for the duration of this spell. This spell may only be cast upon any given sign once per day.

4. **Sign I** — Caster can emplace one 1st level spell on any inanimate object (see below). Within one minute, the spell to be emplaced must also be cast (within 10' of the sign). The symbol is usually visable, but is only required to be visible if reading is the trigger (see below).
   - The *Sign* must be placed on an inanimate object of a size relative to the level of the spell. The object must be either 10 square inches per level of the spell or weigh 10 pounds per level of the spell.
   - A *Sign* can be triggered by one of the following (decided by the caster): time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.
   - If the spell emplaced is an attack spell, the attack level is the spell's level (not the level of the caster). If the spell is an elemental attack, the OB is normall +0. However, the attack can be focussed on a location (as opposed to simply the person who triggers the symbol). In this case, the OB is +50.
   - Normally, if the *Sign* affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.

5. **Sign of Hesitation** — [RR Mod: -20] As *Sign I*, except instead of imbedding a spell, the Sign itself affects a target character (trigger effects determined upon imbedding). Target character is limited to 60% activity for 1 minute per 10 failure.

6. **Sign III** — As *Sign I*, except up to a 3rd level spell can be imbedded.

7. **Sign of Confusion** — As *Sign of Hesitation*, except target suffers a -30 to all actions for 1 minute per 10 failure.

8. **Unsign III** — As *Unsign I*, except will remove up to a *Sign III*, or a *Sign of Hesitation*, or a *Sign of Confusion*.

9. **Sign of Shock** — As *Sign of Hesitation*, except target is put into a state of shock for 10 minutes per 10 failure (treat as if target is stunned, except target will never pass out due to this shock).

10. **Sign V** — As *Sign I*, except up to a 5th level spell can be imbedded.

11. **Sign of Fear** — As *Sign of Hesitation*, except target will flee the location of the Sign for 1 minute per 5 failure. The target must make his RR based upon his resistance to Essence (not his resistance to Fear).

12. **Unsign V** — As *Unsign I*, except will remove up to a *Sign V*, a *Sign of Fear*, or *Sign of Shock*.

13. **Sign of Sleep** — As *Sign of Hesitation*, except target falls into a magical sleep from which he cannot be awakened for 10 minutes per 10 failure.

14. **Sign VIII** — As *Sign I*, except up to an 8th level spell can be imbedded.

15. **Sign of Blinding** — As *Sign of Hesitation*, except target is blinded for 1 hour per 10 failure.

16. **Unsign VIII** — As Unsign I, except will remove up to a *Sign VIII*, a *Sign of Sleep*, or a *Sign of Blinding*.

17. **Sign of Paralysis** — As *Sign of Hesitation*, except target is paralyzed for 1 hour per 10 failure.

18. **Sign X** — As *Sign I*, except up to a 10th level spell can be imbedded.

ARCANE SIGNS

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Analyze Sign	1 sign	—	50'	
2)	Unsign I	1 sign	P	10'	
3)	Bypass Sign	1 sign	1 min/lvl	10'	
4)	Sign I	varies	1 day/lvl	10'	
5)	Sign of Hesitation	1 target	varies	touch	
6)	Sign III	varies	1 day/lvl	10'	
7)	Sign of Confusion	1 target	varies	touch	
8)	Unsign III	1 sign	P	10'	
9)	Sign of Shock	1 target	varies	touch	
10)	Sign V	varies	1 day/lvl	10'	
11)	Sign of Fear	1 target	varies	touch	
12)	Unsign V	1 sign	P	10'	
13)	Sign of Sleep	1 target	varies	touch	
14)	Sign VIII	varies	1 day/lvl	10'	
15)	Sign of Blinding	1 target	varies	touch	
16)	Unsign X	1 sign	P	10'	
17)	Sign of Paralysis	1 target	varies	touch	
18)	Sign X	varies	1 day/lvl	10'	
19)	Mass Sign	varies	varies	touch	
20)	Unsign True	1 sign	P	10'	
25)	Sign of Death	1 target	varies	touch	
30)	Sign True	varies	1 day/lvl	10'	
50)	Mass Unsign	1 sign/lvl	P	10'	

19. **Mass Sign** — As any Sign spell, except may affect a number of targets equal to the caster's level.

20. **Unsign True** — As *Unsign I*, except any lower level Sign spell may be removed.

25. **Sign of Death** — As *Sign of Hesitation*, except target is is killed if he fails his RR.

30. **Sign True** — As *Sign I*, except any level spell can be imbedded.

50. **Mass Unsign** — As *Unsign True*, except a number of Signs may be removed equal to the caster's level.
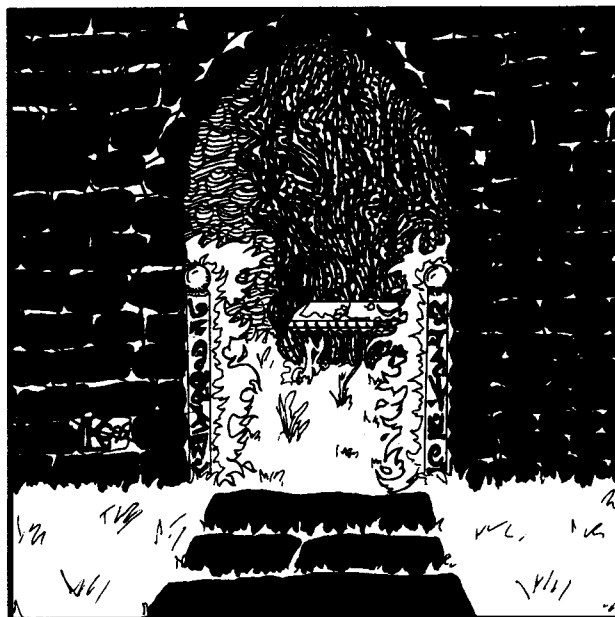
DETECTION LAW

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Lesser Analysis	5'R	1 min/lvl(C)	50'	P
2)	Detect Magic	5'R	1 min/lvl(C)	50'	P
3)	Presence	10'R/lvl	1 min/lvl(C)	self	U
4)	Detect Life	5'R	1 min/lvl(C)	50'	P
5)	Detect Invisible	5'R	1 min/lvl(C)	50'	P
6)	Detect Traps	5'R	1 min/lvl(C)	50'	P
7)	Death's Tale	caster	—	self	P
8)	Detect Illusion	5'R	—	50'	P
9)	Perceive Power I	5'R	1 min/lvl(C)	50'	P
10)	Power Typing	5'R	1 min/lvl(C)	50'	P
11)	Location	caster	—	500'	P
12)	Intuitions	caster	—	self	P
13)	Greater Analysis	50'R	1 min/lvl(C)	500'	P
14)	Perceive Power III	5'R	1 min/lvl(C)	500'	P
15)	Detect Spell	5'R	1 min/lvl(C)	50'	P
16)					
17)	Greater Location	caster	—	1 mile	P
18)	Detect True	5'R	1 min/lvl(C)	500'	P
19)	Perceive Power True	5'R	1 min/lvl(C)	100'/lvl	P
20)	Life Analysis	1 target	—	50'	P
25)	Intuitions True	caster	—	self	P
30)	Location True	caster	—	1 mile/lvl	P
50)	Omniscience	varies	1 min/lvl	varies	P

DETECTION LAW

1. **Lesser Analysis** — Caster may detect and analyze any one specific item that is less than 1 year per level old. Analysis will reveal age, purpose (reason for creation), and type of material the item is made of.

2. **Detect Magic** — Detects any active spell or item and reports the realm to the caster. Caster can concentrate on a 5'R area each round.

3. **Presence** — For the duration of this spell, the caster is aware of all sentient/thinking beings within the area of effect.

4. **Detect Life** — As *Detet Magic*, except detects living beings.

5. **Detect Invisible** — As *Detect Magic*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100). See Section 7.1.10 (in *Spell Law*) for more on Invisibility.

6. **Detect Traps** — As *Detect Magic*, except it gives a 75% chance of detecting a trap (trap sophistication may reduce or enhance this chance). See Section 7.1.28 (in *Spell Law*) for information on trap complexity.

7. **Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target (though the eyes of the deceased). He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to the caster's level.

8. **Detect Illusion** — Caster can check one object or place (up to 5'R) and tell if it is an illusion or has an illusion put upon it.

9. **Perceive Power I** — As *Detect Magic*, except will give an approximate level of the power in the item or spell examined.

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

11. **Location** — Gives the direction an distance to any specific object or place that the caster is familiar with **or** has had described in detail. The caster must have teh dimensions of the object exact within 10% of the actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.). Note that sometimes the caster must know more than two other attributers to make the item unique.

12. **Intuitions** — Caster gains a vision of what will probably happen in the next 10 minutes if a specific event takes place (e.g., if this door is opened).

13. **Greater Analysis** — As *Lesser Analysis*, except there is no limit on the age of the target and this spell may be used on organic objects (including people). When used on a living target, it will reveal race, culture, age, and general state of health.

14. **Perceive Power III** — As *Perceive Power I*, except for the range.

15. **Detect Spell** — As *Detect Magic*, except detects any spell that has ever been cast in the area examined (up to a period of 1 month per level of the caster into the past).

17. **Greater Location** — As *Location*, except for the range.

18. **Detect True** — As any single *Detect* spell above, except for the range.

19. **Perceive Power True** — As *Perceive Power I*, except for the range.

20. **Life Analysis** — As *Greater Analysis*, except works only on living beings. Provides a detailed analysis of the target (specific age, parentage, health, outlook, etc.).

25. **Intutions True** — As *Intutions*, except caster may gaze into the future a number of minutes equal to his level.

30. **Location True** — As *Location*, except for the range.

50. **Omniscience** — As any of the lower level spells on this list simultaneously (except those with a duration of "—").

POWER MANIPULATION

1. **Sense Power I** — Caster is aware of all sources of power (nodes, pools, Waiting stores, deities, etc.) within 50'. Caster knows distance and direction.

3. **Assess Source** — Caster becomes aware of the nature (good, evil, chaotic, orderly, etc.) and amount of power in a detected source. Caster also learns of the division of the species of the source.

4. **Channels I** — When this spell is cast, the first level spell that the caster begins to cast next round will be "channeled" to another spell user. The "channeled" spell is transmitted to the other spell caster when it would normally take effect, and must be used immediately (i.e., the recipient is treated as the one who had cast the spell). All normal restrictions apply to the transmitted spell. The caster of *Channels* must be able to see the recipient of the spell **or** know exactly where the recipient is (direction and distance, or specific location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming).

5. **Power Storage I** — Caster temporarily imbeds power into an item (which he may later tap as a source of power with a *Tap Source* spell). This item is known as a Store. The spell stores one power point (PP) per level of the caster into an item. The stored PPs must be expended at the time this spell is cast. Typically, the item must be specially constructed of crystalline stone. The stone must be at least one ounce (in weight) per PP to be stored. A given caster may only have one Store at a time.

6. **Tap Source** — Caster links himself to a source of power, replenishing his PPs. Caster absorbs one PP per minute.

7. **Channels III** — As *Channels I*, except up to third level spells may be transmitted.

8. **Sense Power II** — As *Sense Power I*, except for the area of effect.

9. **Power Storage II** — As *Power Storage I*, except stores 2 PPs per level.

10. **Power Merge** — Allows two spell casters to interchange PPs. Caster and target must be able to see each other.

POWER MANIPULATION

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Sense Power I	50'R	1 min/lvl	self	U
2)					
3)	Assess Source	1 source	—	10'	U
4)	Channels I *	1 spell	–	varies	U
5)	Power Storage I	1 item	1 day/lvl	touch	U
6)	Tap Source I	caster	C	10'	U
7)	Channels III *	1 spell	–	varies	U
8)	Sense Power II	100'R	C	self	U
9)	Power Storage II	1 item	1 day/lvl	touch	U
10)	Power Merge	1 target	C	100'	U
11)	Channels V *	1 spell	—	varies	U
12)	Tap Source II	caster	C	10'	U
13)					
14)	Power Storage III	1 item	1 day/lvl	touch	U
15)	Channels VII *	1 spell	—	varies	U
16)					
17)	Sense Power V	250'R	C	self	U
18)					
19)	Power Storage IV	1 item	1 day/lvl	touch	U
20)	Channels X *	1 spell	–	varies	U
25)	Tap Source V	caster	C	10'	U
30)	Lord Channels *	1 spell	—	varies	U
50)	Tap Source True	caster	—	10'	U

12. **Tap Source III** — As *Tap Source I*, except rate is 3 PPs per minute.

14. **Power Storage III** — As *Power Storage I*, except stores 3 PPs per level.

15. **Channels V** — As *Channels I*, except up to fifth level spells may be transmitted.

17. **Sense Power V** — As *Sense Power I*, except for the area of effect.

19. **Power Storage IV** — As *Power Storage I*, excpet stores 4 PPs per level.

20. **Channels X** — As *Channels I*, except up to tenth level spells may be transmitted.

25. **Tap Source V** — As *Tap Source I*, except rate is 5 PPs per minute.

30. **Lord Channels** — As *Channels I*, except up to twentieth level spells may be transmitted.

50. **Tap Source True** — As *Tap Source I*, except rate of absorbtion is 1 PP per round.

REALM LAW

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Detect Magic I	100'R	1 min/lvl	self	
2)					
3)					
4)	Cancel Spell	caster	C	self	
5)	Detect Magic II	100'R	1 min/lvl	self	
6)	Detect Residual Magic	50'R	C	self	
7)	Study Spell	1 spell	—	self	
8)					
9)	Detect Magic III	100'R	1 min/lvl	self	
10)	Three Realms III	varies	varies	varies	
11)	Dispel	1 spell	—	100'	
12)	Spell Wall	10'x10'x1'	1 min/lvl	100'	
13)	Elemental Wall	10'x10'x1'	1 min/lvl	100'	
14)	Block Channel	1 target	1 min/lvl	100'	
15)	Unpower	1 target	1 day	100'	
16)	Spell Masking I	caster	1 min/lvl	self	
17)	Altered Resistance	caster	1 rnd/lvl	self	
18					
19)	Three Realms VI	varies	varies	varies	
20)	Spell Masking II	caster	1 min/lvl	self	
25)	Three Realms X	varies	varies	varies	
30)	Spell Masking True	caster	1 hr/lvl	self	
50)	Realm Master	caster	1 min/lvl	self	

REALM LAW

1. **Detect Magic I** — Allows the caster to sense any active spell of any realm and its area of effect, but it does not reveal anything about the nature of the spell. This includes realm, class, etc. Alternately, this spell may be used to give a +50 to the skill Power perception.

4. **Cancel Spell** — When any spell is thrown on the caster of this spell, the attacking spell must make a RR successfully before the caster must make one. The RR is vs a level equal to the level of the defending character, compared against the level of the caster of the attacking spell. If the first RR is successful, the spell proceeds as normal.

5. **Detect Magic II** — As *Detect Magic I*, except caster learns realm, type, and profession of the spell caster.

6. **Detect Residual Magic** — This spell will reveal the realm of and type (information, force, etc.) of any spell cast that was previously within the area of effect (up to one hour per level of the caster in the past).

7. **Study Spell** — Caster studies an active spell for use with the Three Realms spells. Runes may also be studied. A given caster can only have as many spells "studied" as he has levels. A spell with no duration cannot be studied.

9. **Detect Magic III** — As *Detect Magic I*, except also gives the exact number of PPs spent in casting the spell and the exact name of the spell.

10. **Three Realms III** — Caster is able to simulate the effects of any previously studied (using study spell) Open or Closed spell (of any realm) up to third level.

11. **Dispel** — [RR Mod: -10] An active spell must make a RR or be dispelled. Spells resist with their caster's level versus the level of the *Dispel* caster.

12. **Spell Wall** — Creates an intangible wall incorporating any spell of no greater than 8th level within the following limitations: the incorporated spell must not create any material outside of the wall; the incorporated spell may not remove things from the wall; the incorporated spell may not target specific locations; anything passing through the wall are effected by the spell that is incorporated into the wall (RRs may be applicable).

13. **Elemental Wall** — Creates a wall of a specific elemental (specified when the spell is cast). Anything passing through the wall suffers a 'B' severity critical of the appropriate type.

14. **Block Channel** — When cast upon a target, this spell prevents that target from channeling (sending or receiving) spells or PPs (from either spells or skills). The incoming (or outgoing) spells must make an RR versus the level of the caster of *Block Channel* (using their caster's level) or they will fail.

15. **Unpower** — Target loses all remaining PPs for 24 hours and cannot cast any spells for 24 hours (including any spells or PPs derived from bonus items).

16. **Spell Masking I** — Any spells cast by caster may appear to be of any type that he desires (for the purposes of of detections, divinations, etc.).

17. **Altered Resistance** — All targets of spells cast by the caster have their RRs modified by -25.

19. **Three Realms VI** — As *Three Realms III*, except spells up to sixth level may be simulated.

20. **Spell Masking II** — As *Spell Masking I*, except that the caster may select any realm and profession of caster (for the purposes of detections and divinations).

25. **Three Realms X** — As *Three Realms III*, except spells up to tenth level may be simulated.

30. **Spell Masking True** — As *Spell Masking II*, except may also appear as any spell the caster knows.

50. **Realm Master** — Allows the use of all lower level spells on this list, one spell per round.

SPELL INHIBITORS

1. **Sense Inhibition** — Caster knows the direction, and distance to any inhibition zones within the area of effect. The caster receives no specific information on the nature of the spell inhibition.

4. **Spell Inhibition II** — Caster creates an inhibition zone, preventing the casting of spells from a specific spell list. This spell prevents the casting of up to second level spells from the specified spell list.

6. **Realm Inhibition II** — As *Spell Inhibition II*, except that a whole realm of magic is affected by the inhibition.

8. **Total Inhibition II** — As *Spell Inhibition II*, except that spells from any realm are affected.

10. **Spell Inhibition IV** — As *Spell Inhibition II*, except spells up to fourth level are prevented.

12. **Realm Inhibition IV** — As *Spell Inhibition IV*, except that a whole realm of magic is affected by the inhibition.

14. **Total Inhibition IV** — As *Spell Inhibition IV*, except that spells from any realm are affected.

16. **Spell Inhibition VI** — As *Spell Inhibition II*, except spells up to sixth level are prevented.

18. **Realm Inhibition VI** — As *Spell Inhibition VI*, except that a whole realm of magic is affected by the inhibition.

20. **Total Inhibition VI** — As *Spell Inhibition VI*, except that spells from any realm are affected.

25. **Spell Inhibition True** — As *Spell Inhibition II*, except spells up to tenth level are prevented.

30. **Realm Inhibition True** — As *Spell Inhibition True*, except that a whole realm of magic is affected by the inhibition.

50. **Total Inhibition True** — As *Spell Inhibition True*, except that spells from any realm are affected.

SPELL INHIBITORS

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Sense Inhibition	5'R/lvl	1 rnd/lvl	self	
2)					
3)					
4)	Spell Inhibition II	5'R	1 min/lvl	50'	P
5)					
6)	Realm Inhibition II	5'R	1 min/lvl	50'	
7)					
8)	Total Inhibition II	5'R	1 min/lvl	50'	
9)					
10)	Spell Inhibition IV	5'R	1 min/lvl	50'	
11)					
12)	Realm Inhibition IV	5'R	1 min/lvl	50'	
13)					
14)	Total Inhibition IV	5'R	1 min/lvl	50'	
15)					
16)	Spell Inhibition VI	5'R	1 min/lvl	50'	
17)					
18)	Realm Inhibition VI	5'R	1 min/lvl	50'	
19)					
20)	Total Inhibition VI	5'R	1 min/lvl	50'	
25)	Spell Inhibition True	5'R	1 min/lvl	50'	
30)	Realm Inhibition True	5'R	1 min/lvl	50'	
50)	Total Inhibition True	5'R	1 min/lvl	50'	

SPELL TRIGGERS

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Detect Trigger	5'R	1 min/lvl(C)	50'	Pu
2)					
3)	Analyse Trigger	1 target	—	50'	Pu
4)					
5)	Trigger V	1 target	varies	touch	Fu
6)	Sense Trigger I	1 target	varies	touch	U
7)	Time Delay I	1 target	1 min/lvl	touch	U
8)	Enh. Sense Trigger I	1 spell	varies	self	U
9)					
10)	Trigger X	1 target	varies	touch	U
11)	Bypass Trigger	1 target	10 min/lvl	touch	U
12)	Sense Trigger II	1 target	varies	touch	U
13)					
14)	Time Delay II	1 target	1 hour/lvl	touch	U
15)	Trigger XV	1 taraget	varies	touch	Fu
16)	Enh. Sense Trigger II	1 target	varies	touch	U
17)					
18)	Sense Trigger True	1 target	varies	touch	U
19)					
20)	Time Delay True	1 target	1 day/lvl	touch	U
25)	Enh. Sense Trigger Tr.	1 target	varies	touch	U
30)	Lord Trigger	1 target	varies	touch	Fu
50)	Trigger True	1 target	varies	touch	Fu

SPELL TRIGGERS

1. **Detect Trigger** — Caster becomes aware of any triggers within the area. The caster may concentrate upon a 5' area each round.

3. **Analyse Trigger** — Caster learns which spell is within a known trigger (the trigger must be detected with Detect Trigger first). In addition, the caster will know what will trigger the spell.

5. **Trigger V** — The next spell cast by the caster will be stored in the target (must be cast within one minute after completing this spell). The target cannot cast any spells until this spell is triggered, or the stored spell will be lost. The stored spell is triggered by a specific action of the target (chosen at the time this spell is cast). The following restrictions apply to the spell stored in the target:
- The level of the stored spell cannot exceed the level of the *Trigger* spell or the level of the target (whichever is lower).
- No more than one spell may be placed in a given target.
- If the spell stored is an attack spell, the attack level is the spell's level (not the level of the caster). If the spell is an elemental attack, the OB is normally +0.

If the spell has not triggered within 24 hours, the target may make another RR (with a +5 modifier). This continues each day (with the +5 modifier being cumulative) until the spell is resisted or until the spell is triggered.

6. **Sense Trigger I** — This spell must be cast within one minute after a target receives a *Trigger* spell. The stored spell will now be triggered by a specified sense (e.g., when you hear a bell, when you taste apples, when you smell fresh bread, etc.). The sense must be detectable at a distance no greater than 10' from the target. The sense can only be specified as accurately as the target can perceive it with the specified sense. For example, the trigger could react to a bell ringing, but not to a specific bell ringing (unless that bell were somehow unique in its sound). When the specified condition exists within 50', the target must make an Alertness maneuver (with a +50) modifier. Success indicates that the spell is triggered.

7. **Time Delay I** — This spell must be cast within one minute after a target receives a *Trigger* spell. The stored spell will now be triggered after the duration of the Time Delay spell expires (replacing any previous triggers).

8. **Enhanced Sense Trigger I** — As *Sense Trigger I*, except the Alertness bonus is +100.

10. **Trigger X** — As *Trigger V*, except that higher level spells may be imbedded.

11. **Bypass Trigger** — If cast upon a target who has a stored spell in him (stored with a *Trigger* spell), that target may cast spells without cancelling the stored spell.

12. **Sense Trigger II** — As *Sense Trigger I*, except two different triggering sense may be designated (e.g., when you hear a bell chime or when someone says "Justice", or when you taste ale or when someone claps their hands, etc.).

14. **Time Delay II** — As *Time Delay I*, except for duration.

15. **Trigger XV** — As *Trigger V*, except higher level spells may be stored.

16. **Enhanced Sense Trigger II** — As *Sense Trigger II*, except Alertness bonus is +100.

18. **Sense Trigger True** — As *Sense Trigger I*, except up to five different triggers may be designated.

20. **Time Delay True** — As *Time Delay I*, except for duration.

25. **Enhanced Sense Trigger True** — As *Sense Trigger True*, except Alertness bonus is +100.

30. **Lord Trigger** — As *Trigger V*, except the highest level spell that may be stored is equal to 20 (or the level of the target, whichever is lesser).

50. **Trigger True** — As *Trigger True*, except that the level of the target does not limit the spell stored.

Arcane Healing

1. **Healing II** — Target is healed of 2d10 concussion hits.

2. **Injury Lore** — Caster gains knowledge of severity and nature of all of target's wounds.

4. **Preservation III** — Caster can preserve any "dead" body (or body part), prevent further deterioration (i.e., stat deteroriation) or damage from already existing wounds. If the target is a body, the target will be in a coma (this spell will not prevent the target's soul from leaving the body).

5. **Cosmetic Healing** — Removes one scar from the target.

7. **Lifekeeping III** — Caster can prevent the soul of a "dead" body from leaving its body (thus preventing actual death and enabling the fallen being to be restored via simple body repairs). This spell must be cast before the soul leaves the body.

8. **Clotting V** — Allows caster to stop bleeding on target's wound that is bleeding up to 5 hits per round. For one hour, the target may not be moved or bleeding will resume at prior rate.

9. **Surrogate Organ** — Creates a temporary replacement for any single damaged or destroyed organ. For the organ to actually function, the caster must be touching the target and concentrating.

10. **Surface Relief** — Cures all hits caused by frostbite or burns.

11. **Lesser Repair** — Completely repairs one simple or compound fracture (but not shatters), one damaged cartilage, **or** one damaged blood vessel.

12. **Lifekeeping IV** — As *Lifekeeping III*, except for duration.

13. **Undisease** — Caster can remove an one disease from the target.

14. **Greater Repair** — Mends one damaged or torn muscle or tendon.

15. **Joining** — Reattaches one severed limb (not the head).

16. **Unpoison** — Caster can remove an one poison from the target.

17. **Cut Repairing** — Allows caster to stop bleeding from one wound that is bleeding a number of hits per round equal to the caster's level.

18. **Lifekeeping V** — As *Lifekeeping I*, except for duration.

19. **Nerve Repair** — Regenerates damaged and destroyed parts of the peripheral nervous system (not the spinal cord or brain).

20. **Unstunning** — Target is unstunned.

25. **Full Healing** — Target's concussion hits are replenished to his normal maximum level.

30. **Regenerate Organ** — Target regenerates a single damaged or destroyed organ. This process takes 1 day.

50. **Full Regeneration** — Target regenerates all damage. Time for regeneration is 10–100 days.

ARCANE SUMMONS

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Summons I	varies	varies	100'	U
2)	Summons III	varies	varies	100'	U
3)	Summons V	varies	varies	100'	U
4)	Summons VII	varies	varies	100'	U
5)	Summons Speech	caster	varies	self	U
6)	Fantastic Summons III	1 target	varies	varies	F
7)	Summons X	varies	varies	100'	U
8)	Summons XII	varies	varies	100'	U
9)					
10)	Summons XV	varies	varies	100'	U
11)					
12)	Fantastic Summons VI	1 target	varies	varies	F
13)					
14)	Lord Summons	varies	varies	100'	U
15)	Calling	1 target	varies	varies	Fm
16)					
17)					
18)					
19)	Summons True	varies	varies	100'	U
20)	Fantastic Summons X	1 target	varies	varies	F
25)	Great Summons	varies	varies	100'	U
30)	Gate of Summons	1 target	varies	varies	Fm
50)	Lord Fantasic Summ.	1 target	varies	varies	Fm

ARCANE SUMMONS

1. **Summons I** — Caster magically summons a 1st-level, non-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the type of creature that answers the summons. If the creature can understand the caster, the creature can be controlled through normal communication. Otherwise, control is maintained through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duratin for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level.

2. **Summons III** — As *Summons I*, except that the caster choose two of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra 1st level creature can be summoned, or **c)** the duration can be doubled. The same option may be chosen more than once.

3. **Summons V** — As *Summons III*, except 5 options are chosen.

4. **Summons VII** — As *Summons III*, except 7 options are chosen.

5. **Summons Speech** — The caster may communicate with any creatures he has summoned (prior to casting this spell). This ability ends when the duration of the summoning spell (for that creature) expires.

6. **Fantastic Summons III** — Caster issues a magical summons the nearest intelligent fantastic creature of no greater level than 3. If the creature fails his RR, it will do everything within its power to move to the caster. If it hasn't found the caster in 3 days, it will abandon the summons. When the creature arrives, it will not be hostile to the caster.

7. **Summons X** — As *Summons III*, except 10 options are chosen.

8. **Summons XII** — As *Summons III*, except 12 options are chosen.

10. **Summons XV** — As *Summons III*, except 15 options are chosen.

12. **Fantastic Summons VI** — As *Fantastic Summons III*, except that the creature may be up to 6th level and it will attempt to answer the summons for six days.

14. **Lord Summons** — As *Summons III*, except 20 options are chosen.

15. **Calling** — A single being with whom the caster is familiar (must know the being's name and be able to describe him uniquely) is compelled to journey to the caster's home. If the being cannot arrive at the caster's home within 1 day per level of the caster, the being will no longer be compelled to go there. Note that there are no reprocussions for ignoring the calling (though the target will be constantly reminded of the calling until the duration expires).

19. **Summons True** — As *Summons III*, except one option per level of the caster is chosen.

20. **Fantastic Summons X** — As *Fantastic Summons III*, except that the creature may be up to 10th level and he will attempt to reach the caster for up to 10 days.

25. **Great Summons** — As *Summons III*, except that all creatures of the specified type in the area will attempt to answer the summons.

30. **Gate of Summons** — Caster opens a gate to the location of a specified target. If the target makes his RR, the gate will still open (but will be displaced by 1 mile per level of the target). If the target fails his RR, he will be brought through the gate to the caster's location. The caster must be able to uniquely identify the target (including his name).

50. **Lord Fantastic Summons** — As *Fantastic Summons III*, except that the creature may be up to 20th level and he will attempt to reach the caster for up to 20 days.

ARCANE VISIONS

1. **Retrocognition I** — Caster gains insight into important events in the very recent past of a place or an item. The caster will see the most significant events in the item's past (the past is defined as 1 hour per level of the caster). The caster will see one event for every five levels of experience. The importance of the events is only measured with respect to the time period viewed (not in the absolute history of the item or place).

3. **Origin** — Gives the area of origin of the item, the race of the being who created it, and when it was made (within 100 years).

4. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.

5. **Death's Delving** — Caster learns the cause of death, the instrument(s) used to cause death, and the time of death of a single dead body (must be within 10' of the body). Corpse must have died within a number of years equal to the caster's level.

6. **Long Sense I** — One of the caster's senses is moved to a point up to 100' distant (ignoring intervening barriers). The exact distance must be specified when the spell is cast. Once the sense is placed, it may not move, but may rotate. If the caster has access to sense affecting spells, the projected sense may use these as well.

7. **Retrocognition II** — As *Retrocognition I*, excpet that the past is defined as 1 day per level of the caster.

8. **Dream III** — As *Dream I*, except limit is three dreams per night on different topics.

9. **Long Sense III** — As *Long Sense I*, except that caster may project up to three senses.

10. **Mass Senses** — Caster may cause a number of targets equal to his level to perceive what he senses with either a *Long Sense* or *Scrying* spell.

13. **Long Sense V** — As *Long Sense III*, except that caster may project all five senses.

14. **Transfer Sense** — Caster transfers one of his sense into an inanimate object. While the object contains the sense, the caster can only sense through the object (regardless of the range to the object). The caster may end the spell at any time (up to the proscribed duration), but the sense is not restored until the caster touches the object.

15. **Scrying** — The caster may view distant locations. The caster must be able to name the location uniquely (or describe the location uniquely) and the location must be within 1 mile per level of the caster. The caster must concentrate upon some medium to cause this vision to appear (a pool, a crystal ball, etc.). However, only the caster will see through the medium (any others that can see the medium will not see anything). The caster may only see what is happening at the site (no other sense given). Persons at the "scried" site may make Very Hard (–30) Power Perception maneuver to sense that they are being viewed (though they may not know the source of this feeling).

17. **Death's Delving True** — As *Death's Delving*, except that caster learns exact circumstances and sees tha face of the killer.

19. **Dream V** — As *Dream I*, except limit is five dreams per night on different topics.

20. **Anticipating** — Caster gains momentary insights into the future. This results in +25 to all maneuvers, OB, and DB for the duration.

25. **Retrocognition True** — As *Retrocognition I*, except that the past is defined as 1 year per level of the caster.

30. **Great Scrying** — As *Scrying*, except that the range is 10 miles per level of the caster.

50. **Scrying True** — As *Scrying*, except that range is 100 miles per level of the caster, no medium is needed, and all senses may be used.

CLOSED ARCANE 13.2.4

AURA LORE

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	See Aura	10'R	1 min/lvl	self	
2)	Aura	1 target	10 min/lvl	10'	U
3)	Analyze Aura	1 target	—	10'	
4)					
5)	Aura of Confusion	1 target	1 min/lvl	touch	
6)					
7)	Spell Aura I	1 target	1 rnd/lvl	touch	
8)	True Aura	1 target	1 min/lvl	touch	
9)					
10)	Hide Aura•	caster	1 min/lvl	self	
11)					
12)	Aura of Fear	1 target	1 min/lvl	touch	
13)	Spell Aura III	1 target	1 rnd/lvl	touch	
14)	Alkar	1 target	1 min/lvl	touch	U
15)	Alter Aura•	caster	1 day/lvl	self	U
16)					
17)	Aura of Terror	1 target	1 min/lvl	touch	U
18)					
19)	Spell Aura V	1 target	1 rnd/lvl	touch	U
20)	Alter Other's Aura	1 target	1 day/lvl	touch	U
25)	Aura of Dread	1 target	1 min/lvl	touch	U
30)	Spell Aura X	1 target	1 rnd/lvl	touch	U
50)	Deify	caster	1 min/lvl	self	U

AURA LORE

1. **See Aura** — The caster now sees the aura of all persons within the area of effect.

2. **Aura** — The target's aura becomes visible and brightly illuminated. This makes the target seem more powerful, subtracting 10 from all attacks against the target.

3. **Analyze Aura** — The caster receives specific information about the target's aura. This information includes whether the target views the caster as a friend or foe, the general skills of the target, and his general demeanor.

5. **Aura of Confusion** — [RR Mod: +20] All who come within 10' of the target must make an RR. Failure indicates that the person is confused for 1 round per 10% failure. While confused, a person is limited to 50% activity (though he will always defend himself as if at 100% activity).

7. **Spell Aura I** — The caster combines the effects of a first level spell with the target's aura. All who come into physical contact with the target are affected by the spell (though the target is never affected). Only spells with an area of effect of 1 target and a range of touch may be combined with an aura.

8. **True Aura** — The target is surrounded by light, his aura visible for all to see. All attacks on target subtract 15.

10. **Hide Aura** — The caster's aura cannot be viewed.

12. **Aura of Fear** — [RR Mod: +20] As *Aura of Confusion* except victims failing their RR are under the effects of Fear for 1 round per 10% failure.

13. **Spell Aura III** — As *Spell Aura I*, except that up to a third level spell may be used.

14. **Alkar** — As *Aura*, except target has a great holy presence and attacks subtract 25.

15. **Alter Aura** — Caster alters his aura, changing its appearance however he likes.

17. **Aura of Terror** — As *Aura of Fear*, except there is no RR modification and the radius is 20'.

19. **Spell Aura V** — As *Spell Aura I*, except that up to fifth level spells may be used.

20. **Alter Other's Aura** — As *Alter Aura*, except may be used on other targets (not just the caster).

25. **Aura of Dread** — [RR Mod: -20] As *Aura of Fear*, except that radius is 50'.

30. **Spell Aura X** — As *Spell Aura I*, except that up to tenth level spells may be used.

50. **Deify** — As *Aura*, except that caster seems as a deity. Attacks against the caster are at –45.

BLADERUNES

1. **Analyze Bladerune** — The caster may detect and identify the class of all Bladerunes on a single item.

2. **Weapon I** — Creates a Size I bladerune. The rune gives a +10 bonus to the weapon or +10 DB bonus to armor/shield.

4. **Spell I** — Creates a Size I bladerune. Imbeds a first level spell into the Bladerune.

5. **Weapon II** — Creates a Size II bladerune. As *Weapon I*, except the bonus is +20.

BLADERUNES

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Analyze Bladerune	1 object	—	touch	
2)	Weapon I	1 object	varies	touch	F
3)					
4)	Spell I	1 object	varies	touch	F
5)	Weapon II	1 object	varies	touch	F
6)	Rune of Parrying	1 object	varies	touch	
7)	Spell II	1 object	varies	touch	
8)	Complex Rune II	1 object	varies	touch	
9)					
10)	Spell III	1 object	varies	touch	
11)	Erase Bladerune	1 rune	—	10'	
12)	Rune of Flight	1 object	varies	touch	F
13)	Spell V	1 object	varies	touch	U
14)					
15)	Weapon III	1 object	varies	touch	
16)	Rune of Relocation	1 object	varies	touch	F
17)	Spell VII	1 object	varies	touch	F
18)	Elemental Rune	1 object	varies	touch	F
19)	Complex Rune III	1 object	varies	touch	U
20)	Rune of Dancing	1 object	varies	touch	F
25)	Black Rune	1 object	varies	touch	F
30)	Spell Rune X	1 object	varies	touch	F
50)	Bladerune Master	caster	varies	self	U

6. **Rune of Parrying** — Creates a Size II bladerune. All OB committed to parrying a single opponent is applied to all opponents.

7. **Spell II** — Creates a Size II bladerune. As *Spell I*, except imbeds up to a second level spell into the Bladerune.

8. **Complex Rune II** — Any two bladerunes (on the same item) are linked, allowing them to be triggered at the same time.

10. **Spell III** — Creates a Size III bladerune. As *Spell I*, except imbeds up to a third level spell into the bladerune.

11. **Erase Bladerune** — Destroys a single bladerune.

12. **Rune of Flight** — Creates a Size III bladerune. May only be applied to missile weapons or thrown weapons Long range for the weapon is quadrupled (x4). Normal range penalties still apply.

13. **Spell V** — Creates a Size IV bladerune. As *Spell I*, except imbeds up to a fifth level spell into the bladerune.

15. **Weapon III** — Creates a Size IV bladerune. As *Weapon I*, except bonus is +30

16. **Rune of Relocation** — Creates a Size V bladerune. When activated, the object teleports to a specific location.

17. **Spell VII** — Creates a Size V bladerune. As *Spell I*, except imbeds up to a seventh level spell into a Bladerune.

18. **Elemental Rune** — Creates a Size V bladerune. When activated, bathes item in Element (element must be chosen at the time of the creation of the bladerune). Contact inflicts an appropriate 'B' critical. Attacking with an affected weapon inflicts an second critical (of equal severity) of the appropriate type.

19. **Complex Rune III** — As *Comlpex Rune II*, except links three bladerunes.

