

EXPRESS ADDITIONS

Issue #17

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TABLE OF CONTENTS

Introduction	1
Professional Level Bonuses	2
New Professions	4
Paladin	4
Dabblers	5
Spell Lists	6-17
Paladin Base Lists	6
Communion	6
Exorcisms	7
Holy Arms	8
Holy Healing	9
Holy Shields	10
Inspiring Ways	11
Dabblers Base Lists	12
Concealment Mastery	12
Influences	13
Mechanisms	14
Movement Mastery	15
Senses	16
Thieving Law	17

INTRODUCTION

Welcome to the 17th issue of Express Additions!

In this issue, we start off by bring you a new option for use with RMX and RMC regarding Professional Level Bonuses. This system will allow GMs to customize the Professional Level Bonuses to help make professions even more unique.

In addition, we bring you conversions of 2 more professions from RMFRP to RMC. In this issue, we will present you with the Paladin and the Dabblers.

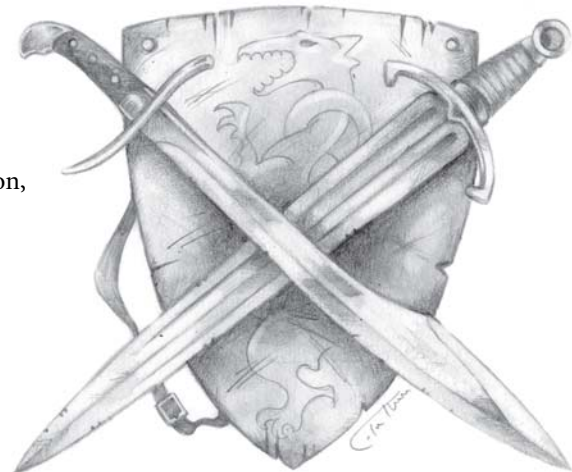
Enjoy!

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PROFESSIONAL LEVEL BONUSES

The purpose of these rules is to present an alternative, codified system for creating customized Professional Level Bonuses (PLBs) for the various professions. While this will likely have the greatest benefit for Non Spell Users, all other professions will also benefit from these rules.

It is **strongly recommended** that only GMs be allowed to create Professional Level Bonus Packages (PLB Packages). Players should then be allowed to select one for use with his character.

PLB Packages are a great tool for GMs. A GM can create Packages for specific groups or organizations, or even for specific jobs. Combined with Training Packages (EA #10), the GM can create a number of wholly unique organizations or groups that can be used to customize and create unique characters. No longer will every Fighter need to have the same level bonuses as every other Fighter.

The bonuses from the PLB Packages are gained every level automatically, up to and including at level 20, but never at any higher level.

CREATING A PLB PACKAGE

Creating a PLB Package is relatively simple. The GM spends 6 points to create the PLB Package using the options from the *PLB Package Options* table. There are a couple of guidelines that should be followed though:

- The GM should select specific skills or groups of weapons for each option selected.
- If GM creates a Generic PLB Package that does not indicate specific Weapon Groups, the GM should restrict that package to only the members of a single profession (i.e. only Fighters may get the Generic Fighter PLB Package).
- The *Weapon Groups* table shows how the weapons are grouped. These groupings have no bearing on the Development Point costs for learning a particular weapon.
- The GM may exchange 2 specific skill choices from a given category of skills to give the player a choice of a single skill from that same category (Primary, Special, or Secondary).
- In selecting specific skills, if a given skill may be learned multiple times (such as for a Lore skill), then the GM must select a specific instance of that skill for the bonus to apply.
- The GM may exchange two specific skill choices to have a level bonus apply to all instances of a single skill (i.e. to all Magical Lore). This also includes Maneuvering in Armor.
- The Primary skill classification does not include the Special skills, and both Primary and Special Skills do not include weapon or martial arts skills.
- Bonuses from multiple choices may be applied to a given skill, but no skill is allowed a bonus greater than +3/lvl.

PLB PACKAGE OPTIONS	
Cost	Level Bonuses
4*	+3 to one Weapon Group, +2 to all others
4*	+1 to all Spell Lists, +1 to 3 Weapon Groups, +1 to all Martial Arts
3*	+3 to all Martial Arts
3*	+3 to 1 Weapon Group, +2 to a second Weapon Group, +1 to a third Weapon Group
3*	+3 to 1 Weapon Group, +1 to all other Weapon Groups
3*	+2 to all Spell Lists
3*	+2 to 5 Weapon Groups
3*	+2 to 3 Weapon Groups, +1 to all other Weapon Groups
3*	+2 to 3 Weapon Groups, +1 to all Martial Arts
3*	+1 to all Spell Lists, +1 to all Martial Arts
3*	+1 to all Spell Lists, +1 to 3 Weapon Groups
2*	+1 to all Weapon Groups
2	+1 to 6 Secondary Skills
1	+1 to 3 Secondary Skills
1	+1 to 3 Primary Skills (not including Special Skills)
1	+1 to 1 Special Skill

* = only allowed one of these per Level Bonus Package

GAINING PLB PACKAGES

First and foremost, this option replaces any other normal level bonus rules or options. If you are using this option, then you should not use any other level bonus option or rule.

