

Guardians of Utaemia

Psychic Abilities and Spells

Copyright © 2006 By Michael G. Giles All rights reserved. None of the information in Guardians of Utaemia may be reproduced in any way shape or form, or by any means, without express written consent by the author, Michael G. Giles

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.

Psychic

Psychics deal strictly with the mental aspects of magic. Their dealings within the realms of the conscious and subconscious mind make them formidable opponents not to be taken lightly.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"
2. Seeker Abilities: "Psychic Studies"

Chaos (Spell)

Cause Confusion, Panic, a Mind-Blank, Rage, or Stasis Confusion within the mind of a creature.

Modification Point cost: 20

Area of Effect: One creature. See: "Spell-points to cast"

Avoidance-roll: Avoidance-roll vs."Mental-attack"

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 2-D12 hours.

Effect time: Instant.

Explanation: Chaos will cause different effects upon an enemy. Roll on the chart following to see the effects this spell will have upon a creature:

%Roll: Chaos effects:

01-20: **Confusion:** Victim of effect will not know what to do, thus losing all train of thought. This effect will cause mild panic in a creature for the "Duration" of the spell. There will be no violence in a person or creature that is under this effect.

21-40: **Panic:** The victim of this effect will fall to the ground and writhe, as if in severe mental trauma. Until the "Duration" has expired, this is all that can be done.

41-60: **Mind Blank:** Targeted forgets the next planned action(s) for 1-D4 turns (roll 1-D4).

61-80: **Rage:** Victim of effect will become enraged, attacking ally and enemy alike.

81-00: **Stasis Confusion:** This effect will cause the targeted to become still and unmoving, as if suddenly captivated by visions of the unimaginable. These baffling, thoughts will flow through the mind as smoothly as a gently flowing river (the victim of this effect will see only 01% of what is transpiring around him or her in the world of reality).

Hand movement: None.

Healing: None.

Immunities: Mindless creatures

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10 For every 5 spell-points added in above the initial cost of the spell one more creature can be effected.

Susceptibilities: None.

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

Chaotic Reality (Spell)

This spell will bring on fantasies, fears, nightmares, etc., according to the will of the caster.

Modification Point cost: 60

Area of Effect: One creature

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

Casting time: 10 turns (50 seconds)

Damage: See: "Explanation"

Duration: 24 hours x the level of the caster

Effect time: 24 hours. In this time period things will begin to happen that are not real, but the targeted will believe it (and in so believing, it will be real to him or her).

Explanation: This spell will bring on fantasies, fears, nightmares, etc., according to the will of the caster who has forced this mentally upon his or her target. Chaotic Reality does not have to be against the targeted, but can be a beneficial mind alteration targeting a creature. However, this is solely up to the depiction of the Psychic casting this powerful mind magic upon his or her target.

Through Chaotic Reality, both the mind and reality will mingle, and the targeted will believe and live both the spell's effect and reality; they will mingle and be the same, and real to the targeted who fails the "Avoidance-roll".

Hand movement: None.

Healing: See: "Explanation"

Immunities: Only a creature with a mind and thought process can have this spell cast upon it.

Maximum adjustment: None.

Notes: None.

Range: One target.

Resting time: 10 turns (50 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 30 While this spell is in effect, spell-points will not begin to regenerate.

Susceptibilities: A creature that has been forcefully knocked unconscious, or are currently in a coma, are 100% susceptible to the influence of this spell.

Value: Scroll: 350,000 white-gold / **Spell-rune:** 3,500 white-gold

Chaotic Retribution (Spell)

Hostile mind-spells that effects you will have a % chance to deflect back upon the caster.

Modification Point cost: 40

Area of Effect: One creature

Avoidance-roll: Avoidance-roll vs."Mental-attack"

Casting time: 4 turns (20 seconds)

Damage: See: "Explanation"

Duration: 1 hour (720 turns) x your level.

Effect time: Instant.

Explanation: When cast, this spell will attempt to deflect a hostile mind spell or ability back onto the caster.

Hand movement: None.

Healing: None.

Immunities: Only creatures with a mind can have this spell cast upon them.

Maximum adjustment: None.

Notes: None.

Range: One target.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 40,000 white-gold / **Spell-rune:** 400 white-gold

Expel Enchantment (Spell)

Expel another's enchantment, dissolving it completely.