20. **Rune of Dancing** — Creates a Size VI bladerune. When placed on a weapon, the weapon will leap from the wielder's hand (when activated) and attack target of wielder's choice. OB for the attack is half the previous wielder's OB. When placed on a shield, the shield will interpose between attackers and wielder (giving the full effect for the shield without occupying a hand). When placed upon any other object, the item will place itself in between the wielder and any attackers (giving a +5 DB to the wielder). After activating the object will "dance" for as many rounds as the wielder has levels.

25. **Black Rune** — Creates a Size VI bladerune. Weapon is treated as "slaying" against a very specific race or class of creatures (type II demons, wood elves, lesser cyclops, etc.).

30. **Spell Rune X** — Creates a Size VII bladerune. As *Spell I*, except imbeds a spell of up to tenth level into a bladerune.

50. **Rune Master** — Caster may reasearch a new effect that may be placed into an item. Treat this research as Lord Research for time requirements.

FIRE MANIPULATION

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Burn I	1 object	P(C)	touch	E
2)	Set Fire	1 object	P	touch	E
3)	Extinguish Fire	5'R	P	10'	E
4)					
5)	Burn II	1 object	P(C)	touch	E
6)					
7)	Fire Wall	10'x10'x1'	1 min/lvl	100'	
8)	Fire Bolt I	1 target	—	100'	D
9)					
10)	Burn III	1 object	C	touch	
11)	Brushfire	50'x50'	varies	100'	
12)					
13)	Fire Ball II	20'R	—	100'	BE
14)					
15)	Circle of Fire	10'R	1 min/lvl	50'	E
16)					
17)	Rain of Fire	10'x10'x20'	1 min/lvl	20'	E
18)	Immolation	caster	1 rnd/lvl (C)	self	E
19)					
20)	Burn IV	1 object	C	touch	E
25)	Raze	50'x50'x50'	1 min/lvl(C)	100'	E
30)	Burn True	1 object	C	touch	E
50)	Conflagration	varies	1 min/lvl(C)	100'	E

FIRE MANIPULATION

1. **Burn I** — A highly flammable substance (gasoline, lamp oil, etc.) will begin to burn. Burning will proceed as normal, or the caster may concentrate and double the rate of burning.

2. **Set Fire** — The caster's hand becomes covered in flames. The caster takes an 'A' Heat Critical, but anything that he is touching will catch fire (if the the substance is somewhat flammable; e.g., cloth, paper, etc.).

3. **Extinguish Fire** — The caster causes all burning within the area of effect to stop.

5. **Burn II** — As Burn I, except will affect a substance that is somewhat flammable (cloth, paper, etc.).

7. **Fire Wall** — Creates an opaque wall of fire. Anyone passing through it takes an 'A' Heat critical (no RR).

8. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Resolve attacks on the Fire Bolt Attack Table (in *Spell Law*).

10. **Burn III** — As Burn I, except will affect a slightly flammable substance (wood, tar, etc.) and concentration is required to continue burning (if concentration is ceased, the object will cease to burn).

11. **Brushfire** — The area of effect bursts into flames. The flames immediately subside, but flammable substances in the area of effect may now be burning. Anyone within the area will take an 'A' Heat Critical (no RR).

13. **Fire Ball II** — A 1' diameter ball of fire shoots from the palm of the caster. Upon reaching its target, it explodes to affect a 20'R area. Resolve the attack on the Fire Ball Attack Table (in *Spell Law*).

15. **Circle of Fire** — As *Fire Wall*, except "wall" is 10' high and forms a 10'R circle with the caster at the center (the wall will not move with the caster).

17. **Rain of Fire** — Small balls of flame rain down in the area of effect. All within (or passing through) the area take a 'B' Heat Critical.

18. **Immolation** — Caster bursts into flames. As long as the caster concentrates, he is immune to any damage from the fire (loss of concentration results in a 'D' Heat Critical each round until concentration can be regained). All within 5' of the caster suffer a 'B' Heat Critical (no RR), and all that come into contact with the caster suffer a 'D' Heat Critical (no RR).

20. **Burn IV** — As *Burn I*, except affects a normally inflammable object (iron, steel, etc.). The caster must concentrate or the burning will cease.

25. **Raze** — The area of effect is bathed in intense fire. All within the area (or passing through) take a 'B' Heat Critical. All flammable objects are now burning. The caster can control the intensity of the fire by concentrating (once per round one target in the area must take a 'D' Heat Critical).

30. **Burn True** — As *Burn I*, except completely inflammable materials catch fire (asbestoe, stone, etc.). The caster must concentrate of the burning will cease.

50. **Conflagration** — As *Raze*, except that the caster may increase the area by 50' per minute if he concentrates. In addition, the caster can choose to make himself immune to the heat (though this requires 100% activity from the caster).

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LIGHT MANIPULATION

1. **Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all attacks.

3. **Light Mirage I** — Creates an simple, immobile image or scene up to an area of 10'R.

4. **Unseen I** — A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc **or** the object makes a violent move (i.e., an attack).

5. **Flash** — A bright burst of light blinds the target for 1 round per 10% failure.

6. **Invisibility I** — As *Unseen I*, except everything within 1 foot of target is invisible, barring terrain.

8. **Light V** — Lights a 50'R about the point touched. If the point is on a mobile object or being, it will move with the object/being. See Section 7.1.17 (in *Spell Law*).

9. **Sudden Light** — Creates a 10'R burst of intense light, stunning all for 1 round per 10% RR failure.

10. **Dark V** — As *Light V*, except radius is as dark night.

12. **Light Mirage II** — As *Light Mirage I*, except for the area of effect.

13. **Invisibility Sphere II** — As *Invisibility I*, except radius is 10'.

15. **Lightning Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Lightning Bolt Attack Table (in *Spell Law*).

16. **Utterlight** — As *Light V*, except radius is 100' and the light also nullifies all magically created darkness. Any magical darkness inside the radius will return when this spell expires.

18. **Utterdark** — As *Dark V*, except radius is 100' and no non-magical light can exist inside. Any magical light inside the radius will return when this spell expires.

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Blur	1 target	1 min/lvl	20'	U
2)					
3)	Light Mirage I	10'R	10 min/lvl	100'	E
4)	Unseen I	1 target	1 day	20'	E
5)	Flash	1 target	1 rnd/10 fail	50'	E
6)	Invisibility I	1 target	1 day	20'	E
7)					
8)	Light V	50'R	10 min/lvl	touch	
9)	Sudden Light V	50'R	1 rnd/10 fail	100'	
10)	Dark V	50'R	10 min/lvl	20'	
11)					
12)	Light Mirage V	50'R	10 min/lvl	100'	E
13)	Invisibility Sphere II	20'R	1 day	20'	E
14)					
15)	Lightning Bolt I	1 target	—	100'	D
16)	Utterlight	100'R	1 min/lvl	touch	E
17)					
18)	Utterdark	100'R	1 min/lvl	touch	E
19)	Lord Light Mirage	200'R	10 min/lvl	100'	E
20)	Displacing	1 target	1 min/lvl	20'	U
25)	Great Light	1000'R	10 min/lvl	20'	E
30)	Great Dark	1000'R	10 min/lvl	20'	E
50)	Invisibility True	1 target	24 hours	20'	E

19. **Lord Light Mirage** — As *Light Mirage I*, except for the area of effect.

20. **Displacing** — Target appears to be offset from where he really is. All attacks have no effect 30% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" goes down by 5%.

25. **Great Light** — As *Light V*, except for the area of effect.

30. **Great Darkness** — As *Dark V*, except for the area of effect.

50. **Invisibility True** — As *Invisibility I*, except if the target attacks, he is only visible for the round immediately following the attack. Voilent blows do not affect this spell.

NATURE MANIPULATION

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Flora Lore	caster	C	self	
2)	Fauna Lore	caster	C	self	
3)	Fog	10'R/lvl	1 min/lvl	50'	
4)					
5)	Speed Growth I	10'R	1 day	touch	
6)	Plant Alteration	1 plant	P	touch	
7)	Precipitation	10'R/lvl	10 min/lvl	self	
8)	Weather Prediction I	caster	—	self	
9)	Plant Growth II	1 plant	P	touch	
10)	Call Wind	100'R	1 day	self	
11)					
12)	Alter Behavior	1 animal	1 day/lvl	50'	
13)	Weather Pred. VII	caster	—	self	
14)					
15)	Call Rain	10'R/lvl	10 min/lvl	self	
16)	Speed Growth III	100'R	1 day	touch	
17)					
18)	Cyclone	20'R	1 rnd/lvl	100'	
19)					
20)	Mass Alteration	1 target/lvl	varies	50'	
25)	Natural Aware. True	100'R/lvl	C	self	
30)	Storm Call	100'R/lvl	1 min/lvl	self	
50)	Nature's Mastery	varies	1 rnd/lvl	self	

NATURE MANIPULATION

1. **Flora Lore** — Caster gains +50 to all Lore maneuvers involving plants for as long as he concentrates and has an example of that plant in his possession.

2. **Fauna Lore** — As *Flora Lore*, except that the bonus applies to animals and that the caster must have sight of the animal in question.

3. **Fog** — Creates a thick, pea soup–like fog, reducing visibility to 5'.

5. **Speed Growth II** — Plants within area grow at 10 times their normal rate for duration.

6. **Plant Alteration** — Caster may alter the appearance or enhance the assets of a single plant. This allows tha caster to mold a plant into any shape within the size constraints of the plant. The plant will continue to mature along the path of its new form. The caster may also double the effectiveness of an enchanted plant (herbs, poisons, etc.) or make edible plants have twice the nutritional value.

7. **Precipitation** — Calls forth light precipitation appropriate to the prevailing weather patterns.

8. **Weather Prediction I** — Caster gains foreknowledge of the weather in the area for the next 24 hours.

9. **Plant Growth II** — A single plant doubles in size in a single day. The mature plant will be 10% larger than normal.

10. **Call Wind** — Caster summons forth a stiff breeze (10–20 mph). The wind will come from whatever direction the prevailing winds usually come from.

12. **Alter Behavior** — Caster may alter a single behavioral trait of a single animal (herbivore to carnivore, pack animal to solitary, etc.). Does not give the animal the ability to deal with it's new condition, only the drive (a Cow converted to a carnivorous pattern will kill to eat, but does noe gain the ability to digest or chew the meat).

13. **Weather Prediction VII** — As *Weather Prediction I*, but the knowledge is for 7 days.

15. **Call Rain** — Caster summons a heavy rpecipitation (1 inch per hour) appropriate to the area.

16. **Speed Growth III** — As *Speed Growth I*, except for the area.

18. **Cyclone** — Caster creates a small but very powerful windstorm. Storm moves randomly about. All struck by, or within, the Cyclone receive a 'D' Impact critical and are thrown d10 feet from their present position, away from the cyclone.

20. **Mass Alteration** — As *Plant Alteration* or *Alter Behavior*, except affects a number of targets equal to the caster's level.

25. **Nature's Awareness True** — Caster is aware of all living things within the radius of this spell.

30. **Storm Call** — Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires. Effects will vary according to the circumstance (and the GM's discretion).

50. **Nature's Master** — Caster may freely use any of the lower level spells on this list, up to 1 spell per round.

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POWER MASTERY

1. **Detect Node** — Caster determines whether or not a node (or any portion of a node) is within the area of effect.

2. **Store Node** — Caster stores the location of the node that he currently occupies (for use with other spells on this list).

4. **Node Awareness** — Caster becomes aware of all animate activity within the boundaries of a node that he both occupies and has "stored" (see *Store Node*).

6. **Node Summons V** — Caster summons up to five levels of creatures or animals that inhabit the earthnode that he occupies. The animals will do the bidding of the caster (i.e. follow any reasonable commands) for the duration. At the end of the duration, the animals will revert to their normal state.

7. **Node Door** — Caster is teleported to any place within the node he occupies.

9. **Node Summons X** — As *Node Summons V*, except that ten levels are summoned.

10. **Node Guide** — The caster becomes aware of the direction of the nearest Node within one mile per level of the caster. This spell will not reveal a Minor Earthnode unless the caster has "stored" the node (see *Store Node*). If the caster has stored the node, he will also know the exact distance to the node.

11. **Node Analysis** — Caster is aware of the specific triggers for any *Node Ward* spells currently active any node within range.

12. **Node Ward: Alarm** — The caster is alerted anytime an 'enemy' enters the target node (enemy is defined by the caster at the time of casting). If the caster desires, the alert can be audible and keyed to the location of the node (not the caster). When defining 'enemy,' the caster is limited to virtually anything mundane: Orcs, Trolls, arrows, gnats, any humanoid on foot, etc. Only one *Node Ward: Alarm* may be cast on a node at a time (subsequent castings of the spell have no effect).

13. **Node Summons XV** — As *Node Summons V* above, but the total of levels is fifteen.

14. **Node Keeping** — When the target's soul leaves its body, it will be interred into the node (the node may be any node "stored" by the caster) and will stay in the node for the duration of this spell. The interred soul will enter any "soulless" body brought into the node.

15. **Node Defender** — One sentient target becomes a "defender" for the specified node. Both the caster and the target must occupy the node at the time of caster. While acting as a defender, the target will make all RRs at the caster's level instead of his own. In addition, he will have +10 to all of his OBs, DB, and all maneuvers. For the duration of this spell, the target cannot leave the radius of the node.

17. **Node Ward: Exclusion** — As *Node Ward: Alarm*, except the 'enemy' must make an RR (modified by –20) or flee in terror.

18. **Great Node Analysis** — As *Node Analysis*, except also reveals any other spell effects (that may or may not be connected in any way with the node) currently active in the occupied node.

19. **Lord Node Summons** — As *Node Summons V*, except twenty levels of animals are summoned.

20. **Node Gate** — Caster opens a 5'x10' doorway connecting two nodes. The nodes must be within 100 miles per level of the caster and both must be "stored" by the caster (with the *Store Node* spell). The doorway is two–way and anyone may pass through (so long as they can fit through the door). When the caster ceases to concentrate, the doorway will close. Any being caught in the gate when it closes takes an 'E' slash critical (see *Arms Law*) and is randomly sent to one end of the gate (flip a coin). Any severed limbs are automatically on the other side of the gate. Node gates must be formed as close to the center of a node as possible.

25. **Node Anchor** — This spell prevents a node from moving. This spell ties the node to a "permanent" feature within the radius of the node. Permanent features include very large rocks, trees, etc. If the feature is moved, or if the feature is destroyed, this spell is cancelled.

30. **Node Guardian** — As *Node Defender*, except so long as the target of this spell is within the node, he will not age and will recover (slowly) from any injury (the rule of thumb for recovery time for injuries is 1 day per 1 hit or 1% penalty; severed or destroyed limbs and organs take longer). If the Guardian leaves the node, the spell is cancelled.

50. **Node Enchantment** — The caster takes all of the power of a node and converts it into a single, on-going spell effect. The effect is limited by the power of the node (minor nodes can only create up to 10th level effects, major nodes can create up to 20th level effects). While this effect is active, the node can do nothing else (including any normal abilities the node may have) and cannot be the target of any node spells (and any spells that were previously targetted on the node are temporarily suspended while this spell is active).

SHIFTING LAW

Lvl	Name	Area of Effect	Duration	Range	Ty
1)					
2)	Store Location	caster	P	self	U
3)	Self Leaving	caster	—	self	U
4)	Intangible Object	1 object	1 min/lvl	touch	U
5)	Leaving I	1 target	—	10'	U
6)					
7)	Intangible Form	caster	1 min/lvl	self	U
8)	Teleport I	1 target	—	10'	U
9)					
10)	Displacement I	caster	1 min/lvl	self	U
11)	Returning I*	caster	—	self	U
12)	Leaving V	1 target	—	10'	U
13)	Teleport V	1 target	—	10'	U
14)	Returing V*	caster	—	U	
15)	Displacement II	caster	1 min/lvl	self	U
16)	Returning X*	caster	—	self	U
17)	Mass Leaving	1 target/lvl	—	10'	U
18)	Lord Returning*	caster	—	self	U
19)	Leaving X	1 target	—	10'	U
20)	Displacement True	1 target	1 min/lvl	self	U
25)	Mass Teleport	1 target/lvl	—	10'	U
30)	Rereturning*	caster	—	self	U
50)	Shifting True	caster	C	1 mile/lvl	U

SHIFTING LAW

2. **Store Location** — Caster "stores" his current location for use with later spells on this list. A given caster can only store one location for every five levels of experience (or portion thereof). For example, a third level caster can only have one location stored, while a thirteenth level caster can have three.

3. **Self Leaving** — Caster teleports to a location up to 10' per level away. There can be no intervening "barriers" in a direct line between the caster and the point. A "barrier" is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).

4. **Intangible Object** — Target object becomes intangible. This object cannot be handled in any fashion. In addition, it is only partially visible (detected with an Awareness maneuver modified by the -30).

5. **Leaving II** — As *Self Leaving*, except not limited to the caster and the target can be teleported up to 200' away.

7. **Intangible Form** — Caster causes his body (but not all of his gear and clothing) to become intangible and only partially visible (detected with an Awareness maneuver modified by -30). Movement is limited to a walking pace, but not limited to a horizontal plane (caster must simply concentrate to walk on a vertical plane). Caster passes through normal solid barriers and is unable to pick up objects. All maneuvers while intangible are modified by -50.

8. **Teleport I** — As *Leaving II*, except movement range is 10 miles per level. This can be very risky depending upon the caster's famliarity with the destination locale. The following chances for failure exist: Never seen the place (but has had described) = 50%; Been briefly (one hour or less) = 25%; Studied (been in for 24 hours) = 10%; Studied carefully (7 days) = 1%; Lived in (for at least one year) = 0.01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a d100 (open-ended) to determine the distance of error in feet. If the locale has been stored (with a *Store Location* spell), the chance of failure is halved (rounded up).

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

11. **Returning I** — Caster may safely teleport to any location he has "stored" (with a Store Location spell). The stored location must be no more than 1 mile away.

12. **Leaving V** — As *Leaving II*, except target may move up to 500' away.

13. **Teleport V** — As *Teleport I*, except up to 5 targets may be moved.

14. **Returning V** — As *Returning I*, except location can be up to 5 miles away.

15. **Displacement II** — As *Displacement I*, except attacks have no effect 20% of the time.

16. **Returning X** — As *Returning I*, except location can be up to 10 miles away.

17. **Mass Leaving** — As *Leaving II*, except affects a number of targets equal to the caster's level.

18. **Lord Returning** — As *Returning I*, except location can be up to 20 miles away.

19. **Leaving X** — As *Leaving II*, except target may move up to 1,000' away.

20. **Displacement True** — As *Displacement I*, except attacks have no effect 30% of the time and the spell is not limited to only the caster.

25. **Mass Teleport** — As *Teleport I*, except affects one target per level of the caster.

30. **Rereturning** — As *Returning I*, except caster may return to a stored location (must be within 10 miles per level of the caster away), stay up to 1 round per level of the caster, and then return to the location where he cast this spell (thus making it a round trip).

50. **Shifting True** — Caster may project an image of himself a distance of up to 1 mile per level away. If he so desires, he may concentrate to make this image tangible (but the image is limited to 50% activity while tangible). The image can perform any functions that the caster could normally perform. While this spell is active, the caster may not perform any other actions (except to make his image perform actions).

Mana Law

1. **Power Feel** — Caster gains insight into target item's inherent power. If the item has PPs or charges, he will know exactly how many.

3. **Magelight I** — Caster bathes the area in magical energy, creating waves of magical resonance. All spells become visible (if the GM deems it appropriate, all Power Perception maneuvers are modified by +50 instead of all spells becoming visible).

5. **Mana Wall** — Creates a wall of pure magical power (this wall is visible as a rippling wall of light). All coming into contact with the wall suffer a 'A' Mana critical. No spells can be cast through this wall (and no power can be detected through the wall).

6. **Mana Bolt I** — Caster fires a blinding white beam of concentrated power from his palm. Bolt strikes on the Mana Bolt Attack Table. Mana Bolts add +10 to all Spell Risk Rolls.

8. **Magelight V** — As *Magelight I*, except for the area of effect.

9. **Eldritch Weapon** — Caster imbues a mundane (non-magical) weapon with raw power. Strikes made with the weapon yield Mana criticals of one less severity to the normal *Arms Law* criticals. In addition, directed elemental attacks may be parried with the Eldritch Weapon at half effectiveness (2 points of OB giving 1 point of DB). When this spell expires, the weapon is automatically consumed (destroyed beyond use).

10. **Mana Ball I** — Caster creates an explosion of pure magical power. Those caught within the area are subjected to an attack on the Mana Ball Attack Table. Mana Balls add +20 to all Spell Risk Rolls.

12. **Mana Bolt III** — As *Mana Bolt I*, except for the range.

13. **Mana Channel** — Caster opens a channel between himself and the target. The target and the caster may freely exchange PPs. Note that neither the caster nor the target may exceed his normal maximum of PPs. When spell expires, the PPs remain exchanged.

15. **Mana Ball II** — As *Mana Ball I*, above, except for the area of effect.

17. **Arcane Weapon** — As *Eldritch Weapon*, except weapon delivers Mana critical equal in severity to normal criticals.

18. **Magelight X** — As *Magelight I*, except for the area of effect.

20. **Mana Bolt V** — As *Mana Bolt I*, except for the range.

25. **Empower** — The target of this spell regains half of his currently spent PPs. If the target has not spent any PPs, this spell has no effect on him. For example, if the target normally have 50 PPs and has spent 20, he would be returned to 40 PPs (regaining 10). If that same caster had spent all of his PPs, he would be returned to 25 PPs (regaining 25).

30. **Animate Mana** — Caster summons a sentient portion of his power source. The animate mana remains so long as the caster concentrates. The animated mana fights as a Weak Fire Elemental (except dealing Mana crits instead of Heat crits). The mana creature is immune to non-magical weapons. Elemental spells heal the number of hits that they would have inflicted to the construct, with criticals being ignored. If the caster ceases to concentrate, the mana creature vanishes in a bright flash.

50. **Mana Pool** — All spell users within the area of effect may share power points freely amongst themselves. PPs are totaled each round and all spell users may access all PPs in the pool. No spell user suffers penalties for PP expenditure until the pool is sufficiently drained (at which time, all spell users suffer the same penalties). No caster can regain PPs while they are in the area of effect of this spell (and the pool does not regain PPs). If a caster leaves the area, he loses all his normal PPs (as they are in the pool), though they may be regained normally.

Arcanist Base List 13.3.1
Mana Law

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Power Feel	1 target	—	100'	P
2)					
3)	Magelight I	10'R	1 min/lvl	50'	E
4)					
5)	Mana Wall	10'x10'x1"	1 min/lvl	50'	E
6)	Mana Bolt I	1 target	—	100'	D
7)					
8)	Magelight V	50'R	1 min/lvl	50'	E
9)	Eldritch Weapon	1 weapon	1 rnd/lvl	T	U
10)	Mana Ball I	10'R	—	100'	B
11)					
12)	Mana Bolt III	1 target	—	300'	DE
13)	Mana Channel	1 target	C	100'	U
14)					
15)	Mana Ball II	20'R	—	100'	B
16)					
17)	Arcane Weapon	1 weapon	1 rnd/lvl	touch	U
18)	Magelight X	100'R	1 min/lvl	50'	E
19)					
20)	Mana Bolt V	1 target	—	500'	DE
25)	Empower	1 target	—	touch	U
30)	Animate Mana	1 creature	C	100'	E
50)	Mana Pool	10'R	1 min/lvl	50'	U

ARCANIST BASE LIST 13.3.2
POWER FOCUS

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Assess Source	1 source	C	10'	
2)					
3)	Tap Source I	caster	C	10'	U
4)					
5)	Increase Limit I*	1 target	1 rnd/lvl	touch	
6)	Lesser Power Merge	1 target	C	50'	
7)	Recharge Item I	1 item	—	touch	
8)	Tap Source III	caster	C	10'	
9)					
10)	Increase Limit II*	1 target	varies	touch	
11)	Greater Power Merge	1 target	C	200'	
12)	Recharge Item II	1 item	—	touch	
13)	Increase Limit III*	1 target	1 rnd/lvl	touch	U
14)					
15)	Connect to Source	1 target	—	touch	U
16)	Tap Source VI	caster	C	10'	U
17)	Recharge Item III	1 item	24 hrs	touch	U
18)	Increase Limit V*	1 target	1 rnd/lvl	touch	U
19)					
20)	Power Merge True	1 target	C	25'/lvl	U
25)	Recharge Item V	1 item	24 hrs	touch	U
30)	Increase Limit True*	1 target	1 rnd/lvl	touch	U
50)	Tap Source True	caster	C	10'	U

POWER FOCUS

1. **Assess Source** — Caster becomes aware of the nature (good, evil, chaotic, orderly, etc.) and amount of power in a detected source. Caster also learns of the division of the species of the source.

3. **Tap Source I** — Caster links himself to a source of power, replenishing his PPs. Caster absorbs one PP per minute.

5. **Increase Limit I** — This spell allows the target's maximum number of PPs per day (including multipliers, but excluding adders) to be increased by 10%. Every PP over the normal maximum left within the target when the spell ends inflicts d5 of damage. In addition, for every 5 PPs over the normal maximum, the target takes an 'A' Void critical. The target will continue to take the critical(s) until such a time as his current PPs is less than his normal maximum.

6. **Lesser Power Merge** — This spell allows the caster to send or receive PPs from the target of this spell. The maximum number of PPs that may be transferred is equal to 10% of the caster's normal maximum PPs. Both the caster and the target must concentrate for the transfer to take place. Either the target or the caster can cancel this spell at any time.

7. **Recharge Item I** — This spell allows the caster to recharge any item that normally contains charges (e.g., wands, staves, etc.). For each casting of this spell, once charge is placed into the item. Item's cannot have more charges than they are designed for.

8. **Tap Source III** — As *Tap Source I*, except three points per minute may be absorbed.

10. **Increase Limit II** — As *Increase Limit I*, except the increase is 20%.

11. **Greater Power Merge** — As *Lesser Power Merge*, except for the increased range and the maximum number of transferred PPs is 50% of the caster's normal maximum.

12. **Recharge Item II** — As *Recharge Item I*, except two charges per casting is placed into the item.

13. **Increase Limit III** — As *Increase Limit I*, except the increase is 30%.

15. **Connect to Source** — As *Tap Source I*, except that the caster connects the target to the source. The caster does not have to concentrate, but the target must concentrate (or the spell is cancelled). After the spell is cast, the target may cancel it at any time.

16. **Tap Source VI** — As *Tap Source I*, except one PP per round is absorbed.

17. **Recharge III** — As *Recharge Item I*, except three charges per casting is placed into the item.

18. **Increase Limit V** — As *Increase Limit I*, except increase is 50%.

20. **Power Merge True** — As *Lesser Power Merge*, except for the increased range and the maximum number of transferred PPs is 90% of the caster's normal maximum.

25. **Recharge Item V** — As *Recharge Item I*, except five charges per casting is placed into the item.

30. **Increase Limit True** — As *Increase Limit I*, except increase is 100%.

50. **Tap Source True** — As *Tap Source I*, except two PPs per round are absorbed.

POWER'S MASTER

2. **Detect Store** — Caster detects any "stores" within the area of effect; caster can concentrate on a different 5'R each round. See *Power Storage I* for a definition of a "store."

3. **Power Storage I** — Caster temporarily imbeds power into an item (which he may later tap as a source of power with a *Tap Source* spell). This item is known as a Store. The spell stores one PP per level of the caster in an item. The stored PPs must be expended at the time this spell is cast. Typically, the item must be specially constructed of crystalline stone. The stone must be at least one ouce (in weight) per PP to be stored. A given caster can only have one Store at a time.

5. **Drain Power I** — [RR Mod: -30] When the caster concentrates he drains 1 PP per minute from the target. The target can be any target that has PPs (including anyone that currently has PPs). If the target fails his RR by more than 30, he does not even notice the effects of the spell. The spell is cancelled whenever the caster ceases to touch the target.

6. **Power Storage III** — As *Power Storage I*, except that the Store may contain up to 3 PPs per level of the caster.

7. **Create Store I** — As *Power Storage I*, except the Store is permanent (and can be recharged with *Store* spells). In addition, this spell can create a store out of any inorganic material (transforming the material into the proper crystalline structure). If a new Store is created by a given caster, any old stores are dispelled.

8. **Store V** — The caster charges a Store with 5 PPs per minute, as long as he concentrates. The PPs come from his personal reserve.

9. **Power Storage V** — As *Power Storage I*, except that the Store may contain up to 5 PPs per level of the caster.

10. **Drain Power III** — [RR Mod: -20] As *Drain Power I*, except that the caster may drain 3 PPs per minute.

POWER'S MASTER

Lvl	Name	Area of Effect	Duration	Range	Type
1)					
2)	Detect Store	5'R	1 min/lvl(C)	50'	P
3)	Power Storage I	1 store	1 hr/lvl	touch	U
4)					
5)	Drain Power I	1 target	1 min/lvl(C)	touch	F
6)	Power Storage III	1 store	1 hr/lvl	touch	U
7)	Create Store I	1 item	P	touch	U
8)	Store V	1 store	P	10'	U
9)	Power Storage V	1 store	1 hr/lvl	touch	U
10)	Drain Power	1 target	1 min/lvl(C)	touch	F
11)					
12)	Create Store III	1 item	P	touch	U
13)	Store X	1 store	P	10'	U
14)	Power Storage X	1 store	1 hr/lvl	touch	U
15)	Drain Power V	1 target	1 min/lvl(C)	touch	F
16)	Create Store V	1 item	P	touch	U
17)					
18)	Lord Store	1 store	P	10'	U
19)					
20)	Drain Power True	1 target	1 min/lvl(C)	touch	F
25)	Lord Power Storage	1 store	1 hr/lvl	touch	U
30)	Store True	1 store	P	10'	U
50)	Create Store True	1 item	P	touch	U

12. **Create Store III** — As *Create Store I*, except the Store may hold up to 3 PPs per level of the caster.

13. **Store X** — As *Store V*, except that up to 10 PPs per minute may be stored.

14. **Power Storage X** — As *Power Storage I*, except that the Store may contain up to 10 PPs per level of the caster.

15. **Drain Power VI** — [RR Mod: -10] As *Drain Power I*, except that the caster may drain 1 PP per round.

16. **Create Store V** — As *Create Store I*, except Store may hold up to 5 PPs per level of the caster.

18. **Lord Store** — As *Store V*, except that up to 20 PPs per minute may be stored.

20. **Drain Power True** — As *Drain Power I*, except the caster may drain 2 PPs per round.

25. **Lord Power Storage** — As *Power Storage I*, except that the Store may contain up to 20 PPs per level of the caster.

30. **Store True** — As *Store V*, except that up 1 PP per level of the caster is transfered per minute.

50. **Create Store True** — As *Create Store I*, except the Store may hold up to 20 PPs per level of the caster.

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ARCANE
COMPANION

ARCANIST BASE LIST 13.3.4
SPELL SHAPING

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Spell Mastery I	caster	1 rnd/lvl	self	U
2)	Targets*	caster	1 rnd/lvl	self	U
3)					
4)	Spell Mastery II	caster	1 rnd/lvl	self	
5)	Range I*	caster	1 rnd/lvl	self	
6)	Bolt Form I	caster	1 rnd/lvl	self	
7)	Radius*	caster	1 rnd/lvl	self	
8)	Range II*	caster	1 rnd/lvl	self	
9)	Spell Mastery III	caster	1 rnd/lvl	self	
10)	Ball Form I	caster	1 rnd/lvl	self	
11)					
12)	Wall Form	caster	1 rnd/lvl	self	
13)	Range V*	caster	1 rnd/lvl	self	
14)	Bolt Form II	caster	1 rnd/lvl	self	
15)	Cloud Form	caster	1 rnd/lvl	self	U
16)	Ball Form II	caster	1 rnd/lvl	self	U
17)	Circle Form I	caster	1 rnd/lvl	self	U
18)	Wall Form II	caster	1 rnd/lvl	self	U
19)					
20)	Spell Typing	caster	varies	self	U
25)	Circle Form II	caster	1 rnd/lvl	self	U
30)	Storm Form	caster	1 rnd/lvl	self	
50)	Great Storm	caster	1 rnd/lvl	self	

SPELL SHAPING

1. **Spell Mastery I** — Caster gains a special bonus of +10 on any Spell Casting Static Maneuvers he makes.

2. **Targets I** — Any spell(s) cast will affect twice as many targets as normal. This only affects spells that have specific targets for the spell (e.g., a *Detect Essence* spell would be unaffected, but *Healing I* would allow the caster to heal two people).

4. **Spell Mastery II** — As *Spell mastery I*, except that the bonus is +20.

5. **Range I** — Spells with a range of 'self' may be cast at a range of 'touch.'

6. **Bolt Form I** — Any spells cast that do not have a range of 'self' are fired as a Directed Elemental Attack with a range of 100'. The caster may even develop Directed Spell skill with any spells (if he has developed this spell). Instead of making a normal BAR, he rolls d100 (open-ended) and adds his Directed Spell skill plus 10.(target may subtract his normal DB) He looks up the result on the Basic Spell Attack Table to determine the victim's RR modification.

7. **Radius** — Any spell(s) cast will have twice the normal area of effect. This only affects spells that have a radius for area of effect (e.g., a *Detect Essence* spell would have a 10'R, but *Healing I* would be unaffected).

8. **Range II** — Spells with a range of 'touch' now have a range of 10'.

9. **Spell Mastery III** — As *Spell Mastery I*, except that the bonus is +30.

10. **Ball Form I** — Any spells cast that do not have a range of 'self' are fired as a Ball Elemental Attack with a range of 100' and a radius of 10'. Instead of making a normal BAR, he rolls d100 (open-ended) and adds 10. He looks up the result on the Basic Spell Attack Table to determine the victims' RR modification. In addition, any target at the center of the radius suffers an additional RR modification of -35.

12. **Wall Form** — Any spells cast that do not have a range of 'self' may be formed into a wall of the dimensions 10' x 10' x 1" and the spell will have a duration of 1 minute per level of the caster. The wall is visible as a churning mass of magical energy. Anyone (or thing) contacting the wall will be affected by the spell (with no RR).

13. **Range V** — As *Range II*, except a spell with a range of 10' or more has 50' added to the range.

14. **Bolt Form II** — As *Bolt Form I*, except the range is 200'.

15. **Cloud Form** — Any spells cast that do not have a range of 'self' may be formed into a cloud (with a radius of 1' per level of the spell) and the spell will have a duration of 1 minute per level of the caster. The cloud is visible as a shimmering cloud of mystical vapors. Anyone (or thing) contacting the cloud will be affected by the spell (with no RR).

16. **Ball Form II** — As *Ball Form I*, except that the radius is 20'.

17. **Circle Form I** — As *Wall Form*, except that the wall is a circle with the dimensions of 10'R x 10' x 1".

18. **Wall Form II** — As *Wall Form*, except that the wall has the dimensions of 10' x 20' x 1"

20. **Spell Typing** — The caster may change the type of any spell he casts to any other type of spell (except for type I). For example, he can make a Force spell (type F), into a Passive spell (type P). The caster cannot add or subtract the sub-types of spells (subconscious or mental). Note that changing the spell type simply changes the way RRs are made (and which column of the Spell Failure Table is used); it does not change the nature of the spell — a Sleep spell changed to an Elemental type would mean that the targets do not get an RR.

25. **Circle Form II** — As *Circle Form I*, except that the circle is 30'R.

30. **Storm Form** — Any spells cast that do not have a range of 'self' may be formed into a storm (with a radius of 10' per level of the spell) and the spell will have a duration of 1 minute per level of the caster. Suitable targets must make an RR each round they are in the radius of the storm, or be affected by the spell.

50. **Great Storm** — As *Storm Form*, except that the radius is 100' per level of the spell.

NOTES
None of the spells on this list will affect spells with a normal type of DE or BE.

Void Law

1. **Hide Power I** — Target's power and the power of any items on his person are obscured to viewers. The target may make an RR to obscure any detection or discerning spells (and any Power Perception maneuver used on him or his items suffers a -75 penalty).

3. **Magedark** — Magical ambience in the area is drastically muted, making spells difficult to perceive. Any person or item in the area can make an RR to obscure any detection or discerning spells (and any Power Perception maneuvers in the area suffers a -50 penalty).

4. **Void Bolt I** — Magic is drawn from the air in a channel extending from the caster's hand, forming a pitch black beam. The bolt strikes on the Void Bolt Attack Table. Void Bolts are very difficult to detect and therefore all Spell Risk rolls concerning it are at –20.

5. **Hide Power II** — As *Hide Power I*, except for the duration.

7. **Magedark V** — As *Magedark I*, except for the area of effect.

8. **Void Bolt II** — As *Void Bolt I*, except for the range.

10. **Void Ball** — Caster draws all magical energy out of a 10' radius sphere. The attack is resolved on the Void Ball Attack Table. Void Balls are very difficult to detect and therefore all Spell Risk rolls concerning it are at –20.

11. **Unpower** — Target loses all power points in a flash of darkness. Shortage lasts for one day.

13. **Void Bolt III** — As *Void Bolt I*, except for the range.

14. **Magedark X** — As *Magedark I*, except for the area of effect.

15. **Void Ball II** — As *Void Ball I*, above, except for the area of effect.

17. **Unpower True** — As *Unpower*, except shortage lasts for one day plus one day per 10% failure.

18. **Void Bolt V** — As *Void Bolt I*, except for the range.

20. **Long Void Ball** — As *Void Ball I*, above, except for the range.

25. **Disjunction** — Target magic item loses all magical abilities. Any object that the GM deems an artifact may add +50 to their RR (in addition to any other modifiers). All items use creator's level for item level in RR and add their inherent bonuses (if any) to the RR.

30. **Mass Unpower** — As *Unpower*, except that caster can affect one target for every 5 of his levels (or portion thereof). For example, a 30th level caster can affect 6 targets, while a 47th level caster can affect up to 10 targets.

50. **Great Disjunction** — [RR Mod: -10] As *Disjunction*, except that artifacts can be effected only get a +25 to their RR. Some very powerful items may still get a +50 bonus (at the GM's discretion). In addition, in any items except artifacts, the duration is permanent. In artifacts, the duration is 1 day per 10% failure.