Gaining a PLB Package is simple. The player simply chooses one of the packages that the GM offers for his character. The level bonuses from the package should then be applied accordingly.



SAMPLE PLB PACKAGES

Below are several examples, including some generic examples done for the basic professions, as well as some customized examples to give the GM an idea of others that could be created. While it will be obvious that some PLB Packages are more suited to one profession than to others, there are no restrictions placed on what professions may learn a given PLB Package unless the GM decides that there should be some.

Archer: +3/lvl to Bows, +2/lvl to all other Weapon Groups, +1/lvl to Stalk & Hide, Perception, Climbing, Fletching, and 1 Secondary skill of the Player's choice.

Swordsman: +2/lvl to Long Blades, Short Blades, & Thrusting Blades, +1/lvl to all other weapon groups, +1/lvl to Maneuver in Armor (all), Perception, and Body Development.

Generic Fighter: +3/lvl to 1 Weapon Group, +2/lvl to all other Weapon Groups, +1/lvl to Maneuver in Armor (all), Body Development, and Perception. May only be acquired by Fighters.

Generic Rogue: +2/lvl to 3 Weapon Groups, +1/lvl to all other Weapon Groups, +1/lvl to Maneuver in Armor (all), Perception, Stalk & Hide, Climbing, Disarm Traps, Foraging, Signaling, and Tracking. May only be acquired by Rogues.

Generic Thief: +1/lvl to all Weapon Groups, Maneuver in Armor (Soft Leather), Disarm Traps, Pick Locks, Stalk & Hide, Climbing, Perception, Acrobatics, Streetwise, and Trickery. May only be acquired by Thieves.

Martial Artist: +3/lvl to all Martial Arts, +1/lvl to Body Development, Climbing, Perception, Stalk & Hide, Acrobatics, and 1 skill of the Player's choice.

Magician: +2/lvl to all spell lists, +2/lvl to Directed Spells and Runes, +1/lvl to Perception and Staves & Wands.

WEAPON GROUPS	
Weapon Group	Individual Weapons
Blow Guns	Blow Gun, Pea Shooter
Bows	Short Bow, Long Bow, Composite Bow
Chains Plus	Morning Star, Nunchaku (1H)
Clubs	Blackjack, Jo (1H), Tonfa, Club (1H), Mace
Crossbows	Light Crossbow, Heavy Crossbow, Handheld Crossbow
Great Blades	Bastard Sword (2H), Katana (2H), 2H Sword, Claymore, No-dachi, Irgaak
Great Chains	Flail, Nunchaku (2H)
Great Clubs	Club (2H), Cudgel
Lines Plus	Bola, Ge
Long Axes	Battle Axe, Woodsman's Axe, 3/4 Axe ("Hudson's Bay Axe")
Long Blades	Bastard Sword (1H), Broadsword, Cutlass, Dag, Falchion, Katana (1H), Long Sword, Sabre, Scimitar, Yarkbalka
Long Spikes	War Mattock, Mattock, Pick, 2H Hammer
Mounted Pole Arms	Lance (mounted), Spear, Javelin
Pole Arms	Pole Arms, Spear, Javelin, Pilum, Harpoon, Lance (unmounted), Trident
Rope Weapons	Lasso, Net (fishing), Net (gladiators)
Short Axes	Cabis, Hatchet, Hand axe, Tomahawk
Short Blades	Dagger, Dirk, Knife, Kynac, Main Gauche, Short Sword, Sai
Short Spikes	Baw, Ice Axe, Mace, War Hammer
Slings	Sling, Sling Staff
Staves	Quarterstaff, Jo (2H), Spear
Thrown Blades	Chackrum, Ikasha (big throwing star), Shuriken, Darts, Knives, Daggers, Chegain
Thrown Projectiles	Boomerang, Chegain, Typh
Thrusting Blades	Rapier, Foil, Long Kynac, Long Knife
Whips	Cat-o'-nine-tails, Whip, Metal Whip, Kusari (long chain whip)

NEW PROFESSIONS

In this issue, we bring you the Paladin and the Dabbler, converted from RMFRP to RMC/RMX. We hope that you enjoy them!

PALADIN

Paladins are semi spell users who combine the realm of Arms with the realm of Channeling. Their base spells primarily deal with combat and protection. An example of a Paladin (from literature) might be Lancelot or Percival (from King Arthur's knights).