Modification Point cost: 60

Area of Effect: One enchantment you wish to nullify.

Avoidance-roll: Pit your mental-strength vs. the mental-strength of the one who's enchantment you wish to expel (race to 4). If you win, the enchantment will be done away with; nullified. If you lose, see: "Damage".

Casting time: 10 turns (50 seconds)

Damage: If the caster fails the avoidance-roll against the caster of the enchantment he or she is trying to expel, a terrible fatigue will overcome the caster in that the following effects will be enforced:

1. Abilities: Abilities will have a 50% chance of failure for 2-D6 hours.
2. Damage: 1-D10 x 20 damage will be taken to the head in the form of a terrible headache. This damage will heal at the normal rate of healing as stated in your character's constitution on page 1 of your character sheet.
3. Movement: Movement will be at 1/4 (rounded down) for 2-D6 hours.
4. Spells: Spells cannot be cast for 2-D6 hours. For every 10 points of constitution a character has above 40, 1 hour will be subtracted from the amount of time you will not be able to cast (but a minimum of 1 hour's resting time will always be enforced).

Duration: Permanent.

Effect time: Instant.

Explanation: Expel Enchantment will be cast as the caster meditates upon an enchantment he or she is attempting to dissolve. This spell does NOT expel another's ability or magical spell -- only enchantment.

Hand movement: Two hands.

Healing: None.

Immunities: Abilities and magical spells are not effected. Magical weapons and armors cannot be expelled by the power of this magic. This magic is for expelling actual enchantments in effect, as a spell would be in effect. This is rare, but they do exist, and are powerful.

Maximum adjustment: Not applicable.

Notes: The damage taken to the head when failing to expel enchantment is the reason for the four penalties mentioned in "Damage". If a caster is healed completely, these penalties will be no longer be enforced if the spell, "Numb Pain" is cast twice, directly after healing the caster.

Range: The enchantment the caster is attempting to expel.

Resting time: 48 hours. This spell cannot be cast again until 48 hours has elapsed (even if the caster is healed of all damages and penalties, and even if he or she succeeds in expelling another's enchantment).

Special: None.

Spell Preparation: Two finger-sized, natural, uncut shards of crystal must be used in conjunction with this spell. The shards of crystal will be consumed when Expel Enchantment is cast.

Spell-points to cast: 30 These spell-points will not begin to regenerate until 48 hours has elapsed.

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / **Spell-rune:** 600 white-gold

Expel Magic (Spell)

Expel another's spell, dissolving it completely.

Modification Point cost: 20

Area of Effect: One spell you wish to nullify.

Avoidance-roll: Pit your mental-strength vs. the mental-strength of the one who's spell you wish to expel (race to 4). If you win, the spell will be done away with; nullified. If you lose, see: "Damage".

Casting time: 5 turns (25 seconds)

Damage: If the caster fails the avoidance-roll against the caster of the spell he or she is trying to expel, a terrible fatigue will overcome the caster in that the following effects will be enforced:

1. Abilities: Abilities will have a 50% chance of failure for 1-D6 hours.
2. Damage: 1-D10 x 10 damage will be taken to the head in the form of a terrible headache. This damage will heal at the normal rate of healing as stated in your character's constitution on page 1 of your character sheet.
3. Movement: Movement will be at ½ (rounded down) for 1-D6 hours.
4. Spells: Spells cannot be cast for 1-D6 hours. For every 5 points of constitution a character has above 50, 1 hour will be subtracted from the amount of time you will not be able to cast (but a minimum of 1 hour's resting time will always be enforced).

Duration: Permanent.

Effect time: Instant.

Explanation: Expel Magic will be cast as the caster meditates upon a magic he or she is attempting to dissolve. This spell does NOT expel another's ability or enchantment -- only magic.

Hand movement: Two hands.

Healing: None.

Immunities: Abilities and Enchantments are not effected. Magical weapons and armors cannot be expelled by the power of this magic. This magic is for expelling actual spells in effect only.

Maximum adjustment: Not applicable.

Notes: The damage taken to the head when failing to expel magic is the reason for the four penalties mentioned in "Damage". If a caster is healed completely, these penalties will be no longer be enforced if the spell, "Numb Pain" is cast directly after healing the caster.