Arcanist Base List 13.3.5
Void Law

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Hide Power I	1 target	1 min/lvl	10'	U
2)					
3)	Magedark I	10'R	1 min/lvl	50'	E
4)	Void Bolt I	1 target	—	100'	D
5)	Hide Power II	1 target	10 min/lvl	10'	U
6)					
7)	Magedark V	50'R	1 min/lvl	50'	
8)	Void Bolt II	1 target	—	200'	
9)					
10)	Void Ball I	10'R	—	100'	
11)	Unpower	1 target	1 day	10'	
12)					
13)	Void Bolt III	1 target	—	300'	D
14)	Magedark X	100'R	1 min/lvl	50'	E
15)	Void Ball II	20'R	—	100'	B
16)					
17)	Unpower True	1 target	varies	10'	F
18)	Void Bolt V	1 target	—	500'	D
19)					
20)	Long Void Ball	10'R	—	300'	B
25)	Disjunction	1 item	1 day/10 fail	10'	F
30)	Mass Unpower	varies	1 day	10'	F
50)	Great Disjunction	1 item	varies	10'	F
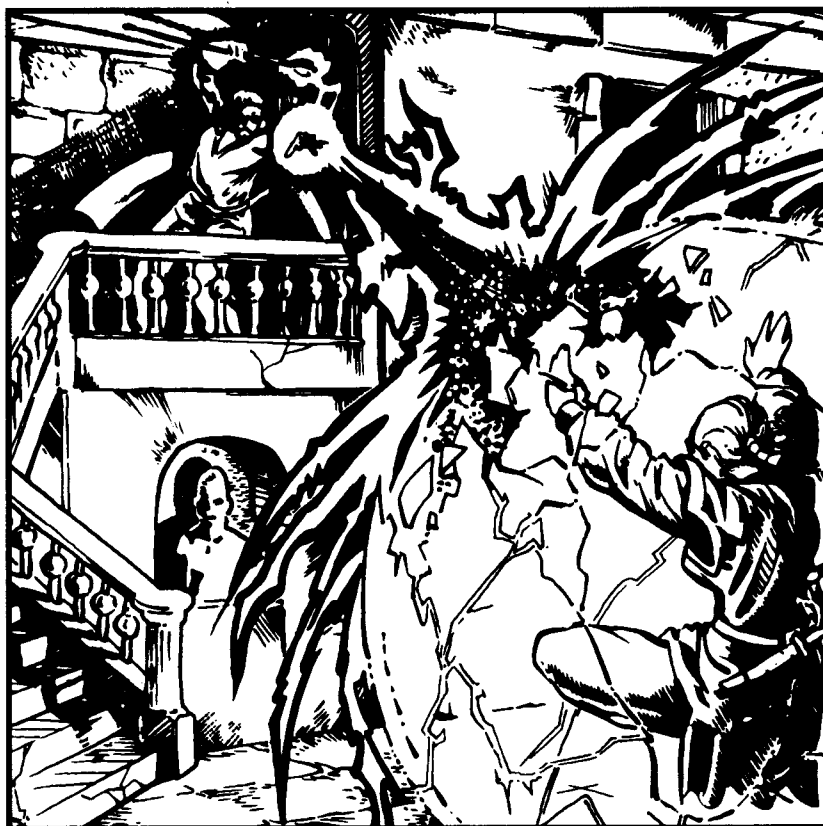
WARDS

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Detect Ward	5'R	1 min/lvl(C)	50'	
2)	Ward Lore	1 ward	—	100'	
3)	Protected Site	5'R	1 hr/lvl	self	
4)	Spell Ward I	5'R/lvl	1 hr/lvl	touch	
5)	Alarm Ward I	5'R/lvl	1 hr/lvl	touch	
6)	Spell Ward II	5'R/lvl	1 hr/lvl	touch	
7)	Scrying Ward I	5'R/lvl	1 hr/lvl	touch	
8)	Spell Ward III	5'R/lvl	1 hr/lvl	touch	
9)	Alarm Ward II	10'R/lvl	1 hr/lvl	touch	
10)	Repulsion Ward	5'R/lvl	1 hr/lvl	touch	
11)	Spell Ward IV	5'R/lvl	1 hr/lvl	touch	
12)					
13)	Spell Ward V	5'R/lvl	1 hr/lvl	touch	
14)					
15)	Scrying Ward II	10'R/lvl	1 hr/lvl	touch	
16)	Spell Ward VII	5'R/lvl	1 hr/lvl	touch	
17)					
18)	Alarm Ward III	15'R/lvl	1 hr/lvl	touch	
19					
20)	Exclusion Ward	5'R/lvl	1 hr/lvl	touch	
25)	Spell Ward X	5'R/lvl	1 hr/lvl	touch	
30)	Transport Ward	5'R/lvl	1 hr/lvl	touch	
50)	Lord Spell Ward	5'R/lvl	1 hr/lvl	touch	

WARDS

1. **Detect Ward** — Detects any active ward; caster can concentrate on a different 5'R each round.

2. **Ward Lore** — Caster gains understanding the nature of the target ward (including all things prohibited/protected by the ward).

3. **Protected Site** — The area of the spell is protected from intrusion by any normal creatures. Any creature above level 0 must make an RR (versus the level fo the caster) or they will not be able to enter the protected area.

4. **Spell Ward** — The caster prevents the casting of a single spell from outside of the area to inside of the area. The caster declares the specific spell to be prevented when this spell is cast (all versions of the spell are prevented; e.g., if *Fire Bolt* were declared, *Fire Bolt I*, *Fire Bolt V*, and *Cornering Fire Bolt* would be prevented). The intruding spell gets an RR versus the level of the caster (modified by −30). If the intruding spell passes its RR, it may enter the area unhindered.

5. **Alarm Ward** — The caster is alerted if any sentient being enters the area. The alarm may be silent (empathic) or audible. The caster must decide (at time of casting) the volume of the alarm. If set to be audible, the alarm will sound for 10 minutes before stopping.

6. **Spell Ward II** — As *Spell Ward I*, except that caster may prevent up to two different spells.

7. **Scrying Ward** — As *Spell Ward I*, except that this spell prevents all magical scrying. If anything in the area might show up on any spell with a type of I, it will not show up. Spells that allow sensing within the area will be muffled (providing slightly obscured information)

8. **Spell Ward III** — As *Spell Ward I*, except that caster may prevent up to three different spells (and all versions of those spells).

9. **Alarm Ward II** — As *Alarm Ward I*, except for the area of effect.

10. **Repulsion Ward** — As *Protected Site*, except for the area of effect.

11. **Spell Ward IV** — As *Spell Ward I*, except that caster may prevent up to four different spells (and all versions of those spells).

13. **Spell Ward V** — As *Spell Ward I*, except that caster may prevent up to five different spells (and all versions of those spells).

15. **Scrying Ward II** — As *Scrying Ward I*, except for the area of effect.

16. **Spell Ward VII** — As *Spell Ward I*, except that caster may prevent up to seven different spells (and all versions of those spells).

18. **Alarm Ward III** — As *Alarm Ward I*, except for the area of effect.

20. **Exclusion Ward** — As *Repulsion Ward*, except that caster may also specify a single sentient race that will receive an additional penalty of 20 to their RR (when they attempt to enter the protected area).

25. **Spell Ward X** — As *Spell Ward I*, except that caster may prevent up to ten different spells (and all versions of those spells).

30. **Transport Ward** — As *Spell Ward I*, except that all forms of magical transportation (leaping, leaving, long door, teleportation, returning, etc.) are prevented. Casters/beings attempting to enter or leave must make an RR (with a special -30 modifier) versus the level of the caster to actually enter or leave via magical methods.

50. **Spell Ward True** — As *Spell Ward I*, except that caster may prevent one spell (and all versions of that spell) for each level of the caster.
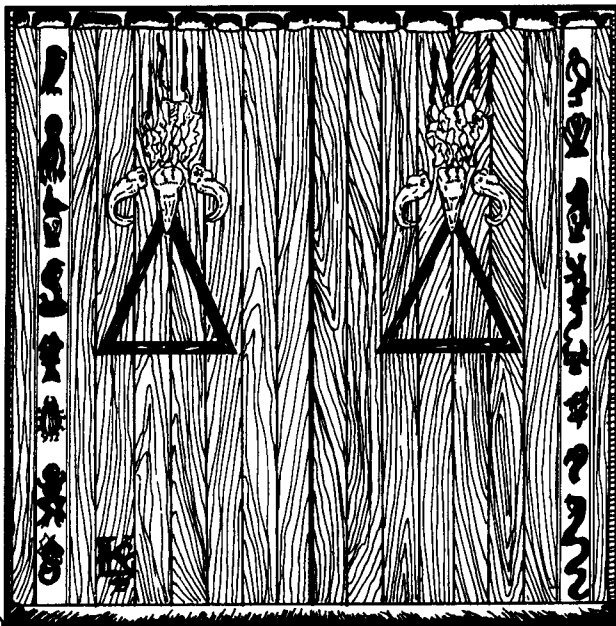
NOTES

A ward is a magical inscription placed on an object. The object can be mobile, but if the object is moved while the ward is active, the ward is cancelled. All spells above second level create wards.
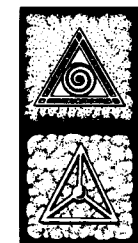
FAITH BREAKER

1. **Detect Holy/Unholy** — The caster senses the presence of any Holy or Unholy objects in the area. Caster may concentrate on a different 10'R area each round.

3. **Plantsight** — When concentrating, the target gains the ability to see through plants as if they were nonexistent.

4. **Faith Shell** — The caster creates a field of energy around the target. All spells cast will require a Spell Casting Static Maneuver. If the spell is a Channeling spell, there is an additional -10 penalty to the maneuver.

5. **Block Channel** — The target may not send or receive spells or power points for the duration.

7. **Soul Poison I** — The target suffers a 'B' Void critical each time he casts a spell. If the target fails his RR by more than 20, he is unaware that this spell has been cast upon him. If the target is casting a Channeling spell, he takes a 'C' Void critical.

8. **Disfavor** — The target believes he has fallen into disfavor with his lord, church, religion, god, etc.. No therapy will help this. The target will take irrational actions to regain favor.

9. **Wipe Tracks** — All tracks and traces of passing within the area are eradicated.

10. **Defoliation I** — All plant material within the area turns into a grey mush and falls to the ground. The grey mush is still fertile, however.

11. **Unpower Faith** — Target is without power points. The duration of this spell is 1 hour for targets who do not have Channeling as their realm; one day for Channeling targets.

12. **Cure Disease** — Target is cured of one diagnosed or known disease (the caster must know the specific disease or this spell has no effect).

14. **Defoliation III** — As *Defoliation I*, except for the area of effect.

15. **Remove Curse** — One known curse is removed from target (the caster must know the specific curse or this spell has no effect).

16. **Repel Fauna** — All animals (of animal intelligence or lower) must make a RR or they will not enter area. Animals within the area when the spell is cast must make an RR each round or leave the area. Animal that are magically controlled receive a special +10 modifier to their RRs.

17. **Soul Poison II** — As *Soul Poison I*, except for the duration.

18. **Defoliation V** — As *Defoliation I*, except for the area of effect.

20. **False Trail** — Creates a false trail (length of 1 mile per level of the caster). A successful Read Tracks maneuver (with a -70 modifier) will reveal that the trail is false.

25. **Unmoving** — Target is unable to magical means of transportaion for the duration.

30. **Doubts** — Target is plagued by extreme doubt of his faith. He will cease any combat immediately. A pilgrimage is sure to follow.

50. **Faith Bane** — Caster may use the other spells on this list once per round.

NOTE

Any target who is also a Channeling spell user suffers a -20 modifier to his RRs versus spells on this list.

MIND BREAKER

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Detect Ambush	10'R	10 min/lvl (C)	self	
2)	Untuning	1 target	P	50'	
3)	See Invisible	1 target	1 min/lvl	touch	
4)					
5)	Mind Shell	target	1 min/lvl	50'	
6)					
7)	Mind Poison I	1 target	1 hour/10 fail	10'	
8)					
9)	Sever Store	1 target	P	50'	
10)	Noise	1 target	1 rnd/5 fail	50'	
11)	Undisguise	1 target	P	50'	
12)	Unpower Mind	1 target	varies	50'	
13)	Mind Poison II	1 target	1 day/10 fail	50'	
14)					
15)	Cure Mind Disease	1 target	P	touch	
16)	Unattune	varies	P	varies	
17)					
18)	Mind Poison III	1 target	1 week/10 fail	50'	
19)					
20)	True Feeling	caster	1 min/lvl	self	
25)	Mind Poison True	1 target	1 month/10 fail	50'	
30)	Mind Trap	caster	1 hr/lvl	self	
50)	Mind Bane	caster	1 min/lvl	self	

MIND BREAKER

1. **Detect Ambush** — Caster is aware of any being within the radius of the spell that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).

2. **Untuning** — One musical intrument becomes completely out of tune (-50 to all Play ... maneuvers). This spell can also be cast on a person's voice (with a duration of 1 round per 10% failure).

3. **See Invisible** — The target may see all persons rendered invisible.

5. **Mind Shell** — The caster creates a field of energy around the target. All spells cast will require a Spell Casting Static Maneuver. If the spell cast is a Mentalism spell, there is an additioanl -10 penalty to this maneuver.

7. **Mind Poison I** — The target suffers a 'B' Void critical each time he casts a spell. If the caster fails his RR by more than 20, he is unaware that this spell has been cast upon him. If the target is casting a Mentalism spell, he takes a 'C' Void critical.

9. **Sever Store** — Target loses one magically stored bit of information. This can be any information that was stored with a *Store ...* spell (or any other similar spell).

10. **Noise** — Target suffers a -50 to all activities.

11. **Undisguise** — Target's disguise falls apart. This spell will even dispel a magical guise.

12. **Unpower Mind** — Target is without power points. The duration of this spell is 1 hour for targets who do not have Mentalism as their realm; one day for Mentalism targets.

13. **Mind Poison II** — As *Mind Poison I*, except for the duration.

15. **Cure Mind Disease** — Target is cured of any mental illnesses.

16. **Unattune** — Target person is no longer attuned to one of his magic items. The caster must be touching either the magic item or the target person. If the caster is touching the target person and the target magic item, he receives a special modifier of -20 to his RR. If the caster is only touching the target person, one of the target's item at random is no longer attuned to the target person.

18. **Mind Poison III** — As *Mind Poison I*, except for the duration.

20. **True Feeling** — Caster may accurately discern the nature of any one target (ignoring all magical guises).

25. **Mind Poison True** — As *Mind Poison I*, except for the duration, and the target is subjected to 'D' severity criticals ('E' for Mentalism targets).

30. **Mind Trap** — When the caster is attacked by any mental spell (a spell sub-type of "m"), the offender is drawn into the caster's mind and held for a while. The offender makes an RR (versus the level of the caster). He will be held for 1 hour per 10 failure (success indicates that offender avoids the trap). If drawn into the trap, the offender's body slumps lifelessly to the floor.

50. **Mind Bane** — The caster may use each of the 25th and lower level spells on this list, once per round.

NOTE

Any target who is also a Mentalism user suffers a -20 modifier to his RRs versus spells on this list.

SPELL BANE

1. **Cancel** — When the target of this spell is the target of a spell, the "incoming" spell must first make an RR. For RR purposes, the incoming spell uses its caster's level. If the incoming spell fails the RR, it has no effect on the target.

2. **Delay Spell I** — If the target attempts to cast a spell while this spell is active, that spell (and only that first spell) automatically takes one extra round before the effects are resolved. This has no effect on the preparation/casting time—the effect is simply delayed one round.

3. **Dispel Magic** — Any active spell within the area of effect must make an RR (use the level of that spell's caster as its level). If the RR fails, the spell is dispelled.

4. **Fumble I** — If the target attempts to cast a spell while this spell is active, that spell (and only that first spell) automatically makes a Spell Casting Static Maneuver with a -15 penalty.

5. **Distract** — The target's must make a Spell Casting Static Maneuver (if he is not already forced to make one) and rounds of preparation currently accrued are lost. This spell automatically stops a caster from concentrating on a spell that has a duration requiring concentration.

6. **Delay Spell II** — As *Delay Spell I*, except the effects are delayed for two rounds.

7. **Fumble II** — As *Fumble I*, except that the penalty is -30.

8. **Conceal Effect** — The caster's next spell has no perceptible effect (to normal senses or magical detections). Indirect effects will still be noticed. For example, if cast before a *Fireball*, the explosion is silent, invisible and will not be felt; but suddenly the vegetation will be burning and lots of damage will appear on the area.

9. **Forget Spell** — The target forgets the spell that he most recently cast. He may not cast that spell again for the duration of this spell. All lower– and higher–level versions of the spell are also forgotten (e.g., *Sleep V*, *Sleep X*, etc.).

10. **Failure I** — For the duration of this spell, the target must make Spell Casting Static Maneuevers for all spells he wants to cast; each of these maneuvers suffers a -10 penalty.

11. **Alter Information** — For the duration of this spell, any information gathering spells cast on anything in the area will only discern what the caster specifies. The caster must specify exactly what will be learned (if left unspecific, the information spell will discern the truth). For example, if the caster specifies that his presence in the area will be masked, all information spells will reveal everything as normal, except the caster of this spell will not be revealed.
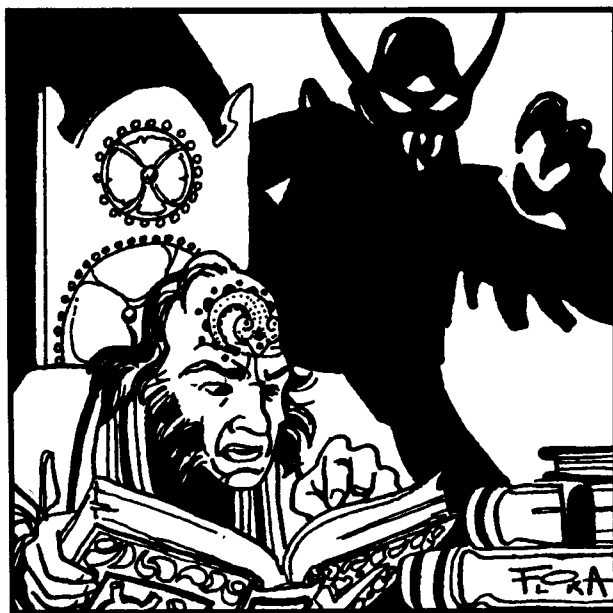
Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Cancel	1 target	C	touch	F
2)	Delay Spell I	1 target	1 min/lvl	50'	F
3)	Dispel Magic	10'R	C	50'	F
4)	Fumble I	1 target	1 min/lvl	50'	F
5)	Distract*	1 target	—	50'	F
6)	Delay Spell II	1 target	1 min/lvl	50'	F
7)	Fumble II	1 target	1 min/lvl	50'	F
8)	Conceal Effect	caster	10 min/lvl	self	F
9)	Forget Spell	1 target	1 day/10 fail	50'	F
10)	Failure I	1 target	1 hour/10 fail	50'	F
11)	Alter Information	50'R	1 day/lvl	10'	F
12)					
13)	Delay Spell III	1 target	1 min/lvl	50'	F
14)	Failure III	1 target	1 hour/10 fail	50'	F
15)	Dispel Magic II	100'R	C	100'	F
16)	Transfigure Spell*	1 spell	P	50'	F
17)					
18)	Failure IV	1 target	1 hour/10 fail	50'	F
19)	Disjunction	1 item	—	touch	F
20)	Dispel True	10'/lvl	C	10'/lvl	F
25)	Great Disjunction	1 item	—	50'	F
30)	Failure V	1 target	1 hour/10 fail	50'	F
50)	Spell Bane	varies	1 rnd/lvl	100'	F

13. **Delay Spell III** — As *Delay Spell I*, excpet the effects are delayed for three rounds.

14. **Failure III** — As *Failure I*, except that the penalty is -30.

15. **Dispel Magic II** — As *Dispel Magic I*, except for the area of effect.

16. **Transfigure Spell** — The caster may change the target spell into any spell of the same Type of lower level. The caster of the targetted spell is fully aware of the change and has full control over the spell (for durations, targets, etc.).

18. **Failure IV** — As *Failure I*, except that the penalty is -40.

19. **Disjunction** — Target magic item loses all magical abilities. Artifacts receive a special +30 bonus to their RR. All items use creator's level for item level in RR and add their inherent bonuses to the roll.

20. **Dispel True** — As *Dispel Magic I*, except for the area of effect.

25. **Great Disjunction** — As *Disjunction*, except that artifacts do not get the special bonus to their RR. Some very powerful items may still receive this bonus (GM's discretion).

30. **Failure V** — As *Failure I*, except that the penalty is -50.

50. **Spell Bane** — Caster may use the other spells on this list, once per round.

SPELL COORDINATION

Lvl	Name	Area of Effect	Duration	Range	Ty
1)					
2)	Spell Store I	caster	varies	self	U
3)					
4)					
5)	Bypass Stored Spell	caster	—	self	U
6)	Store Other's Spell	caster	varies	self	U
7)					
8)	Reverse Spells *	1 spell	—	100'	U
9)					
10)	Complex Spell II	caster	varies	self	U
11)	Store Spell II	caster	varies	self	U
12)					
13)	Contingency	caster	varies	self	U
14)					
15)	Complex Spell III	caster	varies	self	U
16)	Multi– User Complex	caster	varies	10'	U
17)	Auto Response V	caster	varies	self	U
18)	Store Spell III	caster	varies	self	U
19)	Bypass All Stored	caster	—	self	U
20)	Complex Spell IV	caster	varies	self	U
25)	Complex Contingency	caster	varies	self	U
30)	Auto Response X	caster	varies	self	U
50)	Continuous Spell	caster	varies	self	U

SPELL COORDINATION

2. Spell Store I — Caster may cast this spell with any spell he wants to store. The spell to be stored must be caster within one minute after the *Spell Store* spell is cast. The stored spell may then be caster later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.

5. Bypass Stored Spell — This spell may be cast while a spell is stored (with *Spell Store*). After casting this spell, the caster may cast one other spell normally (even if he has one spell stored). If the caster has more than one spell stored, this spell has no effect.

6. Store Other's Spell — As *Store Spell I*, except the stored spell may come from another spell user. The caster of the spell that is stored must expend the PPs normally required, and the caster of the *Store Other's Spell* must expend an equal number of PPs plus the PPs for casting this spell. Both casters must be touching each other. When the stored spell is cast, treat as though the caster of the *Store Other's Spell* cast the spell (for level, duration, etc.).

8. Reverse Spells — [RR Mod: +20] The target spell is reversed back upon its caster. If necessary, the spell is treated as having a +0 attack mofication.

10. Complex Spell II — After casting this spell, the caster may combine the effects of any two non-elemental spells (i.e., DE, BE, or E type spells). The two spells to be combined must be cast within two minutes of the completion of this spell (and PPs must be expended normally for those spells); however, the effects from the spells are delayed until both spells are completed. The level of the complex spell is treated as the higher of the two spell levels plus 10.

11. Store Spell II — This spell may be cast while another spell is stored. After storing a spell, the caster may store a second spell by casting this spell. Treat this spell in all ways as a *Spell Store I* (except one spell must already be stored before this spell has any effect). This spell may not be activated until after the first stored spell is activated. Once the first spell is activated, the spell stored with *Store Spell II*, is treated in all ways as if it were stored with a *Spell Store I*.

13. Contingency — Caster may cast this spell with any spell that he wants to put a contingency upon. That spell will trigger anytime the specific condition is met. The condition must have something to do with the caster (e.g., the caster is falling, stunned, wet, etc.). This does not count as a stored spell (and other spells may be cast while this effect remains dormant. Only one contingency spell may be active on the caster at any given time. The caster must pay the PPs for both this spell and the spell that is put on contingency.

15. Complex Spell III — As *Complex Spell II*, except that the effects of up to three spells may combined (and they must be cast within three minutes after completing this spell). The effective level for the new spell is the highest level of the three spells plus 15.

16. Multi-User Complex — This spell affects the next *Complex Spell* cast (within one minute after completion of this spell). After completing the *Complex Spell* (which must follow after this spell), the combined spells may come from different spell users. All casters must be touching each other (and they must all be willing participants).

17. Auto Response V — When this spell is cast, the caster may designate any one spell (up to 5th level in power) that will automatically be triggered when a specific condition is met (similar to *Contingency*); this spell will be triggered everytime the condition is met (as long as the caster has PP to available). The PPs for the activated spell are spent once when the *Auto Response* spell is cast, and then every time the spell is triggered. Triggering of an auto-response spell takes 0% activity, but cannot violate the restriction of one spell per round. A given caster may have only one auto response spell active at a time (if another *Auto Response* spell is cast, the previous one is cancelled).

18. Store Spell III — As *Store Spell II*, except that this spell cannot be cast until a second spell has been stored. After the first stored spell is cast, this spell becomes exactly like a spell stored with *Store Spell II*.

19. Bypass All Stored — As *Bypass Stored Spell*, except that caster may bypass any number of stored spells.

20. Complex Spell IV — As *Complex Spell II*, except four spell effects may be combined (and they must be cast within four minutes after completing this spell). The effective level for the new spell is the highest level of the three spells plus 20.

25. Complex Contingency — As *Contingency* and *Complex Spell II* combined.

30. Auto Response X — As *Auto Response V*, except that up to 10th level spells may be used.

50. Continuous Spell — The caster's next spell (must be cast within one minute after completing this spell) will last as long as the caster concentrates. The will not affect spells with a duration of "—."

Spell Hand

1. **Extend Range I** — Causes the next spell that the target casts (must be within 1 minute of the completion of this spell) to have it's range increased by 50'.
2. **Extend Duration III** — Causes the next spell that the target casts (must be within 1 minute of the completion of this spell) to have it's duration tripled.
3. **Intant Ranging I** — As *Extend Range I*, except that this spell is instantaneous.
4. **Extend Range II** — As *Extend Range I*, except that range is increased by 100'.
5. **Increase Radius I** — Causes the next spell that the target casts (must be within 1 minute of the completion of this spell) to have it's radius increased by 5'.
6. **Extend Duration IV** — As *Extend Duration III*, except that duration is quadrupled (x4).
7. **Intant Ranging II** — As *Extend Range II*, except that this spell is instantaneous.
9. **Extend Range III** — As *Extend Range I*, except that range is increased by 300'.
10. **Increase Radius II** — As *Increase Radius I*, except Radius is increased by 10'.
11. **Extend Duration V** — As *Extend Duration III*, except that duration is increase by five times.
12. **Extend Range IV**. As *Extend Range I*, except that range is increased by 500'.
13. **Increase Radius III** — As *Increase Radius I*, except radius is increased by 15'.
14. **Extend Duration X** — As *Extend Duration III*, except that duration is increased by ten times.
15. **Extend Range V** — As *Extend Range I*, except that range is increased by 1,000'.
16. **Instant Ranging IV** — As *Extend Range IV*, except that this spell is instantaneous.
18. **Increase Radius IV** — As *Increase Radius I*, except radius is increased by 20'.
20. **Increase Radius V** — As *Increase Radius I*, except radius is increased by 25'.
25. **Great Extension** — As *Extend Duration III*, except that duration is increased by 20 times.
30. **Extend Range True** — As *Extend Range I*, except that range is increased by 100' per level of the caster.
50. **Permanent** — As *Extend Duration III*, except that duration is Permanent.

Notes

Any spell affected by spells on this list must meet the following requirements (before the spell from this list can affect it):

Must have a range of at least 10' (for *Extend Range …*).

Must have a duration that is not concentration ("C") or instant ("—") (for *Extend Duration …*).

Must have an area of effect with a radius (for *Increase Radius …*).

Wizard Base List 13.4.5
Spell Hand

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Extend Range I	1 target	—	self	U
2)	Extend Duration III	1 target	—	self	U
3)	Instant Ranging I*	1 target	—	self	U
4)	Extend Range II	1 target	—	self	U
5)	Increase Radius I	1 target	—	self	U
6)	Extend Duration IV	1 target	—	self	U
7)	Instant Ranging II*	1 target	—	self	
8)					
9)	Extend Range III	1 target	—	self	
10)	Increase Radius II	1 target	—	self	
11)	Extend Duration IV	1 target	—	self	
12)	Extend Range IV	1 target	—	self	U
13)	Increase Radius III	1 target	—	self	U
14)	Extend Duration X	1 target	—	self	U
15)	Extend Range V	1 target	—	self	
16)	Instant Ranging IV*	1 target	—	self	D
17)					
18)	Increase Radius IV	1 target	—	self	U
19)					
20)	Increase Radius V	1 target	—	self	U
25)	Great Extension	1 target	—	self	U
30)	Extend Range True	1 target	—	self	U
50)	Permanent	1 target	—	self	U

ARCANE
COMPANION

Wizard Base List 13.4.6
Spell Shield

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Protect I	10'R	1 min/lvl	self	U
2)	Resist Element	caster	1 min/lvl	self	U
3)	Protect II	10'R	1 min/lvl	self	U
4)					
5)	Spell Shield I	caster	1 min/lvl(C)	self	
6)	Element Shield I	caster	1 min/lvl	self	
7)	Spell Shield II	caster	1 min/lvl(C)	self	
8)	Protect Sphere I	10'R/lvl	1 min/lvl	self	
9)	Elemental Shield II	caster	1 min/lvl	self	
10)	Realm Armor I	caster	1 min/lvl(C)	self	
11)					
12)	Element Armor I	caster	1 min/lvl	self	U
13)	Protect Sphere II	10'R/lvl	1 min/lvl	self	
14)					
15)	Protect III	10'R	1 min/lvl	self	U
16)	Realm Armor II	caster	1 min/lvl(C)	self	U
17)	Element Armor I	caster	1 min/lvl	self	U
18)					
19)	Protect Sphere III	10'R/lvl	1 min/lvl	self	U
20)	Mass Shield	1 target/lvl	1 min/lvl(C)	touch	U
25)	Mass Armor	1 target/lvl	1 min/lvl(C)	touch	U
30)	Realm Resistance	caster	1 min/lvl	self	U
50)	Spell Defense	caster	1 min/lvl	self	U

Spell Shield

1. **Protect I** — Everyone with 5' of the caster adds +5 to all their RRs.

2. **Resist Element** — Caster gains +10 to RRs versus a specific element (chosen at time of casting) and 10 is subtracted from any elemental attack from that element (when the caster is the target of the attack).

3. **Protect II** — As *Protect I*, except bonus is +10.

4. **Spell Shield I** — Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal attacks from a chosen realm of magic (base and elemental). If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses the caster would normally have for his spell's base attack roll.

6. **Element Shield I** — As *Resist Elements*, except RR bonus is +20 and elemental attacks suffer a -20 penalty.

7. **Spell Shield II** — As *Spell Shield I*, except that two realms may be chosen.

8. **Protect Sphere I** — As *Protect I*, except for the area of effect.

9. **Element Shield II** — As *Element Shield I*, except that two elements may be chosen.

10. **Realm Armor I** — Caster gains protection from a specific realm of magic (chosen at the time of casting). All RRs versus spells of that realm are receive a bonus of +30.

12. **Element Armor II** — As *Element Shield I*, except that all criticals are reduced by one severity ("D" becomes "C", "B" becomes "A", "A" subtracts 50 from the critical result, etc.) and all concussion damage is halved.

13. **Protect Sphere II** — As *Protect II*, except for the area of effect.

15. **Protect III** — As *Protect I*, except Bonus is +15.

16. **Realm Armor II** — As *Realm Armor I*, except that two realms may be chosen.

17. **Element Armor II** — As *Element Armor I*, except that two elements may be protected against.

19. **Protect Sphere III** — As *Protect III*, except for the area of effect.

20. **Mass Shield** — As *Spell Shield I*, except that caster may shield up tp 1 target for each of his level.

25. **Mass Armor** — As *Realm Armor I*, except that caster may protect up tp 1 target for each of his level.

30. **Realm Resistance** — As *Realm Armor I*, except that Bonus is +50.

50. **Spell Defense** — As *Realm Resistance II* and *Element Armor II* simultaneously.

ARCANE MOTIONS

1. **Leaping** — Allows the target to leap 50' laterally **or** 20' horizontally in the round that this spell is cast.

2. **Landing** — Allows the target to land safely after a fall up to 20' per level of the caster. The target may also take that distance off of the severity of a greater fall.

3. **Leaving I** — Caster teleports the target to a point up to 100' away. There can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).

CHAOTIC BASE LIST 13.5.1
ARCANE MOTIONS

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	—	10'	U
4)	Fly I	1 target	1 min/lvl	10'	U
5)	Store Location	caster	P	self	U
6)	Waterwalking	1 target	1 min/lvl	10'	U
7)	Fly II	1 target	1 min/lvl	10'	U
8)	Long Door I	1 target	—	10'	U
9)	Teleport I	1 target	—	10'	U
10)	Gripping I	1 target	1 min/lvl	10'	U
11)	Fly III	1 target	1 min/lvl	10'	U
12)					
13)	Merging	1 target	varies	10'	U
14)	Gripping II	1 target	1 min/lvl	10'	U
15)	Fly True	1 target	1 min/lvl	10'	U
16)	Leaving True	1 target	—	10'	U
17)	Teleport V	5 targets	—	10'	U
18)	Returning *	caster	—	self	U
19)	Gripping III	1 target	1 min/lvl	10'	U
20)	Mass Fly	1 target/lvl	1 min/lvl	10'	U
25)	Mass Teleport	1 target/lvl	—	10'	U
30)	Gripping True	1 target	1 min/lvl	10'	U
50)	Teleport True	1 target	—	10'	U

4. **Fly I** — Target can fly at a rate of 75' per round (approximately 5 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.

5. **Store Location** — The caster stores a location for use with other spells (e.g., *Teleport* and *Returning* spells). When used with a *Teleport* spell, the location is treated as "Studied carefully." The caster can have only one location stored at a time.

6. **Waterwalking** — Target can walk on water as if he were on level ground; may not be used on rough water.

7. **Fly II** — As *Fly I*, except rate is 150' per round.

8. **Long Door I** — As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the target does not move; instead, he is stunned d10 rounds (the caster still expends the PPs for this spell).

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

10. **Gripping I** — Target's feet (and footwear, while he is wearing them) grip to any surface (walls, ceilings, branches, etc.). The target gains a +50 on any maneuvers involving balance while using this spell. The target may move at a Walking pace or slower.

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

13. **Merging** — Target may merge into any solid, inanimate material. While merged, the target cannot move or perceive. When the target emerges from the material, he can emerge from any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet. The caster can exit at any time up to 1 hour/level; all other targets must emerge after a specified time (the caster specifies the time when the spell is cast, must be less than 1 hour per level).

14. **Gripping II** — As *Gripping I*, except target may move up to a Run (x2) pace.

15. **Fly True** — As *Fly I*, except rate is 450' per round.

16. **Leaving True** — As *Leaving I*, except range of the teleport is up to one mile.

17. **Teleport V** — As *Teleport I*, except that the caster may teleport up to five targets.

18. **Returning** — Caster is immediately returned to his stored location (see *Store Location*) if that stored location is less than 10 miles per level of the caster away.

19. **Gripping III** — As *Gripping I*, except the target may move at up to a Sprint pace (x3).

20. **Mass Fly** — As *Fly I*, except affects a number of targets equaling the caster's level.

25. **Mass Teleport** — As *Teleport I*, except that caster may teleport a number of targets equaling his level.

30. **Gripping True** — As *Gripping I*, except the target may move at up to a Fast Sprint pace (x4).

50. **Teleport True** — As *Teleport I*, except the range of the teleport is unlimited.

CHAOTIC SENSES

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Numbing	1 target	C	100'	F
2)	Enhance Sense I	caster	10 min/lvl	self	U
3)	Night Vision	caster	10 min/lvl	self	U
4)					
5)	Agony	1 target	1 min/lvl	100'	
6)	Sense Loss I	1 target	1 min/10 fail	100'	
7)	Long Sense	caster	1 min/lvl (C)	self	
8)	Enhance Sense II	caster	10 min/lvl	self	
9)	Sensory Overload	1 target	1 rnd/5 fail	100'	
10)	Circular Vision	caster	1 min/lvl	self	
11)	Long Sense II	caster	1 min/lvl (C)	self	
12)	Sense Loss II	1 target	1 min/10 fail	100'	
13)	Darkvision	caster	10 min/lvl	self	
14)	Mass Sense Loss	1 target/lvl	1 min/10 fail	100'	
15)	Enhance Sense III	caster	10 min/lvl	self	U
16)	Unsense	1 target	1 day/lvl	100'	
17)					
18)	Sense Loss III	1 target	1 min/10 fail	50'	
19)					
20)	Touch of Death	1 target	P	touch	
25)	Sensory Deprivation	1 target	1 day/10 fail	100'	F
30)	Alternate Reality	1 target	1 min/10 fail	100'	F
50)	Sense Master	caster	1 rnd/lvl	self	U

9. **Sensory Overload** — This spell overloads the target's senses. If the RR fails by 50 or less, the target is stunned for the duration. If the RR fails by more than 50, he is unconscious.

10. **Circular Vision** — Caster may see in all directions simultaneously. No attacks against the caster may have the flank or rear bonuses.

11. **Long Sense II** — As *Long Sense I*, except that the caster may employ up to two senses simultaneously.

12. **Sense Loss II** — As *Sense Loss I*, except that the caster may designate up to two senses.

13. **Darkvision** — As *Nightvision*, except no light is required and the caster can see even in magically created darkness.

14. **Mass Sense Loss** — As *Sense Loss I*, except for the number of targets.

15. **Enhance Sense III** — As *Enhance Sense I*, except that the caster may enhance three senses.

16. **Unsense** — As *Sense Loss I*, except for the duration.

17. **Torment** — As *Agony*, except target takes 90% of his remaining hits.

18. **Sense Loss III** — As *Sense Loss I*, except that the caster may designate up to three senses.

20. **Touch of Death** — As *Torment*, except duration is permanent (until healed) and the target takes 100% of his remaining hits.

25. **Sensory Deprivation** — Total sensory deprivation, i.e., no sensory input. Every day of deprivation gives a 5% chance (cumulative) of temporary insanity.

30. **Alternate Reality** — Target experiences a totally different reality. Everything in the real world has an analog in the hallucination. The caster has no control over exactly what the target experiences.

50. **Sense Master** — Caster may use any of the lower level spells on this list, one per round.

CHAOTIC SENSES

1. **Numbing** — Random limb of target's is numb and useless. If the limb is a leg, the target loses 40% of his movement. If the limb is an arm, the target suffers -40 to melee and missile fire with that arm.

2. **Enhance Sense I** — Caster enhances one of his senses (sight, hearing, etc.). Caster gains a +30 to Awareness maneuvers with this sense.

3. **Nightvision** — Caster can see 100' on a clear night as if it were day. At least some small amount of residual light is required for this spell to work. See Sectio 7.1.19 (in *Spell Law*) for more on the environment's effect on vision.

5. **Agony** — Target feels pain, and he takes 60% of his remaining hits.

6. **Sense Loss I** — Target loses use of one sense (of caster's choice) for the duration. All attempts to use that sense suffer a -100 penalty.

7. **Long Sense** — Caster may cast a single sense (sight, hearing, etc.) to be used at a point up to 100' distant (ignoring intervening barriers). Once placed the point may not move, but may rotate.