Prime Stats: Self Discipline and Intuition

PALADIN SPELL LISTS

The Paladin has six base lists. However, unless the GM is using the option from Express Additions #6 that allows for a Semi spell user to have six base lists, the Paladin may only select five of the given spell lists as his Base Spell Lists. The remaining spell list will then be treated as if it were an Open Spell List for the Paladin, meaning that the Paladin may only learn it to tenth level, just like other Open Spell Lists. The full descriptions of these spell lists begin on page 6.

Note: A GM may, if they wish, allow the Paladin to select his Base Lists from these lists and those given for the Champion in the Combat Companion. If this is allowed, the Paladin is allowed to select 5 lists as Base Lists and 1 list to be considered an Open List. If the option from Express Additions #6 is used, the player selects 6 Base Lists and no lists are selected to be Open Lists.

Communion: Gathering information and canceling (including dispelling) magic.

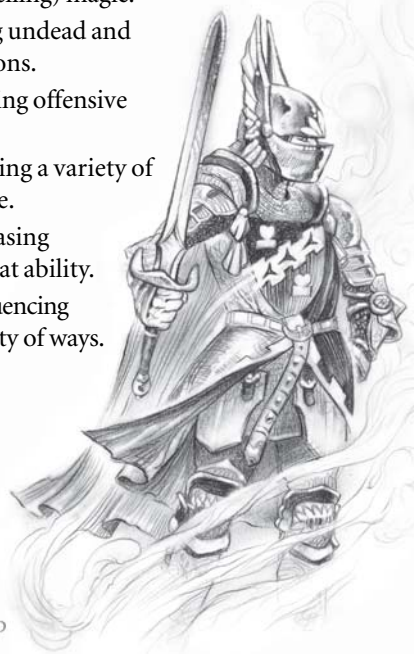
Exorcism: Repelling undead and banishing demons.

Holy Arms: Increasing offensive combat ability.

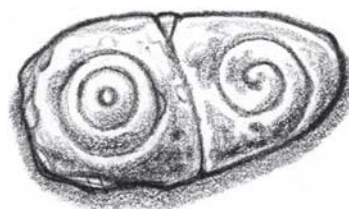
Holy Healing: Healing a variety of types of damage.

Holy Shields: Increasing defensive combat ability.

Inspiring Ways: Influencing others in a variety of ways.



SKILL COSTS			
Skills	Stats	Paladin	Dabbler
Maneuvering in Armor			
Soft Leather	Ag/St	2/*	5/*
Rigid Leather	Ag/St	2/*	6/*
Chain	Ag/St	3/*	10/*
Plate	Ag/St	3/*	11/*
Weapon Skills			
One-Handed Edged**	St/St/Ag	3/5	3/9
One-Handed Crushing**	St/St/Ag	3/8	6
Two-Handed**	St/St/Ag	5	8
Missile**	Ag/Ag/St	7	10
Thrown**	Ag/Ag/St	9	15
Pole Arms**	St/St/Ag	15	15
General Skills			
Climbing	Ag	3/8	3/5
Swimming	Ag	2/6	3
Riding**	Em/Ag	1/5	3
Disarm Traps	In/Ag	6	2/7
Pick Locks	In/Ag	8	2/7
Stalk & Hide	Ag or SD	3/7	1/5
Perception	In/Re	2/7	2/7
Magical Skills			
Spell Lists**	Em or In	4/*	4/*
Runes	Em/In	4	4
Staves & Wands	Em/In	6	5
Channeling	In	3	20
Directed Spells**	Ag	6	6
Special Skills			
Ambush	—	9	3
Linguistics**	—	3/*	3/*
Adrenal Moves**	Pr/SD	2/7	2/7
Adrenal Defense	—	20	20
Martial Arts **	varies	3/8	4
Body Development	Co	2/7	3/8
PP Dev. (Optional)	—	5	5
Prime Requisites		SD/In	Ag/Em
** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language.			



DABBLER

Dabblers are semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with stealth, detection, perception, movement and manipulating locks and traps.

Prime Stats: Agility and Empathy

DABBLER SPELL LISTS

The Dabbler has six base lists. However, unless the GM is using the option from Express Additions #6 that allows for a Semi spell user to have six base lists, the Dabbler may only select five of the given spell lists as his Base Spell Lists. The remaining spell list will then be treated as if it were an Open Spell List for the Dabbler, meaning that the Dabbler may only learn it to tenth level, just like other Open Spell Lists. The full descriptions of these spell lists begin on page xx.

Concealment Mastery: Hiding things and making things harder to find.

Influences: Affecting targets & their thought processes.

Mechanisms: Manipulating locks, traps, and other devices.

Movement Mastery: Enhancing the caster's movement.

Senses: Enhancing the caster's sensory capabilities.

Thieving Law: Enhancing the caster's ability to operate as a thief.