Range: The magic the caster is attempting to expel.

Resting time: 24 hours. This spell cannot be cast again until 24 hours has elapsed (even if the caster is healed of all damages and penalties, and even if he or she succeeds in expelling another's magic spell).

Special: None.

Spell Preparation: A finger-sized, natural, uncut shards of crystal must be used in conjunction with this spell. The shards of crystal will be consumed when Expel Magic is cast.

Spell-points to cast: 10 These spell-points will not begin to regenerate until 24 hours has elapsed.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / **Spell-rune:** 200 white-gold

Feel-Sight (Spell)

Caster will detect objects, obstacles and openings without having to see them.

Modification Point cost: 10

Area of Effect: 1space (5') + all the spaces surrounding that space.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 8 hours.

Effect time: 1 turn (5 seconds)

Explanation: The caster will detect objects, obstacles and openings within the "Area of effect". Objects, creatures and openings will not be seen with the naked eye but will be detected similarly the way a bat senses things in the dark.

Hand movement: None.

Healing: None.

Immunities: Magical resistant items cannot be detected by the power of this spell.

:

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 1,800 white-gold / Spell-rune: 18 white-gold

Infra-Red-Vision (Spell)

With this spell, you can see the silhouettes of creatures with hot and cold body temperatures.

Modification Point cost: 40

Area of Effect: 2spaces (10') x your awareness.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 120 turns (10 minutes)

Effect time: 1 turn (5 seconds)

Explanation: Infra-Red-Vision will enable the caster to detect objects and creatures that have a form of body-heat. Visually, heat radiating targets will appear yellow-orange, to orange-red. Yellow is the coolest and red being the hottest.

This spell does not help to see in the dark.

Any person, creature, or thing that is below body temperature and colder will appear light to dark-blue; darker blue being the colder manifestation of Infra-Red-Vision. At night the cooler manifestations of color are not possible to see. In the daylight hours the blues and reds will stand out in dazzling variations.

Hand movement: None.

Healing: None.

Immunities: Creatures or objects retaining no body-heat will not be detected.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 10 turns (50 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 40,000 white-gold / **Spell-rune:** 400 white-gold

Mind-Shield (Spell)

A minor shielding that can shield one from mental attacks.

Modification Point cost: 10

Area of Effect: Caster or other. See: "Range"

Avoidance-roll: None. But an avoidance-roll vs. "Mental-Attack" will resist this spell.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This spell will have a 30% chance to shield the mind from a harmful thought and/or magic spell (check each and every influence and/or attack upon the protected).

Hand movement: None.

Healing: None.

Immunities: Mindless creatures

Maximum adjustment: None.

Notes: None.

Range: Caster (or Touch, if spell is being cast on another).

Resting time: None.

Special: None.

Spell Preparation: See: "Range"

Spell-points to cast: 5

Susceptibilities: None.

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

Mind-Sting (Spell)

Causes a mental-attack to assail your target, causing: Confusion, Death, Fear, Feeble, Mar, or Stun effect.

Modification Point cost: 16

Area of Effect: One creature. See: "Spell-points to cast"

Avoidance-roll: Avoidance-roll vs."Mental-attack"

Casting time: 2 turns (10 seconds)

Damage: See: "Explanation"

Duration: See: "Explanation"

Effect time: Instant.

Explanation: This will cause a mental-attack to assail the target of Mind Sting. If a person fails to avoid this spell, roll on the following chart to see what the effect will be.

%Roll: Results:

01-30: Confusion: Causes victim to become confused, unable to do anything for 1-D10 turns.

31-35: Death: Causes victim to die, unless a second avoidance-roll vs. "Mental Attack" is successful.

36-65: Fear: Victim becomes terrified, recoiling from the slightest adversity for 2-D12 hours.

66-70: Feeble: Victim becomes feeble minded for 3-D12 days.

71-75: Mar: 1-2 points of Mental-Strength drain for 1-D30 days.

76-00: Stun: Causes victim to become stunned for up to 10 turns.

:

Hand movement: None.

Healing: None.

Immunities: Mindless creatures

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 8 (for every 4 spell-points added in above the initial cost of the spell one more creature can be effected).

Susceptibilities: None.