8. **Enhance Sense II** — As *Enhance Sense I*, except that the caster may enhance two senses.
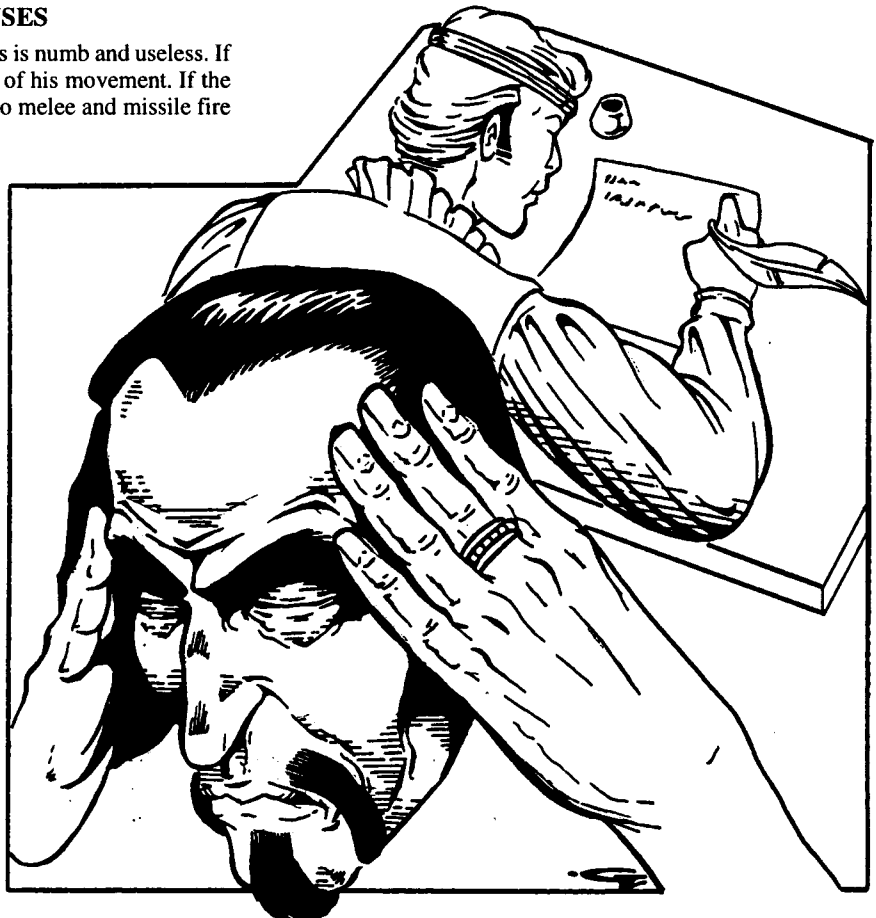
CHANGES

1. **Freeze Water** — Cools 1 cubic foot of liquid per level to boiling, at a rate of 50° per round of concentration.

2. **Heat Solid** — Heats any solid, inanimate, non-metal material up to 500°F at a rate of 1 cu' per round of concentration (without concentration, the material will remain at its current temperature for the remainder of the duration). The caster must concentrate to raise the temperature 50° per round. Caster only has to touch the target when the spell is cast (touch is not needed to raise the temperature).

4. **Change to Kind** — Caster can alter his form to the form of any desired humanoid race. The form cannot be a specific form. For example, a human caster could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., the target who becomes a Dwarf would not recieve the Dwarves' ability to see in the dark). The caster can only alter his size by up to 25%. See Section 7.1.11 (in *Spell Law*).

5. **Reinforce Wood** — A single piece of wood, of up to 10 cubic feet in volume, becomes as hard as granite.

6. **Brittle** — One item (up to 5 cubic feet) becomes as brittle as thin glass. Treat as an item that must always check for breakage with a Strength factor of equal to a d10.

7. **Reinforce Stone** — As *Reinforce Wood*, except that a single stone (up to 10 cubic feet) becomes as hard as steel.

8. **Enlarge** — Caster may increase his mass by up to 10% per level of the caster (height in most situations); there is no increase in his strength (except for movement purposes).

10. **Unbreakable** — One object of no greater volume than 1 cubic foot is made unbreakable. Treat as having a Strength of 250.

12. **Changing** — As *Change to Kind*, except that the caster may change his form at will, by concentrating for one round per change.

14. **Reinforce Iron/Steel** — As *Reinforce Wood*, except that a single iron or steel object (up to 10 cubic feet) becomes unbreakable.

15. **Tunnel** — Caster creates a tunnel 6' radius by 10' long through any non-living, organic or inorganic mass.

16. **Greater Enlarge** — As *Enlarge*, except that the mass change is 20% per level of the caster.

17. **Melt** — Caster causes up to 1 cubic foot per level of any non-magical, non-living solid to melt. There is no increase in temperature, so the material will begin to solidify immediately after the duration of this spell expires. The melting takes 3 rounds.

18. **Stone to Dust** — Up to 1,000' of stone turns to dust (the transformation takes 3 rounds).

19. **Boil** — Caster causes up to 1 cubic foot per level of any normal liquid to boil. Liquid will continue to boil as long as the caster concentrates. The caster must be able to see the target liquid. Boiling takes 3 rounds. Caster is immune to damage from the boiling liquid.

20. **Impersonate** — Caster may exactly duplicate any single, specific being. The caster may not lose or gain more than 50% of his mass in this change. Caster gains none of the abilities of this person.

25. **Shapeshift** — As *Impersonate*, except that any mass may be gained up to 100% per level.

30. **Mass Enlarge** — As *Enlarge*, except for the number of targets.

50. **Transmute** — May transmute up to 1 ounce of any non-magical substance to any other non-magical substance. This takes 8 hours of uninterrupted concentration.

CHAOTIC BASE LIST 13.5.3
CHANGES

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Freeze Water	1 cu'/lvl	P	10'	F
2)	Heat Solid	1 cu'/lvl	1 min/lvl	touch	F
3)					
4)	Change to Kind	caster	10 min/lvl	self	U
5)	Reinforce Wood	10 cu'	1 min/lvl (C)	10'	
6)	Brittle	1 item	1 min/lvl (C)	10'	
7)	Reinforce Stone	10 cu'	1 min/lvl (C)	10'	
8)	Enlarge	caster	10 min/lvl	self	
9)					
10)	Unbreakable	1 object	1 min/lvl (C)	10'	
11)					
12)	Changing	caster	10 min/lvl	self	U
13)					
14)	Reinforce Iron/Steel	10 cu'	1 min/lvl (C)	10'	
15)	Tunnel	6'Rx10'	P	touch	
16)	Greater Enlarge	caster	10 min/lvl	self	
17)	Melt	1 cu'/lvl	1 min/lvl (C)	10'	
18)	Stone/Dust	1,000 cu'	P	100'	
19)	Boil	1 cu'/lvl	P (C)	10'	
20)	Impersonation	caster	varies	self	U
25)	Shape Shift	caster	1 hr/lvl	self	U
30)	Mass Enlarge	1 target/lvl	1 min/lvl	10'	U
50)	Transmute	1 oz.	P	touch	U

HAND OF CHAOS

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Ablaze	5'R	—	20'	E
2)					
3)	Call Fog	100'R	varies	100'	E
4)					
5)	Hammerhands	caster	1 min/lvl	self	
6)					
7)	Pillar of Winds	5'R	C	50'	E
8)	Wall of Hail	10'x10'x5'	1 rnd/lvl	50'	
9)	Excavation	5'R	1 rnd	100'	
10)	Immolation	caster	1 rnd/lvl	self	
11)	Explode	1 object	—	50'	
12)					
13)	Drowning	1 target	1 rnd/5 fail	20'	E
14)					
15)	Unstone	100 cu'	P	20'	F
16)	Unwater	10,000 cu'	P	20'	F
17)					
18)	Fissure	100'x30'x50'	P	100'	F
19)					
20)	Tornado	30'R	2–20 rnds	500'	E
25)	Flashfire	500'R	varies	500'	E
30)	Tremors	varies	1 rnd	100'/lvl	
50)	Reign of Chaos	caster	1 min/lvl	self	U

HAND OF CHAOS

1. **Ablaze** — All flammable materials within the target area are ignited. Once started, the fire is no longer under the control of the caster.

3. **Call Fog** — Creates dense fog within the area.

5. **Hammerhands** — The caster's hands become as hard as stone. Any attacks are made with Martial Arts OB (using the most appropriate skill), but is resolved on the Mace Attack Table (see *Arms Law*).

7. **Pillar of Winds** — Caster creates an intense, directed updraft of air that can support a weight of up to 500 lbs. (so long as the weight is concentrated in the area of effect). The combination of height lifted times weight is always equal to 500. For example, a 100 pound man would be lifted 5 feet into the air; while a 500 pound object would be lifted 1 foot into the air; while a 2 pound object would be lifted 250 feet into the air.

8. **Wall of Hail** — Caster creates a wall of swirling hail 10' x 10' x 5' (deep). All coming into contact with the wall suffer a 'B' Impact critical. All movement through the wall is slowed by 75%. All attacks through the wall suffer a -75 penalty.

9. **Excavation** — The caster raises one buried object from a depth of no greater than 1 foot per level of the caster (and the object must weigh less than 10 pounds per level of the caster). The caster must know that the object is buried in the area or the spell has no effect. The object raises over the course of one round.

10. **Immolation** — Caster (and all his gear) is bathed in fire. The caster (and his gear) is immune to this fire (though other fire attacks cause normal damage). All within 5'R suffer an 'A' Heat critical. All in contact with caster suffer a 'C' Heat critical.

11. **Explode** — Target inorganic item (up to 1 cubic foot) is explodes into tiny fragments. All within 5'R take an 'A' Impact critical, the holder of the item takes a 'C' Impact critical. Metal objects get a special +30 modification to their RR.

13. **Drowning** — Water quickly condenses around the target, causing him to begin drowning (as the air he breathes is mostly water now).

15. **Unstone** — Disintegrates up to 100 cubic feet of stone.

16. **Unwater** — As *Unstone*, except that 10,000 cubic feet of water is destroyed.

18. **Fissure** — Creates a great crack in the earth, measuring 100 feet long, 50 feet deep and 30 feet wide.

20. **Tornado** — Caster creates a Tornado. The tornado is not under the control of the caster.

25. **Flashfire** — All flammable material within the area is set ablaze. Fire will spread as normal.

30. **Tremors** — Causes a very minor earthquake which could cause shoddy construction to collapse (this can be very terrifying). This is approximately 5.5 on the Richter scale.

50. **Reign of Chaos** — Caster may use any of the lower level spells on this list, once per round.

AMPLIFICATIONS

1. **Memorize** — The caster memorizes a single image (that may be recalled at any time). The caster can only have one image stored per level of experience.

3. **Initiative V** — Caster adds 5 to his initiative roll next round.

4. **Speed Reading II** — Caster reads at a rate of 20 pages per minute.

5. **Haste I** — Target may act at twice his normal rate (i.e., 200% activity). See Section 7.1.24 in *Spell Law* for more information.

6. **Toughness I** — For the duration of this spell, any wounds that deliver stun effects to the caster have the number of rounds of stun reduced by one.

7. **Focus I** — Caster receives a special +15 bonus to his next static maneuver (the static maneuver must be completed before the duration of this spell expires).

8. **Strength II** — In melee, the caster does double normal concussion hits **and** his Strength stat bonus is doubled.

9. **Haste II** — As *Haste I*, except for the duration.

10. **Initiative X** — Caster adds 10 to his next initiative roll next round.

11. **Focus II** — As *Focus I*, except the bonus is +30.

12. **Toughness II** — For the duration of this spell, all criticals against the caster are reduced by one in severity (e.g., "E" becomes a "D", "B" becomes an "A", with an "A" receiving a -50 modification).

13. **Haste III** — As *Haste I*, except for the duration.

14. **Focus III** — As *Focus I*, except the bonus is +45.

15. **Health** — For the duration of this spell, the caster receives a bonus of +50 to any RRs versus disease and poison.

17. **Haste IV** — As *Haste I*, except for the duration.

20. **Unpain IV** — Caster is able to sustain and additional 100% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.

25. **Toughness III** — For the duration of this spell, the caster's skin toughens, giving him an effective AT of 11.

30. **Focus True** — As *Focus I*, except the bonus is +60.

50. **Toughness True** — Caster receives the bonuses of *Toughness I*, *Toughness II*, *Toughness III*, and *Unpain* simultaneously.

MAGEHUNTER BASE LIST 13.6.1
AMPLIFICATIONS

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Memorize	caster	—	self	U
2)					
3)	Initiative V*	caster	1 rnd	self	U
4)	Speed Reading	caster	10 min/lvl	self	U
5)	Haste I*	caster	1 rnd	self	U
6)	Toughness I*	caster	1 min/lvl	self	U
7)	Focus I*	caster	1 min/lvl (C)	self	U
8)	Strength II*	caster	1 rnd/lvl	self	U
9)	Haste II*	caster	2 rnds	self	U
10)	Initiative X*	caster	1 rnd	self	U
11)	Focus II*	caster	1 min/lvl (C)	self	U
12)	Toughness II*	caster	1 min/lvl	self	U
13)	Haste III*	caster	3 rnds	self	U
14)	Focus III*	caster	1 min/lvl (C)	self	U
15)	Health*	caster	1 min/lvl	self	U
16)					
17)	Haste IV*	caster	4 rnds	self	U
18)					
19)					
20)	Unpain IV*	caster	1 min/lvl	self	U
25)	Toughness III*	caster	1 min/lvl	self	U
30)	Focus True*	caster	1 rnd	self	U
50)	Toughness True*	caster	1 min/lvl	self	U

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MAGEHUNTER BASE LIST 13.6.2

CONTAINING WAYS

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Containment Lore	caster	—	self	
2)					
3)	Impair Limb	1 target	1 min/5 fail	touch	
4)					
5)	Sound Binding	1 target	1 min/5 fail	10'	
6)	Binds I	1 target	10 min/10 fail	10'	
7)					
8)	Hold Kind	1 target	C	10'	
9)					
10)	Create Cell	1 room	1 day/lvl	touch	
11)					
12)	Binds II	1 target	1 hr/10 fail	10'	
13)					
14)	Hold True	1 target	C	10'	
15)	Remove Power I	1 target	1 hr/5 fail	10'	
16)					
17)	Binds III	1 target	1 day/10 fail	10'	
18)					
19)	Create Prison	1 room	1 day/lvl	10'	
20)	Holding	1 target	1 min/10 fail	10'	
25)	Remove Power II	1 target	1 hr/5 fail	10'	
30)	Mass Hold	1 target/5 lvls	C	50'	
50)	Greater Remove Power	1 target	1 day/5 fail	10'	

CONTAINING WAYS

1. **Containment Lore** — Caster gains insight into the best way to hold a particular spell user so as to most impair his spell casting. If the caster follows this spell's advice to the letter (which may take some time), every spell casting attempt will require a Spell Casting Static Maneuver with a special modifier of -50.

3. **Impair Limb** — One of target's limbs (chosen randomly) is impaired and useless.

5. **Sound Binding** — Target may not make any sounds.

6. **Binds I** — Target is wrapped in magical bonds. If the target struggles, he suffers a 'B' Electricity.

8. **Hold Kind** — Target humanoid is reduced to 25% activity.

10. **Create Cell** — Caster converts a room into a cell for holding spell users. The room can only contain one spell user (more than that dispels this spell). While in the cell, all spell casting attempts require a Spell Casting Static Maneuver with a special -100 modifier.

12. **Binds II** — As *Binds I*, except for the duration.

14. **Hold True** — As *Hold Kind*, except that any being may be held.

15. **Remove Power I** — Target loses all PPs for the duration. The caster must know the target's realm of power, and the target must be from a single realm (i.e., not a hybrid spell user).

17. **Binds III** — As *Binds I*, except for the duration.

19. **Create Prison** — As *Create Cell*, except room may holy 1 spell user for every 10 square feet in the room. In addition, spell users will suffer a "D" Void critical when they enter the room.

20. **Holding** — As *Hold Kind*, except for the duration.

25. **Remove Power II** — As *Remove Power I*, except that any hybrid spell user may be targetted.

30. **Mass Hold** — As *Hold Kind*, except for the number of targets.

50. **Greater Remove Power** — As *Remove Power I*, except for the duration.
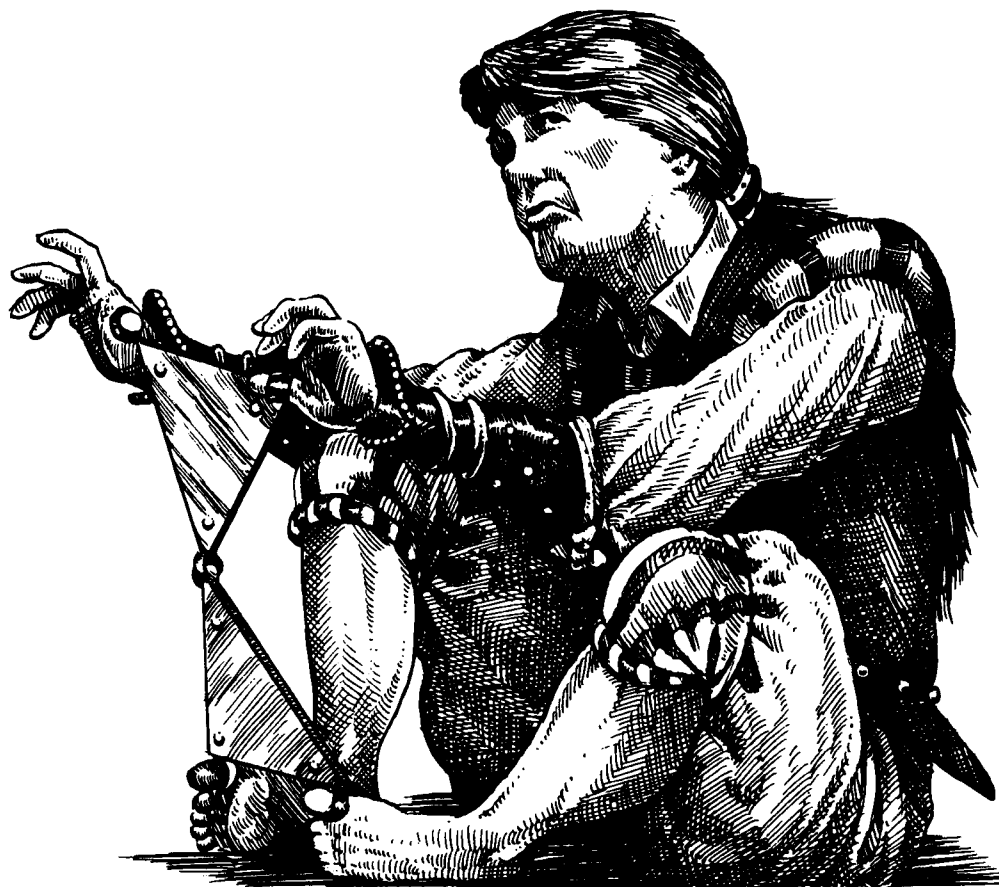
Hunter's Call

1. **Question** — Target must answer a single concept question truthfully (presuming the target can understand the question).

2. **Detect Lie** — Caster knows whether the target is lying or not.

3. **Charm Kind** — Target humanoid believes that the caster is a good friend.

4. **Question V** — As *Question*, except that target must respond to up to 5 single concept questions.

5. **Suggestion** — Target will follow a single suggestion so long as it is not completely alien to him (no jumping off the bridge suggestions, no throwing yourself in front of runaway manure cart suggestions, etc).

6. **Fumble Spell I** — The next spell the target attempts to cast requires a Spell Casting Static Maneuver (with a special -10 modifier).

7. **Question X** — As *Question*, except that target must respond to up to 10 single concept questions.

8. **Suggestion II** — As *Suggestion*, except that two targets will receive the same suggestion.

10. **Telepathy** — Caster can read the surface thoughts of one target.

11. **Master of Kind** — Target humanoid must obey caster. Commands must not be completely alien to the target.

12. **Lord Question** — As *Question*, except that target must respond to up to 20 single concept questions.

13. **Fumble Spell III** — As *Fumble Spell I*, except affects the next three spells the target attempts to cast.

14. **Telepathy II** — As *Telepathy*, except for the range.

15. **Forget Spell** — The target forgets the spell that he most recently cast. He may not cast that spell again for the duration of this spell. All lower- and higher-level versions of the spell are also forgotten (e.g., *Sleep V, Sleep X,* etc.).

16. **Mind Scan** — Caster may read target's conscious memories, at a rate of 1 scene per round.

19. **Fumble Spell V** — As *Fumble Spell I*, except affects the next five spells the target attempts to cast.

20. **Mind Probe** — Caster may read target's deep subconscious memories, at a rate of 1 scene per round.

25. **Mind Scan II** — As *Mind Scan*, except that the caster may scan a different target each round.

30. **Thought Steal** — Caster may read a single memory from target's mind each round.

50. **Mind Probe True** — As *Mind Probe*, except that the caster may scan a different target each round. In addition, the number of scenes scanned per round is equal to the caster's level.

Magehunter Base List 13.6.3
Hunter's Call

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Question	1 target	varies	10'	Fm
2)	Detect Lie	1 target	1 min/lvl	50'	F
3)	Charm Kind	1 target	10 min/lvl	10'	Fm
4)	Question V	1 target	varies	10'	Fm
5)	Suggestion	1 target	varies	10'	Fm
6)	Fumble Spell I	1 target	varies	50'	F
7)	Question X	1 target	varies	10'	F
8)	Suggestion II	2 targets	varies	10'	F
9)					
10)	Telepathy	1 target	1 rnd/lvl (C)	10'	
11)	Master Of Kind	1 target	10 min/lvl	10'	Fm
12)	Lord Question	1 target	varies	10'	Fm
13)	Fumble Spell III	1 target	varies	50'	F
14)	Telepathy II	1 target	1 rnd/lvl (C)	50'	F
15)	Forget Spell	1 target	1 day/10 fail	10'	F
16)	Mind Scan	1 target	1 rnd/lvl(C)	10'	Fm
17)					
18)	Fumble Spell V	1 target	—	50'	F
19)					
20)	Mind Probe	1 target	1 rnd/lvl(C)	10'	Fm
25)	Mind Scan II	1 target	1 rnd/lvl(C)	10'	Fm
30)	Throught Steal	1 target	1 rnd/lvl(C)	10'	Fm
50)	Mind Probe True	1 target	1 rnd/lvl(C)	10'	Fm

MAGEHUNTER BASE LIST 13.6.4
POWER LORE

Lvl	Name	Area of Effect	Duration	Range
1)	Spell Signature	1 target	—	50'
2)	Type Spell	1 spell	—	50'
3)	Spell Detection	10'R	C	100'
4)				
5)	Detect Past Spell	10'R	C	100'
6)				
7)	Spell Analysis	1 spell	—	50'
8)				
9)	Recall Spell	1 spell	1 rnd/lvl	50'
10)	Name Spell	1 spell	—	50'
11)	Power Analysis	10'R	C	50'
12)				
13)	Magic Item Lore	1 item	—	50'
14)				
15)	Past Spell Analysis	1 spell	—	50'
16)	Spell Typing	10'R	—	50'
17)				
18)	Analyze Curse	1 curse	—	50'
19)				
20)	Name Past Spell	1 spell	—	50'
25)	Reveal Target	1 spell	—	50'
30)	Power Analysis True	10'R	C	50'
50)	Spell History	10'R	C	50'

POWER LORE

1. **Spell Signature** — Caster memorizes the "signature" of a given spell user (the target of this spell). The caster can only have one signature memorized at a time. Any time this spell is cast, any previously memorized signatures are lost.

2. **Type Spell** — This spell must be cast upon an active spell. The caster will immediately know if the spell was cast by the spell user with his currently memorized signature (see *Spell Signature*). The caster will also know if he has ever memorized the signature of the caster of the spell (though he does not know exactly which signature it is).

3. **Spell Detection** — Caster learns whether or not there are any active spells in the area. The area of effect can be moved once per round (up to the range of the spell).

5. **Detect Past Spell** — As *Spell Detection*, except that the caster learns of any spells that have ever been cast within the area. The caster only detects spells into the past one day per level of the caster.

7. **Spell Analysis** — Provides an analysis of an active spell; giving its duration, the list it was cast from, and its type (not its level or exactly what spell it is).

9. **Recall Spell** — One random spell, cast in the area in the past (up to 1 hour per level of the caster), becomes an "active" spell for the duration of this spell. The spell is only treated as active for the purposes of other spells on this list (i.e., *Spell Analysis* may be cast upon it, etc.). If the caster has cast Detect Past Spell on this area, he may select one past spell to recall (rather than selecting an random one).

10. **Name Spell** — Caster learns the name (but not the version; e.g., *Sleep*, not *Sleep X*) of a single active spell.

11. **Power Analysis** — Provides an analysis of an ability or power (active or not). One item, person, or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.

13. **Magic Item Lore** — Caster learns the purpose, origin, construction, and age of a single magical object.

15. **Past Spell Analysis** — As *Spell Analysis*, except that the spell need not be active any longer. Maximum time elapsed may only be 1 day per level of the caster. The spell must have been detected with *Detect Past Spell*.

16. **Spell Typing** — Will detect the type (Force, Information, Passive, etc.) of all active spells in the area.

18. **Analyse Curse** — Caster learns the nature, origin, and possible cures of a single curse on a person or place.

20. **Name Past Spell** — As *Name Spell*, except that the spell need not be active any longer. Maximum time elapsed may only be 1 hour per level of the caster. The spell must have been detected with *Detect Past Spell*.

25. **Reveal Target** — Caster receives a vision of the target of a detected, past spell (e.g., a spell detected with *Detect Past Spell*).

30. **Power Analysis True** — As *Power Analysis*, except that caster also learns the origin, nature, and the exact amount of power in all objects and persons within the area.

50. **Spell History** — Caster detects all spells that have ever been cast in the area (up to 1 day in the past per level of experience). The caster gets a vision of the spells, their targets, and their effects (though not necessarily the caster). This spell takes up to 30 minutes to cast (depending on how many spells were cast in the area).

SPELL PROTECTION

1. **Protect I** — Caster gains +5 to all RRs versus spells of all realms.
2. **Resist Heat** — Caster is totally protected against all natural heat (up to 200°F and modifies spells involving heat by 10.
3. **Resist Cold** — As *Resist Heat*, except protects against natural cold to -20°F and modifies spells involving cold by 10.
5. **Spellshielding I** — Caster gains +10 on RRs and DB versus all frontal spell attacks. The caster must be aware of the attack(s) to get the bonus.
6. **Protect II** — As *Protect I*, except bonus is +10.
8. **Spell Parry I** — Caster is able to parry any directed spell attack. He may gain a bonus of +1 DB for every 5 points of OB put into the parry. In addition, the caster can parry any spell that he would normally get an RR against (so long as the origin of the spell is more than 5' away from the caster). In this case, he may gain an RR bonus of +1 for every 5 points of OB put into the parry.
10. **Spellshielding II** — As *SpellShield I*, except bonus is +20.
11. **Protect III** — As *Protect I*, except bonus is +15.
13. **Light Shield** — Caster gains +20 to RRs and DB versus electricity-based attacks.
14. **Heat Shield** — As *Light Shield*, except applies to heat/fire-based attacks.
15. **Cold Shield** — As *Light Shield*, except applies to cold-based attacks.
16. **Spell Parry II** — As *Spell Parry I*, except that the bonus is gained for every 3 points of OB.
18. **Reverse Spells** — [RR Mod: +20] The target spell is reversed back upon its caster. If necessary, the spell is treated as having a +0 attack modification.
20. **Spell Parry III** — As *Spell Parry I*, except that the bonus is gained for every point of OB.
25. **Elemental Shield** — As any one of *Heat Shield*, *Light Shield*, or *Cold Shield* (chosen at the time of casting). In addition, any damage incurred from the selected element is halved and all criticals taken from the element are reduced by one in severity ("D" goes to a "C", with an "A" critical modified by -50).
30. **Reverse Spells True** — As *Reverse Spells*, except for the duration. Any spells that target the caster are reflected back upon their origin.
50. **True Protection** — As all three variants of Elemental Shield (heat, cold, and light) simultaneous. In addition, the caster gains a +20 bonus to all RRs versus those elements.

MAGEHUNTER BASE LIST 13.6.5
SPELL PROTECTION

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Protect I	caster	1 min/lvl	self	U
2)	Resist Heat	caster	1 min/lvl	self	U
3)	Resist Cold	caster	1 min/lvl	self	U
4)					
5)	Spellshielding I	caster	1 min/lvl	self	U
6)	Protect II	caster	1 min/lvl	self	
7)					
8)	Spell Parry I*	caster	1 rnd/lvl	self	
9)					
10)	Spellshielding II	caster	1 min/lvl	self	
11)	Protect III	caster	1 min/lvl	self	
12)					
13)	Light Shield	caster	1 rnd/lvl	self	
14)	Heat Shield	caster	1 rnd/lvl	self	
15)	Cold Shield	caster	1 rnd/lvl	self	U
16)	Spell Parry II*	caster	1 rnd/lvl	self	U
17)					
18)	Reverse Spells*	1 spell	—	100'	
19)					
20)	Spell Parry III*	caster	1 rnd/lvl	self	U
25)	Elemental Shield	caster	1 rnd/lvl	self	U
30)	Reverse Spells True	caster	1 rnd/lvl	self	F
50)	True Protection	caster	1 rnd/lvl	self	

SPELL TRACKER

Lvl	Name	Area of Effect	Duration	Range	Ty
1)	Store Spell Signal	1 spell	—	50'	U
2)					
3)	Sense I•	10'R	—	self	
4)					
5)	Tracker	caster	C	self	
6)	Locate Spell I	100'R	—	self	
7)					
8)	Sense II•	100'R	—	self	
9)					
10)	Shadow Mage I	caster	1 min/lvl	varies	
11)					
12)	Locate Spell V	500'R	—	self	
13)					
14)	Direction	caster	—	self	
15)					
16)	Locate Spell X	1000'R	—	self	
17)					
18)	Sense III•	1000'R	—	self	
19)					
20)	Shadow Mage III	caster	10 min/lvl	varies	
25)	Locate Spell True	1000'R/lvl	—	self	
30)	Sense True	100'R/lvl	—	self	
50)	Spell Tracker	varies	1 rnd/lvl	self	U

SPELL TRACKER

1. **Store Spell Signal** — Caster "stores" the signal from a specific spell. This spell can only be cast on an active spell. The caster can only have as many spell signals stored as he has levels.

3. **Sense I** — Caster learns the direction and distance to the currently stored spell user (i.e., whose signature has been stored with a *Spell Signature* spell, see the Power Lore spell list). The spell user must be within the area of effect.

5. **Tracker** — All of the caster's Tracking maneuvers receive a bonus of +50.

6. **Locate Spell I** — Caster learns the direction and distance to any spell that he has currently stored the signal for. The spell must be active and must be in the area of effect.

8. **Sense II** — As *Sense I*, except for the area of effect.

10. **Shadow Mage I** — Caster may project his consciousness to follow the spell user that the caster currently has stored (i.e., whose signature has been stored with a *Spell Signature* spell, see the Power Lore spell list). The caster must know (exactly) the location of the target spell user. The caster's consciousness leaves his body and follows the target for the duration of this spell. While the consciousness is out of the caster's body, the caster feels nothing and is completely unaware of the environment surrounding the body. The consciousness can only see events around the target (no hearing).

12. **Locate Spell V** — As *Location I*, except for the area of effect.

14. **Direction** — Caster receives the direction and distance to the caster of any one currently stored spell (signal). The spell caster must currently be involved in spell casting or this spell will reveal nothing.

15. **Shadow Mage II** — As *Shadow Mage I*, except the consciousness can hear as well as see.

16. **Locate Spell X** — As *Location I*, except for the area of effect.

18. **Sense III** — As *Sense I*, except for the area of effect.

20. **Shadow Mage III** — As *Shadow Mage II*, except for the duration.

25. **Locate Spell True** — As *Location I*, except for the area of effect.

30. **Sense True** — As *Sense I*, except for the area of effect.

50. **Spell Tracker** — The caster can cast any lower level spell on this list, once per round.
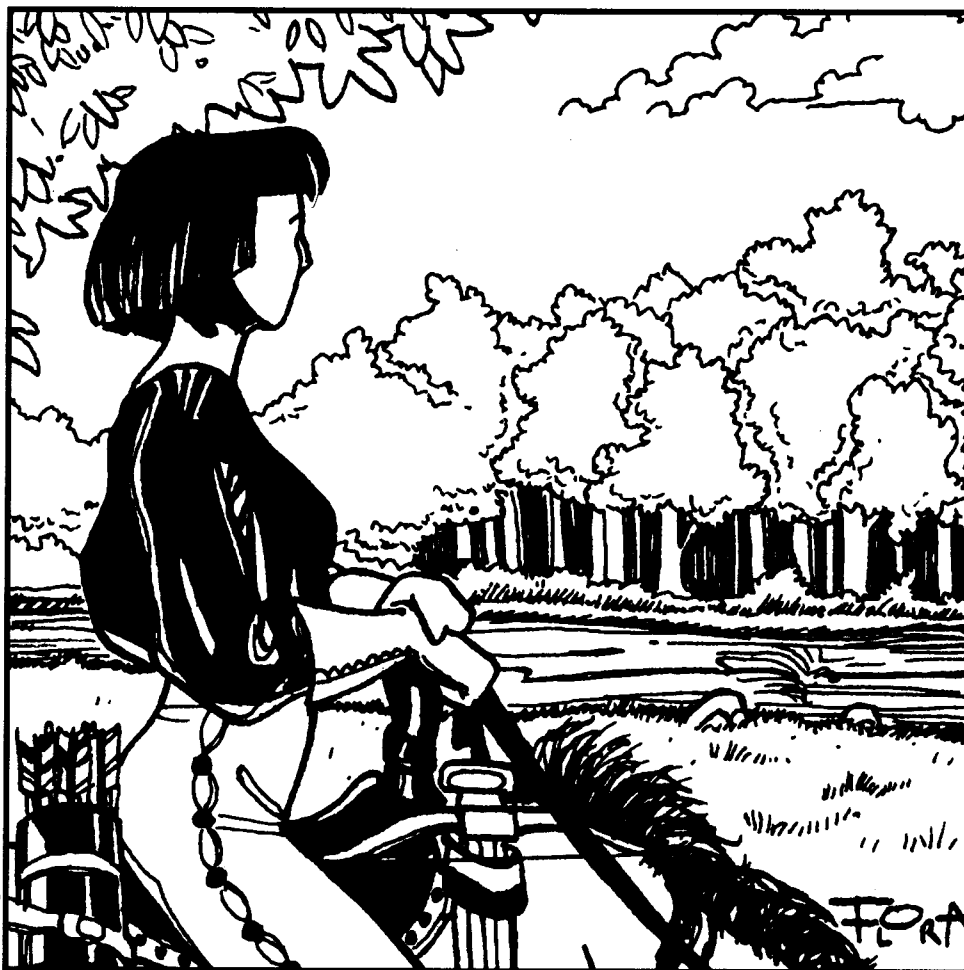
DARK ENTITIES

1. **Detect Entity** — Caster determines the presence of any extradimensional entities within the area. A different area may be concentrated on each round.

2. **Origin of Entity** — Caster learns the place of origin of the target entity and gets a vision of that place.

4. **Control Entity II** — Allows the caster to totally control a Type I or Type II Entity (the chance of non-control is [the Entity's Type x 2%]). The Entity leaves when the caster stops concentrating. The Entity will not speak with the caster.

5. **Gate I** — Caster summons a lesser Entity. Roll for random Type (01–55 Type I Entity; 56–90 Type II Entity; 91–100 Type III Entity). The Entity forms over two rounds. If the Entity is not mastered within 2 rounds, the caster suffers the effects as outline in Section 7.1.31 of *Spell Law*.

6. **Circle I** — Caster enchants a Circle protecting him from Lesser Entities (no greater than Type II). Any Entity summoned from this list can be made to appear within or outside the Circle. Entities within the Circle may not leave the Circle while the caster is concentrating. Entities outside the Circle may not enter it while the caster is concentrating. Treat the edges of the Circle as a very specific Wall of Force (creating an inpenatrable barrier between the caster and the Entity). The caster can cross the barrier freely (though why he would want to is not clear). The design of the Circle is very important and dictates the kind (race) of Entity is affected. Circles must be especially made for each race of Entity (demons, fire elementals, etc.) and will not affect any other kind of Entity. Only one Circle may be placed on each 40' x 40' area. The area must be flat and horizontal to the ground. Circles take some time to create (note that creating the Circle does not enchant it; this spell enchants an a Circle), depending upon the method of creation.

7. **Seize Control I** — Caster may control any Type I Entity, regardless of its present state of control (mastered/controlled by another spell user, free, berserk, etc). The Entity will revert to its original state of control when the caster stops concentrating. If the Entity was being 'controlled' by another spellcaster and that caster is no longer concentrating, the original controller has three rounds to re-control the Entity or it will berserk. If the Entity was 'controlled' or 'mastered' by another spell user, the original controller may make an RR to prevent the seizure of control.

8. **Master Entity II** — As *Control Entity II*, except that caster need not concentrate to control Entity. The chance of non-mastery is 5 times the Entity's type. The Entity will remain and obey the caster untilthe caster is killed **or** the Entity is outside the range limit **or** the caster releases him. A maximum of two Entities may be master at one time by one caster.

9. **Gate II** — As *Gate I*, except that more powerful Entities may be summoned: 01–10 Type I; 11–20 Type II; 21–50 Type III; 51–90 Type IV; 91–100 Type V.

10. **Seize Control II** — As *Seize Control I*, except that the caster may seize control of a Type II Entity.

11. **Seize Mastery I** — As *Seize Control I* and *Master Entity II*, except that only a mastered Type I Entity may be seized.

12. **Circle II** — As *Circle I*, except that up to Type IV Entities are affected.

13. **Control Entity IV** — As *Control Entity II*, except that up to a Type IV Entity may be controlled.

14. **Seize Control III** — As *Seize Control I*, except that the caster may seize control of a Type III Entity.

15. **Master Entity IV** — As *Master Entity II*, except that up to a Type IV Entity may be mastered.

DARK ENTITIES

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Detect Entity	10'R	1 min/lvl(C)	100'	P
2)	Origin of Entity	1 entity	—	100'	I
3)					
4)	Control Entity II *	1 entity	C	100'	E
5)	Gate I	1 entity	2 rnds	10'	E
6)	Circle I	10'R	P(C)	touch	
7)	Seize Control I	1 target	C	100'	
8)	Master Entity II *	1 entity	P	100'	
9)	Gate II	1 entity	2 rnds	10'	
10)	Seize Control II	1 target	C	100'	
11)	Seize Mastery I	1 target	P	100'	
12)	Circle II	10'R	P(C)	touch	E
13)	Control Entity IV *	1 entity	C	100'	E
14)	Seize Control III	1 target	C	100'	E
15)	Master Entity IV *	1 entity	P	100'	E
16)	Circle III	10'R	P(C)	touch	E
17)	Seize Mastery III	1 target	P	100'	E
18)	Control Entity V *	1 entity	C	100'	E
19)	Master Entity V *	1 entity	P	100'	E
20)	Seize Control V *	1 target	C	100'	E
25)	Seize Mastery V *	1 target	P	100'	E
30)	Gate III	1 entity	2 rnds	10'	E
50)	Master Entity VI *	1 entity	P	100'	E

16. **Circle III** — As *Circle I*, except that up to a Type VI Entity are affected.