SECONDARY SKILL DEVELOPMENT COST TABLE

Skill	Stat	Paladin	Dabbler	Skill	Stat	Paladin	Dabbler
Acrobatics	Ag/Qu	2/6	2/6	Meditation	Pr/SD	2/5	2/6
Acting	Pr/Em	2/6	2/6	Music	Ag/Em	2/5	2/6
Animal Healing	Em/Re	1/5	2/6	Navigation	Re/In	2/4	2/6
Caving	SD/Re	2/6	2/6	Public-speaking	Em/Pr	2/6	2/5
Contortions	Ag/SD	2/6	2/6	Rope-mastery	Me/Ag	2/5	2/4
Cookery	In/Re	2/6	2/6	Rowing	SD/St	2/6	2/6
Crafting	Ag/Em	2/6	2/6	Sailing	Em/In	2/6	2/6
Dance	Ag/In	2/6	2/6	Seduction	Em/Pr	3/7	2/5
Diplomacy	Pr/In	2/5	3/5	Signaling	Me/SD	2/4	2/4
Diving	SD/Ag	2/6	2/6	Singing	Pr/In	2/6	2/6
Duping	Pr/Em	3/6	2/4	Skiing	Ag/SD	2/6	2/6
Falsification	SD/Re	3	2/4	Smithing	St/Ag	2/6	2/6
First Aid	SD/Em	2/4	2/4	Spell-mastery	Varies	3/5	3/5
Fletching	Ag/SD	2/4	2/4	Star-gazing	In/Me	2/6	2/6
Foraging	In/Me	2/5	2/6	Stone-carving	SD/Ag	2/6	2/6
Frenzy	Em/SD	2/6	2/6	Streetwise	In/Pr	3/8	1/5
Gambling	Me/Pr	2/6	2/4	Subduing	Ag/Qu	3/6	2/5
Herding	Em/Pr	3/7	3/7	Tracking	In/Re	3/5	3/5
Jousting	St/Ag	1/5	3/8	Trading	Re/Em	2/4	2/4
Leather-working	Ag/Re	2/6	2/5	Trap-building	Re/Em	3/5	2/4
Lore: General	Me/RE	1/3	1/3	Trickery	Pr/Qu	3/7	1/5
Lore: Magical	Me/Re	2/4	2/4	Tumbling	Ag/SD	2/6	2/6
Lore: Obscure	Me/Re	2/6	2/6	Weather-watching	In/Em	1/5	1/5
Lore: Technical	Me/Re	2/6	2/6	Wood-carving	Ag/Em	2/6	2/6
Mathematics	Re/Me	2/5	2/5				

* = Crafting can be found in EA #3; Diplomacy & Duping can be found in EA #7

PALADIN BASE LISTS

COMMUNION

Lvl	Spell	A of E	Duration	Range	Type
1)	Detect Enemies	50' R	1 min/lvl(C)	100'/lvl	I
2)	Cancel Channeling	caster	1 min/lvl	self	F
3)	Cancel Essence	caster	1 min/lvl	self	F
4)	Cancel Mentalism	caster	1 min/lvl	self	F
5)	Dreams I	caster	1 sleep	self	I
6)	Enemy Speech	caster	1 min/lvl	self	I
7)	Dispel Channeling I	1 target	---	10'	F
8)	Dispel Essence I	1 target	---	10'	F
9)	Dispel Mentalism I	1 target	---	10'	F
10)	Detect Enemies II	100' R	1 min/lvl(C)	500'/lvl	I
11)	Dream III	caster	1 sleep	self	I
12)	Death's Tale	caster	---	self	I
13)	Channel Opening I	1 being	C	1 mile/lvl	U
14)	Dispel Chan. Sphere I	10' R	C	self	F
15)	Dispel Ess. Sphere I	10' R	C	self	F
16)	Dispel Ment. Sphere I	10' R	C	self	F
17)	Commune I	caster	C	self	U
18)					
19)	Death's Tale True	caster	---	self	I
20)	Detect Enemies True	200' R	1 min/lvl(C)	1000'/lvl	I
25)	Commune True	caster	C	self	U
30)	Channel Opening Tr.	1 being	C	1 mile/lvl	U
50)	High Prayer	caster	C	self	U

- Detect Enemies I** — Detects the total number of “enemies” (giving approximate direction and distance). This spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different 50'R each round.
- Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the “incoming” spell must first make an RR. For RR purposes, each spell uses a level equal to its caster's level. If the “incoming” spell passes the RR, it may target the caster normally; otherwise the incoming spell has no effect on this target.
- Cancel Essence** — As *Cancel Channeling*, except affects spells from the realm of Essence.
- Cancel Mentalism** — As *Cancel Channeling*, except affects spells from the realm of Mentalism.
- Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
- Enemy Speech** — For the duration of this spell, the caster can read and speak one “enemy” language with rank 8.
- Dispel Channeling** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails it RR, it is dispelled.
- Dispel Essence** — As *Dispel Channeling*, except affects spells from the realm of Essence.
- Dispel Mentalism** — As *Dispel Channeling*, except affects spells from the realm of Mentalism.
- Detect Enemies II** — As *Detect Enemies I*, except for range and area of effect.

- Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.
 - Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
 - Channel Opening I** — Caster can make contact with any 1 known target he his acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a Channels spell (see Cleric Base List).
 - Dispel Channeling Sphere I** — As *Dispel Channeling*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a +30 modifier) or be cancelled (not dispelled) for as long as the active spell is inside the radius.
 - Dispel Essence Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Essence.
 - Dispel Mentalism Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Ment.
 - Commune I** — Caster receives (usually from his patron deity) a “yes” or a “no” answer to a question on a single topic. This spell may be used a max. of once per day.
 - Death's Tale True** — Caster gets a vision of the events surrounding the death of any 1 dead target within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.
 - Detect Enemies True** — As *Detect Enemies I*, except for range and area of effect.
 - Commune True** — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.
 - Channel Opening True** — As *Channel Opening I*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being The caster must specify the type of being he is seeking (e.g., a priest of a specific deity, a warrior with blue eyes, etc.).
 - High Prayer** — Caster receives detailed information from his deity on a single topic question.
- Special Notes**
- The **GM defines “enemy”** as appropriate to his world. For most worlds, the term enemy will mean those that are **actively** opposed to the religion or deity.
 - The “Death Tale” spells show the caster visions based how the participants looked at the time of the target's death. Disguises, hooded cloaks or spells may obscure the true appearance.

EXORCISMS

Lvl	Spell	A of E	Duration	Range	Type
1)	Repel Undead I	varies	1 min/lvl	100'	F
2)	Detect Undead	10' R		10'/lvl	I
3)	Repel Undead III	varies	1 min/lvl	100'	F
4)	Repel Demon I	5' R/lvl	C	10'	F
5)	Repel Undead V	varies	1 min/lvl	100'	F
6)	Repel Demon II	5' R/lvl	C	10'	F
7)	Banish Demon I	1 Demon	1 mo/lvl	10'	F
8)	Neutralize Curse I	1 target	1 min/lvl	touch	F
9)	Repel Demon III	5' R/lvl	C	10'	F
10)	Repel Undead X	varies	1 min/lvl	100'	F
11)	Banish Demon II	1 Demon	1 mo/lvl	10'	F
12)	Repel Undead XII	varies	1 min/lvl	100'	F
13)	Repel Demon IV	5' R/lvl	C	10'	F
14)	Neutralize Curse II	1 target	1 hr/lvl	touch	F
15)	Repel Undead XV	varies	1 min/lvl	100'	F
16)	Repel Demon V	5' R/lvl	C	10'	F
17)	Banish Demon III	1 Demon	1 mo/lvl	10'	F
18)	Neutralize Curse III	1 target	1 day/lvl	touch	F
19)	Repel Demon VI	5' R/lvl	C	10'	F
20)	Repel Undead True	varies	1 min/lvl	100'	F
25)	Repel Demon True	10' R/lvl	C	10'	F
30)	Uncurse True	1 target	P	touch	F
50)	Banish Demon True	1 Demon	1 mo/lvl	10'	F

1. Repel Undead I — Causes Undead to flee or disintegrate.

All Undead have a class assigned to them. This spell will affect 1 point of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail). Creatures & Monsters provides complete descriptions of the different types of Undead. Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if the target cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

Level	Class	Level	Class
1-2	I	9-12	IV
3-5	II	13-15	V
6-8	III	16+	VI

The RR of any single Undead can be modified by concentrating the effects of the spell on that target. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, Repel Undead V could affect five Class I Undead with no RR modifier or one Class I Undead with an RR modifier of -20 to each or one Class II Undead with an RR modifier of -5 and two Class I Undead with no RR modifier or any combination of targets providing no more than 5 points were allocated.

2. Detect Undead — Detects the presence of Undead in the area of affect. Caster can move the area of effect 5' each round.

3. Repel Undead III — As Repel Undead I, except affects 3 points of Undead.

4. Repel Demon I — For as long as the caster concentrates, Type I Demons that are in the area of effect may not leave, and Type I Demons that are outside the area of effect may not enter.