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

Minor Telekinesis (Spell)

Move objects with your mind.

Modification Point cost: 14

Area of Effect: 1 LB. + 1 LB. per spell-point added above the initial cost of the spell.

Avoidance-roll: None. A living object can make a successful Avoidance-roll vs. "Mental-attack" in order to resist this spell.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: As long as the caster's concentration is not interrupted. If touched, or if the caster speaks, the spell will fail unless a successful avoidance-roll vs. "Mental Attack" is rolled.

Effect time: Instant.

Explanation: This spell will cause one object, living or non-living, to be moved, levitated, flown, etc., by the caster. The initial spell cast will lift a weight of 1 LB. For every spell-point expended above the initial cost of the spell, an extra 1 LB. can be added to the weight manipulated. Weight can be added or subtracted during the concentration of the spell.

Hand movement: None.

Healing: None.

Immunities: Gaseous and Intangible objects/creatures are not effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x your awareness.

Resting time: 1 turn per 1 turn that the caster continues the spell. Resting time will occur after the spell's "Duration".

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

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

Night-Vision (Spell)

With this spell, you can see in the dark.

Modification Point cost: 10

Area of Effect: 2spaces (10') x your awareness.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 8 hours.

Effect time: 1 turn (5 seconds)

Explanation: Night vision will allow the caster to see in the dark as if it were light out with no sun (such is after the sun sets, yet there is still enough light to see).

Hand movement: None.

Healing: None.

Immunities: This spell cannot be cast within an ability or spell of darkness (or shadow-making) to see.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 10 turns (50 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

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

Premonition (Spell)

Receive a strong feeling that something good or bad is about to happen.

Modification Point cost: 20

Area of Effect: Caster only.

Avoidance-roll: None. But there is only a %chance that this spell will forewarn the caster of a future event. See: "Explanation".

Casting time: Instant.

Damage: None.

Duration: 1-D10 turns previous to the actual occurrence (this is when the caster will slip into a noticeable trance.

Effect time: Instant.

Explanation: Once a Psychic memorizes the Premonition rune, he or she will have a chance of receiving a strong feeling that something good or bad is about to happen.

For every level of the Psychic there is a 02% chance that the spell will reveal, in the form of a feeling, that something is about to happen. **Example:** A 7th level psychic will have a 14% chance to be forewarned of an event ($7 \times 2 = 14\%$). Roll on the following chart to see how many turns, in advance, the psychic will bear the feeling that something is about to take place:

%Roll: Advanced warning:

01-10:	1 turn (5 seconds)
11-20:	2 turns (10 seconds)
21-30:	3 turns (15 seconds)
31-40:	4 turns (20 seconds)
41-50:	5 turns (25 seconds)
51-60:	6 turns (30 seconds)
61-70:	7 turns (35 seconds)
71-80:	8 turns (40 seconds)
81-90:	9 turns (45 seconds)
91-00:	10 turns (50 seconds)

Note:

Add +1 to the % dice-roll check per 5 levels advanced. The higher level the caster is, the better chance of a forewarning he or she will have.

Before an event takes place secretly roll to see if the Psychic will be forewarned at that which is about to transpire. Remember that the psychic will slip into a noticeable trance, feeling the emotions strongly, whether they be good or bad, foreboding or an excited feeling. The nature of the thing that is about to happen will not be learned by the Psychic. However, the effects, whether they be good or bad, will. The degree of the feeling will depend upon the situation that is about to transpire. The feeling could be overwhelming and cause the Psychic to become faint and turn pale. Or the Premonition could cause the Psychic to jump for joy. It depends on what is about to occur, and whether it will be good or bad for the psychic.

When an encounter happens, before it starts, roll to see if the Psychic will be aware that something is about to happen. If the psychic knows, or if the Premonition becomes active, write a note to the player, letting him or her know what the feeling is (and to what degree).

When the effects of Premonition come to life, 10 spell-points will be used passively, as if he or she had cast the spell. If the Psychic is currently out of spell-points, this spell will not work.

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: 48% chance.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: Only that the caster has the 10 spell-points needed for this spell to activate.

Spell-points to cast: 10

Susceptibilities: None.

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

Psychic's Eye (Ability)

Make different abilities and powers of Eye.