17. **Seize Mastery III** — As *Seize Mastery I*, except that up to Type III mastered Entity may be seized.

18. **Control Entity V** — As *Control Entity II*, except that up to a Type V Entity may be controlled.

19. **Master Entity V** — As *Master Entity II*, except that up to a Type V Entity may be mastered.

20. **Seize Control V** — As *Seize Control I*, except that the caster may seize control of up to a Type V Entity.

25. **Seize Mastery V** — As *Seize Mastery I*, except that up to a Type V mastered Entity may be seized.

30. **Gate III** — As *Gate I*, except that very powerful entities may be summoned: 01–03 Type I; 04–10 Type II; 11–20 Type III; 21–30 Type IV; 31–65 Type V; 66–90 Type IV; 91–100 Something bigger (a Elemental Lord or Demon Beyond the Pale, etc.; GM's discretion). Note that no method has yet been found to master Entities of Types greater than VI.

50. **Master Entity VI** — As *Master Entity II*, except that up to a Type VI Entity may be mastered.

NOTES

1) Entities include Demons and any other extra-planar creatures that are appropriate to the GM's world (including elementals). See Section 7.1.21 in *Spell Law* for more information.

2) See Section 7.3 in *Spell Law* for more information on using evil spell lists.

Power Leech

Evil Arcane 13.7.2
POWER LEECH

Lvl	Name	Area of Effect	Duration	Range	Ty
1)					
2)	Lose Power I	1 target	—	10'	F
3)					
4)	Leak Power I	1 target	1 rnd/5 fail	10'	F
5)	Power Drain I	1 target	C	10'	F
6)	Transfer Power I	1 target	C	10'	F
7)	Lose Power III	1 target	—	10'	F
8)	Leak Power II	1 target	1 rnd/5 fail	10'	F
9)	Transfer Power II	1 target	C	10'	F
10)	Power Drain III	1 target	C	10'	F
11)	Transfer Power III	1 target	C	10'	F
12)	Lose Power V	1 target	—	10'	F
13)	Transfer Power IV	1 target	C	10'	F
14)	Leak Power III	1 target	1 rnd/5 fail	10'	F
15)	Power Drain V	1 target	C	10'	F
16)	Transfer Power V	1 target	C	10'	F
17)	Lose Power X	1 target	—	10'	Fm
18)	Leak Power IV	1 target	1 rnd/5 fail	10'	Fm
19)	Power Drain X	1 target	C	10'	Fm
20)	Transfer Power X	1 target	C	10'	Fm
25)	Lord Power Drain	1 target	C	10'	Fm
30)	Leak Power V	1 target	1 rnd/5 fail	10'	F
50)	Lose Power True	1 target	—	10'	Fm

POWER LEECH

2. **Lose Power I** — Target loses 1 Power Point (PP).

4. **Leak Power I** — Target loses 1 PP per round.

5. **Power Drain I** — Target loses 1 PP per round for as long as the caster concentrates. The caster is limited to 10% activity while concentrating on this spell.

6. **Transfer Power I** — Caster drains 1 PP per round from the target. When this spell expires, the caster regains a number of PPs equal to the total drained from the target.

7. **Lose Power III** — As *Lose Power I*, except target loses 3 PPs.

8. **Leak Power II** — As *Leak Power I*, except target loses 2 PPs per round.

9. **Transfer Power II** — As *Transfer Power I*, except that 2 PPs per round are lost (and transferred to the caster).

10. **Power Drain III** — As *Power Drain I*, except target loses 3 PPs per round.

11. **Transfer Power III** — As *Transfer Power I*, except that 3 PPs per round are lost (and transferred to the caster).

12. **Lose Power V** — As *Lose Power I*, except target loses 5 PPs.

13. **Transfer Power IV** — As *Transfer Power I*, except that 4 PPs per round are lost (and transferred to the caster).

14. **Leak Power III** — As *Leak Power I*, except target loses 3 PPs per round.

15. **Power Drain V** — As *Power Drain I*, except target loses 5 PPs per round.

16. **Transfer Power V** — As *Transfer Power I*, except that 5 PPs per round are lost (and transferred to the caster).

17. **Lose Power X** — As *Lose Power I*, except target loses 10 PPs.

18. **Leak Power IV** — As *Leak Power I*, except target loses 4 PPs per round.

19. **Power Drain X** — As *Power Drain I*, except target loses 10 PPs per round.

20. **Transfer Power X** — As *Transfer Power I*, except that 10 PPs per round are lost (and transferred to the caster).

25. **Lord Power Drain** — As *Power Drain I*, except target loses 20 PPs per round.

30. **Leak Power V** — As *Leak Power I*, except target loses 5 PPs per round.

50. **Lose Power True** — Target loses a number of PPs equal to the caster's level.

POWER SUBVERSION

1. **Seed of Corruption** — Target gains 1 corruption point.

3. **Dark Temptation** — Target rolls d100 (open-ended). Add the current number of corruption points the target has and subtract three times his SD bonus. If the result is over 100, the character has been converted to "evil." The GM should determine the ramifications of such an event.

5. **Magical Frenzy** — For the duration of this spell, the target will cast one spell per round. The spell must be a Force, Directed Elemental, or Ball Elemental spell. The target will cast the highest level he can without giving himself more than a -5 Spell Casting Static Maneuver modification (after including all bonuses and penalties; including the fixed modification of +50). If the target cannot cast a spell every round without incurring too much penalty, the target will start casting one spell as often as he can. If the target cannot cast any Force, Directed Elemental, or Ball Elemental spells, this spell has no effect.

7. **Corruption III** — As *Seed of Corruption*, except target gains 3 corruption points.

8. **Corrupting Influence I** — For the duration of this spell, the target will use spells for every possible application, rather than depend on skills or other characters. For example, he will cast Opening I instead of picking a lock.

10. **Call of Darkness** — The target power source (Earthnode, Ley-line, etc.) is temporarily corrupted. All power emanating from the source is condiered "evil" for the duration (with additional effects at the GM's discretion). Any power points drawn from this source will yield 10% of their number in corruption points. For example, if a spell user gains 10 PPs from a source, he will gain 1 corruption point.

11. **Corrupting Influence II** — As *Corrupting Influence I*, except for the duration.

13. **Berserk Mage** — As *Magical Frenzy*, except for the duration and target will attempt spells that do not incur a penalty of less than -25.

14. **Corruption V** — As *Seed of Corruption*, except target gains 5 corruption points.

EVIL ARCANE 13.7.3
POWER SUBVERSION

Lvl	Name	Area of Effect	Duration	Range	Typ
1)	Seed of Corruption	1 target	P	100'	
2)					
3)	Dark Tempatation	1 target	—	100'	
4)					
5)	Magical Frenzy	1 target	1 rnd/10 fail	100'	
6)					
7)	Corruption III	1 target	P	100'	
8)	Corrupting Influence I	1 target	1 day/10 fail	10'	
9)					
10)	Call of Darkness	1 node	1 day/lvl	10'	
11)	Corruptiong Influence II	1 target	2 days/10 fail	10'	
12)					
13)	Berserk Mage	1 target	1 rnd/5 fail	10'	
14)	Corruption V	1 target	P	100'	
15)	Corrupting Influence III	1 target	3 days/10 fail	10'	
16)					
17)	Corruption VII	1 target	P	100'	
18)	Corrupting Influence IV	1 target	4 days/10 fail	10'	
19)					
20)	Corruption X	1 target	P	100'	
25)	Call of Darkness True	1 node	1 day/lvl	10'	
30)	Corrupting Influence V	1 target	5 days/10 fail	10'	
50)	Corruption True	1 target	P	100'	

15. **Corrupting Influence III** — As *Corrupting Influence I*, except for the duration.

17. **Corruption VII** — As *Seed of Corruption*, except target gains 7 corruption points.

18. **Corrupting Influence IV** — As *Corrupting Influence I*, except for the duration.

20. **Corruption X** — As *Seed of Corruption*, except target gains 10 corruption points.

25. **Call of Darkness True** — As *Call of Darkness*, except that yield is 20% (10 PPs = 2 corruption points).

30. **Corrupting Influence V** — As *Corrupting Influence I*, except for the duration.

50. **Corruption True** — As *Seed of Corruption*, except target gains a number of corruption points equal to the caster's level.

ARCANE
COMPANION

TERROR

TERROR

Lvl	Name	Area of Effect	Duration	Range	T
1)	Spook I	1 animal	1 rnd/10 fail	50'	
2)					
3)	Spook II	2 animals	1 rnd/10 fail	50'	
4)	Fear	1 target	1 min/10 fail	50'	
5)	Spook III	3 animals	1 rnd/10 fail	50'	
6)	Cold Spot	5'R	1 day/lvl	10'	
7)	Look of Fear	varies	C	20'	
8)	Terror	1 target	1 min/5 fail	50'	
9)	Phobia	1 target	P	50'	
10)	Word of Fear *	1 target	1 rnd/5 fail	50'	
11)	Fear III	3 targets	1 min/10 fail	50'	
12)	Startle	1 animal/lvl	1 rnd	50'	
13)	Phobia II	varies	P	50'	
14)	Terror II	2 targets	1 min/5 fail	50'	
15)	Shout of Fear *	50'R	1 min/5 fail	self	
16)	Greater Paranoia	1 target	P	50'	
17)					
18)	Phobia III	varies	P	50'	
19)					
20)	Mass Fear	1 target/lvl	1 min/10 fail	50'	
25)	Shout of Terror *	100'R	1 min/5 fail	self	
30)	Mass Hysteria	100'R	1 min/lvl	100'	
50)	Reign of Terror	caster	1 min/lvl	self	

TERROR

1. **Spook I** — Target animal panics and will bolt. The target can be held in check with a successful Animal Handling maneuever (with a -70 modifier).
3. **Spook II** — As *Spook I*, except for number of targets.
4. **Fear** — Target must make a Fear RR.
5. **Spook III** — As *Spook I*, except for number of targets.
6. **Cold Spot** — Creates a 'Cold Spot,' a region of uneasiness and mild fear. Anyone entering the area must make a Fear RR (with a +10 modifier).
7. **Look of Fear** — As *Fear*, except that caster may gaze at one target per round.
8. **Terror** — As *Fear*, except for the duration. In addition, if the target fails his Fear RR, that the target will not attempt to attack the caster for 1 day/10% failuer.
9. **Phobia** — Target has a fear of a specific type of thing that the caster chooses. The target has a 25% (modified by three times the target's Self Discipline bonus) chance of maintaining control around the subject. If the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 01-25 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 26 or more results in the target avoiding the subject at all costs.
10. **Word of Fear** — As *Fear*, except that this spell is instantaneous.
11. **Fear III** — As *Fear*, except for the number of targets.
12. **Startle** — As *Spook I*, except for the number of targets.
13. **Phobia II** — As *Phobia*, except that caster can give 1 phobia to each of two targets or two phobias to a single target.
14. **Terror II** — As *Terror*, except for the number of targets.
15. **Shout of Fear** — As *Word of Fear*, except that all within the area are affected.
16. **Greater Paranoia** — Target believes that everyone is out to get him (including his close associates).
20. **Mass Fear** — As *Fear*, except for the number of targets.
25. **Shout of Terror** — As *Word of Fear*, except for the area of effect.
30. **Mass Hysteria** — All within the area are panicked. They will run about screaming and generally doing more harm than good.
50. **Reign of Terror** — Caster may use any of the lower level spells on this list, once per round.

14.0

Part III

Section 14.0

Attack,
Critical, and
Failure Tables

ATTACK, CRITICAL,
AND FAILURE TABLES

This section contains this introduction, a key to all of the tables in this section, 5 spell attack tables, 2 critical strike tables, and 1 spell failure table. At the bottom of each table there is other pertinent information for the special attack (including which critical tables are used with the attack).

HOW TO USE
THE ATTACK TABLES

There are three different types of attack tables in this section. There are two tables that are used for area attack spells (*Mana Ball* and *Void Ball*). There are also two different types of directed (targeted) spell attacks (*Mana Bolt* and *Void Bolt*). The other table is meant to replace the Basic Spell Attack Table from *Spell Law*.

To resolve an area attack spell, the caster must roll an attack roll (not open-ended). If the original roll is 01 to 04, the spell has failed and the attacker must roll on the Spell Failure Table 6.6 (in *Spell Law*) or the Arcane Spell Failure Table (using the Elemental column. If the original roll is between 96 and 00, the spell is practically perfect and the results from the table are applied (cross-indexing the roll with the target's AT). On any other result, the attacker applies the modifications shown on the attack table and any other modifiers that apply (see Table 5.9 in *Spell Law*) and cross-indexes the modified roll (with a maximum result of 95) with the target's AT.

To resolve a directed (targeted) attack, the attacker must roll an attack roll (open-ended high). If the attack roll (before modifications) is a 01 or 02 (05 for Arcane spells), the attacker must roll again on the Spell Failure Table 6.6 (in *Spell Law*) or the Arcane Spell Failure Table (using the Elemental column). If the attack roll (before modifications) is 00, the perfect spell has been cast and the results from the table are applied (cross-indexing 00 with the target's AT). On any other result, the attacker applies the modifications shown on the attack table and any other modifiers that apply (see Table 5.9 in *Spell Law*) and cross-indexes the modified roll with the target's AT.

To resolve all other types of attack spells, the caster should roll d100 (not open-ended). If the result is a 01 or 02 (04 for Arcane spells), the attack has failed and the caster must roll again on the Spell Failure Table 6.6 (in *Spell Law*) or the Arcane Spell Failure Table (using the column that matches the spell type). If the attack is between 96 and 00, the nearly perfect spell has been cast (use the results from the table). On any other result, apply the modifications shown on Table 5.1 (in *Spell Law*), and cross-index the modified roll with the appropriate column. The table is divided into four sections (one for each realm of casting); use the section that applies to the realm of the caster. For hybrid spells, use the column that is least advantageous (as indicated by the failure range). Each section has three columns, use the column that applies to the target's armor.

⚄ READING THE TABLES

There are two different types of results that can be generated from these tables. One type is generated from the elemental attack tables; a different type is generated from the Revised Basic Attack Table.

There are four possible results on the elemental attack tables: a failure (i.e., "F"), a miss (i.e., "–"), a normal hit (e.g., "3"), or a critical hit (e.g., "5B"). If the result is a failure, the attacker should roll on the Spell Failure Table 6.6 (in *Spell Law*) or the Arcane Spell Failure Table. If the result is a miss, the attack does no damage. If the result is a simple hit, apply the number in the table as concussion damage to the defender. If the result is a critical hit, apply the number portion of the result as concussion damage and roll a second roll on the indicated critical table and column. Which critical chart to use will be indicated a the bottom of the attack table.

The Basic Attack Table works differently. There are only two different types of results on the table: a failure (i.e., "F") or success (i.e., +20 or -15). If the result is a failure, the attacker should roll on the Spell Failure Table 6.6 (in *Spell Law*) or the Arcane Spell Failure Table. If the spell succeeds, the resulting number will be used as a modification to the target's Resistance Roll.

⚄ DEFINING THE ATTACK

The attack tables cover three different types of spell attacks and resolution. The directed (targetted) spell attacks should use their appropriate table (e.g., a *Fire Bolt* should use the Fire Bolt Attack Table). The area attack spells should use the most their appropriate tables (e.g., a *Cold Ball* should use the Cold Ball Attack Table). Any spell that requires the target to make an RR, should use the Basic Attack Table (e.g., a *Sleep* spell, a *Charm Kind* spell, etc.).

⚄ NOTE FOR THE ATTACK TABLES

Some attack tables can generate critical results better than an 'E'. When this occurs, a note at the bottom of the table will direct you on how to handle the critical result.

If two criticals are delivered from the same attack, always roll one number and look up the same number in two different columns on the critical chart(s).

HOW TO USE THE CRITCAL AND FAILURE TABLES

To resolve most critical hits, roll d100 (not open-ended) and cross-index the result on the appropriate column of the chart.

To resolve a spell failure, simply roll a d100 (not open-ended) and cross-index the result with the type of spell attack that generated the fumble. Each column on the table corresponds to a type (or types) of spells. Use the column that corresponds the type of spell being cast.

⚄ KEY TO THE CRITICAL TABLES

All of the tables in this section have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.

- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

$$+ßH - ß☼ - ß⊗ - ß♦ - ß(-\alpha) - ß(+\alpha) - \pm(ßd10-)P$$

where α, $ß$, and are numbers. In general:

> H = hits
> ☼ = rounds of stun
> ⊗ = rounds of no parry
> ✕ = rounds of must parry
> ♦ = hits per round
> (-α) = penalty
> (+α) = bonus
>
> d10 = a 10-sided die
>
> P = PPs

Sometimes, the second and third items are combined (reading as ☼⊗). Also, sometimes the third item is replaced with ß(✕-α) (there can never be both a ⊗ and a ✕ entry). Below is a more detailed explanation of the entries.

- +ßH — This indicates that the target of the attack takes an additional ß hits of damage.

- ß☼ — This indicates that the target of the attack is stunned for ß rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When ß is not specified, it is assumed to be 1.

- ß⊗: This indicates that the target of the attack cannot parry for ß rounds. The only allowable actions are manuevering (modified by at least -75). This result is often accompanied by a ☼ result (see above). When ß is not specified, it is assumed to be 1.

- ß(✕-α): This indicates that the target of the attack must parry for his next ß actions with a penalty of α. When ß is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.

- ß♦: This indicates that the target of the attack will loose ß hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When ß is not specified, treat as 1.

- ß(-α): This indicates the target of the attack suffers a penalty of α for ß rounds. When ß is not specified, the penalty is assumed to last until the wound is healed.

- ß(+α): This indicates that the attacker gains a bonus of α for ß rounds. When ß is not specified, treat as 1.

- $\pm$(ßd10-)P: This indicates that the target must add or subtract some PPs from his current total. Roll ß d10s and subtract from the total to determine the number (treat negative results as 0). See the rules for Burnout and Power Drain for what happens when PPs go above normal maximum or below zero.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
05-08	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	–	–	1A	1A	05-08
09-12	F	F	F	F	F	F	F	F	F	F	–	2A	–	–	–	1A	–	–	3A	4A	09-12
13-16	F	F	–	1A	–	–	–	1A	–	–	2A	3A	–	–	1A	3A	–	1A	5A	6A	13-16
17-20	–	–	2A	3A	–	–	2A	3A	–	1A	3A	4A	–	1A	3A	5A	1A	3A	8A	9A	17-20
21-24	–	1	3A	4A	–	1	3	4A	1	2A	4A	5A	1A	3A	4A	8A	3A	4A	9A	11A	21-24
25-28	2	3A	4A	5A	2A	3A	4A	5A	2A	3A	5A	6A	3A	4A	5A	9B	4A	5A	11A	14B	25-28
29-32	3	4A	5A	6A	3A	4A	5A	7A	3A	4A	7A	8B	3A	4A	5A	11B	5A	6A	14B	15B	29-32
33-36	4A	5A	6A	7A	4A	5A	6A	8B	4A	4A	8B	9B	5A	6A	8B	14B	6A	8A	15B	16B	33-36
37-40	4A	7A	8A	9B	5A	6A	8B	9B	5A	5A	9B	10B	6A	8B	9B	15B	8A	8B	16B	18B	37-40
41-44	5A	8A	9A	10B	6A	7A	9B	10B	6A	5B	10B	11B	8B	9B	10B	16B	9B	10B	18B	19C	41-44
45-48	5A	9A	10B	11B	8A	9A	10B	11B	7A	6B	11B	13B	10B	11B	13B	19B	11B	13B	20C	21C	45-48
49-52	6A	10A	11B	13B	9A	10A	11B	12B	8B	8B	12B	14C	10B	11B	13B	19C	11B	13B	20C	21C	49-52
53-56	6A	10B	13B	14B	10A	12B	13B	14B	8B	9B	14C	15C	11B	13B	14C	20C	13B	14B	21C	23C	53-56
57-60	8A	11B	14B	15B	11B	13B	14B	15C	9B	10B	15C	16C	13B	14C	15C	21C	14B	15C	23C	24C	57-60
61-64	8B	12B	15B	16C	13B	14B	15C	16C	9B	11C	16C	18C	14C	15C	16C	23C	15C	16C	24C	25C	61-64
65-68	9B	13B	16C	18C	14B	14B	16C	18C	10B	13C	18C	19C	15C	16C	18C	24C	16B	18C	25C	26D	65-68
69-72	9B	13B	18C	19C	14B	15B	18C	19C	11C	14C	19C	20D	16C	18C	19C	25D	18C	19C	25D	28D	69-72
73-76	10B	14C	19C	20C	15B	15C	19C	20C	12C	15C	20D	21D	18C	19C	20D	26D	19C	20C	26D	29D	73-76
77-80	10B	14C	19C	20C	15C	16C	20C	21C	13C	16C	21D	23D	19C	20D	21D	28D	20C	21C	28D	30D	77-80
81-84	11C	15C	20C	21C	16C	16C	21C	23C	14C	18C	23D	24D	20D	21D	24D	29D	21C	23D	29D	31D	81-84
85-88	12C	15C	20C	21C	17C	17C	21C	23C	15C	19C	24D	25D	21D	23D	26D	30D	23C	25D	30D	33D	85-88
89-92	13C	16D	21D	23D	18C	18C	23D	24D	16D	20D	25D	26D	23D	24D	29D	31E	25D	28D	31E	34E	89-92
93-95	13D	16D	21D	23D	18D	18D	23D	24D	18D	21D	28E	29E	25E	25E	31E	33E	28D	30D	33E	35E	93-95
UM 96-97	14D	18D	23D	24D	19D	19D	24D	25D	19D	23D	29E	30E	26E	26E	33E	34E	29D	31E	34E	36E	96-97 UM
UM 98-99	16D	20E	25E	26E	21D	21D	26E	28E	21E	25E	31E	33E	29E	29E	35E	36E	31E	34E	36E	39E	98-99 UM
UM 100	19E	23E	28E	29E	24E	24E	29E	30E	24E	28E	34E	35E	31E	31E	38E	39E	34E	36E	39E	41E	100 UM

(Use Mana Criticals)

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40

14.1.1 MANA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Lots of fireworks, but little effect. +1H	Somewhere a bell tolls. +1H	Weak blast. +2H	Foe dances around your blast. +3H	Foe does damage trying to dodge. +4H
06-10	Power flows over foe. +2H	Foe is singed by the mana blast. +3H	A few extra sparks startle foe. +4H	Foe must have mana repellant on! Why didn't that work? +5H	Foe dodges, but loses ground. You have the iniative next round. +5H
11-15	Foe's eyes are filled with raw power. You have the initiative next round. +3H	Foe is shaken by the force of your blast. You have the initiative next round. +3H	Foe is impressed, but you know your blast was nothing spectacular. You have the initiative next round. +4H	Foe is completely surrounded by mana; he seems only shaken. You have initiative next round. +5H	The quick flash of light makes foe cautious. You have the initiative next rouhd. +7H – +(4d10-30)P
16-20	Blast shakes foe to the bone. You have the initiative next round. +4H	Foe cannot evade You have the initiative for the next two rounds. +1H	Foe gets an unusual rash. You have the initiative next round. +6H	Foe attacks the blast itself and it seems to work! +7H – ✕ – +(3d10-24)P	Foe is taken aback by your fierce expression. +8H – ✕ – +(4d10-28)P
21-35	Foe's gear begins to glow from the assault! +5H	The blast rattles foe's armor (which must check for breakage). For a moment the armor glows. +7H	This fancy lightshow makes foe wary of you. His equipment will glow for the next d10 days. +8H – ✿ – +(2d10-18)P	Good blast causes foe to stagger. He won't underestimate you again. +9H – ✿ – +(3d10-21)P	You force foe back, but he is not as seriously damaged as you had hoped. +10H – 2✿ – +(4d10-25)P
36-45	Raw mana ripples foe's exposed skin. He is easily distracted. +7H – ✕	Foe's shield begins to melt from the blast. Unless he drops it, it will burn him. +8H – ✿ – +(2d10-18)P	Foe legs get weak from the of the blast. You gain the initiative while he tries to regain his balance. +9H – ✿ – +(2d10-16)P	A wave of mana washes over foe. Any exposed skin is given a good sunburn. He doesn't feel so good. +10H – 2✿ – +(3d10-20)P	Something in foe's backpack seems to attract the blast. His neck and shoulders are lightly burned. +11H – 3✿ – +(4d10-24)P
46-50	Foe's shirt now glows magically. +8H – ✿ – +(d10-9)P	Foe dodges most of the blast, but not all of it. +9H – ✿ – +(2d10-16)P	The raw power slaps foe around. All exposed skin suffers from a mild sunburn. +10H – 2✿ – +(2d10-14)P	Foe is surprised by the pain from your blast. He is having difficulty focussing his attention on you. +11H – 3✿ – +(3d10-19)P	Blast strikes foe's weapon. Wooden weapon is destroyed. Metal weapon becomes too hot to hold. +13H – 4✿ – +(4d10-24)P
51-55	A random piece of foe's equipment bursts from the influx of power. +9H – ✿ – +(d10-8)P	Foe ducks, but the blast hits his back. He is falls forward, but keeps his feet. +9H – 2✿ – +(2d10-14)P	Foe turns to avoid the blast and takes the full force on his side. Armor does not help. +10H – 4✿ – +(2d10-12)P	Good blast. Foe thinks his clothes are ablaze and runs aimlessly about for 3 rounds. +11H – 4✿ – +(3d10-18)P	The raw power is seeking foe's heart. He frantically scampers back. His chest is burned. +14H – 3✿ – ⊗ – +(4d10-22)P
56-60	Foe's hair is now magically imbued! If he does not wear a hat (or helm), his head will glow like a lantern. +10H – 2✿ – +(d10-7)P	Mana engulfs foe completely. When the blast ends, he realizes that he is not dead. +11H – 3✿ – +(2d10-12)P	Strong blast to foe's legs knocks him back 5 feet. He doesn't know what hit him. +11H – 3✿ – +(2d10-10)P	Foe staggers to get clear of the blast that has targetted his head. +11H – 2✿ – +(3d10-17)P	Blast targets foe's neck. Any neck gear is melted away and clothes on the shoulders are partially burned. +16H – 4✿ – +(4d10-20)P
61-65	Foe's left side is hit, spinning him around. Any object held in the left hand is now permanently damaged. +10H – 3✿ – +(d10-6)P	Focussed blast melts foe's leg armor. The blast is short-lived, but armor is now gone. +10H – 2✿ – ⊗ – +(2d10-11)P	Raw magic completely covers foe. He almost loses his footing. He thinks he is on fire. +11H – 3✿ – ⊗ – (-5) – +(2d10-9)P	Powerful blast disarms foe. The mana seems to cling to foe, making him glow for a while. +14H – 7✿ – +(3d10-14)P	Raw power strikes foe's legs. They begin to feel like runny jello. skin is burned and muscles are damaged. +16H – 5✿ – (-10) – +(4d10-16)P
66	Mana completely engulfs foe, making him stumble backwards. +10H – ✿⊗ – (-10) – +(2d10)P	Foe throws himself to the ground to avoid the blast, but the blast hits him anyway. +11H – 5✿ – +(2d10)P	Powerful blast to foe's weapon arm spins him around twice before he falls to the ground. +13H – 3✿ – +(3d10)P	Foe closes his eyes too late! He is blinded for 2d10 rounds and has severe burns on his face. 15✿ – (-5) – +(4d10)P	Foe will glow for d10 hours. He screams in pain, drops, and dies in 6 rounds. +26H – +(5d10)P
67-70	Foe spins to avoid the blast. His side glows for a moment. Any old wounds are aggrevated. +9H – 3✿ – (-5) – +(d10-6)P	Foe cannot evade the strike. Mana invades foe's garments and equipment; making everything glow for 6 rounds. +8H – 3✿ – ⊗ – (-5) – +(2d10-10)P	Foe attempts to dodge the blast, but trips. He drops to one knee, but rises quickly. His skin blisters. 3✿ – ⊗ – (-10) – +(2d10-8)P	Foe can be quite acrobatic when he wants to be. He jumps away from your blast, but falls to the ground in doing so. He is prone for 1 round. +16H – 3✿ – +(3d10-13)P	The blast completely destroyed anything organic in foe's hand. Non-organic materials are turned to slag. 5✿ – (-10) – +(4d10-14)P
71-75	Raw mana melts away foe's clothing and singes his hair. +13H – ⊗ – +(d10-5)P	Mana blast is strong around the edges, damaging foe's arm and leg armor. Everything else heats up. +10H – ✿⊗ – (+10) – +(2d10-8)P	Quick blast hits foe directly in the chest. Organic armor is immediately destroyed. Metal armor melts. 8✿ – (-10) – +(2d10-6)P	Mana blast causes foe's nervous system to overload. He suffers nerve damage in his weapon arm. 5✿ – (-45) – +(3d10-11)P	Chest strike knocks foe down. Any chest armor is destroyed. The raw mana crackles over foe. +16H – 6✿ – (-55) – +(4d10-12)P
76-80	Foe's right arm is targetted by the blast. Any weapon there is damaged. +11H – 3✿ – ⊗ – +(d10-4)P	Foe's waist is gripped by the blast. He finds it hard to breathe. +21H – 2✿ – +(2d10-6)P	Strike proves fatal for foe's hand. One hand is completely useless (and scarred). Clothing is destroyed. 5✿ – (-35) – +(2d10-5)P	Blast goes right through foe. His abdomen is badly burned. 7✿ – 3⊗ – +(3d10-9)P	The magical forces fuse all of foe's fingers into one appendage. The skin on his arms is badly scarred. +21H – 11✿ – +(4d10-10)P
81-85	Foe ducks to avoid the blast, but takes it full in the face. He is knocked down. +9H – 3✿ – (-15) – +(d10-3)P	Forceful blast knocks foe down. All equipment must check for breakage. 2✿ – +(2d10-4)P	Massive blast destroys all leather covers on foe; though foe stumbles clear of the rest of the blast. 2✿ – (-15) – +(2d10-3)P	Blast grabs foe around the chest. Any armor on the upper arms and chest is destroyed. +16H – 8✿ – +(3d10-6)P	The raw magic enter foe's mouth and fills him up. He glows brightly for 12 rounds, then dies. +21H – +(4d10-8)P
86-90	Foe is blasted backwards by the blast. He tries to stand, but one leg refuses to operate (paralyzed for d10 rounds). +11H – 2(-5) – +(d10-2)P	All leg coverings are blasted away. Skin underneath is severely burned. +17H – 2✿ – +(2d10-3)P	Foe's shield arm no longer has any flesh (and is completely useless). His head, side, and legs are burned. If foe has a shield, it is destroyed. +16H – 8✿ – (-80) – +(2d10-2)P	Powerful blast to foe. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. +1H – +(3d10-5)P	Massive fluxes of mana fuse foe's kneecaps to the leg bones. Foe will die in 9 rounds from shock and nervous system overload. +21H – +(4d10-6)P
91-95	Foe takes the strike right in the chest. Any armor there heats up, burning foe's chest. Foe's neck now has a nice sunburn. +16H – 2✿ – +(d10-1)P	The blast hits foe between the eyes. If wearing a helmet, it is blasted off his head. Hair and scalp are singed. Blast blinds foe for 6 rounds. 8✿ – +(2d10-2)P	Foe falls under the weight of your blast. He can find no release from the pain. Foe is unconscious and twitching. +19H – 9✿ – (-85) – +(2d10-1)P	Mana consumes foe's upper body. If he has a helm, he is permanently blinded and in a coma for 2d10 days. If not, he dies in 6 rounds. +1H – +(3d10-4)P	Foe glows intensely for 6 rounds (while he writhes in pain). Then foe collapses into a pile of glowing ash. +26H – +(4d10-4)P
96-99	Raw power fills foe until his eyes glow. He is blinded for d10 rounds. 11✿ – 4⊗ – +(d10)P	The mana blast hits foe in the neck. Powerful light erupts from his mouth. He falls to the ground and dies in nine painful rounds. +21H – 12✿ – (+10) – +(2d10-1)P	Massive magical blast mutates foe. If he has no chest armor, he dies instantly. Otherwise, he screams for nine rounds before dieing. +1H – +(2d10)P	Magical blast begins to cook foe. Internal organs are toasted and blood evaporates. He dies in 6 inactive rounds. Oh the pain! +21H – +(3d10-2)P	Foe is momentarily transformed into a power monster, but is consumed by the raging mana. All that is left are the echoes of his screams. (+10) – +(4d10-2)P
100	The mana scars foe permanently. He loses consciousness and starts to peel away the flesh from the blast and has dreams of being on fire. +21H – 5✿ – +(d10)P	The powerful blast melts away foe's clothing and skin underneath. Foe falls into a coma for d10 weeks, then dies. +26H	Focussed blast to foe's head proves fatal. If foe has a helm, his head cooks (dies in 2 rounds); otherwise, head is vaporized instantly. (+10) – +(2d10)P	Foe cannot handle the mana overload. His screams are heard miles away, while he dies in 2 rounds. He continues to glow. (+15) – +(3d10)P	Mana consumes everything. Foe is instantly dead. Everything within 10' will glow for d10 days (within 50' will glow for d10 hours). (+20) – +(4d10)P

Key: ß✕=must parry ß rounds; ß⊗=no parry ß rounds; ß✿=stunned ß rounds; (-ß)=foe has -ß penalty; (+ß)=attacker has +ß next round; ±(ßd10-)P=foe's PP modification.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-05	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-05 UM
06-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	–	–	–	–	06-10
11-20	F	F	F	F	F	F	F	F	F	F	–	–	–	–	–	–	–	–	–	–	11-20
21-30	F	F	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	21-30
31-35	2	2	1	–	2	1	–	–	1	–	–	–	–	–	–	–	–	–	2	–	31-35
36-40	3	3	2	1	2	2	1	–	1	–	–	–	1	1	–	–	1	1	3	–	36-40
41-45	3	5	3	2	3	3	2	1	2	1	1	–	2	2	1	–	2	2	6	–	41-45
46-50	5	6	5	5	3	5	5	2	2	2	2	1	3	3	2	1	3	5	9A	5	46-50
51-55	5	6	6	6A	3	6	6	5	3	3	5	2	5	5	3	2	5	8	11A	8A	51-55
56-60	6	8	8	9A	5	8	9	8A	3	5	8	5A	6	6	5	5A	6	9A	12A	11A	56-60
61-65	6	8	9A	11A	6	9	11	11A	5	6	9	8A	8	8	6	8A	8A	11A	14A	14A	61-65
66-70	8	9	11A	14A	6	11	12A	14A	5	6	11	11A	9	9	8	11B	9A	12A	15A	15B	66-70
71-75	8	9	12A	15A	8	12	14A	15A	6	8	12A	14B	11	11	9A	14B	11A	14A	17B	17B	71-75
76-80	8	11A	14A	17B	9A	14	15A	17B	6	8	14A	17B	12A	12	11A	17C	12A	15A	18B	18C	76-80
81-85	9	11A	15A	18B	9A	14A	17B	20B	8	9A	15B	20C	14A	14A	12A	20C	14A	17B	20C	20C	81-85
86-90	9A	12A	17B	21B	9A	15A	18B	21C	9	11A	18B	23C	15A	15A	14B	23C	15B	18B	21C	21D	86-90
91-95	9A	12A	18B	23C	12A	15A	20B	24C	9A	12A	21C	26C	17A	17B	15B	24D	17B	20B	23D	24D	91-95
96-100	11A	14B	20B	24C	12A	17A	21C	26C	11A	14B	23C	27D	18B	18B	17C	26D	18B	21C	24D	27D	96-100
101-105	11A	14B	21C	26C	14B	17A	23C	27C	11B	15B	24C	29D	20B	20C	18C	27D	20C	23C	26D	30D	101-105
106-110	11A	15B	23C	27C	15B	18B	24C	29D	12B	17B	26D	30D	21C	21C	20D	29E	21C	24C	27D	33E	106-110
111-115	12B	15B	24C	29D	15B	18B	26C	30D	12B	17B	27D	32E	23C	23D	23D	30E	24C	27D	30E	36E	111-115
116-120	12B	17B	26C	30D	17B	20B	29D	33D	14B	18C	29D	33E	24D	24D	24D	33E	27D	30D	33E	39E	116-120
121-125	14B	18C	27D	32D	18C	21C	30D	35E	15C	20C	30E	35E	26D	26D	27E	36E	30D	33D	36E	42E	121-125
126-130	14C	18C	29D	33E	18C	21C	30E	35E	15C	20C	32E	36E	27D	27E	30E	39E	33D	36E	39E	45E	126-130
131-135	14C	20C	30D	35E	20C	21C	32E	36E	15C	21C	33E	38E	29E	29E	32E	42E	36E	39E	42E	48E	130-135
136-140	15C	20C	32E	36E	21D	23D	33E	38E	17C	21D	35E	39E	30E	30E	33E	45E	39E	42E	45E	51E	136-140
141-145	15C	21D	33E	38E	23D	24D	35E	39E	17D	23D	36E	41E	32E	32E	36E	48E	42E	45E	48E	54E	141-145
146-150	15D	21D	35E	39E	24D	24D	36E	41E	17D	23E	38E	42E	33E	33E	39E	51E	45E	48E	51E	57E	146-150
UM 100	21E	27E	42E	48E	30E	30E	42E	48E	23E	29E	44E	50E	38E	41E	45E	57E	54E	57E	60E	68E	100 UM

(Use Mana Criticals)