5. Repel Undead V — As Repel Undead I, except affects 5 points of Undead.

6. Repel Demon II — As Repel Demon I, except affects up to Type II Demons.

7. Banish Demon I — Banishes the target Type I Demon from this plane of existence for the duration of the spell.

8. Neutralize Curse — [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.

9. Repel Demon III — As Repel Demon I, except affects up to Type III Demons.

10. Repel Undead X — As Repel Undead I, except affects 10 points of Undead.

11. Banish Demon II — As Banish Demon I, except affects up to a Type II Demon.

12. Repel Undead XII — As Repel Undead I, except affects 12 points of Undead.

13. Repel Demon IV — As Repel Demon I, except affects up to Type IV Demons.

14. Neutralize Curse II — As Neutralize Curse I, except for duration.

15. Repel Undead XV — As Repel Undead I, except affects 15 points of Undead.

16. Repel Demon V — As Repel Demon I, except affects up to Type V Demons.

17. Banish Demon III — As Banish Demon I, except affects up to a Type III Demon.

18. Neutralize Curse III — As Neutralize Curse I, except for duration.

19. Repel Demon VI — As Repel Demon I, except affects up to Type VI Demons.

20. Repel Undead True — As Repel Undead I, except one Undead of type V or less is disintegrated. Type VI Undead are sent fleeing.

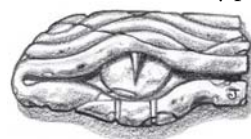
25. Repel Demon True — As Repel Demon VI, except for area of effect.

30. Uncurse True — [RR Mod: -50] Dispels a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has gone up another level of experience.

50. Banish Demon True — As Banish Demon I, except affects up to a Type IV Demon.

Special Notes

- 1) For all spells that affect Undead, GMs may want to give modifications to certain very powerful undead.



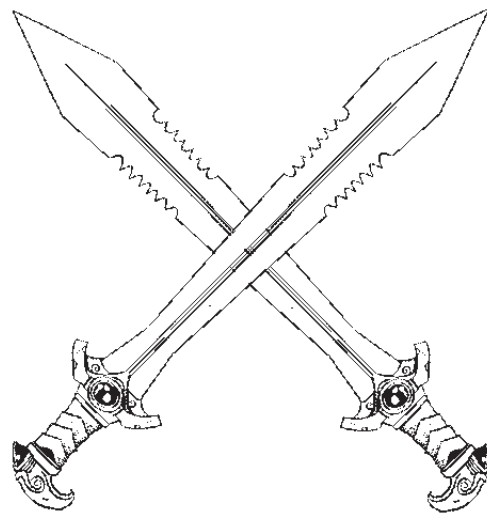
HOLY ARMS

Lvl	Spell	A of E	Duration	Range	Type
1)	Holy Attack I*	self	---	self	U
2)	Righteous Blow I	self	---	self	U
3)	Holy Strength I	self	1 rnd/lvl	self	U
4)	Holy Attack II*	self	---	self	U
5)	Righteous Blow II	self	---	self	U
6)	Holy Focus*	self	---	self	U
7)	Holy Attack III*	self	---	self	U
8)	Righteous Blow III	self	---	self	U
9)	Holy Aura I	10' R	1 min/lvl	self	F
10)	Holy Attack IV*	self	---	self	U
11)	Righteous Blow IV	self	---	self	U
12)	Holy Strength II	self	1 rnd/lvl	self	U
13)	Holy Attack V*	self	---	self	U
14)					
15)	Holy Aura II	10' R	1 min/lvl	self	F
16)	Holy Attack VI*	self	---	self	U
17)	Holy Strength III	self	1 rnd/lvl	self	U
18)					
19)	Holy Attack VII*	self	---	self	U
20)	Holy Aura True	10' R	1 min/lvl	self	F
25)	Holy Attack True*	self	---	self	U
30)	Holy Focus True*	self	---	self	U
50)	Holy Martyr	1' R/lvl	---	self	E

- Holy Attack I** — Adds +15 to the caster's melee or missile attack for the current round.
- Righteous Blow I** — After casting this spell, there is a chance that the caster's next attack (melee or missile) will be treated as "Magic" for the purposes of resolving criticals (usually only applicable against Large and Super Large creatures). The chance is equal to 10% plus 5% for each round that the caster concentrates (i.e., prays) immediately prior to preparing and casting this spell. The attack affected by this spell must occur within 1 minute per level after this spell was cast.
- Holy Strength I** — Caster gains a +5 to his strength stat bonus for the purposes of one maneuver. In combat, this results in a +10 to melee attacks and +5 to missile attacks.
- Holy Attack II** — As *Holy Attack I*, except bonus is +20.
- Righteous Blow II** — As *Righteous Blow I*, except attack is treated as "Mithril."
- Holy Focus** — As *Righteous Blow I*, except the critical is treated as "Holy" and the chance is equal to 20% plus 2% for every extra Power Point used to cast this spell. A maximum number of PPs equal to the caster's level may be used to cast this spell. For example, a 6th level Paladin has a maximum chance of 20%; a 10th level Paladin could attain a 28% chance (by investing 10 PPs in the casting of the spell).
- Holy Attack III** — As *Holy Attack I*, except bonus is +25.
- Righteous Blow III** — As *Righteous Blow I*, except attack is treated as "Holy."
- Holy Aura I** — A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive

an 'A' severity critical (type to be determined by the GM; based upon the nature of the creature).

