

# Psychic Studies

Taps into the following powers of the Psychic

Modification Point cost: 2

# Prerequisites

1. Seeker Studies: "[Magical Prowess](#)"

# Meditation

Gives the caster a % chance to rid unwanted spells that might be in effect upon his or her person.

Modification Point cost: 2

**Area of Effect:** Self only.

**Avoidance-roll:** None. See: "Explanation"

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This spell will give the caster a 1% chance +1 per 5 levels advanced above zero of being rid of any spells that might be in effect upon his or her person (i.e., 1% at level 0, 2% at 5th, 3% at 10th, 4% at 15th, 5% at 20th, etc.).

**Hand movement:** None.

**Healing:** See: "Explanation"

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** Only one attempt can be made.

**Range:** Self only.

**Resting time:** 10 turns (50 seconds)

**Special:** None.

**Spell Preparation:** Must meditate for the "Casting time" completely undisturbed.

**Spell-points to cast:** 2

**Susceptibilities:** Not applicable.

**Value:** Scroll: 13,000 white-gold / **Spell-rune:** 130 white-gold

# Minor Premonition

This spell can warn the caster that something bad is about to happen.

Modification Point cost: 2

**Area of Effect:** Self only.

**Avoidance-roll:** None. See: "Explanation"

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds). The he Psychic will feel a sense that something is about to happen (the greater the danger, the more powerful the sensation will be).

**Effect time:** This spell will lay dormant within the caster for a period of 24 hours, in which time the spell-points to cast it will not regenerate.

**Explanation:** This spell will have a 1% chance at level 0, and a +1% per 5 levels advanced of warning the caster that something bad is about to happen to him or her (i.e., 1% at level 0, 2% at 5th, 3% at 10th, 4% at 15th, 5% at 20th, etc.).

During the 24 hours, if something happens directly to the caster, check the current % chance (See: "Explanation") to see if the caster will have a feeling that something is about to happen. Remember, if the caster knows something is about to happen, he or she will receive a strong impression; a feeling.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Self only.

**Resting time:** 1 turn (5 seconds). Resting time will be enforced if the spell successfully warns the caster of something.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 25,000 white-gold / **Spell-rune:** 250 white-gold