

# *Guardians of Utaemia*

## *Empath Abilities and Spells*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Empath

Casters of the mind, yet unlike the psychic. The Empath deals with emotions, mood and the more surface thoughts of all creatures.

# Prerequisites:

1. Seeker Abilities: "Magical Prowess"

# Bond (Spell)

Creates a mental feeling between caster and another.

Modification Point cost: 6

**Area of Effect:** One target.

**Avoidance-roll:** None.

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

**Damage:** None.

**Duration:** 1 minute (12 turns) x the level of the caster.

**Effect time:** Instant.

**Explanation:** This spell will cause a feeling to pass between the caster and the one targeted. These feelings can be love, hate, pity, peace, anger, pain, etc. There are no words spoken, or communications given, with this spell's power other than the form of a feeling.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Mindless creatures cannot be effected.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1space (5') x the awareness of the caster.

**Resting time:** None.

**Special:** While Bond is in effect, if the target or the caster is effected mentally, physically, or spiritually by an event, both will feel it (though the targeted of such an event will be the one that receives the true repercussions of such an event). **Example:** The Empath is Bonded with a goblin and the goblin is slain by an arrow, the caster will feel death overtake him or her, but will not actually die (which can be quite educational and traumatic).

**Spell Preparation:** None.

**Spell-points to cast:** 3

**Susceptibilities:** None.

**Value:** Scroll: 7,000 white-gold / **Spell-rune:** 70 white-gold

# Charm (Spell)

Charm another into trusting you completely.

Modification Point cost: 10

**Area of Effect:** One target.

**Avoidance-roll:** Pit your Charisma vs. target's Mental-strength (single roll). The GM will do this avoidance-roll without the knowledge of the target knowing.

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

**Damage:** None.

**Duration:** 24 hours.

**Effect time:** Instant.

**Explanation:** This spell will give the caster the power to charm, or bring under loyal control, one person or creature.

If this is accomplished, utter control will be gained over the person or creature as far as would any very loyal friend.

If the command, "Slay yourself", is given, the person or creature will do it if an avoid Vs. "Mental Attack" fails (with every strike against itself). A person or creature will be entitled to an avoidance-roll Vs. "Mental Attack" (to break free of the charm) with each an every single strike against self.

Persons or creatures that can communicate will give information, valuables may be "borrowed", or the charge to, "leave" can be demanded (but the person or creature must understand what is being said, or that person or creature will sojourn with, and admire, the caster until its effects wear off).

**Hand movement:** None.

**Healing:** None.

**Immunities:** Some creatures has immunities to charm and command spells. These creatures are not effected.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') x the charisma of the caster

**Resting time:** None.

**Special:** None.

**Spell Preparation:** The targeted of this spell must be within "Range" of this spell for the entire "Casting time" of the spell, or it will be thwarted and must be cast over again.

**Spell-points to cast:** 5 While a target is under the influence of this spell, spell-points used to cast this spell will not regenerate.

**Susceptibilities:** None.

**Value:** Scroll: 35,000 white-gold / **Spell-rune:** 350 white-gold

# Conversation Piece (Spell)

Detect the emotions of another at a great distance.

Prerequisites: Empath spell: "Bond"

Modification Point cost: 17

**Area of Effect:** One target.

**Avoidance-roll:** Caster must make a successful avoidance-roll vs. "Awareness"

**Casting time:** 3 turns (15 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) x the level of the caster.

**Effect time:** Instant.

**Explanation:** Detect emotions in another, whatever that may be. This is a long distance form of Empath that can be felt to great and endless distances. The further away someone is, the fainter it may get. Roll %dice: 01 = very faint; almost a mere slight and fragment of feeling. 100 = strong feeling; strong feelings

**Hand movement:** None.

**Healing:** None.

**Immunities:** Mindless creatures cannot be effected.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** No range restriction.

**Resting time:** None.

**Special:** While Conversation Piece is in effect, if the target or the caster is effected mentally, physically, or spiritually by an event, both will feel it (though the targeted of such an event will be the one that receives the true repercussions of such an event). **Example:** The empath is held spellbound with an ogre and the ogre is dreaming of a giant wolf chasing it, the caster will feel the trepidation that the ogre feels overtake him or her.

**Spell Preparation:** None.

**Spell-points to cast:** 8

**Susceptibilities:** None.

**Value:** Scroll: 125,000 white-gold / **Spell-rune:** 1,250 white-gold

# Doubt (Spell)

Causes another to doubt self against the Empath.

Modification Point cost: 10

**Area of Effect:** One target.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to succeed.

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

**Damage:** None.

**Duration:** 1 turn (5 seconds) x the level of the caster.

**Effect time:** Instant.

**Explanation:** This spell will cause the targeted to doubt self when it comes to attacking the target. This will cause a hesitation effect each and every turn for the "Duration" of the spell that will force a moral check roll. If the moral check roll is successful, it will confront the caster as normal. If the moral check is failed, caster's foe will switch to another target, not wishing to fight that caster until the next turn in which, if it is still during the "Duration", another moral check will be again rolled for.

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** Fearless creatures are not effected.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5')

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 5

**Susceptibilities:** None.

**Value:** Scroll: 12,000 white-gold / **Spell-rune:** 120 white-gold

# Path of Wisdom (Spell)

This spell gives guidance to the caster in dealing with a creature.

Modification Point cost: 20

**Area of Effect:** One targeted creature.

**Avoidance-roll:** Yes: avoidance-roll vs. "Wisdom"

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

**Damage:** None.

**Duration:** 1 minute (12 turns) +1 minute per 5 levels advanced.

**Effect time:** Instant.

**Explanation:** This spell will give the caster a hint, a clue, as to what course of action will be best when dealing with a creature.

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1space (5') x the awareness of the caster.

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 10

**Susceptibilities:** None.

**Value:** Scroll: 18,000 white-gold / **Spell-rune:** 180 white-gold