

Magician Studies

Taps into the powers of the Magician

Modification Point cost: 2

Prerequisites

1. Seeker Studies: "Magical Prowess"

Scroll Link

Cast a spell from the scroll that you do not possess yourself (in your pools of magic).

Modification Point cost: 2

Area of Effect: One scroll.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x your current level (during which time, if you can pick another scroll and cast from it, you can cast the spell from more than one scroll).

Effect time: Instant.

Explanation: This spell will enable you to cast the otherwise uncastable' spell from a scroll, as if it were a Spell-rune.

You must have the amount of spell-points that the spell requires to cast in order to cast it from a scroll.

Once cast, the spell will fade away forever, just as a Spell-rune does. See: "Notes"

Hand movement: Two hands. Both hands must be holding the scroll as this spell is cast.

Healing: None.

Immunities: None.

Maximum adjustment: You can only cast a spell from a scroll if you have the spell-points that it takes to actually cast the spell (as if you knew the spell itself).

Notes: The paper on which the scroll-spell is scribed will fade away completely as the spell is cast.

Range: Must be holding the scroll in both hands.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: See: "Range"

Spell-points to cast: 2

Susceptibilities: Not applicable.

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

Treasure Value

Sense the value of the item in hand.

Modification Point cost: 2

Area of Effect: One item.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When this spell is cast, the caster can sense the value of the item in hand. This value is not merely a monetary significance. It can be spiritual, physical, mental, even a moral value (this will be strictly up to the G.M.).

Hand movement: One hand must touch the item as the other hand is used to trace the patterns to cast this spell.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch. See: "Hand movement"

Resting time: None.

Special: None.

Spell Preparation: See: "Hand movement"

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 1,000 white-gold / Spell-rune: 10 white-gold