

# Empath Studies

Taps into the powers of the Empath. Once Empath Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Empath.

Modification Point cost: 2

# Prerequisites

1. Seeker Ability: "Magical Prowess".
2. Seeker Ability: "Metaphysical Studies".

# Disguise Feeling

Empath can portray a feeling that he or she is not actually feeling.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: Yes: "Intelligence" check to succeed (your intelligence = the % chance to succeed..

Casting time: Instant.

Damage: None.

Duration: 1-D10 turns x your current level.

Effect time: Instant.

Explanation: The Empath will be able to mask a feeling as some other feeling. See: "Avoidance-roll"

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 8,000 white-gold / Spell-rune: 80 white-gold

# Empathy

Share the general mood of another.

**Modification Point cost:** 2

**Area of Effect:** One other creature. See: “Spell Preparation”.

**Avoidance-roll:** Yes: vs. “Awareness” (no luck can be used).

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

**Damage:** None.

**Duration:** 10 turns (50 seconds). See: “Susceptibilities”.

**Effect time:** 1 turn (5 seconds).

**Explanation:** If the Empath focuses on another, and makes a successful avoidance-roll vs. “Awareness”, he or she will sense the general mood influencing another (i.e., anger, confusion, hate, insanity, malice, happiness, sadness, etc.).

See: “Special” and “Susceptibilities”.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Caster only.

**Resting time:** None.

**Special:** Making such a connection with another is risky, for the Empath will share the prominent mood influencing the other.

While the “Duration” of this spell is in effect, the caster must successfully make appropriate avoidance-rolls (two chances to succeed vs. the influences being felt, or become effected as well for the “Duration” of the spell (no luck can be used).

**Spell Preparation:** Caster must be close to the target of this spell.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 1,600 white-gold / Spell-rune: 16 white-gold

# Mask Feeling

Mask a mental or physical feeling from another.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: When this spell is cast, the Empath must successfully make an avoidance-roll vs. "Mental-attack" to succeed.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns +1 turns x the caster's current level.

Effect time: Instant.

Explanation: The Empath can mask his or her mental and physical feelings so that another cannot perceive them.

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 16,000 white-gold / Spell-rune: 160 white-gold

# Minor Focus

This spell heightens the ability to resist distractions by increasing awareness.

**Modification Point cost:** 2

**Area of Effect:** One creature.

**Avoidance-roll:** None.

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

**Damage:** None.

**Duration:** 1 hour (720 turns) x the Empath's current level.

**Effect time:** Instant.

**Explanation:** This spell will give it's target a +1 vs. perception and awareness rolls, with an additional +1 per level of the caster.

**Hand movement:** None.

**Healing:** None.

**Immunities:** A creature must be able to audibly hear, smell, or see to be effected by the power of this spell.

**Maximum adjustment:** +6

**Notes:** This spell stacks with the spell, "Focus".

**Range:** 1 space (5') x the caster's Awareness. Example: If a caster has a 20 awareness, the range will be 20 spaces (100').

**Resting time:** None.

**Special:** None.

**Spell Preparation:** Caster must see or touch the target of this spell.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 600 white-gold / Spell-rune: 60 white-gold