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

UM = Unmodified Roll

14.2.1 MANA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Lots of fireworks, but little effect. +1H	Somewhere a bell tolls. +1H	Weak blast. +2H	Foe dances around your blast. +3H	Foe does damage trying to dodge. +4H
06-10	Power flows over foe. +2H	Foe is singed by the mana blast. +3H	A few extra sparks startle foe. +4H	Foe must have mana repellant on! Why didn't that work? +5H	Foe dodges, but loses ground. You have the iniative next round. +5H
11-15	Foe's eyes are filled with raw power. You have the initiative next round. +3H	Foe is shaken by the force of your blast. You have the initiative next round. +3H	Foe is impressed, but you know your blast was nothing spectacular. You have the initiative next round. +4H	Foe is completely surrounded by mana; he seems only shaken. You have initiative next round. +5H	The quick flash of light makes foe cautious. You have the initiative next round. +7H − +(4d10-30)P
16-20	Blast shakes foe to the bone. You have the initiative next round. +4H	Foe cannot evade You have the initiative for the next two rounds. +1H	Foe gets an unusual rash. You have the initiative next round. +6H	Foe attacks the blast itself and it seems to work! +7H − ✗ − +(3d10-24)P	Foe is taken aback by your fierce expression. +8H − ✗ − +(4d10-28)P
21-35	Foe's gear begins to glow from the assault! +5H	The blast rattles foe's armor (which must check for breakage). For a moment the armor glows. +7H	This fancy lightshow makes foe wary of you. His equipment will glow for the next d10 days. +8H − ✪ − +(2d10-18)P	Good blast causes foe to stagger. He won't underestimate you again. +9H − ✪ − +(3d10-21)P	You force foe back, but he is not as seriously damaged as you had hoped. +10H − 2✪ − +(4d10-25)P
36-45	Raw mana ripples foe's exposed skin. He is easily distracted. +7H − ✗	Foe's shield begins to melt from the blast. Unless he drops it, it will burn him. +8H − ✪ − +(2d10-18)P	Foe legs get weak from the of the blast. You gain the initiative while he tries to regain his balance. +9H − ✪ − +(2d10-16)P	A wave of mana washes over foe. Any exposed skin is given a good sunburn. He doesn't feel so good. +10H − 2✪ − +(3d10-20)P	Something in foe's backpack seems to attract the blast. His neck and shoulders are lightly burned. +11H − 3✪ − +(4d10-24)P
46-50	Foe's shirt now glows magically. +8H − ✪ − +(d10-9)P	Foe dodges most of the blast, but not all of it. +9H − ✪ − +(2d10-16)P	The raw power slaps foe around. All exposed skin suffers from a mild sunburn. +10H − 2✪ − +(2d10-14)P	Foe is surprised by the pain from your blast. He is having difficulty focussing his attention on you. +11H − 3✪ − +(3d10-19)P	Blast strikes foe's weapon. Wooden weapon is destroyed. Metal weapon becomes too hot to hold. +13H − 4✪ − +(4d10-24)P
51-55	A random piece of foe's equipment bursts from the influx of power. +9H − ✪ − +(d10-8)P	Foe ducks, but the blast hits his back. He is falls forward, but keeps his feet. +9H − 2✪ − +(2d10-14)P	Foe turns to avoid the blast and takes the full force on his side. Armor does not help. +10H − 4✪ − +(2d10-12)P	Good blast. Foe thinks his clothes are ablaze and runs aimlessly about for 3 rounds. +11H − 4✪ − +(3d10-18)P	The raw power is seeking foe's heart. He frantically scampers back. His chest is burned. +14H − 3✪ − ⊗ − +(4d10-22)P
56-60	Foe's hair is now magically imbued! If he does not wear a hat (or helm), his head will glow like a lantern. +10H − 2✪ − +(d10-7)P	Mana engulfs foe completely. When the blast ends, he realizes that he is not dead. +11H − 3✪ − +(2d10-12)P	Strong blast to foe's legs knocks him back 5 feet. He doesn't know what hit him. +11H − 3✪ − +(2d10-10)P	Foe staggers to get clear of the blast that has targetted his head. +11H − 2✪ − +(3d10-17)P	Blast targets foe's neck. Any neck gear is melted away and clothes on the shoulders are partially burned. +16H − 4✪ − +(4d10-20)P
61-65	Foe's left side is hit, spinning him around. Any object held in the left hand is now permanently damaged. +10H − 3✪ − +(d10-6)P	Focussed blast melts foe's leg armor. The blast is short-lived, but armor is now gone. +10H − 2✪ − ⊗ − +(2d10-11)P	Raw magic completely covers foe. He almost loses his footing. He thinks he is on fire. +11H − 3✪ − ⊗ − (-5) − +(2d10-9)P	Powerful blast disarms foe. The mana seems to cling to foe, making him glow for a while. +14H − 7✪ − +(3d10-14)P	Raw power strikes foe's legs. They begin to feel like runny jello. skin is burned and muscles are damaged. +16H − 5✪ − (-10) − +(4d10-16)P
66	Mana completely engulfs foe, making him stumble backwards. +10H − ✪⊗ − (-10) − +(2d10)P	Foe throws himself to the ground to avoid the blast, but the blast hits him anyway. +11H − 5✪ − +(2d10)P	Powerful blast to foe's weapon arm spins him around twice before he falls to the ground. +13H − 3✪ − +(3d10)P	Foe closes his eyes too late! He is blinded for 2d10 rounds and has severe burns on his face. 15✪ − (-5) − +(4d10)P	Foe will glow for d10 hours. He screams in pain, drops, and dies in 6 rounds. +26H − (+5d10)P
67-70	Foe spins to avoid the blast. His side glows for a moment. Any old wounds are aggrevated. +9H − 3✪ − (-5) − +(d10-6)P	Foe cannot evade the strike. Mana invades foe's garments and equipment; making everything glow for 6 rounds. +8H − 3✪ − ⊗ − (-5) − +(2d10-10)P	Foe attempts to dodge the blast, but trips. He drops to one knee, but rises quickly. His skin blisters. 3✪ − ⊗ − (-10) − +(2d10-8)P	Foe can be quite acrobatic when he wants to be. He jumps away from your blast, but falls to the ground in doing so. He is prone for 1 round. +16H − 3✪ − +(3d10-13)P	The blast completely destroyed anything organic in foe's hand. Non-organic materials are turned to slag. 5✪ − (-10) − +(4d10-14)P
71-75	Raw mana melts away foe's clothing and singes his hair. +13H − ⊗ − +(d10-5)P	Mana blast is strong around the edges, damaging foe's arm and leg armor. Everything else heats up. +10H − ✪⊗ − (+10) − +(2d10-8)P	Quick blast hits foe directly in the chest. Organic armor is immediately destroyed. Metal armor melts. 8✪ − (-10) − +(2d10-6)P	Mana blast causes foe's nervous system to overload. He suffers nerve damage in his weapon arm. 5✪ − (-45) − +(3d10-11)P	Chest strike knocks foe down. Any chest armor is destroyed. The raw mana crackles over foe. +16H − 6✪ − (-55) − +(4d10-12)P
76-80	Foe's right arm is targetted by the blast. Any weapon there is damaged. +11H − 3✪ − ⊗ − +(d10-4)P	Foe's waist is gripped by the blast. He finds it hard to breathe. +21H − 2✪ − +(2d10-6)P	Strike proves fatal for foe's hand. One hand is completely useless (and scarred). Clothing is destroyed. 5✪ − (-35) − +(2d10-5)P	Blast goes right through foe. His abdomen is badly burned. 7✪ − 3⊗ − +(3d10-9)P	The magical forces fuse all of foe's fingers into one appendage. The skin on his arms is badly scarred. +21H − 11✪ − +(4d10-10)P
81-85	Foe ducks to avoid the blast, but takes it full in the face. He is knocked down. +9H − 3✪ − (-15) − +(d10-3)P	Forceful blast knocks foe down. All equipment must check for breakage. 2✪ − +(2d10-4)P	Massive blast destroys all leather covers on foe; though foe stumbles clear of the rest of the blast. 2✪ − (-15) − +(2d10-3)P	Blast grabs foe around the chest. Any armor on the upper arms and chest is destroyed. +16H − 8✪ − +(3d10-6)P	The raw magic enter foe's mouth and fills him up. He glows brightly for 12 rounds, then dies. +21H − +(4d10-8)P
86-90	Foe is blasted backwards by the blast. He tries to stand, but one leg refuses to operate (paralyzed for d10 rounds). +11H − 2(-5) − +(d10-2)P	All leg coverings are blasted away. Skin underneath is severely burned. +17H − 2✪ − +(2d10-3)P	Foe's shield arm no longer has any flesh (and is completely useless). His head, side, and legs are burned. If foe has a shield, it is destroyed. +16H − 8✪ − (-80) − +(2d10-2)P	Powerful blast to foe. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. +1H − +(3d10-5)P	Massive fluxes of mana fuse foe's kneecaps to the leg bones. Foe will die in 9 rounds from shock and nervous system overload. +21H − +(4d10-6)P
91-95	Foe takes the strike right in the chest. Any armor there heats up, burning foe's chest. Foe's neck now has a nice sunburn. +16H − 2✪ − +(d10-1)P	The blast hits foe between the eyes. If wearing a helmet, it is blasted off his head. Hair and scalp are singed. Blast blinds foe for 6 rounds. 8✪ − +(2d10-2)P	Foe falls under the weight of your blast. He can find no release from the pain. Foe is unconscious and twitching. +19H − 9✪ − (-85) − +(2d10-1)P	Mana consumes foe's upper body. If he has a helm, he is permanently blinded and in a coma for 2d10 days. If not, he dies in 6 rounds. +1H − +(3d10-4)P	Foe glows intensely for 6 rounds (while he writhes in pain). Then foe collapses into a pile of glowing ash. +26H − +(4d10-4)P
96-99	Raw power fills foe until his eyes glow. He is blinded for d10 rounds. 11✪ − 4⊗ − +(d10)	The mana blast hits foe in the neck. Powerful light erupts from his mouth. He falls to the ground and dies in nine painful rounds. +21H − 12✪ − (+10) − +(2d10-1)	Massive magical blast mutates foe. If he has no chest armor, he dies instantly. Otherwise, he screams for nine rounds before dieing. +1H − +(2d10)	Magical blast begins to cook foe. Internal organs are toasted and blood evaporates. He dies in 6 inactive rounds. Oh the pain! +21H − +(3d10-2)	Foe is momentarily transformed into a power monster, but is consumed by the raging mana. All that is left are the echoes of his screams. (+10) − +(4d10-2)P
100	The mana scars foe permanently. He loses consciousness from the blast and has dreams of being on fire. +21H − 5✪ − +(d10)	The powerful blast melts away foe's clothing and starts to peel away the skin underneath. Foe falls into a coma for d10 weeks, then dies. +26H	Focussed blast to foe's head proves fatal. If foe has a helm, his head cooks (dies in 2 rounds); otherwise, head is vaporized instantly. (+10) − +(2d10)P	Foe cannot handle the mana overload. His screams are heard miles away, while he dies in 2 rounds. He continues to glow. (+15) − +(3d10)	Mana consumes everything. Foe is instantly dead. Everything within 10' will glow for d10 days (within 50' will glow for d10 hours). (+20) − +(4d10)P

Key: ẞ✗=must parry ẞ rounds; ẞ⊗=no parry ẞ rounds; ẞ✪=stunned ẞ rounds; (-ẞ)=foe has -ẞ penalty; (+ẞ)=attacker has +ẞ next round; ±(ẞd10-)P=foe's PP modification.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04
05-08	F	F	F	F	F	F	F	F	F	F	F	F	F	F	–	–	–	–	–	1A	05-08
09-12	F	F	F	F	F	F	F	F	F	F	–	–	–	–	–	–	–	–	1	3A	09-12
13-16	F	F	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	3A	4A	13-16
17-20	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	–	1	4A	5A	17-20
21-24	–	–	2	3A	–	–	2	3A	–	–	1	3A	–	–	1	3A	1	3A	5A	6A	21-24
25-28	–	1	3A	4A	–	–	3A	4A	–	1	3A	5A	–	1	3	4A	3A	4A	6A	8A	25-28
29-32	2	3	4A	5A	1	1	4A	5A	1	3	4A	6A	1	3	4A	5A	4A	5A	8A	9A	29-32
33-36	3	4A	5A	6A	2	3A	5A	6A	3	4A	5A	8A	3A	4A	5A	6A	5A	6A	9A	10B	33-36
37-40	4	5A	6A	7A	3A	4A	6A	8A	4	5A	6A	9A	4A	5A	6A	8A	6A	8A	10B	11B	37-40
41-44	5A	6A	8A	8A	4A	5A	8A	9A	5A	6A	8A	10A	5A	6A	8A	9B	8A	9A	11B	13B	41-44
45-48	6A	7A	9A	10A	5A	6A	9A	10B	6A	8A	9A	11B	6A	8A	9A	10B	9A	10B	13B	14B	45-48
49-52	6A	8A	10A	11B	6A	8A	10B	11B	6A	9A	10B	13B	8A	9A	10A	11B	10B	11B	14B	15C	49-52
53-56	7A	8A	11B	12B	8A	9A	11B	13B	7A	9A	13B	14B	9A	10B	11B	13B	11B	13B	15C	16C	53-56
57-60	8A	9A	13B	14B	9A	10A	12B	14B	8A	10B	14B	15B	9B	11B	13B	14B	13B	14B	16C	18C	57-60
61-64	8A	9B	14B	15B	10A	10B	14B	15B	9A	10B	15B	16B	10B	11B	14B	15C	14B	15B	18C	19C	61-64
65-68	8A	10B	15B	16B	10B	11B	15B	16B	9B	11B	16B	18C	10B	12B	15B	16C	15B	16C	19C	20C	65-68
69-72	9B	10B	15B	16B	11B	12B	16B	17C	9B	11B	18C	19C	11B	13B	16B	18C	16C	18C	20C	21C	69-72
73-76	9B	11B	16B	17C	11B	13B	17C	18C	10B	12B	19C	19C	11B	14B	18C	19C	18C	19C	21C	23C	73-76
77-80	9B	11B	16C	18C	12B	13B	18C	19C	10B	13B	19C	20C	12B	14B	19C	20D	19C	20C	23C	24C	77-80
81-84	10B	12B	17C	19C	13B	14B	19C	19C	10B	14B	20C	20D	13B	15B	19C	21C	20C	21C	24C	25C	81-84
85-88	10B	13B	18C	19C	14B	14B	19C	20C	11B	14B	20C	21D	14B	15B	20C	23C	20C	23C	25C	26C	85-88
89-92	10C	14C	19C	20D	14C	15C	20C	20D	11C	15C	21D	22D	15C	16C	21D	24D	21D	24D	26D	27D	89-92
93-95	10C	14C	19D	21D	15C	15C	20D	21D	12C	15C	22D	23D	16C	17C	23D	24D	22D	24D	26D	28D	93-95
UM 96-97	11C	15C	20D	22D	16C	16C	21D	23D	13C	16C	23D	24D	18C	18C	24D	25D	23D	25D	28E	30E	96-97 UM
UM 98-99	13D	18D	23D	24E	19D	19D	24D	25E	15D	19D	25E	26E	20D	20D	26E	28E	25E	28E	30E	33E	98-99 UM
UM 100	16E	20E	25E	26E	21E	21E	26E	28E	18E	21E	28E	29E	23E	23E	29E	30E	28E	30E	33E	35E	100 UM

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

(Use Void Criticals)

UM = Unmodified Roll

14.3.1 VOID CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Lots of nothing. +0H	Not very impressive. +0H	Barely a shadow. +0H	Foe only mildly impressed. +1H	Serve him up frosty! +2H
06-10	Just a cool breeze. +0H	Small chills. +1H	The shadows deepen around foe, but he is not impressed. +2H	Foe conquers his fear of the dark and your attack is off-center. +3H	Foe is dancing around the dark. You have the initiative next round. +3H
11-15	Foe deftly steps to the side. You have the initiative next round. +1H	Foe evades most of the blast. You have the initiative next round. +2H	The lights go out for a moment. Your foe stumbles. You have the initiative next round. +3H	The dark attack frosts foe's hair and cheeks. He is unsure. +4H – ☼	The darkness is cold. You have the initiative next round. +5H – ☼ – –(4d10-32)P
16-20	Blast stings a little. You have the initiative next round. +2H	Foe is partially blinded by the darkness. You have the initiative for two rounds. +3H	A whirlwind of the void attacks your foe. You have two rounds of initiative. +4H	In an attemp to dodge the blast, foe damages himself. Quite humorous. +5H – ☼ – –(3d10-24)P	Foe stumbles and nearly falls trying to avoid the blast. +6H – ☼ – –(4d10-30)P
21-35	Attack does little damage, but any charged magic items are drained. +3H	Cold blackness forces foe back. Any glass items on foe are shattered. You have the initiative for two rounds. +4H	Tricky shot hits foe from in front and behind. How did you do that? +5H – ☼ – –(2d10-18)P	The burst of dark power leaves foe covered in ice crystals. +6H – 2☼ – (-20) – –(3d10-22)P	After the wave of darkness passes, foe's hair has frozen. If it is long, it snaps easily (giving him a quick hair cut). +7H – 2☼ – –(4d10-28)P
36-45	One magic item is completely destroyed. Foe is shaken. +4H – ☼	Foe's attempt to parry the attack are basically futile. You have the initiative for three rounds. +5H – ☼ – –(2d10-18)P	Foe begins to slip. You gain the iniative while he regains his footing. +6H – 2☼ – –(2d10-16)P	The power of the void freezes any exposed skin, giving a nasty case of frostbite. If wet: +19H – ☼ – (-30) – –(3d10-20)P If dry: +8H – 3☼ – (-20) – –(3d10-20)P	Foe is stricken in the legs. He struggles to fight off hypothermia. 2☼ – (-20) – –(4d10-26)P
46-50	Black blast casts foe in shadows. He looks worried. +5H – ☼ – –(d10-9)P	Blast target's the center of foe's chest. They now have a reason to call him Black Heart. +6H – 3☼ – –(2d10-16)P	An intense blast of void hits foe in the chest. All exposed skin is scarred. Foe looks shocked! +7H – 2☼ – –(2d10-14)P	The dark cold grips foe's shield arm. If he has a shield, it is destroyed. Otherwise, the arm is useless. +8H – 4☼ – (-10) – –(3d10-18)P	The blast knocks foe's weapon from his hand. Foe is spun around. +9H – 2☼ – –(4d10-24)P
51-55	Good shot causes foe to stumble. +6H – 2☼ – –(d10-8)P	The strong blast forces foe sideways. Any shield is bent. +7H – 5☼ – –(2d10-14)P	Armor does not protect foe from the void that hits his chest. Foe will have a permanent scar. +4H – 3☼ – (-10) – –(2d10-12)P	Foe is knocked back 5 feet from the dark blast. His left hand is cloaked in darkness for 2 rounds. +9H – 6☼ – –(3d10-16)P	The cold blast hits foe in the torso, knocking the wind out of him. +10H – 6☼ – 2⊗ – –(4d10-22)P
56-60	Foe is shaken and pushed back. He will be more careful next time. +7H – 3☼ – –(d10-7)P	Foe spins to get out of the way. The cold darkness washes over his back. He is pushes to his knees. +8H – 5☼ – –(2d10-12)P	Strong blast hits foe in legs, knocking him back 5 feet. His knees are wobbly. with leg armor: +4H – ☼ – –(2d10-10)P w/o leg armor: +8H – ☼ – –(2d10-10)P	The strike misses foe as he jumps to the side, but the blast catches his arm. His arm now suffers from muscle damage. 5☼ – (-15) – –(3d10-14)P	The blast of nothingness envelopes foe's neck. He drops whatever he is carrying to get free of the assault. +10H – 6☼ – ⊗ – (-20) – –(4d10-20)P
61-65	Foe looks like a clown trying to dodge your well-placed blast. He drops his weapon. with greaves: +1H – ☼ – –(d10-6)P w/o greaves: +8H – 2☼ – –(d10-6)P	The immense cold causes foe's hand to lock for d10 rounds. +9H – 5☼ – ⊗ – (-5) – –(2d10-10)P	Inky darkness freeze dies all organic material on foe's back. He staggers. +10H – 5☼ – –(2d10-8)P	The darkness completely melts foe's shield. If not holding a shield, the arm is useless from nerve damage. with shield: +11H – ☼ – –(3d10-12)P w/o shield: 6☼ – (3d10-12)P	The void blasts foe's waist. His belt and any other equipment there freezes. If foe moves, all will be broken. +12H – 4☼ – (-30) – –(4d10-16)P
66	Blast strikes foe's throat. He drops anything he is holding to try and block the assault. +9H – 4☼ – 3⊗ – (-15) – –(2d10)P	Cold darkness blasts foe. All exposed flesh suffers from frostbite. He is quite dazed. 8☼ – 4⊗ – –(2d10)P	Foe is thrown to the ground by the blast. He strains his wrist in the process. 11☼ – (-15) – –(3d10)P	Foe's teeth freeze solid and his eyes freeze shut (for d10 rounds). He instinctly bites down and shatters almost all his teeth. 9☼ – (-30) – –(4d10)	The blast targets foe's face. He sees the cold fingers of death. Nerves and muscles are damaged. +14H – 13☼ – 8⊗ – –(5d10)P
67-70	Blast engulfs foe's side. Any metal there becomes brittle. +9H – 2☼ – ⊗ – (-5) – –(d10-6)P	Foe struggles to keep the blast from him. His arms flail wildly, but the attack has connected well. +10H – 3☼ – ⊗ – (-10) – –(2d10-9)P	Foe's weapon arm is gripped in the void. It freezes and will be useless until healed. Foe struggles with the pain. +11H – 3☼ – ⊗ – (-15) – –(2d10-7)P	The darkness finds its way into the chest of foe, spinning him around. You are almost victorious! with armor: +14H – 2☼ – –(3d10-11)P w/o armor: +12H – 4☼ – –(3d10-11)P	Foe attempts to block the blast with his shield. The force knocks him down and the shield is broken. Without a shield, arm is broken. with shield: 3☼ – –(4d10-14)P w/o shield: 7☼ – –(4d10-14)P
71-75	Foe is chilled by the blast. He is struggling to maintain his balance. +10H – 3☼ – (-10) – –(d10-5)P	Foe sinks in blackness up to his waist. The pain and shock cause him to falter. +11H – 6☼ – 2⊗ – –(2d10-8)P	The void grips foe on his left side. Any leather or cloth freezes and shatters. 6☼ – 2⊗ – (-20) – –(2d10-6)P	Foe's weapon arm is drained of all heat. Hand and arm are useless, and the hand is frozen closed. +12H – 4☼⊗ – (-50) – –(3d10-10)P	The void washes over foe with extreme force. All exposed flesh suffers from frostbite. How can he still be standing? +14H – 4☼ – –(4d10-12)P
76-80	The blackness seeks out foe's weapon arm. Foe is sent reeling after the blast. with shield: +1H – 2☼ – –(d10-4)P w/o shield: +11H – 3☼ – –(d10-4)P	Cold tendrils of blackness freeze what it touches. All equipment in and around foe's chest is damaged. Your foe sees death and is afraid. +12H – 8☼ – (+15) – –(2d10-6)P	Foe's arms are pinned by the blast. Armor and/or clothes are melded with flesh. It hurts to move. with greaves: 8☼ – (-30) – –(2d10-4)P w/o greaves: 5☼ – (-25) – –(2d10-4)P	Foe is dropped by the weight of the blast. Muscles are damaged and don't seem to respond well. +14H – 4☼⊗ – (-25) – –(3d10-9)P	Blast strikes foe solidly on the middle of his chest. Foe flips onto his back, while his weapon flies out of his grasp. Do what you will with him. 13☼ – (-30) – –(4d10-10)P
81-85	Foe is completely engulfed. All glass gear shatters. Ouch! +12H – 3☼ – ⊗ – (-20) – –(d10-3)P	Forceful blast pushes foe over and cracks ribs in the process. He is not graceful. +12H – 7☼ – 2⊗ – (-15) – –(2d10-4)P	Strike to foe's torso makes him double over. All gear on the torso becomes frozen and brittle. 12☼ – (-40) – –(2d10-3)P	The icy blackness freezes foe's hands. His arms are useless and he drops whatever he was carrying. 16☼ – –(3d10-8)P	Foe takes your attack full-faced. He seems fine for now, but will die from internal nerve damage in 12 rounds. +16H – ☼ – –(4d10-8)P
86-90	Foe's legs are lost in the blackness of the attack. Unless wearing metal boots, foot must be amputated. with armor: 3☼ – (-10) – –(d10-2)P w/o armor: (-70) – –(d10-2)P	The blackened blast strikes foe in the lower leg, freezing it to the bone. Foe will have to amputate his foot. with leg armor: 4☼ – –(2d10-3)P w/o leg armor: (-75) – –(2d10-3)P	Foe's kneecaps freeze solid and then crack. Foe falls in pain, shattering both knees. 16☼ – (-80) – –(2d10-2)P	Darkness overwhelms foe. If he is wearing a leather helm, he survives but is knocked unconscious. Otherwise, he dies of shock in 12 rounds. +24H – ☼ – (-40) – –(3d10-6)P	The tempest of your blast sends foe reeling. The icy grip of death won't leave him. He drops and dies in 9 rounds (screaming all the while). ☼ – –(4d10-6)P
91-95	The thick blackness covers foe's face. He collapses as he gasps for air. His facial features are frosted. with helmet: 4☼ – –(d10-1)P w/o helmet: 7☼ – (-50) – –(d10-1)P	Blast connects solidly with foe's hip. Hip is fractured and skin and muscles are damaged. Foe falls helplessly. It is all he can do to call for help. +16H – 4☼⊗ – (-75) – –(2d10-2)P	The cold blast from the void freezes the blood in foe's leg. The clotted blood begins working its way to foe's heart. It will arrive in 2d10 rounds, killing him. +14H – 4☼⊗ – (-30) – –(2d10-1)P	Foe's lower body is frozen in place. Vital organs are destroyed. Foe cannot move and will die from internal bleeding in 9 rounds. +17H – ☼ – –(3d10-4)P	The black nothingness pushes foe back. His extremities are frozen solidly and snap off easily. He dies in 6 rounds of agony. +18H – ☼ – –(4d10-4)P
96-99	Violent blast knocks foe over. He hits his head and is unconscious. His vocal cords are damaged and he cannot speak for 2 weeks. 10☼ – –(d10)P	Massive blast strikes foe in the neck. Neck armor will block the attack, but foe will be unconscious from the hit. Without neck armor, the neck will freeze solid, killing foe in 9 rounds. ☼ – –(2d10-1)P	Foe is instantly blinded by the blackness engulfing his head. He stands stunned for one round, then his heart stops and he dies in 6 rounds. +17H – ☼ – –(2d10)	Foe inhales the void! His heart instantly stops and his lungs explode. He dies of shock and internal bleeding in 6 rounds. +18H – ☼ – –(3d10-2)P	The blast melds all equipment into foe's flesh. He cannot even scream in pain before he is frozen solid (instant death). +19H – ☼ – (+10) – –(4d10-2)P
100	Foe is completely engulfed and falls into a month-long coma. His extremities suffer from frostbite. +21H – ☼ – –(d10)P	Blackness completely washes over foe. His body temperature dops drastically and his heart stops. He dies in 1 round, but is well-perserved. (+5) – –(2d10)P	A wave of the void washes over your foe. His eyes freeze, then shatter. He falls into a coma for 2d10 days then dies. ☼ – –(2d10)P	Foe is completely frozen by the blast. He stands frozen like a statue (with all vital organs destroyed). You want to push him over... just do it! +19H – ☼ – –(3d10)P	A massive wave of void swallows foe. When it passes, all that remains are frozen bones and a few pieces of brittle metal gear. ☼ – (+20) – –(4d10)P

Key: ßX=must parry ß rounds; ß⊗=no parry ß rounds; ß☼=stunned ß rounds; (-ß)=foe has -ß penalty; (+ß)=attacker has +ß next round; ±(ßd10-)P=foe's PP modification.

Roll	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Roll
UM 01-05	E	F	F	F	F	F	F	F	E	F	F	F	F	F	E	F	F	F	F	E	01-05 UM
06-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	–	–	–	–	06-10
11-20	F	F	F	F	F	F	F	F	F	F	–	–	–	–	–	–	–	–	–	–	11-20
21-30	F	F	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	21-30
31-35	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-35
36-40	2	2	1	–	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	36-40
41-45	2A	2	2	1	2	2	1	–	–	–	–	–	1	–	–	–	–	–	–	–	41-45
46-50	2A	3A	2	2	2	2	1	1	1	–	–	–	2A	1	–	–	–	–	5A	–	46-50
51-55	2A	3A	3	2	2A	3A	2	2	1	1	1	–	2A	2A	1A	–	–	–	6B	–	51-55
56-60	3A	4A	4A	3	2A	4A	2	2	2A	2	2	1A	3A	2A	2B	1A	–	5A	6B	6A	56-60
61-65	3A	4A	5A	4A	3A	5A	2A	3	2A	2A	3A	2A	4A	3A	2B	2B	4A	6B	7C	7B	61-65
66-70	4A	5A	6A	5A	3A	6A	3A	4A	2A	3A	4A	4B	5B	4B	3B	2B	5A	6B	8C	8C	66-70
71-75	4A	5A	6A	6A	4A	6A	4A	5A	3A	4A	5B	6B	6B	5C	4C	3C	6B	7C	9D	9C	71-75
76-80	4A	6A	6A	6B	5A	7A	5B	6B	4B	5B	6B	6C	6C	6C	5C	5C	6B	8C	10D	10D	76-80
81-85	5A	6B	6B	7B	5A	7A	6B	6B	5B	6B	6C	7C	7C	6C	6C	6D	7C	9D	10D	10D	81-85
86-90	5B	6B	7B	8C	6B	8B	6B	7C	5B	6C	7C	8D	8C	7D	6D	6D	8C	10D	11D	11D	86-90
91-95	5B	6B	7B	9C	6B	8B	7C	8C	6C	7C	8C	9D	9D	8D	8D	10D	9D	10D	12E	12D	91-95
96-100	6B	7B	8C	10C	6C	9C	8C	9C	6C	8C	9D	10D	10D	9D	10D	11E	10D	11E	13E	13E	96-100
101-105	6B	7C	8C	10C	7C	9C	9C	10D	6C	9D	10D	10D	10D	10E	11E	13E	10D	12E	14E	14E	101-105
106-110	6C	8C	9C	11D	8C	10C	10C	10D	6C	10D	10D	11E	11E	10E	13E	14E	11E	13E	14E	16E	106-110
111-115	6C	8C	10C	11D	8C	10C	10D	11D	7D	10D	11E	12E	12E	11E	14E	16E	13E	14E	16E	18E	111-115
116-120	6C	9C	10D	12D	9D	10D	11D	12E	7D	10E	12E	13E	13E	13E	16E	18E	14E	16E	18E	19E	116-120
121-125	7C	10D	10D	13E	10D	10D	12E	13E	8E	11E	13E	14E	14E	14E	18E	19E	16E	18E	19E	21E	121-125
126-130	7D	10D	11E	13E	10D	11D	13E	14E	8E	11E	14E	14E	14E	16E	19E	21E	18E	19E	21E	22F	126-130
131-135	7D	10E	12E	14E	10E	11E	14E	15E	9E	12E	14E	15E	16E	18E	21E	22E	19E	21E	22E	24F	131-135
136-140	8E	10E	13E	14F	11E	12E	14F	16F	9F	12F	15F	16F	18F	19F	22F	24F	21F	22F	24F	26G	136-140
141-145	8E	11F	14F	14F	12F	13F	16F	17F	10F	13F	16F	17F	19F	21F	24F	26F	22F	24F	26F	27G	141-145
146-150	8E	11F	14F	14F	13F	13F	18F	18F	10F	13F	18F	18F	21F	22F	25F	27F	24F	26F	27F	29G	146-150
UM 100	11F	14F	18G	18G	16G	16G	21G	21G	13F	16F	21G	21G	24F	26F	28G	30G	29G	30G	32G	34G	100 UM

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

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

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

UM = Unmodified Roll

14.4.1 VOID CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Lots of nothing. +0H	Not very impressive. +0H	Barely a shadow. +0H	Foe only mildly impressed. +1H	Serve him up frosty! +2H
06-10	Just a cool breeze. +0H	Small chills. +1H	The shadows deepen around foe, but he is not impressed. +2H	Foe conquers his fear of the dark and your attack is off-center. +3H	Foe is dancing around the dark. You have the initiative next round. +3H
11-15	Foe deftly steps to the side. You have the initiative next round. +1H	Foe evades most of the blast. You have the initiative next round. +2H	The lights go out for a moment. Your foe stumbles. You have the initiative next round. +3H	The dark attack frosts foe's hair and cheeks. He is unsure. +4H – ✪	The darkness is cold. You have the initiative next round. +5H – ✪ – -(4d10-32)P
16-20	Blast stings a little. You have the initiative next round. +2H	Foe is partially blinded by the darkness. You have the initiative for two rounds. +3H	A whirlwind of the void attacks your foe. You have two rounds of initiative. +4H	In an attemp to dodge the blast, foe damages himself. Quite humorous. +5H – ✪ – -(3d10-24)P	Foe stumbles and nearly falls trying to avoid the blast. +6H – ✪ – -(4d10-30)P
21-35	Attack does little damage, but any charged magic items are drained. +3H	Cold blackness forces foe back. Any glass items on foe are shattered. You have the initiative for two rounds. +4H	Tricky shot hits foe from in front and behind. How did you do that? +5H – ✪ – -(2d10-18)P	The burst of dark power leaves foe covered in ice crystals. +6H – 2✪ – (-20) – -(3d10-22)P	After the wave of darkness passes, foe's hair has frozen. If it is long, it snaps easily (giving him a quick hair cut). +7H – 2✪ – (-20) – -(4d10-28)P
36-45	One magic item is completely destroyed. Foe is shaken. +4H – ✪	Foe's attempt to parry the attack are basically futile. You have the initiative for three rounds. +5H – ✪ – -(2d10-18)P	Foe begins to slip. You gain the iniative while he regains his footing. +6H – 2✪ – (2d10-16)P	The power of the void freezes any exposed skin, giving a nasty case of frostbite. If wet: +19H – ✪ – (-30) – -(3d10-20)P If dry: +8H – 3✪ – (-20) – -(3d10-26)P	Foe is stricken in the legs. He struggles to fight off hypothermia. 2✪ – (-20) – -(4d10-26)P
46-50	Black blast casts foe in shadows. He looks worried. +5H – ✪ – -(d10-9)P	Blast target's the center of foe's chest. They now have a reason to call him Black Heart. +6H – 3✪ – -(2d10-16)P	An intense blast of void hits foe in the chest. All exposed skin is scarred. Foe looks shocked! +7H – 2✪ – -(2d10-14)P	The dark cold grips foe's shield arm. If he has a shield, it is destroyed. Otherwise, the arm is useless. +8H – 4✪ – (-10) – -(3d10-18)P	The blast knocks foe's weapon from his hand. Foe is spun around. +9H – 2✪ – -(4d10-24)P
51-55	Good shot causes foe to stumble. +6H – 2✪ – -(d10-8)P	The strong blast forces foe sideways. Any shield is bent. +7H – 5✪ – -(2d10-14)P	Armor does not protect foe from the void that hits his chest. Foe will have a permanent scar. +4H – 3✪ – (-10) – -(2d10-12)P	Foe is knocked back 5 feet from the dark blast. His left hand is cloaked in darkness for 2 rounds. +9H – 6✪ – -(3d10-16)P	The cold blast hits foe in the torso, knocking the wind out of him. +10H – 6✪ – 2✪ – -(4d10-22)P
56-60	Foe is shaken and pushed back. He will be more careful next time. +7H – 3✪ – -(d10-7)P	Foe spins to get out of the way. The cold darkness washes over his back. He is pushes to his knees. +8H – 5✪ – -(2d10-12)P	Strong blast hits foe in legs, knocking him back 5 feet. His knees are wobbly. with leg armor: +4H – ✪ – -(2d10-10)P w/o leg armor: +8H – ✪ – -(2d10-10)P	The strike misses foe as he jumps to the side, but the blast catches his arm. His arm now suffers from muscle damage. 5✪ – (-15) – -(3d10-14)P	The blast of nothingness envelopes foe's neck. He drops whatever he is carrying to get free of the assault. +10H – 6✪ – ⊗ – (-20) – -(4d10-20)P
61-65	Foe looks like a clown trying to dodge your well-placed blast. He drops his weapon. with greaves: +1H – ✪ – -(d10-6)P w/o greaves: +8H – 2✪ – -(d10-6)P	The immense cold causes foe's hand to lock for d10 rounds. +9H – 5✪ – ⊗ – -(2d10-10)P	Inky darkness freeze dies all organic material on foe's back. He staggers. +10H – 5✪ – -(2d10-8)P	The darkness completely melts foe's shield. If not holding a shield, the arm is useless from nerve damage. with shield: +11H – ✪ – -(3d10-12)P w/o shield: 6✪ – -(3d10-12)P	The void blasts foe's waist. His belt and any other equipment there freezes. If foe moves, all will be broken. +12H – 4✪ – (-30) – -(4d10-16)P
66	Blast strikes foe's throat. He drops anything he is holding to try and block the assault. +9H – 4✪ – 3⊗ – (-15) – -(2d10)P	Cold darkness blasts foe. All exposed flesh suffers from frostbite. He is quite dazed. 8✪ – 4⊗ – -(2d10)P	Foe is thrown to the ground by the blast. He strains his wrist in the process. 11✪ – (-15) – -(3d10)P	Foe's teeth freeze solid and his eyes freeze shut (for d10 rounds). He instinctly bites down and shatters almost all his teeth. 9✪ – (-30) – -(4d10)	The blast targets foe's face. He sees the cold fingers of death. Nerves and muscles are damaged. +14H – 13✪ – 8⊗ – -(5d10)P
67-70	Blast engulfs foe's side. Any metal there becomes brittle. +9H – 2✪ – ⊗ – (-5) – -(d10-6)P	Foe struggles to keep the blast from him. His arms flail wildly, but the attack has connected well. +10H – 3✪ – ⊗ – (-10) – -(2d10-9)P	Foe's weapon arm is gripped in the void. It freezes and will be useless until healed. Foe struggles with the pain. +11H – 3✪ – ⊗ – (-15) – -(2d10-7)P	The darkness finds its way into the chest of foe, spinning him around. You are almost victorious! with armor: +14H – 2✪ – -(3d10-11)P w/o armor: +12H – 4✪ – -(3d10-11)P	Foe attempts to block the blast with his shield. The force knocks him down and the shield is broken. Without a shield, arm is broken. with shield: 3✪ – -(4d10-14)P w/o shield: 7✪ – -(4d10-14)P
71-75	Foe is chilled by the blast. He is struggling to maintain his balance. +10H – 3✪ – (-10) – -(d10-5)P	Foe sinks in blackness up to his waist. The pain and shock cause him to falter. +11H – 6✪ – 2⊗ – -(2d10-8)P	The void grips foe on his left side. Any leather or cloth freezes and shatters. 6✪ – 2⊗ – (-20) – -(2d10-6)P	Foe's weapon arm is drained of all heat. Hand and arm are useless, and the hand is frozen closed. +12H – 4✪⊗ – (-50) – -(3d10-10)P	The void washes over foe with extreme force. All exposed flesh suffers from frostbite. How can he still be standing? +14H – 4✪ – -(4d10-12)P
76-80	The blackness seeks out foe's weapon arm. Foe is sent reeling after the blast. with shield: +1H – 2✪ – -(d10-4)P w/o shield: +11H – 3✪ – -(d10-4)P	Cold tendrils of blackness freeze what it touches. All equipment in and around foe's chest is damaged. Your foe sees death and is afraid. +12H – 8✪ – (+15) – -(2d10-6)P	Foe's arms are pinned by the blast. Armor and/or clothes are melded with flesh. It hurts to move. with greaves: 8✪ – (-30) – -(2d10-4)P w/o greaves: 5✪ – (-25) – -(2d10-4)P	Foe is dropped by the weight of the blast. Muscles are damaged and don't seem to respond well. +14H – 4✪⊗ – (-25) – -(3d10-9)P	Blast strikes the middle of his chest. Foe flips onto his back, while his weapon flies out of his grasp. Do what you will with him. 13✪ – (-30) – -(4d10-10)P
81-85	Foe is completely engulfed. All glass gear shatters. Ouch! +12H – 3✪ – ⊗ – (-20) – -(d10-3)P	Forceful blast pushes foe over and cracks ribs in the process. He is not graceful. +12H – 7✪ – 2⊗ – (-15) – -(2d10-4)P	Strike to foe's torso makes him double over. All gear on the torso becomes frozen and brittle. 12✪ – (-40) – -(2d10-3)P	The icy blackness freezes foe's hands. His arms are useless and he drops whatever he was carrying. 16✪ – -(3d10-8)P	Foe takes your attack full-faced. He seems fine for now, but will die from internal nerve damage in 12 rounds. +16H – ✪ – -(4d10-8)P
86-90	Foe's legs are lost in the blackness of the attack. Unless wearing metal boots, foot must be amputated. with armor: 3✪ – (-10) – -(d10-2)P w/o armor: (-70) – -(d10-2)P	The blackened blast strikes foe in the lower leg, freezing it to the bone. Foe will have to amputate his foot. with leg armor: 4✪ – -(2d10-3)P w/o leg armor: (-75) – -(2d10-3)P	Foe's kneecaps freeze solid and then crack. Foe falls in pain, shattering both knees. 16✪ – (-80) – -(2d10-2)P	Darkness overwhelms foe. If he is wearing a leather helm, he survives but is knocked unconscious. Otherwise, he dies of shock in 12 rounds. +24H ~ ✪ – (-40) – -(3d10-6)P	The tempest of your blast sends foe reeling. The icy grip of death won't leave him. He drops and dies in 9 rounds (screaming all the while). ✪ – -(4d10-6)P
91-95	The thick blackness covers foe's face. He collapses as he gasps for air. His facial features are frosted. with helmet: 4✪ – -(d10-1)P w/o helmet: 7✪ – (-50) – -(d10-1)P	Blast connects solidly with foe's hip. Hip is fractured and skin and muscles are damaged. Foe falls helplessly. It is all he can do to call for help. +16H – 4✪⊗ – (-75) – -(2d10-2)P	The cold blast from the void freezes the blood in foe's leg. The clotted blood begins working its way to foe's heart. It will arrive in 2d10 rounds, killing him. +14H – 4✪⊗ – (-30) – -(2d10-1)P	Foe's lower body is frozen in place. Vital organs are destroyed. Foe cannot move and will die from internal bleeding in 9 rounds. +17H – ✪ – -(3d10-4)P	The black nothingness pushes foe back. His extremities are frozen solidly and snap off easily. He dies in 6 rounds of agony. +18H – ✪ – -(4d10-4)P
96-99	Violent blast knocks foe over . He hits his head and is unconscious. He vocal cords are damaged and he cannot speak for 2 weeks. 10✪ – -(d10)P	Massive blast strikes foe in the neck. Neck armor will block the attack, but foe will be unconscious from the hit. Without neck armor, the neck will freeze solid, killing foe in 9 rounds. ✪ – -(2d10-1)P	Foe is instantly blinded by the blackness engulfing his head. He stands stunned for one round, then his heart stops and he dies in 6 rounds. +17H – ✪ – -(2d10)P	Foe inhales the void! His heart instantly stops and his lungs explode. He dies of shock and internal bleeding in 6 rounds. +18H – ✪ – -(3d10-2)P	The blast melds all equipment into foe's flesh. He cannot even scream in pain before he is frozen solid (instant death). +19H – ✪ – (+10) – -(4d10-2)P
100	Foe is completely engulfed and falls into a month-long coma. His extremities suffer from frostbite. +21H – ✪ – -(d10)P	Blackness completely washes over foe. His body temperature dops drastically and his heart stops. He dies in 1 round, but is well-perserved. (+5) – -(2d10)P	A wave of the void washes over your foe. His eyes are frozen, then shatter. He falls into a coma for 2d10 days then dies. ✪ – -(2d10)P	Foe is completely frozen by the blast. He stands frozen like a statue (with all vital organs destroyed). You want to push him over… just do it! +19H – ✪ – -(3d10)P	A massive wave of void swallows foe. When it passes, all that remains are frozen bones and a few pieces of brittle metal gear. ✪ – (+20) – -(4d10)P

Key: ß✗=must parry ß rounds; ß⊗=no parry ß rounds; ß✪=stunned ß rounds; (-ß)=foe has -ß penalty; (+ß)=attacker has +ß next round; ±(ßd10-)P=foe's PP modification.