- Holy Attack IV** — As *Holy Attack I*, except bonus is +30.
- Righteous Blow IV** — As *Righteous Blow I*, except attack is treated as "Slaying" (creature type must be chosen when spell is cast).
- Holy Strength II** — As *Holy Strength I*, except strength stat bonus is +10 for a maneuver (+20 to melee attacks; +10 to missile attacks).
- Holy Attack V** — As *Holy Attack I*, except bonus is +35.
- Holy Aura II** — As *Holy Aura I*, except delivers a 'B' critical.
- Holy Attack VI** — As *Holy Attack I*, except bonus is +40.
- Holy Strength III** — As *Holy Strength I*, except strength stat bonus is +15 for a maneuver (+30 to melee attacks; +15 to missile attacks).
- Holy Attack VII** — As *Holy Attack I*, except bonus is +45.
- Holy Aura True** — As *Holy Aura I*, except delivers a 'C' critical.
- Holy Attack True** — As *Holy Attack I*, except bonus is +50.
- Holy Focus True** — As *Holy Focus*, except attack is automatically Holy.
- Holy Martyr** — The caster exposes all within the area of effect to the raw power of his deity. All in the area of effect suffer a +100 Fireball attack (centered on the caster). All concussion damage is doubled and an extra Slaying Critical (on the Large Creature Critical Strike Table) is delivered. The caster acts as the center-point for the blast and is not immune to any of the damage. For the caster, no objects, spells, etc. will protect him from the blast.



HOLY HEALING

Lvl	Spell	A of E	Duration	Range	Type
1)	Healing I	1 target	P	touch	H
2)	Flowstop I	1 target	P	touch	H
3)	Frost/Burn Relief I	1 target	P	touch	H
4)	Minor Fract. Repair	1 target	P	touch	H
5)	Healing III	1 target	P	touch	H
6)	Stun Relief III*	1 target	P	touch	Hs
7)	Major Fract. Repair	1 target	P	touch	H
8)	Disease Resistance I	1 target	10 min/lvl	touch	H
9)	Poison Resistance I	1 target	10 min/lvl	touch	H
10)	Minor Vessel Repair	1 target	P	touch	H
11)	Healing V	1 target	P	touch	H
12)	Musc./Tendon Repair	1 target	P	touch	H
13)	Frost Burn Relief II	1 target	P	touch	H
14)	Stun Relief II*	1 target	P	touch	Hs
15)	Unparalysis	1 target	P	touch	H
16)	Healing X	1 target	P	touch	H
17)	Frost/Burn Relief IV	1 target	P	touch	H
18)	Undisease	1 target	P	touch	H
19)	Unpoison	1 target	P	touch	H
20)	Stun Relief True*	1 target	P	touch	Hs
25)	Healing XV	1 target	P	touch	H
30)	Healing True	1 target	P	touch	H
50)	Laying on Hands Tr.	1 target	P	touch	H

1. **Healing I** — Target is healed of d10 concussion hits.
2. **Flowstop I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. Target may not be moved, or bleeding will resume at prior rate.
3. **Frost/Burn Relief I** — Target is healed of one area of mild frostbite or first degree burn.
4. **Minor Fracture Repair** — Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.
5. **Healing III** — As *Healing I*, except heals 3d10 concussion hits.
6. **Stun Relief I** — Target is relieved of one round's worth of accumulated stun. See Section 7.1.1 for more information.
7. **Major Fracture Repair** — As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.

8. **Disease Resistance I** — For the duration of this spell, the target gets an additional RR versus any disease(s).
9. **Poison Resistance I** — For the duration of this spell, the target gets an additional RR versus any poison(s).
10. **Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits per round, not major arteries or veins).
11. **Healing V** — As *Healing I*, except heals 5d10 concussion hits.
12. **Muscle/Tendon Repair I** — Allows caster to repair (not replace) one damaged muscle or tendon. Recovery time is 1 hour.
13. **Frost/Burn Relief III** — As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., third degree burns) or a combination of 1 mild and 1 moderate area of damage.
14. **Stun Relief II** — As *Stun Relief I*, except relieves 2 rounds of stun.
16. **Healing X** — As *Healing I*, except heals 10d10 concussion hits.
17. **Frost/Burn Relief IV** — As *Frost/Burn Relief I*, except caster can heal 4 mild or 2 moderate or 1 mild and 1 severe or 2 mild and 1 moderate areas of damage.
18. **Undisease** — Caster can remove any one disease from the target.
19. **Unpoison** — Caster can remove any one poison from the target.
20. **Stun Relief True** — As *Stun Relief I*, except relieves all rounds of stun.
25. **Healing XV** — As *Healing I*, except heals 15d10 concussion hits.
30. **Healing True** — As *Healing I*, except heals all concussion damage.
50. **Laying on Hands True** — Caster can use any lower level spell on this list once per round.



