

Enchanter Studies

Taps into the powers of the Enchanter

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: "Magical Prowess"

Exception

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

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).

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).

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: 37,000 white-gold / Spell-rune: 370 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: 6,000 white-gold / Spell-rune: 60 white-gold