

Enchanter Studies

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

Modification Point cost: 2

Prerequisites

1. Seeker Ability: "Magical Prowess".

Brilliance

This spell will cause a physical item to be temporarily enchanted to give a +1 to a chosen characteristic.

Modification Point cost: 2

Area of Effect: One single item.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 24 hours. See: "Spell-points to cast".

Effect time: Instant.

Explanation: When cast upon a single object, this spell will linger within the object, gifting anyone who holds it with a +1 to any one of the following characteristics: Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength or Wisdom.

As the spell is cast upon the item, the caster will choose which characteristic will be adjusted.

Any who hold the item will gain the bonus characteristic for the "Duration" of the spell.

Brilliance can be cast on more than one object and carried to give multiple, stacking, adjustments.

Hand movement: Two hands. See: "Spell Preparation".

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Touch. See: "Spell Preparation".

Resting time: 10 turns (50 seconds).

Special: None.

Spell Preparation: One hand must hold the chosen object as the other hand casts the spell upon it.

Spell-points to cast: 2 The caster will not regenerate expended spell-points until the "Duration" has ended.

Susceptibilities: None.

Value: Scroll: 9,000 white-gold / **Spell-rune:** 90 white-gold

Exception

Allows a spell to be cast from a set of any of the following materials with a lowered chance of spell-failure:

Modification Point cost: 2

Area of Effect: One set of armor, clothing, etc.

Avoidance-roll: None. See: "Immunities".

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 2 turns (10 seconds) x your current level.

Effect time: 1 turn (5 seconds)

Explanation: Causes a set of armor or bulky clothing to NOT hinder spell-casting for the spell's "Duration". This spell simply nullifies that chance by 1% per 3 levels (until there is no spell-failure chance) for the following materials:

1. Gage-steel, Shank-steel and Krakkin-steel alloys.
2. Light and Heavy Leather materials.
3. Weather Suit (i.e., bulky clothes designed to be more bulky or restrictive than normal).

Hand movement: Two hands.

Healing: None.

Immunities: For every "Class" a set of armor is there will be a 1% chance x the armor's "Class" that this spell will fail.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: Must have the armor within "Range".

Spell-points to cast: 2 +1 per class of the armor.

Susceptibilities: None.

Value: Scroll: 3,700 white-gold / **Spell-rune:** 37 white-gold

Magic Detection

Detects if an item is magical.

Modification Point cost: 2

Area of Effect: One single item.

Avoidance-roll: avoidance-roll vs. "Intelligence".

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: Detects if a single item has any properties of magic about it. To succeed make a successful avoidance-roll vs. "Intelligence". If successful, the Enchanter will know there is a magical nature about an area or item, but the specifics of that magic will be unknown.

Hand movement: One hand.

Healing: None.

Immunities: Blessed and Cursed items or places will not be known by this spell. This spell will only detect magic.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: Must be within a simple structure, or touching the item you will cast this spell upon.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 2,000 white-gold / **Spell-rune:** 20 white-gold

Moonletters

Cast silver symbols upon a surface which will give certain bonuses to allied creatures which stands on that space.

Modification Point cost: 2

Area of Effect: 3 spaces (15') out in all directions.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds).

Damage: None.

Duration: 1-D4 turns +1 turn per level advanced.

Effect time: Instant.

Explanation: When this spells is cast, silver symbols will illuminate upon the surface of the targeted area. Any allied creatures which stand within the "Area of Effect" will gain the following cumulative bonuses:

Enchanter's <u>Level:</u>	Cumulative <u>bonuses:</u>
1	Defense: +5
2	Offense: +5
3	Avoidance-rolls: +5 (on all).
4	Weapon and Spell damage: + 1-D4
5	Damage-reduction: 1 (vs. physical damage).
6	Damage-point regeneration: +1 per turn in all areas of the body (to give this bonus, the enchanter must have the Seeker Abilities: "Magical Prowess" and "Metaphysical Studies").

Hand movement: Two hands.

Healing: See: "Explanation".

Immunities: Only perceived allies can gain the bonuses of this spell.

Maximum adjustment: 1-D4 +6 turns.

Notes: None.

Range: 6 spaces (30')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 3,000 white-gold / **Spell-rune:** 30 white-gold