	Essence Spell			Channeling Spell			Mentalism Spell			Arcane Spell			
	Target's Armor			Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	Metal Armor	Leather Armor	Other	
03-04	F	F	F	F	F	F	F	F	F	F	F	F	03-04
05-08	F	F	+70	F	F	+70	F	F	+70	F	F	+70	05-08
09-12	F	F	+65	F	F	+65	F	F	+65	F	F	+65	09-12
13-16	F	+45	+60	F	F	+60	F	+45	+60	F	+45	+60	13-16
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	F	+40	+50	17-20
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	+40	+35	+45	21-24
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	+35	+30	+35	25-28
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	+30	+25	+30	29-32
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	+25	+20	+20	33-36
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	+20	+15	+15	37-40
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	+15	+10	+5	41-44
45-48	+10	+5	0	+20	+10	0	+15	+5	0	+10	+5	0	45-48
49-52	+5	0	0	+15	+5	0	+10	0	0	+10	0	0	49-52
53-56	0	0	-5	+10	0	-5	+5	0	-5	+5	0	-5	53-56
57-60	0	-5	-10	+5	0	-10	0	-5	-10	0	-5	-10	57-60
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	0	-10	-15	61-64
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	-5	-15	-20	65-68
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	-10	-20	-25	69-72
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	-15	-25	-30	73-76
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	-20	-30	-35	77-80
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	-25	-35	-40	81-84
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	-30	-40	-45	85-88
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	-35	-45	-50	89-92
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	-40	-50	-55	93-95
UM 96-97	-60	-65	-75	-65	-60	-70	-55	-65	-75	-55	-65	-75	96-97 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	-80	-90	-100	98-99 UM
UM 100	-110	-115	-125	-105	-110	-120	-105	-115	-125	-105	-115	-125	100 UM

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

BASE ATTACK ROLL MODIFICATIONS

A/D	Category	Effect	Notes
A	Skill Rank with Spell List	+1 per rank	
A,D	Spells	+ (variable)	Depends on specific spell.
A,D	Items	+ 5 per bonus	+1 if a 3-18 system is used.
D	Race	+ (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Full Cover	-20	Detected, but not sighted.
D	Partial Cover	-10	Less than half of target sighted.
D	Static Target	+10	Applies only if no cover.

14.5 ARCANE SPELL FAILURE TABLE

	ELEMENTAL	OTHER
01-20	The power shrinks from your grasp. Begin again. No PPs are lost.	Did you leave the stove on? Lose the spell and half the PPs (rounded up).
21-30	Power surges, taking you by surprise. You are stunned for one round; lose the spell and half the PPs (rounded up).	The world passes you by as you stare at the pretty flowers. Lose the spell and the PPs.
31-40	You grasp for the power. The power grasps back. PPs are lost. You are stunned for one round. Time to start over.	Something has gone wrong. What it is, you do not know. Lose the spell, the PPs and one round of activity (while you ponder the situation).
41-60	You forget the formula mid-spell. The power reels against your will. Take d10 hits. Lose the PPs and the spell.	You keep waiting for the power, but it never arrives. Lose the spell and three rounds of activity.
61-75	Too much power, too quickly. You release the thread of power in your panic and are momentarily caught in it. You take 2d10 hits and are stunned for three rounds.	Too much power, not enough spell. Spell fires normally, but you are stunned for 2d10 rounds and take 2d10 hits.
76-90	The elements swirl about you, striking randomly. Take 3d10 hits, lose the PPs and the spell.	What!? The spell bounces off the target. You faint in astonishment (and are out for d10 minutes).
91-95	The elements are sick of your arrogant manipulation. Their retribution is swift, but ineffective (luckily). Take 2d10 hits and an "A" Mana Critical strike. Lose the PPs and the spell.	You fired the spell, but at whom? A random target within 200' is affected. The unexpected feedback does 5d10 hits.
96-100	You momentarily forget what you were doing and lose control of the elements. Take 6d10 hits and a "C" Mana Critical strike. You are blasted back 15'.	The spell and power mysteriously disappear only to come back d10 rounds later. This failure stuns you for 2d10 rounds. The feedback blinds you for 2d10 hours and gives you 10d10 hits.
101-125	The attack splits, half goes to the nearest inanimate object and half stays right here with you (you suffer the effects of the spell). In addition, you are stunned for 5 rounds.	Spell fires at a random target with 100' of the intended target. This causes a feedback attack that delivers 5d10 hits (and you will operate at -25 for d10 hours).
126-150	You wrestle for control with the spell. The spell fires 90° to the left of the intended target. You are stunned for d10 rounds.	Internalization of power causes a wierd malady. Everytime your spells fail, you take d10 extra hits. This malady lasts d10 months.
151-175	The elements are uninterested in the intended target; preferring you much more! You become the target of your own spell (with a point-blank range).	Like trying to wield an overly heavy weapon, you draw too much power and do more damage to yourself than anyone else. You are the target of your own spell (with a point-blank range).
176-185	You are momentarily possessed by elemental spirits. You are stunned an amazing 4d10 rounds and are without spell casting ability for d10 days.	The power goes straight to your head. You can do nothing but laugh like a maniac for 2d10 rounds, then you pass out. When you wake, you find youself unable to cast spells for d10 months).
186-191	The elements strike and grab around you. Take 7d10 hits and two separate "C" Mana Critical strikes.	Misfire! The spell hits you in the head. You take 10d10 hits and are at -75 for all spell casting for 1 year.
192-195	You internalize the elements. One of your limbs explodes messily. All within 10' take an "A" Impact Critical strike. You drop and die of shock and internal bleeding in three rounds.	You internalize the spell and go permanently mad. Once per week, you will spout gibberish that has prophetic meaning.
196-200	In a stunning moment of magical ineptitude, you internalize your spell and radiate its power out. You and all within 10' take 5d10 hits and a "D" Mana Critical strike. Several of your internal organs are destroyed in the process (you will die in 6 rounds).	You over power your nervous system. You will dance around wildly for 2d10 rounds, then collapse, permanently paralyzed and operating at -100 on all actions.
201-250	Wait! You have it! You spontaneously combust and launch yourself at the target. The target takes 15d10 hits and an "E" Mana Critical strike. He is also covered completely in your ashes. You are dead.	Massive internalization. You take 10d10 hits and now have a permanent -100 to all spell casting attempts.
251-300	You convert some of your mass to energy to power your spell. Target is affected normally, but you and all within 30' take 10d10 hits and an "E" Mana Critical strike. You will die of shock in d10 rounds.	Power pours from all head openings as you attempt to avoid internalization. You and all within 10' take 10d10 hits. You lose all your senses, except the sense of touch.
301+	In a moment of apocalyptic fury… you and all within 50' are destroyed. The ground is as smooth as glass.	He was here a minute ago…?

ARCANE COMPANION

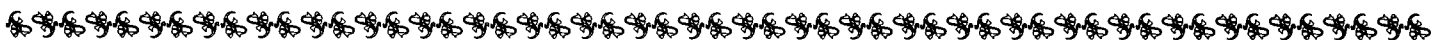# PART IV
THE APPENDIX

This appendix provides two things. The first is a character creation checklist (with *RMSR* page number references). The second are replacement pages for *RMSR*. These pages are presented here so that you may replace the pages with errors upon them. In some cases, rule changes were made, though in most cases, the pages simply clarify the material that was already there.

Part IV

The Appendix

Character
Design
Summary

Character
Creation
Checklist

CHARACTER DESIGN SUMMARY

To design your character, you should perform each of the following steps (as described in *RMSR* Sections 11.0-17.0). Keep in mind that these steps are interrelated and may affect each other.

1) Decide in general what type of character to play.

2) Choose a race/culture for your character.

3) Choose a profession for your character.

4) Determine your character's realm of power.

5) Determine your additional base spell lists.

5) Generate temporary stats for your character.

6) Generate potential stats for your character.

7) Determine your character's adolescence skills.

8) Determine your character's background options (e.g., items, money, talents, etc.).

9) Develop your character's apprenticeship skills and training packages.

10) Determine your character's background.

11) Determine your character's role traits.

12) Outfit your character.

13) Total your character's penalties and bonuses.

CHARACTER CREATION CHECKLIST

1) Decide in general what type of character to play.

Discuss your character concept with your GM. Together, the two of you finalize your character concept. See *RMSR* Introduction to Part III, p. 47-48.

2) Choose a race/culture for your character. See *RMSR* Section 11.1, p. 49-50.

Choose from: Common Man, Mixed Man, High Man, Wood Elf, Grey Elf, High Elf, Half-elf, Dwarf, Halfing, Common Orc, Greater Orc, Half-orc. If you choose to be a Common Man or a Mixed Man, you must also pick a culture: Urbanman, Ruralman, Nomad, Woodman, Hillman, or Mariner.

3) Choose a profession for your character. See *RMSR* Section 11.2, p. 51.

Choose from: Fighter, Rogue, Thief, Warrior Monk, Layman, Cleric, Animist, Magician, Illusionist, Mentalist, Lay Healer, Paladin, Ranger, Dabbler, Monk, Magent, or Bard.

4) Determine your character's realm(s) of power. See *RMSR* Section 11.3, p. 51.

Each Fighter, Rogue, Thief, Warrior Monk, and Layman must choose a realm of power. Clerics, Animists, Paladins, and Rangers have Channeling as their realm of power. Magicians, Illusionists, Monks, and Dabblers have Essence as their realm of power. Mentalists, Lay Healers, Magents, and Bards have Mentalism as their realm of power. Healers have Channeling and Mentalism; Mystics have Essence and Mentalism; Sorcerers have Channeling and Essence.

5) Determine your character's additional base lists. See *RMSR* Section 11.4, p. 51.

Each Magician, Illusionist, Cleric, Animist, Lay Healer, and Mentalist must designate four lists as "extra" base lists. These lists may be from the Open or Closed lists for his realm (unless GM specifies otherwise).

6) Generate Temporary Stats for your character. See *RMSR* Section 12.1, p. 53.

Use either 660 points or 600+10d10 points; divide these points among the ten stats. Remember that the profession's two Prime stats must be at least 90 each. Also remember that stats over 91 do not have a one-to-one cost.

7) Generate Potential Stats for your character. See *RMSR* Section 12.2, p. 54.

Use Table T-1.3 to determine Potential Stats.

8) Determine your character's adolescence skills. See *RMSR* Section 13.0, p. 55-56.

The skill ranks that you develop during Adolescence are listed in Table T-1.6.

9) Determine your character's background options. See *RMSR* Section 14.0, p. 57-58.

Your character has a number of background options based upon your race (see Table T-1.6). Table T-1.5 lists some of the options that may be chosen: extra language ranks, extra money, stat gain rolls, special items, and special bonuses.

10) Develop your character's apprenticeship skills and training packages. See *RMSR* Section 15.0, p. 59-64.

Allocate one level's worth of development points on training packages and skill development (see Tables T-2.7 and T-2.8). The DPs available are equal to the average of five of your stats (Ag, Co, Me, Re, and SD).

11) Determine your character's background. See *RMSR* Section 16.2, p. 65.

Work with the GM to determine the background for your character (specific to the setting).

12) Determine your character's role traits. See *RMSR* Section 16.2, p. 65-66.

You and your GM should refer to Table T-1.7 for ideas on how to determine your character's role traits.

13) Outfit your character. See *RMSR* Section 17.2, p. 67.

Spend any starting money on starting equipment. Certain items may not need to be purchased (see your GM for specifics).

14) Total your character's penalties and bonuses. See *RMSR* Section 17.3 & 17.4, p. 68-69.

Perform the necessary calculations to finalize the bonuses on skills and other capabilities. This includes stat bonuses (see Table T-2.1), skill bonuses (see Table T-2.2), skill category rank bonuses (see Table T-2.2), profession bonuses (see Table T-1.4), item bonuses, total skill bonus, defensive bonus, hits, and power points.

⚜ 1.2 ⚜
WHAT'S NEW IN
THE RMSS

This section summarizes some of the key differences between this edition of *Rolemaster* and earlier editions. This material assumes that the reader is familiar with the earlier editions of *RM*.

Races & Cultures — Mixed Men and Half-orcs have been added. High Elves have been renamed to Grey Elves, Fair Elves to High Elves, Normal (Lesser) Orcs to Common Orcs, and Orcs (Greater) to Greater Orcs. Trolls are no longer included as potential characters in the *RMSS*. In addition, each Common Man and Mixed Man character belongs to one of six Cultures.

An extensive, one-page description of each race and culture is provided in Appendix A-3. Many of the system parameters for the races differ from the old values (e.g., SD stat mods for Elves are lower, there are new, race-specific skill rank progressions for Body Development and Power Point Development, etc.).

Professions — New: Layman (the old No Profession), Dabbler (an Essence Semi spell user), Magent (a Mentalism Semi spell user), and Paladin (a Channeling Semi spell user). The Healer is now a Channeling-Mentalism Hybrid spell user), and the Alchemist, Seer, and Astrologer are not included in the *RMSS*.

Each Hybrid spell user has three prime requisites (stats)—its two realm stats and Self Discipline (Healer: In/Pr/SD, Mystic: Em/Pr/SD, and Sorcerer: Em/In/SD).

A profession no longer has level bonuses associated with it, instead, it has fixed profession bonuses. An extensive, one-page description of each profession is provided in Appendix A-5.

Stats — Temporary stats are now generated by assigning 600 + 10d10 points. This is a one-to-one assignment for stats under 91, with a increased cost for stats above 90. Each potential stat is determined by rolling a number of dice related to the difference between the temporary and the potential. Stat gain rolls are also handled in a slightly different manner.

Stat bonuses are approximately one third of what they previously were. However, instead of averaging the stat bonuses applicable to a skill, you now just add the stat bonuses **and** three stat bonuses instead of two apply to most skills. This makes calculating the stat bonus for each skill much easier. Taking this new mechanism into account, stat bonuses are higher than before (e.g., +15 for a 90 stat and +30 for a 100 stat).

Skills — Most of the Companion skills have been incorporated and they have been totally reorganized into new groupings called skill categories. The total bonus for a skill is based upon its skill ranks **and** upon the rank of its skill category. Ranks in skills and skill categories must be developed separately, but a skill category rank affects *all* of the skills in that category (i.e., it is a "similar skill" mechanism).

The standard progression for a skill rank bonus is now: -15 if no ranks, +3 for ranks 1-10, +2 for ranks 11-20, +1 for ranks 21-30, and +0.5 for ranks over 30—the notation for this is "-15 • 3 • 2 • 1 • 0.5." The standard progression for a skill category rank bonus is now: "-15 • 2 • 1 • 0.5 • 0."
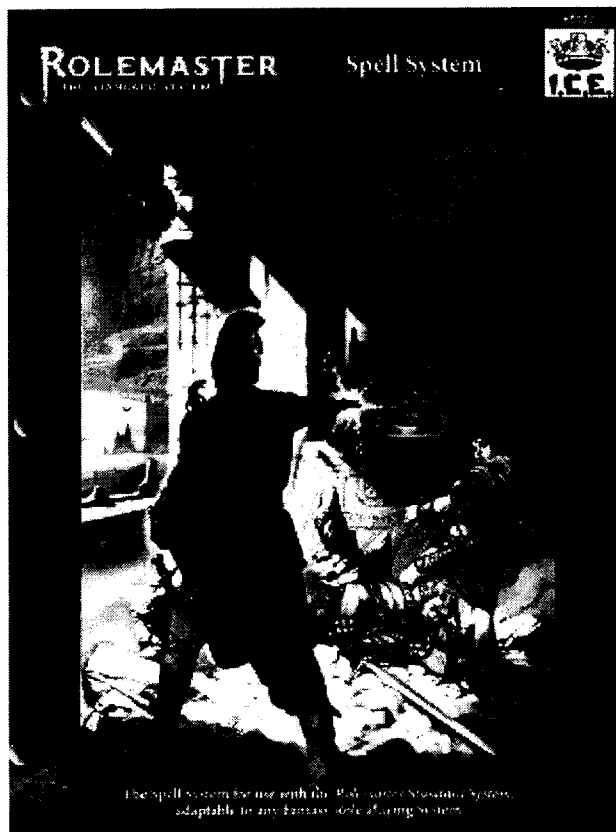
So, if you develop one rank in a skill and one rank in its category each time you develop a skill, the combines progression is: "-30 • 5 • 3 • 1.5 • 0.5." This is a bit more generous than the old progression of "-25 • 5 • 2 • 0.5 • 0.5" for skill ranks alone.

Some skill categories use a non-standard progression (e.g., Body Development, Power Point Development, Spell Lists, etc.). Skill categories with non-similar skills use a "Combined" progression of: "-30 • 5 • 3 • 1.5 • 0.5" for the skills and zero for all ranks of the skill category (i.e., development of the skill category gives no skill bonus). Certain skills can also be given lower (or higher) than normal DP costs by placing them in Occupation, Everyman, and Restricted skill categories—usually due to culture/race, profession, or a factor of the individual GM's world system.

Skill Development — With the new standard progression outlined above, you must develop two ranks (skill and skill category) to get the approximate skill rank bonus of the old system. To account for this, a character gets approximately twice the Development Points each level. In addition, since a skill category's bonus applies to all skills in the category, developing multiple skills in the same category will effectively have a reduced DP cost.

There is no longer a DP cost of "#/*"—at most three ranks (#/#/#) can be developed in a skill (or skill category) each level. The ranks developed during adolescence skill development are now based upon the character's culture/race (i.e., DPs are **not** used).

DPs can now be used to develop *Training Packages*. A Training Package is a group of related ranks for skills and skill categories that can be developed at a reduced DP cost.

ROLEMASTER
STANDARD
RULES

11

Part I
Sections
1.2, 1.3
What's New
in the *RMSS*
The *RM*
Product Lines

Spell List Development — Skill ranks are developed for each spell list—a spell is "learned" each time a rank is developed in its list. The DP cost for this varies based on the type of list (e.g., base, open, etc.), the number of the rank being developed, and how many different lists are developed in a given level advancement.

Background Options — A much wider variety of Background Options have been provided, including a balanced set of *Talents* and *Flaws* (see Appendix A-5).

Recovery & Exhaustion — Recovery and exhaustion for Power Points, Hits, and Exhaustion Points are formalized and handled in a new way.

Role Traits — An system of "role traits" is provided to help you develop your character's motivation, personality, alignment, and physical appearance.

Performing Actions — The entire turn sequence has been redone to provide for a more fluid resolution of actions and activities. Each character may take up to three "actions" a round. A general decision on how fast to attempt to accomplish an action must be made: as a *snap action* (very fast, with a -20 modification), as a *normal action*, or as a *deliberate action* (slow, but with a +10 modification). Within each of these types, actions are resolved based upon each character's *Initiative Roll* (2d10+Qu bonus+mods).

In addition, the resolution of attacks has been generalized, combining all of the old attack resolution rules from *Arms Law*, *Spell Law*, and *Character Law*. The static maneuver tables have been expanded and standardized. The movement and encumbrance rules have been fine-tuned.

Finally, the old Extraordinary Spell Failure rules have been redone and incorporated into a *spell casting static maneuver* that is required for all spell casting that does not meet the "automatic spell casting" requirements.

ROLEMASTER
STANDARD
RULES

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�� 1.3 ��
THE ROLEMASTER PRODUCT LINES

This section provides some brief descriptions of the existing and planned products in ICE's *Rolemaster* line. These products fall into two categories: core products (*Arms Law, Spell Law, Gamemaster Law*, and the *Rolemaster Standard Rules*) and non-core products.

1.3.1 • CORE PRODUCTS

The *RM* core products are the four products that make up the *Rolemaster Standard System: Arms Law, Spell Law, Gamemaster Law*, and the *Rolemaster Standard Rules*.

Rolemaster Standard Rules (*RMSR*) — This product provides all the guidelines and rules needed to play *Rolemaster*. Its primary parts are concerned with character definition, character design, performing actions, and outlining the Gamemaster's tasks. Details of the *RMSR* are not covered here because it is the product you are currently reading. See Section 1.1.1 for some key features of the *RMSR*.

Arms Law (*AL*) — This product is a detailed fantasy/medieval combat system covering the mechanics of weapon attacks, animal attacks, martial arts attacks, fumbles, and critical strikes. It has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups.

This combat system provides 29 weapon attack tables, each of which integrates the strengths and weaknesses of one specific weapon versus 20 different armor types. Additional guidelines are given for dozens of other weapons. *AL* also provides animal attack tables and martial arts attack tables which handle all kinds of unarmed attacks. To handle specific, detailed occurrences during combat, *AL* includes two fumble tables and a dozen different critical strike tables. See Section 1.1.2 for some other key features of *AL*.

Spell Law (*SL*) — This product deals with the integration of spells and magic into a fantasy role playing environment. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key elements of success. To this end, *SL* describes over 2,000 spells, organized into three "realms of power" and keyed to 15 different professions.

The spells in *SL* are organized into "spell lists", each of which consists of spells which are related in function or base application. Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). See Section 1.1.3 for some other key features of *SL*.

Gamemaster Law (*GML*) — This product is an aid for those who wish to create and employ an alternate world setting for their fantasy role playing game. It is designed to give Gamemasters an idea of the essential elements of a fantasy realm, and provides ways to develop a rich, consistent foundation upon which to build as their campaign progresses. See Section 1.1.4 for some other key features of *GML*.
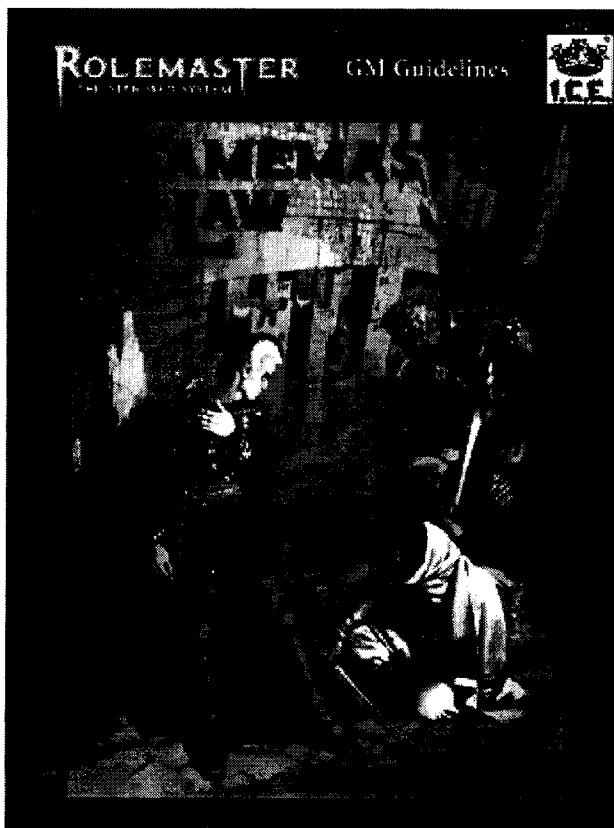
CULTURE AND RACE

Part II

Sections 3.0,
3.1, 3.2, 3.3

Races

Cultures

Special Racial
Capabilities

Cultural and racial characteristics for a fantasy role playing game are heavily dependent upon the world system being used by the Gamemaster. This section presents some of the "classic" races and cultures from mythology, literature and fantasy role playing. Each race and culture has a full description in Appendix A-3.

A Gamemaster should determine which races and cultures are appropriate for his world system, as well as incorporating any additional races deemed necessary. A Gamemaster may incorporate other races and cultures into his world using the same factors outlined in this section. An upcoming *Rolemaster* sourcebook, *Cultures & Races*, will provide a wider variety of cultures and races.

Each character must have a race, and each Common Man and Mixed Man must have a culture. The Race Abilities Table T-1.1 provides the racial abilities and characteristics that influence play in a fantasy role playing game. Section 32.2 provides racial modifications to the effects of death and injury.

✗ 3.1 ✗
THE RACES

Full descriptions for each race can be found in Appendix A-3. The twelve standard *Rolemaster* races are:

Common Men	Mixed Men	High Men
Wood Elves	Grey Elves	High Elves
Half-elves	Dwarves	Halflings
Common Orcs	Greater Orcs	Half-orcs

Each Common Man and Mixed Man character must have a "culture"—one of the six given in Section 3.2 or another culture keyed to the GM's world.

✗ 3.2 ✗
THE CULTURES

Each Common Man and Mixed Man character must have a culture. Full descriptions for each culture can be found in Appendix A-3. The six standard *Rolemaster* cultures are:

Urbanmen	Ruralmen	Nomads
Woodmen	Hillmen	Mariners

✗ 3.3 ✗
SPECIAL RACIAL CAPABILITIES

The chief racial factors affecting a character are given in the Race Abilities Table T-1.1:

- Stat bonus modifications
- Resistance Roll modifications
- Body Development skill rank bonus progressions (see Section 6.0 & 8.3)
- Power Point Development skill rank bonus progressions (see Sections 8.1 and 8.2)
- Background Option information (see Section 14.0)

Certain races will have advantages in certain of these areas, but penalties in others. For example, Elves have better stat bonuses than Common Men but they get fewer Background Options.

Note: *Different races also have different modifications to the effects of death and injuries. These modifications are presented in Section 32.2.*

RACIAL STAT BONUS MODIFICATIONS

The racial racial modifications to stat bonuses apply to the basic stat bonuses described in Section 5.4.

RESISTANCE ROLL MODIFICATIONS

A Resistance Roll modification is added directly to a Resistance Roll (see Sections 8.7 and 21.1) made against an appropriate spell, poison, or disease.

LANGUAGES

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier which can lead to the destruction of a hearty group of adventurers. Since most worlds embrace a number of tongues, and few characters know all the languages, translators and cooperative efforts may be necessary to solve the language problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity can be injected into the game.

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in "language" skill for that language (see Section 6.0 and Appendix A-1.12).

The Gamemaster should decide which languages are automatically known by each of the races in his world system. Appendix A-3 provides suggested starting languages and easily learnable languages for each race and culture. Each character may then expand on this base through the skill acquisition process (see Sections 13.0 and 15.0).

Note: This page was reprinted in the *Arcane Companion*.

Part II

Section 3.3

Special Racial
Capabilities

Race Abilities
Table T-1.1

RACE ABILITIES TABLE T-1.1

Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St		# BG opts
Common Men	0	0	0	0	+2	0	0	0	0	+2		6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2		5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4		4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0		4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0		3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0		2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2		4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2		5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8		5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2		5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4		4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2		5

Column header for the numbers: **Racial Stat Bonus Modifications**

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Common Men	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Mixed Men	0 • 6 • 5 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
High Men	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Wood Elves	0 • 6 • 3 • 1 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Grey Elves	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
High Elves	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Half-elves	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 6 • 4 • 3	0 • 7 • 5 • 4 • 3
Dwarves	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 3 • 2 • 1 • 1	0 • 3 • 2 • 1 • 1
Halflings	0 • 6 • 2 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 2 • 1 • 1 • 1	0 • 2 • 1 • 1 • 1
Common Orcs	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 4 • 3 • 2 • 1	0 • 4 • 3 • 2 • 1
Greater Orcs	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 5 • 3 • 2 • 2	0 • 5 • 3 • 2 • 2
Half-orcs	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 4 • 3 • 2	0 • 6 • 4 • 3 • 2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

Note: This page was reprinted in the *Arcane Companion*.

SKILLS

Part II

Sections
6.0, 6.1, 6.2

Skills

Skill Bonuses

Skill Ranks

As a character advances in levels he develops and trains in certain abilities called *skills*. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, spell casting, etc.). As he develops and improves a skill, his *skill bonus* with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

Each skill is grouped with other similar skills in a specific *skill category*. Each category contains skills that utilize similar physical and mental capabilities (i.e., stats) and similar basic, general abilities. In addition to developing individual skills, a character may develop and improve all of the skills in a given skill category by increasing its *skill category bonus*.

✶ 6.1 ✶
SKILL BONUSES

Each skill has a *skill bonus* that is used when a character uses that skill. In general, a skill bonus modifies a character's chances of succeeding in certain actions. Each skill bonus is the sum of a number of other bonuses:

Skill Bonus =

Skill Rank Bonus	+ Skill Category Rank Bonus
+ Stat Bonuses	+ Profession Bonus
+ Item Bonus	+ Special Bonuses

Different skills use this bonus in different ways as described in the individual skill descriptions (see Appendix A-1). Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an Offensive Bonus [OB]), or to a special purpose (SP). Sections 23.0-26.0 describe how each of these types of bonuses are used to resolve actions.

✶ 6.2 ✶
SKILL RANKS

Each of a character's skills has a skill rank starts at zero and increases each time the character develops that skill (see Sections 7.3 & 15.0). A skill's rank determines its *skill rank bonus*, which is included as part of the skill bonus utilized when applying that skill.

THE STANDARD PROGRESSION

The *Standard* skill rank bonus progression is given in the Skill Bonus Table T-2.2. Basically, the table follows a standard progression. The bonus is -15 if the rank is zero and +3 if the rank is one. The bonus increases by 3 for each of ranks two to ten, by 2 for each of ranks eleven to twenty, by 1 for each of ranks twenty-one to thirty, and by 0.5 for each rank above thirty. The notation for this progression is:

$$-15 \bullet 3 \bullet 2 \bullet 1 \bullet 0.5$$

THE COMBINED PROGRESSION

Most of the skills that do not follow the Standard progression are in categories with a "0 • 0 • 0 • 0 • 0" skill category rank bonus progression. So, most of these skills have the following *Combined* skill rank bonus progression:

$$-30 \bullet 5 \bullet 3 \bullet 1.5 \bullet 0.5$$

This progression just combines the Standard skill rank bonus progression and the Standard skill category bonus rank progression.

OTHER PROGRESSION

Certain skills use a progression that differs from both the standard progression and the combined progression—see the skill descriptions (Appendix A-1). These skill fall into the following skill categories:

Skill Category	Skill Rank Progression
All "Spells • xxx" categories	0 • 1 • 1 • 0.5 • 0
Awareness • Perception	0 • 1 • 1 • 0.5 • 0
Body Development	based on race
Power Point Development	based on race

Part II

Section 6.3

Skill Category
Ranks

Skill Bonus
Table T-2.2

SKILL BONUS TABLE T-2.2

Rank	Standard Skill Rank Bonus	Standard Skill Category Bonus	Combined Skill Rank Bonus
0	-15	-15	-30
1	3	2	5
2	6	4	10
3	9	6	15
4	12	8	20
5	15	10	25
6	18	12	30
7	21	14	35
8	24	16	40
9	27	18	45
10	30	20	50
11	32	21	53
12	34	22	56
13	36	23	59
14	38	24	62
15	40	25	65
16	42	26	68
17	44	27	71
18	46	28	74
19	48	29	77
20	50	30	80
21	51	31	82
22	52	31	83
23	53	32	85
24	54	32	86
25	55	33	88
26	56	33	89
27	57	34	91
28	58	34	92
29	59	35	94
30	60	35	95
31+	60 + 0.5 per rank over 30	35	95 + 0.5 per rank over 30

☆ 6.3 ☆
SKILL CATEGORY RANKS

Each of a character's skill categories has a *skill category rank* that starts at zero and increases each time the character develops a rank in that skill category (see Sections 7.3 & 15.0). A skill's category rank determines its *skill category bonus*, which is included as part of the skill bonus utilized when applying that skill.

The *Standard* skill category bonus progression is given in the Skill Bonus Table T-2.2. Basically, the table follows a standard progression. The bonus is -15 if the rank is zero and +2 if the rank is one. The bonus increases by 2 for each of ranks two to ten, by 1 for each of ranks eleven to twenty, and by 0.5 for each of ranks twenty-one to thirty. There is no bonus increase for ranks above thirty. The notation for this progression is:

$$-15 \cdot 2 \cdot 1 \cdot 0.5 \cdot 0$$

Certain skill categories do not use this progression—see the previous section and the skill category descriptions (Appendix A-1).

SKILL CATEGORY GROUPS

Certain skill categories are grouped together for the purpose of development point assignment during the character creation process (see Section 15.0) and for profession bonuses (see Section 11.2). Skill categories in the same *group* start with the same word followed by a bullet (i.e., a "•").

OCCUPATIONAL, EVERYMAN, AND RESTRICTED SKILL CATEGORIES

Not all skills within a category are necessarily developed at the same rate. Because some races and/or professions develop specific skills at different rates, some specific skills might be designated as either *Occupational*, *Everyman*, or *Restricted* (e.g., Dwarves might be good at most Athletic • Endurance skills, but Swimming is something they are not comfortable doing).

• If a skill is designated as *Occupational*, for every rank developed, the character gains three ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.

• If a skill is designated as *Everyman*, for every rank developed, the character gains two ranks. A character cannot develop "part" of a rank to gain fewer than two ranks.

• If a skill is designated as *Restricted*, for every two ranks developed, the character gains one rank.

Part II

Sections
6.3, 6.4

Skill Category
Ranks

Rank
Development

Development
Points

Note that the skill remains in its standard category (and the category is not affected in any way). Some skills are restricted by their very nature (these are indicated in italics on the skill category definitions).

Unless a GM decides otherwise, the special skill classifications (i.e., Occupational, Everyman, and Restricted) specified for the professions take precedence over those specified for cultures/races and by the skill category definitions. Similarly, the special skill classifications specified for the cultures/races precedence over those specified by the skill category definitions.

Example: *Adrenal Stabilization is a Restricted skill based on its skill category, Self Control (see Appendix A-1.24). However, for the Lay Healer profession, it is a Everyman skill. So Adrenal Stabilization is an Everyman skill for a Lay Healer.*

Note: *A GM should examine all of the skills and skill categories and specify which skills are Occupational, Everyman, or Restricted for his world system. He should make clear to his players which skills have a special designation within his world.*

Example: *Adrenal Deflecting and Tumbling Evasion are skills in the Combat Maneuvers skill category. However, unless a GM decides they are "normal" for his world, these skills are automatically classified as "Restricted' (see Appendix A-1.10). In this case, they may only be developed at a rate of one rank for every two purchased.*

All Dwarf characters have Swimming as a Restricted skill (in the Athletic • Endurance skill category; see Section A-3.2). This skill is handled as outlined in the previous paragraph.