Prerequisite: 20th level or higher

Modification Point cost: 100

Ability-points to invoke: 50

Area of Effect: A fist-sized eye will appear upon the forehead of the caster. It can travel as well. See: "Range".

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None. See: "Explanation"

Duration: Not applicable. The Psychic's Eye can be used at will.

Effect time: Instant.

Explanation: At level 20 a psychic can gain the Psychic's Eye. This eye can appear upon the psychics forehead and is used for seeing in case the psychic is blinded. The eye has the same vision as the psychic. This eye can gaze upon a Medusa, or Basilisk without the psychic being effected by those creatures if an initiative roll is successful against such creatures (+1 x your current level added to your initiative roll).

The eye has 10 damage points x your current level. For a twentieth level psychic, the eye will have 200 damage-points.

This eye is fist-sized and has the ability of traveling great distances for the psychic, spying out whatever the he or she wishes.

It has the same defense and offense as the caster and can move at three times your current movement rate (see: "Coordination" on P. #1 of your character sheet to find out your movement). This eye does not attack physically.

Once destroyed this eye can rarely be gotten back by the psychic (with the exception of a wish, or the blessing of a Jajtha granting it back. If this eye is destroyed, the caster will become blind in one eye permanently, and his or her eye will turn pale white, and will become extremely sensitive to light.

If the sun's rays touch the psychic's destroyed eye he will take 1 point of damage to it until 10 points of damage occur, in which the eye will be destroyed (if this happens take 10 points of your character's head permanently).

Spells can be cast through the eye as if the psychic were present. Only mind spells can be cast through the eye (mind to mind).

Hand movement: None.

Healing: None.

Immunities: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Range: Caster's forehead. The eye can travel 1 league (3miles) x your current level, but it must be invoked

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 1,000,000 white-gold / **Spell-rune:** None. There are no Spell-Runes created for this ability

Scales of Darkness (Spell)

Cause what appears to be dark scales overlapping the eyes.

Modification Point cost: 14

Area of Effect: One creature.

Avoidance-roll: Avoidance-roll vs. "Magic"

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D4 turns per 5 levels of the caster.

Effect time: Instant.

Explanation: This spell will cause what appears to be dark scales overlapping the eyes. Other persons looking at the victim will notice a dark-gray residue shadowing the victims eyes. The recipient of this spell will not be blind, yet cannot see well at all. The victim of Scales of Darkness will suffer the following:

1. -1 to any awareness rolls x the level of the caster.
2. -1 to defense and offense x the level of the caster.
3. Long range vision will be obscured as if the targeted were attempting to peer through a snow storm.

Hand movement: None.

Healing: None.

Immunities: Creatures that do not depend on their vision to perceive or observe visual details.

Maximum adjustment: None.

Notes:

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 14,000 white-gold / **Spell-rune:** 140 white-gold

Telepathy (Spell)

Speak to another from a distance mentally.

Prerequisite: Touch Telepathy

Modification Point cost: 12

Area of Effect: One other mind (of the caster's choosing). Caster cannot use this spell to contact someone he or she has never met.

Avoidance-roll: None.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: 12 turns (60 seconds) x your current level.

Effect time: 1 turn (5 seconds) for each league the caster is from his or intended target.

Explanation: This spell will enable the Psychic to speak to another from a distance. The one contacted can communicate back with the caster as well. 1 turn of communication is 1 turn actual time. In other words, this spell is not like the Level #1, "Touch Telepathy". This spell is actual real-time communication between the caster and the one contacted.

Also, unlike Touch Telepathy, the caster must know the language of the one contacted to successfully communicate back and forth.

Hand movement: None.

Healing: None.

Immunities: Mindless creatures are not effected.

Maximum adjustment: None.

Notes: None.

Range: 2 league (6 miles) x the level of the caster.

Resting time: 1 turn for every turn the spell is in effect.

Special: None.

Spell Preparation: None.

Spell-points to cast: 6

Susceptibilities: None.

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

Touch Telepathy (Spell)

Speak to another mentally by physical contact.

Modification Point cost: 8

Area of Effect: One creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Until contact is broken

Effect time: Instant.

Explanation: This spell will enable the Psychic, after he or she has made physical contact, to speak to another without words. 1 hour of verbal communication can be accomplished in 1 turn (5 seconds).