A Dwarf character also has Caving and Survival (Underground) as Everyman skills. So for every rank a Dwarf developes in these skills, he gains two ranks (resulting in very fast development of these skills).

A character in the Thief profession has Lock Lore as a Occupational skill. Thus, for every rank a Thief developes in Lock Lore, he gains three ranks (resulting in incredibly fast development in this skill).

🏃 6.4 🏃
RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the **Rolemaster** character development guidelines, at each level of development a character has a certain number of *development points* which may be expended as desired by begin learning or improving skills (i.e., increasing a skill's *rank* or a skill category's *rank*). It is assumed that the character continues this development process throughout his adventures, and receives the benefits of skill development each time he reaches a new "level of experience" (see Section 7.3).

6.4.1 • DEVELOPMENT POINTS

Development points (DPs) are derived from one's stats. Each character has 5 development stats (Agility, Constitution, Memory, Reasoning, and Self Discipline) which affect his ability to develop skills. A higher Constitution allows more rigorous training, Self Discipline keeps boredom at bay, etc.

A character gets a number of development points equal to the average of his development stats (the temporary values, not potentials). These DPs may then be expended to develop skills by increasing skill ranks and skill category ranks (see Section 15.0).

Development points are received (as outlined above) when a character is started and each time a character advances a level (see Section 7.3). These points must be expended immediately to develop of skills (i.e., skill development). The expenditure of DPs represents the effort that the character is using to improve that skill, the amount of time spent on it, etc.

A character may not accumulate development points from level to level, nor may they be transferred from one character to another. However, development of a skill or a skill category may be done partially at one level and then completed by allocating more points at later levels.

Note: *Some GMs may wish to require time and/or facilities for training before skill development actually takes place. Such GMs should refer to the optional rules in Appendix A-9.1.*

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Part II

Section
6.4, 6.5

Rank
Development

The Skills and
Skill
Categories

6.4.2 · DEVELOPMENT COSTS

The cost of developing a skill is determined by pre-adolescent training. The best reflection of this is the character's profession; a Fighter is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, spell users begin at an early age to attune their minds to the acquisition of their chosen magics. This early training is reflected in the Standard Skill Category Development Point Cost Table T-2.8, where the development point costs for the various skills and skill categories are listed.

Remember, a character may develop ranks in both skills and skill categories. The DP cost is the same for each skill category and every skill in that category.

> **Example:** *For a Rogue, the DP cost for Influence skill category ranks is 2/5, so the DP cost for each skill in the Influence skill category is also 2/5. These skills include Bribery, Diplomacy, Duping, Interrogation, Leadership, Trading, etc.*

It is a basic premise of **Rolemaster** that a character's early years in which learning patterns are formed, prejudices established, and attitudes molded are more important than a few years of study and adventuring. Thus, a character's skill rank in an area never affects the cost of improving that skill (except for skill in spell lists). A Magician who has become a near expert with a sword is still a Magician, with a Magician's thought patterns and study methods, and must pay more to increase his skill with a sword than a beginning Fighter.

Certain environments of youth may lead to differences from the standard training received by each profession. This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills. This is reflected by the use of Occupational and

Note: This
page was
reprinted in
the *Arcane
Companion.*

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Everyman skill categories (see Section 6.3). The Gamemaster must determine which other changes of this type are appropriate for his game and world system.

SKILL DEVELOPMENT

A character is born with rank 0 ability in all skills and skill categories (increasing a skill rank by one may be termed either developing, acquiring, or improving it). A character is generally allowed to develop any skill or skill category he wishes during each experience level at the cost (in development points) given for his chosen profession.

To develop a skill, a character expends the points indicated by the Standard Skill Category Development Point Cost Table T-2.8. There are four types of development point costs:

None — A few skill categories have a DP cost of "–." The rank of one of these skill categories may not be increased by allocating DPs (e.g., Rogues have no base spell lists, so there is not DP cost for the "Spell • Own Realm Own Base Lists" category).

Single Number (#) — A skill or skill category with a single number DP cost may have its rank increased by one by allocating (i.e., expending) DPs equal to its DP cost. The rank of such a skill or skill category may only be increased by one during the skill development process (i.e., once during each level advancement, see Section 7.3).

Two Numbers (#/#) — A skill or skill category with a two number DP cost (e.g., 2/6) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** may have its rank increased by two by allocating DPs equal to the sum of the two numbers. The rank of such a skill or skill category may be increased by a maximum of two during the skill development process.

Three Numbers (#/#/#) — A skill or skill category with a three number DP cost (e.g., 3/3/3) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** may have its rank increased by two by allocating DPs equal to the sum of the first two numbers **or** may have its rank increased by three by allocating DPs equal to the sum of the three numbers. The rank of such a skill or skill category may be increased by a maximum of 3 during the skill development process.

> **Example:** *A Rogue with a skill rank 2 in Climbing wants to increase it to rank 4. The cost listed is 1/5, indicating he expends 1 development point to progress to skill rank 3 and 5 more (total 6) for skill rank 4.*

☩ 6.5 ☩
THE SKILLS AND SKILL CATEGORIES

The Skill Summary Table T-2.5 lists the **RM** skill categories and the normal skills in each category. This table doesn't include the Occupational, Everyman, and Restricted categories (see Section 6.3). Keep in mind that a character may develop skills that are not listed—his GM just has to determine into which category the skill falls.

Appendix A-1 provides complete descriptions for the normal skills, as well as suggested mechanisms for using those skills.

Part III

Section 15.2

Variable
DP Costs

Spell List
DP Cost
Table T-2.4

SPELL LIST DP COST TABLE T-2.4

List Type	Skill Rank #	SPELL USER TYPE			
		Pure	Hybrid	Semi	Non
Own Realm:					
Own Base Lists	1+	3/3/3	3/3/3	6/6/6	–
Open Lists	1-5	4/4/4	4/4/4	8/8	x1
	6-10	4/4/4	4/4/4	8/8	x2
	11-15	4/4/4	6/6/6	12	x3
	16-20	4/4/4	8/8	18	x4
	21+	6/6/6	12	25	x5
Closed Lists	1-5	4/4/4	4/4/4	10/10	x1
	6-10	4/4/4	6/6/6	12	x2
	11-15	4/4/4	8/8	25	x3
	16-20	4/4/4	10/10	40	x4
	21+	8/8	25	60	x5
Other Base Lists	1-5	8/8	10/10	25	x1
	6-10	10/10	12	40	x2
	11-15	12	25	60	x3
	16-20	25	40	80	x4
	21+	40	60	100	x5
Other Realm:					
Open Lists	1-5	10/10	12	30	x1
	6-10	12	25	60	x2
	11-15	25	40	80	x3
	16-20	40	60	100	x4
	21+	60	80	120	x5
Closed Lists	1-5	20	25	45	x1
	6-10	25	40	60	x2
	11-15	40	60	80	x3
	16-20	60	80	100	x4
	21+	80	100	120	x5
Other Base Lists	1-5	50	60	80	x1
	6-10	70	80	100	x2
	11-15	90	100	120	x3
	16-20	110	120	140	x4
	21+	130	140	160	x5
Arcane "Realm:"					
Open Arcane Lists	1-5	6/6	5/5	12	x1
	6-10	8/8	6/6	25	x2
	11-15	10/10	8/8	40	x3
	16-20	12	10/10	60	x4
	21+	25	12	80	x5

Multipliers:

First 5 Lists Developed This Level x1

6th – 10th Lists Developed This Level x2

11th – up Lists Developed This Level x4

OCCUPATIONAL, EVERYMAN, AND RESTRICTED SKILL CATEGORIES

Not all skills within a category are necessarily developed at the same rate. Because some races and/or professions develop specific skills at different rates, some specific skills might be designated as either *Occupational, Everyman,* or *Restricted* (e.g., dwarves might be good at most Athletic • Endurance skills, but Swimming is something they are not comfortable doing).

- If a skill is designated as *Occupational,* for every rank developed, the character gains three ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.
- If a skill is designated as *Everyman,* for every rank developed, the character gains two ranks. A character cannot develop "part" of a rank to gain fewer than two ranks.
- If a skill is designated as *Restricted,* for every two ranks developed, the character gains one rank.

Note that the skill remains in its standard category (and the category is not affected in any way). Some skills are restricted by their very nature (these are indicated in italics on the skill category definitions).

Unless a GM decides otherwise, the special skill classifications (i.e., Occupational, Everyman, and Restricted) specified for the professions take precedence over those specified for cultures/races and by the skill category definitions. Similarly, the special skill classifications specified for the cultures/races precedence over those specified by the skill category definitions.

> **Example:** *Adrenal Stabilization is a Restricted skill based on its skill category, Self Control (see Appendix A-1.24). However, for the Lay Healer profession, it is a Everyman skill. So Adrenal Stabilization is an Everyman skill for a Lay Healer.*

> **Note:** *A GM should examine all of the skills and skill categories and specify which skills are Occupational, Everyman, or Restricted for his world system. He should make clear to his players which skills have a special designation within his world.*

> **Note:** *See Section 6.3 for an example of these types of skill categories and how to handle them.*

> **Example:** *Aside from the standard skill category defined special skills, Varak has no special skills—his culture/race (High Men) has none and his profession (Ranger) has none.*

§ 15.3 §
TRAINING PACKAGES

During the apprenticeship skill development process, you may allocate DPs to obtain training packages for your character. Training packages provide the following:
• Rank increases for skills and skill categories.
• Extra stat gain rolls (see Section 7.3).
• Certain special background details (see Section 9.1).

There are 36 different training packages, divided into two types: lifestyle (L) and vocational (V). Normally, a character may only develop one lifestyle training package. Each training package has a specific Development Point cost based upon your character's profession (see the Training Package DP Cost Table T-2.7). In addition, each training package increases your character's age by a fixed amount; i.e., it takes time to train. See Appendix A-6 for detailed information on the individual training packages.

Note: This page was reprinted in the *Arcane Companion*.

§ 15.4 §
EXTRA STAT GAIN ROLLS

During the apprenticeship skill development process, you may allocate DPs to get extra stat gain rolls (see Section 7.3. For every 8 DPs allocated, you may make a stat gain roll for a stat of your choice.

Example: *Varak has 61 DPs to use for training packages, for extra stat gain rolls, and for developing his skills and skill categories. First, he decides that he doesn't want to spend DPs on extra stat gain rolls; he declares that he can wait until he gets his free stat gain rolls when he reaches 2nd level (his GM thinks to himself: "if he gets to 2nd level").*

Varak then decides to develop the Adventurer training package (see Appendix A-6.1) at a cost of 29 DPs. He figures that this will cover most of the commonly used skills he will need while adventuring, leaving the rest (32 DPs) of his DPs for developing his weapon skills, his hits, and his spells. So Varak allocates his remaining DPs as follows:

Skill/Skill Category (DP cost)	# Ranks	DP Cost
Weapon • 1-H Edged skill category (3/7)	*1*	*3*
Broadsword skill (3/7)	*1*	*3*
Composite Bow skill (4)	*1*	*4*
Body Development skill (4/12)	*1*	*4*
Path Mastery skill (6/6/6, base spell list)	*1*	*6*
Nature's Way skill (6/6/6, base spell list)	*1*	*6*
Inner Walls skill (6/6/6, base spell list)	*1*	*6*
		Total: 32

The final example of Varak's development (at the end of Section 17.4) will summarize all of the ranks that Varak has from hobby ranks, adolescence ranks, training packages, and apprenticeship skill development.

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TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Adventurer (L)	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29
Amateur Mage (L)	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	30
Animal Friend (L)	102	26	26	24	28	28	33	31	31	22	33	33	33	33	30	22	30	28	28	28	26
Assassin (V)	30	25	16	20	25	28	40	36	38	34	37	38	40	41	37	26	(34)	29	27	31	24
Berserker (L)	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	31	29	29	28
Burglar (V)	33	21	16	19	20	23	31	31	30	30	29	29	30	31	30	26	(28)	22	22	25	21
City Guard (V)	25	15	17	16	23	20	31	31	28	27	29	28	29	31	30	20	20	25	20	21	20
Cloistered Academic (L)	95	29	29	29	29	29	23	20	24	24	24	24	24	24	20	28	28	28	25	22	24
Con Man (V)	32	21	18	18	22	21	27	25	26	24	27	28	28	28	19	20	(25)	22	19	19	14
Crafter (V)	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24
Crusading Academic (L)	110	29	29	29	29	28	30	29	29	29	28	28	29	30	26	29	29	29	28	24	24
Cut Purse (V)	37	24	15	15	25	25	32	29	32	30	32	33	34	34	26	24	(33)	26	20	25	18
Detective (V)	33	22	18	18	23	24	30	28	28	27	29	29	30	30	22	21	28	26	25	25	19
Diplomat (V)	48	28	27	27	28	25	26	21	25	25	26	26	26	26	19	28	28	28	25	19	18
Doctor (V)	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23
Explorer (L)	66	27	27	27	26	28	31	31	30	30	29	29	30	31	30	28	28	27	28	28	28
Guardian (L)	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	34	32	30	29
Herbalist (V)	33	23	23	23	23	23	26	26	23	20	23	23	23	23	23	20	23	23	23	23	23
Highwayman (V)	35	19	21	20	22	22	30	30	27	24	29	29	28	30	30	18	(22)	25	23	23	23
Hunter (L)	18	29	27	27	30	30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28
Knight (L)	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	36	36	32	32
Loremaster (V)	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	20	18	24
Martial Artist (L)	73	30	30	30	24	30	40	40	35	35	30	30	35	40	35	31	35	28	31	29	30
Mercenary (L)	80	28	30	29	33	31	44	44	36	35	38	38	39	44	40	31	29	35	32	32	31
Merchant (V)	23	25	25	25	25	21	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21
Performer (V)	40	28	28	28	28	25	26	20	26	26	26	26	26	26	18	28	28	28	25	16	20
Philosopher (L)	130	32	32	32	32	29	29	26	29	29	29	29	29	29	25	32	32	32	30	26	26
Sailor (V)	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	20	19	20	20	20
Scout (V)	33	21	20	19	25	25	31	31	28	20	30	30	31	31	30	16	24	26	25	25	21
Shaman Priest (L)	69	34	33	31	33	30	29	28	29	26	29	29	29	29	30	29	29	30	29	28	28
Soldier (V)	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	32	28	25	25
Spy (V)	44	28	22	23	28	27	33	30	33	30	33	35	35	34	27	25	(32)	28	24	25	18
Traveller (V)	18	13	12	10	13	14	20	20	18	13	20	20	20	20	19	10	15	13	14	14	13
Wanderer (L)	95	29	28	28	29	28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29
Weapon Master (L)	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	39	34	49	43	43	39
Zealot (L)	73	25	25	25	25	25	28	27	26	26	25	25	26	28	23	26	23	25	25	20	20

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Mk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	7/7/7	5/5/5	7/7/7	7/7/7	11	5/5/5	3/3/3	11	11	5/5/5	6/6/6
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	2/2/2	2/2/2	4/4/4	2/2/2	4/4/4	4/4/4	9	2/2/2	1/1/1	9	5/5/5	2/2/2	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	6/6/6	4/4/4	6/6/6	6/6/6	10	4/4/4	2/2/2	10	10	3/3/3	4/4/4
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	1/4	2/5	2/5	2/5	2/5	2/4	1/2	2/4
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3	2/5
Athletic • Brawn	2/5	3/6	2/6	2/5	3/6	6	7	5	4	5	6	6	7	7	3/7	3/7	3/7	3/9	4/9	3/7
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3	1/5	2/7	2/7	2/7	2/7	2/7
Athletic • Gymnastics	2/5	1/3	1/5	1/3	2/6	3	3	3	3	3/9	3/9	3	3	3	3/6	3/7	1/5	2/4	2/6	2/5
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	6	5	5	6	3	6	3/12	5/14	4/14	4/12	4/12	5/10
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	2/6	1/5	3	3	3	2/4	3	1/4	2/6	2/6	2/6	2/6	1/5
Awareness • Senses	2/6	2/5	2/6	2/5	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	2/6	3/7	2/5	3/7	3/7	3/7	3/7	2/6
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	10	8	12	12	2/6	15	15	4/12	4/10	6/14	6/14	6/14	6/14
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	10	10	14	14	18	18	18	5/12	4/10	5/12	6/14	6/14	6/14
Communications	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	1/1/1	2/2/2	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3	2/6	2/7	3	2/6	2/5	15	20	9	5	10	10
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/4	2/6	2/6	1/5	2/6	2/4	1/4	1/5
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	2/4	2/5	2/4	2/5	2/5	2/5	2/5	3/6	3/6	3/6	2/6	1/4	3/6
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	3/7
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/4	2/5
Martial Arts • Striking	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Martial Arts • Sweeps	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	1/2	3	3	3	3	3	1/5	2/6	2/7	2/6	2/7	2/7
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	2/7	1/2	3	3	3	3	3	1/3	2/6	2/6	2/6	2/6	2/6
Power Awareness	8	6	7	8	4/7	1/4	1/4	2/5	2/6	2/5	2/6	2/6	2/5	2/5	5	6	3/7	2/7	3/6	5/12
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	6/12	6/12	6/12	6/12	6/12	6/12
Power Point Development	20	15	12	15	10	4	4	4	4	4	4	6	6	6	8	8	8	8	8	8
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	2/5	2/5	2/5	2/5	2/5	2/5
Science/Analytic • Specialized	12	12	12	12	8	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	8	8	8	8	8	
Self Control	2/6	2/6	2/6	1/3	2/7	6	6	5	5	3	3	2/7	5	5	2/7	2/7	2/4	2/7	2/7	2/6
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	10	10	12	12	15	15	15	3/9	2/8	5	6	6	4
Special Defenses	35	35	35	6/12	30	40	40	40	40	25	25	25	25	40	40	40	10	40	20	20
Spells • Arcane Open Lists †	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5	12	12	12	12	12	12
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60	80	80	80	80	80	80
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25	45	45	45	45	45	45
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12	30	30	30	30	30	30
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10	10/10	10/10	10/10
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8	8/8	8/8	8/8
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10	25	25	25	25	25	25
Own Realm Own Base Lists	–	–	–	–	–	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	10	15	15	15	15	15	6	15	8	6/12	12	5/10
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	7	8	7	8	8	7	7	4	7	4	2/6	4	4
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	5	3	5	6	6	2/7	6	1/5	5	2/7	1/5	2/7	
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	4	3	3	3	2/5	3	3/6	4	3/7	1/5	2/4	1/4
Weapon • 1-H Concussion *	1/5	2/7	2/5	4	3/6	9	9	6	6	6	6	9	9	9	3/7	2/5	5	3/9	3/9	3/7
Weapon • 1-H Edged *	2/5	3/8	3/8	6	3/6	20	20	7	7	8	8	20	20	20	4	3/8	8	6	6	4
Weapon • 2-Handed *	2/7	4	3/9	8	4	20	20	9	9	15	15	20	20	20	6	4	8	7	7	4
Weapon • Missile *	2/7	4	3/9	8	5	20	20	9	9	20	20	20	20	20	6	4	8	8	7	4
Weapon • Missile Artillery *	2/7	4	3/9	8	6	20	20	9	9	20	20	20	20	20	6	4	15	10	7	
Weapon • Pole Arms *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	
Weapon • Thrown *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	10

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 15.2 for rules on developing these specific skills.

THE SKILLS

This section details all of the skill categories and skills referenced within the *Rolemaster Standard Rules*. Each skill category and associated skill definitions are grouped together on the front and back of a single page, with the skill category information and Static Maneuver Table (SMT) on the front and the skill definitions on the reverse. An optional stat for each skill is provided at the end of each skill description (see Appendix A-9.2).

General modifiers common to all skills within the category may be found near the bottom of the SMT, while modifiers specific to each skill may be found with the definition of that skill. On many pages there is room left beneath the SMT for the GM to write down his own general modifiers.

Occasions will arise where the SMT for a skill category may not produce appropriate results for a particular application of a skill. In this circumstance, the GM should modify the results to his liking, or use the General Static Maneuver Table T-4.8.1 (or T-4.3).

KEY TO THE STATIC MANEUVER TABLES

All rolls are open-ended high and low.

If the initial **unmodified** roll is 66 or 100, the special optional entries for those values may be used instead of the modified result (the GM should examine these results carefully to appraise their suitability to his game; they have been highlighted to facilitate their exclusion if necessary).

Note that any modifier specified in the text of a result is **not** cumulative (i.e., an individual can only have one such modifier in effect at a given time for a particular skill).

Each result has a code associated with it:

$$## \% \bullet \#.\# \text{✖} \bullet \## \text{➡}$$

% — This indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, the GM should simply take 100% or higher as success and anything lower as failure.

✖ — This indicates a multiplier to the amount of time the task would ordinarily take to accomplish. The GM should determine how long a "standard" successful maneuver would take, and may, at his discretion, apply this multiplier to that time to determine the speed with which a character accomplished a task.

➡ — This gives a modifier to a subsequent related action on the part of a character. Note that this modifier may only be applied to an activity that is both immediate and integrally related to the maneuver that yielded this result. For example, a mage makes a static maneuver using his Research skill to study the teachings of a famous mathemetician, and receives a Subsequent Action modifier of +30. He then makes an Advanced Math static maneuver to utilize those teachings to solve a complex problem. He may add the +30 modifier to his Advanced Math static maneuver roll. This modifier **is** cumulative with any modifier specified in the text of the result.

Note: *The GM may determine that this modifier is innapropriate to a particular subsequent action, whereupon it should be ignored.*

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Note: This
page was
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the *Arcane
Companion*.

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Appendix A-1
The Skills

General Static
Maneuver
Table T-4.8.1

General
Modifiers

General Modifiers to Static and Moving Maneuvers:

Standard	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less
(M) Moving Maneuver Penalty	See Section 8.6
(M) Modified Encumbrance Penalty ‡	See Section 22.2

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Taken	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Difficulty	Modification
(S) Routine	+30
(S) Easy	+20
(S) Light	+10
(S) Medium	+0
(S) Hard	-10
(S) Very Hard	-20
(S) Extremely Hard	-30
(S) Sheer Folly	-50
(S) Absurd	-70

Combat Situation	Modification
Engaged in melee §	-30
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Modification
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

Note — Modifiers that apply only to Static Maneuvers are preceded with (S); modifiers that apply only to Moving Maneuvers are preceded with (M).

§ — Some Static Maneuvers may not be performed in melee situations.

‡ — Add the lesser of: 0 **or** the character's Encumbrance Penalty (see Section 8.6) modified by three times his St stat bonus.

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

General Static Maneuver Table T-4.8.1

-26 down Spectacular Failure: -50% • 5.0✳ • -30➡
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — 04 Absolute Failure: -20% • 3.0✳ • -10➡
Your remarkable failure marks you for ridicule. Hope your parents weren't watching…

05 — 75 Failure: 0% • 2.0✳ • +0➡
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: — • — • —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 — 90 Partial Success: 20% • 1.5✳ • +5➡
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80% • 1.25✳ • +10➡
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0✳ • +25➡
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100% • 1.0✳ • +20➡
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120% • 0.75✳ • +30➡
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.
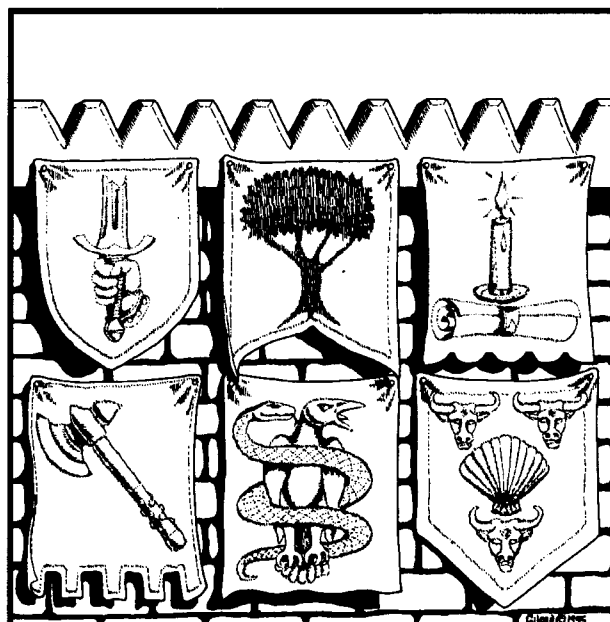
POWER MANIPULATION SKILL CATEGORY

Power
Manipulation
Skill Category

Power
Manipulation
Static
Maneuver
Table T-4.8.1

Skills: Channeling, Magic Ritual, Spell Mastery (one skill for each spell list)

Restricted: Transcend Armor

Applicable Stat Bonuses: Em/In/Pr

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: None

Classification: Static Maneuver

This category encompasses the use of skills involving the manipulation and alteration of spells and magical energies.

POWER MANIPULATION SKILL DESCRIPTIONS

Channeling

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

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

Power Manipulation Static Maneuver Table T-4.8.18

-26 down Spectacular Failure: -100% • 0.5✖ • -30➡
Run for your life! You have torn the magical fabric of the plane! A bright, devouring hole appears in the air before you and will consume any matter or magical energies it encounters as it floats gently in a random direction at a walking pace for 1-100 rounds. After this time, it will seal itself over and disappear. You are completely drained of power points due to your proximity to the thing.

-25 — 04 Absolute Failure: -50% • 0.8✖ • -20➡
Your reach has exceeded your grasp this time. Your attempt to manipulate the magical energies ends in an involuntary channeling. Roll on the *Spell Law* Failure Table 6.6, "Force" column with a modification of +1 per power point involved.

05 — 75 Failure: 0% • 1.0✖ • -10➡
Your manipulation fails. Are you sure you were supposed to goggle your eyes like that?

UM 66 Unusual Event: 100% • 1.5✖ • +5➡
Your manipulation inadvertently creates a magical vacuum, with clutching tendrils of magic grasping your astral self in a ravening grasp. Your manipulation is successful, but you are drained of 50% of the Power Points remaining you after you subtract those necessary for the manipulation. With a supreme effort of will, you break free, but are shaken at how close you came to astral death.

76 — 90 Partial Success: 40% • 1.0✖ • +0➡
Your manipulation does not go as well as hoped. You take 10 concussion hits as you improperly manipulate the magical energies.

UM 100 Unusual Success: 110% • 1.0✖ • +25➡
You notice an odd twist in the magical forces, and realize that you could tie a thread of magic to this manipulation that would allow it to run itself unattended for a time. If you choose to do so, your manipulation will continue (with full effects) without need of concentration for 5 rounds after you complete it.

91 — 110 Near Success: 80% • 1.0✖ • +10➡
You grit your teeth as you attempt to bend the magical energies to your will. If the maneuver spans several rounds, you may make another roll next round with a +10 modification to complete the maneuver successfully.

111 — 175 Success: 100% • 1.0✖ • +20➡
Only a slight squint of concentration betrays the effort involved in your magical manipulations.

176 up Absolute Success: 120% • 0.8✖ • +30➡
The ease with which you control the magical energies surprises even you. No wonder you get to wear the pointy hat.

General and GM-Assigned Modifers

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POWER MANIPULATION
SKILL DESCRIPTIONS (CONTINUED)

Power
Manipulation
Skill
Descriptions

Transmitting Power Points: Normally Channeling consists of transferring power points from one character to another. The sender expends the power points and multiples this number of power points by his channeling skill bonus expressed as a percentage—this is the number of PPs sent (e.g., a sender with a +50 Channeling skill bonus and expending 20 power points actually channels only 10 = 50% x 20). Treat channeling abilities of greater than 100 as 100.

The receiving character multiplies the number of points sent by his Channeling skill bonus expressed as a percentage (treat 100+ as 100). This result is the number of points received. These points may be used by the receiving character to cast spells as he wishes, although any unused points will be lost when next he sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words a Cleric can't channel to a Magician. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled to by the character's concentration on either of the Hybrid's realms (e.g., a Mystic can channel in either Essence or Mentalism).

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

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

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

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

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

If burnout occurs, roll twice on the Stat Gain Table, T-2.3, using the number of points the roll was above 100 as the "Difference" used to determine the column used. This is the number of points that are lost from the Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again). {SD}

Note: This page was reprinted in the *Arcane Companion*.

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Magic Ritual

This skill provides a bonus for enhancing a spell effect or duplicating a spell effect outside of normal spell resolution parameters (e.g., no power point expenditure). GM's are warned that this skill can be easily abused. GM's should understand how Magic works in their world before implementing this skill. Magic Rituals are not for hack-and-slash campaigns. Think of Celtic witches' incantations or Shamanistic dances and you have a good idea how this skill should work. (Other skills can complement this skill such as Herb Lore, Dancing, Demon/Devil Lore, Poetry and Singing to make chants, etc.). Be imaginative. Be careful. {SD}

Routine	+30	1 rnd
Easy	+20	2 rounds
Light	+10	3 rounds
Medium	+00	4 rounds
Hard	-10	6 rounds or 1 min
Very Hard	-20	30 rounds or 5 minutes
Extremely Hard	-30	90 rounds or 15 minutes
Sheer Folly	-50	180 rounds or 30 minutes
Absurd	-70	360 rounds or 1 hour
Taking extra time	+/-	(GM option)

Spell user	+5
Semi-spell user	-10
Non-spell user	-25

Spell Mastery

This skill allows user to modify spells within or beyond basic parameters. Each individual spell list requires separate skill development (as with Riding or Weapon skills). This skill might be used to change the orientation upon arrival of the target of a *Teleport* spell, or it might be used to allow a spell user to attempt to alter a *Bolt* spell into a *Ball* spell.

The character should roll for a successful Spell Mastery using the Power Manipulation Static Action Table. The result may indicate success or failure, as well as provide a modifier to the Spell Casting Static Maneuver Roll. {Pr}

Modifying the Range

x2 Normal	-20
x3 Normal	-30
x4 Normal	-40
x5 Normal	-50
Each additional x1	-10
Touch to 10'	-30†
Caster/Self to Target/Touch	-30†

Modifying the Area of Effect

x2 Normal	-20*
x3 Normal	-30*
x4 Normal	-40*
x5 Normal	-50*
Each additional x1	-10*

* Only for Areas of Effect that are not simply "target." For additional "targets" use:

+1 target	-30
"target" to 10'R	-50§

Modifying the Duration

x2 Normal	-20
x3 Normal	-30
x4 Normal	-40
x5 Normal	-50
Each additional x1	-10
No duration to 1 round	-50‡
Concentration to 1round/level (c)	-20‡
Concentration to 1 minute/level (c)	-50‡

† — may use a range multiplier afterwards
‡ — may use a duration multiplier afterwards
§ — may use an area of effect multiplier afterwards

Transcend Armor:

The character's total skill bonus in Transcend Armor is applied against any Spell Casting Static Maneuver penalties accrued from wearing armor, wearing a helmet, or carrying equipment (similar in fashion to the way that Armor skills apply against maneuver penalties) to a maximum of a +0 modifier. If the penalty is reduced to zero, the character must still make the maneuver roll.

> **Example:** *If a character is an Essence user and wearing AT 13, he has a penalty of -40 to his Spell Casting Static Maneuvers. He may apply his Transcend Armor skill to this penalty to reduce it to zero.*

Character Record Sheet T-6.1

Character Name: _____

Experience Points _____ Level: _____

Player: _____
Campaign (GM): _____

Race: _____
Profession: _____
Training Packages: _____
_____
_____
Realm: _____

Armor Type: _____
MMP: _____
Weight Penalty: _____
Missile Penalty: _____

Quickness Penalty: _____
Quickness Bonus: _____
Adrenal Defense: _____
Shield Bonus: _____
Magic (Spells, Items, etc.): _____
Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	___	___	☐
Constitution	___	___	___	___	___	☐
Memory	___	___	___	___	___	☐
Reasoning	___	___	___	___	___	☐
Self Discipline	___	___	___	___	___	☐
Empathy	___	___	___	___	___	☐
Intuition	___	___	___	___	___	☐
Presence	___	___	___	___	___	☐
Quickness	___	___	___	___	___	☐
Strength	___	___	___	___	___	☐

Rune

Rune

RESISTANCE ROLLS:
Channeling (3 x In): _____
Essence (3 x Em): _____
Mentalism (3 x Pr) _____
Chan/Ess (In + Em): _____
Chan/Ment (In + Pr): _____
Ess/Ment (Em + Pr): _____
Arcane (Em + In + Pr): _____
Poison/Disease (3 x Co): _____
Fear (3 x SD): _____

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Development Progression:
_____
PP Development Progression:
_____
Recover: ___ hits/hour resting
___ hits/sleep cycle
___ PPs/hour resting
___ PPs/sleep cycle

ROLE TRAITS:
Appearance: ____
Sex: _____ Skin: _____
Apparent Age: ___ Actual Age: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Personality: _____
_____
Motivations: _____
_____
Alignment: _____

BACKGROUND INFORMATION:
Nationality: _____
Home Town/City: _____
Deity: _____
Patron/Lord: _____
Parents: _____
Spouse: _____
Children: _____
Other: _____
_____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	_____
_____	___	___	___	___	___	_____
_____	___	___	___	___	___	_____
_____	___	___	___	___	___	_____
_____	___	___	___	___	___	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____

Hits: _____ Exhaustion Points: _____ Power Points: _____

Skill Category Record Sheet T-6.2

Character:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Armor • Light	Ag/St/Ag	___	___	☐☐☐	___	___	___	___	___	___
Armor • Medium	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Artistic • Active	Pr/Em/Ag	___	___	☐☐☐	___	___	___	___	___	___
Artistic • Passive	Em/In/Pr	___	___	☐☐☐	___	___	___	___	___	___
Athletic • Brawn	St/Co/Ag	___	___	☐☐☐	___	___	___	___	___	___
Athletic • Endurance	Co/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Athletic • Gymnastics	Ag/Qu/Ag	___	___	☐☐☐	___	___	___	___	___	___
Awareness • Perceptions	In/SD/In	___	na	‡	0	___	___	___	___	___
Awareness • Searching	In/Re/SD	___	___	☐☐☐	___	___	___	___	___	___
Awareness • Senses	In/SD/In	___	___	☐☐☐	___	___	___	___	___	___
Body Development	Co/SD/Co	___	na	†	0	___	___	___	___	___
Combat Maneuvers	Ag/Qu/SD	___	na	*	0	___	___	___	___	___
Communcations	Re/Me/Em	___	___	☐☐☐	___	___	___	___	___	___
Crafts	Ag/Me/SD	___	na	*	0	___	___	___	___	___
Directed Spells	Ag/SD/Ag	___	___	☐☐☐	___	___	___	___	___	___
Influence	Pr/Em/In	___	___	☐☐☐	___	___	___	___	___	___
Lore • General	Me/Re/Me	___	___	☐☐☐	___	___	___	___	___	___
Lore • Magical	Me/Re/Me	___	___	☐☐☐	___	___	___	___	___	___
Lore • Obscure	Me/Re/Me	___	___	☐☐☐	___	___	___	___	___	___
Lore • Technical	Me/Re/Me	___	___	☐☐☐	___	___	___	___	___	___
Martial Arts • Striking	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Martial Arts • Sweeps	Ag/St/Ag	___	___	☐☐☐	___	___	___	___	___	___
Outdoor • Animal	Em/Ag/Em	___	___	☐☐☐	___	___	___	___	___	___
Outdoor • Environmental	SD/In/Me	___	___	☐☐☐	___	___	___	___	___	___
Power Awareness	Em/In/Pr	___	___	☐☐☐	___	___	___	___	___	___
Power Manipulation	Em/In/Pr	___	na	*	0	___	___	___	___	___
Power Point Development	___	___	na	†	0	___	___	___	___	___
Science/Analytic • Basic	Re/Me/Re	___	___	☐☐☐	___	___	___	___	___	___
Science/Analytic • Specialized	Re/Me/Re	___	na	*	0	___	___	___	___	___
Self Control	SD/Pr/SD	___	___	☐☐☐	___	___	___	___	___	___
Special Attacks	St/Ag/SD	___	na	*	0	___	___	___	___	___
Special Defenses	none	___	na	*	0	___	___	___	___	___
Spells • Arcane Open Lists	___	___	na	‡	0	___	___	___	___	___
Other Realm Base Lists	___	___	na	‡	0	___	___	___	___	___
Other Realm Closed Lists	___	___	na	‡	0	___	___	___	___	___
Other Realm Open Lists	___	___	na	‡	0	___	___	___	___	___
Own Realm Closed Lists	___	___	na	‡	0	___	___	___	___	___
Own Realm Open Lists	___	___	na	‡	0	___	___	___	___	___
Own Realm Other Base Lists	___	___	na	‡	0	___	___	___	___	___
Own Realm Own Base Lists	___	___	na	‡	0	___	___	___	___	___
Subterfuge • Attack	Ag/SD/In	___	___	☐☐☐	___	___	___	___	___	___
Subterfuge • Mechanics	In/Ag/Re	___	___	☐☐☐	___	___	___	___	___	___
Subterfuge • Stealth	Ag/SD/In	___	___	☐☐☐	___	___	___	___	___	___
Technical/Trade • General	Re/Me/SD	___	___	☐☐☐	___	___	___	___	___	___
Technical/Trade • Professional	Re/Me/In	___	na	*	0	___	___	___	___	___
Technical/Trade • Vocational	Me/In/Re	___	na	*	0	___	___	___	___	___
Urban	In/Pr/Re	___	___	☐☐☐	___	___	___	___	___	___
Weapon • 1-H Concussion	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Weapon • 1-H Edged	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Weapon • 2-Handed	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Weapon • Missile	Ag/St/Ag	___	___	☐☐☐	___	___	___	___	___	___
Weapon • Missile Artillery	In/Ag/Re	___	___	☐☐☐	___	___	___	___	___	___
Weapon • Pole Arms	St/Ag/St	___	___	☐☐☐	___	___	___	___	___	___
Weapon • Thown	Ag/St/Ag	___	___	☐☐☐	___	___	___	___	___	___
_____	_____	___	___	☐☐☐	___	___	___	___	___	___
_____	_____	___	___	☐☐☐	___	___	___	___	___	___
_____	_____	___	___	☐☐☐	___	___	___	___	___	___
_____	_____	___	___	☐☐☐	___	___	___	___	___	___
_____	_____	___	___	☐☐☐	___	___	___	___	___	___

Progression — no symbol: Standard — *: Combined — †: See Table T-1.1 — ‡: "0•0•0•0•0" for skill category ranks and "0•1•1•0.5•0" for skill ranks.