The Psychic does not have to speak the person's language to communicate, for the spell taps into the subconscious as well as the conscious mind, revealing all thoughts in the most base meaning. Within this state there is perfect understanding one with another.

Once Touch Telepathy is in effect, unless a successful avoidance-roll vs. "Paralysis" is rolled, neither psychic nor recipient will be able to move or speak. While in this state, if either two sustain mental, physical or spiritual damage, the other will take the same (not to armors or protective items shielding the caster). The two are linked, thus one's fate is the other's.

Hand movement: None.

Healing: None.

Immunities: Animated (or mindless ones), Dead, Organic, and Undead creatures are not effected.

Maximum adjustment: None.

Notes: None.

Range: Touch (skin to skin).

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: Caster needs to touch another creature (for the transferring of information).

Spell-points to cast: 4

Susceptibilities: None.

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

Ultra-Vision (Spell)

This spell is a combination of the following types of vision-based spells (feel-sight, night-vision, infra-red-vision and x-ray-vision).

Prerequisites: Feel-sight, Night-Vision, Infra-red-Vision and X-Ray-Vision

Modification Point cost: 110

Area of Effect: 1space (5') x your awareness.

Avoidance-roll: None. See: "Special"

Casting time: 5 turns (25 seconds)

Damage: None.

Duration: 1 turn (5 seconds) per 4 levels advanced (minimum = 1 turn (5 seconds)).

After the "Duration" has expired, this spell will continue to be in effect until an avoidance-roll vs. "Ultra-Vision" is failed (add awareness and mental-strength together = % chance (NO LUCK CAN BE USED TO SUCCEED)).

Note: This avoidance-roll only exists for this spell.

Effect time: 1 turn (5 seconds)

Explanation: Ultra-Vision is all the vision-based spells in one (feel-sight, night-vision, infra-red-vision and x-ray-vision). See these individual spells for details and rulings on each (with the exceptions of "Duration" and "Area of Effect").

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: See: "Duration"

Notes: When the caster's avoidance-roll fails, he or she will develop a minor headache, causing the following penalties for the entire "Duration" that the spell was in effect:

- 1-D4 Awareness
- 1-D4 Mental-strength
- 10% ability-failure chance
- 20% spell-failure chance

Note: This will be accompanied with a headache that will persist until all penalties are gone.

Range: Caster only.

Resting time: 1 turn (5 seconds) x the number of turns Ultra-Vision is in effect.

Special: After the "Duration" of this spell has expired, if the caster lets the spell go, rather than trying to it in effect longer, no penalties (that are mentioned in "Notes") will be suffered by the caster.

Spell Preparation: None.

Spell-points to cast: 55

Susceptibilities: None.

Value: Scroll: 380,000 white-gold / **Spell-rune:** 3,800 white-gold

X-Ray-Vision (Spell)

Caster to see through the surfaces of most objects.

Modification Point cost: 50

Area of Effect: Any object which the caster concentrates upon.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5seconds) x your current constitution

Effect time: 1 turn (5 seconds). When the caster looks upon a different object, or creature, it will again take 1 turn (5 seconds) to reveal the layers of the physical structure within it. In other words, it takes 5 seconds for the spell to once again take effect upon something if you take your eyes from that which you are currently looking at.

Explanation: This spell will empower the caster to see through the surfaces of most all objects. The more dense the material is, the more difficult it will be to see through.

Examples are given as follows:

Bone: Cannot see through the density of bone (this is how the skeletal structure is seen so clearly).

Dirt: Can see through it at a measurement of one inch (1") per 20 points of awareness.

Flesh: Can see through it at a measurement of 1 space (5') per 2 points of awareness.

Lead: Cannot see through in any thickness.

Stone: Can see through it at a measurement of one inch (1") per 40 points of awareness.

Water: Can see through it at a measurement of 1 space (5') per 1 point of awareness.

Wood: Can see through it at a measurement of one inch (1") per 15 points of awareness.

Hand movement: None.

Healing: None.

Immunities: Bone and Lead cannot be seen through in any thickness.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 10 turns (50 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 25

Susceptibilities: None.

Value: Scroll: 50,000 white-gold / **Spell-rune:** 500 white-gold