HOLY SHIELDS

Lvl	Spell	A of E	Duration	Range	Type
1)	Protection Prayer I	10' R	1 min/lvl	self	U
2)	Aura	caster	10 min/lvl	self	D
3)	Shield*	caster	1 min/lvl	self	F
4)	Blur*	caster	1 min/lvl	self	D
5)	Unpain I*	caster	1 min/lvl	self	Us
6)	Protection Prayer II	10' R	1 min/lvl	self	U
7)	Deflections I*	1 missile	---	100'	F
8)	True Aura	caster	10 min/lvl	self	D
9)	Bladeturn I*	1 attack	---	100'	F
10)	Unpain II*	caster	1 min/lvl	self	Us
11)	Protection Prayer III	10' R	1 min/lvl	self	U
12)	Deflections II*	2 missiles	---	100'	F
13)	Aim Untrue I*	1 missile	---	100'	F
14)	Bladeturn II*	2 attacks	---	100'	F
15)	Unpain III*	caster	1 min/lvl	self	Us
16)	Protection Prayer IV	10' R	1 min/lvl	self	U
17)	Deflections III*	3 missiles	---	100'	F
18)	Aim Untrue II*	2 missiles	---	100'	F
19)	Bladeturn III*	3 attacks	---	100'	F
20)	Unpain IV*	caster	1 min/lvl	self	Us
25)	Protection Prayer Tr.	10' R	1 min/lvl	self	U
30)	Mass Deflections*	1 missile/lvl	---	100'	F
50)	Holy Shields True*	varies	1 rnd/lvl	self	F

- 1. Protection Prayer I**— Everyone in the area of effect who is aligned with the caster (GM's discretion) subtracts 5 from all elemental attacks against them. They may also add 5 to all RRs versus spells. These bonuses are not conferred to the caster.
- 2. Aura** — Creates a bright aura about the caster, making him appear more powerful and subtracting 10 from all attacks against him.
- 3. Shield** — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a “real” shield.
- 4. Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
- 5. Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.
- 6. Protection Prayer II** — As *Protection Prayer I*, except bonuses are 10.
- 7. Deflections I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This cause 100 to be subtracted from the missile's attack.
- 8. True Aura** — As *Aura*, except it makes the caster appear very powerful; subtracting 15 from all attacks against him.
- 9. Bladeturn I** — Caster can deflect any one melee attack that he can see (and is within range). This causes 100 to be subtracted from the attack.
- 10. Unpain II** — As *Unpain I*, except an additional 50% can be sustained.

- 11. Protection Prayer III** — As *Protection Prayer I*, except bonuses are 15.
- 12. Deflections II** — As *Deflections I*, except will deflect up to two missiles.
- 13. Aim Untrue I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss.
- 14. Bladeturn II** — As *Bladeturn I*, except affects 2 attacks.
- 15. Unpain III** — As *Unpain I*, except an additional 75% can be sustained.
- 16. Protection Prayer IV** — As *Protection Prayer I*, except bonuses are 20.
- 17. Deflections III** — As *Deflections I*, except will deflect up to three missiles.
- 18. Aim Untrue III** — As *Aim Untrue I*, except affects up to three missiles.
- 19. Bladeturn III** — As *Bladeturn I*, except affects 3 attacks.
- 20. Unpain IV** — As *Unpain I*, except an additional 100% can be sustained.
- 25. Protection Prayer True** — As *Protection Prayer I*, except bonuses are 25.
- 30. Mass Deflections** — As *Deflections I*, except will deflect one missile per level of the caster.
- 50. Holy Shields True** — Caster may use any lower level spell on this list once per round

Special Notes

- 1) The Aura and True Aura spells are not cumulative with each other or with the Blur spell.



INSPIRING WAYS

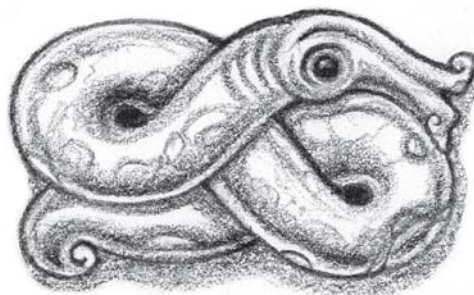
Lvl	Spell	A of E	Duration	Range	Type
1)	Courage	10' R	1 rnd/lvl	self	U
2)	Inspirations I*	20' R	1 rnd/lvl	100'	U
3)	Voice of Friendship*	1 target	varies	50'	Fm
4)	Inspirations II*	20' R	1 rnd/lvl	100'	U
5)	Voice of Reason*	1 target	varies	50'	Fm
6)	Inspirations III*	20' R	1 rnd/lvl	100'	U
7)	Voice of Caution*	1 target	varies	50'	Fm
8)	Command I*	1 target	C	10'/lvl	Fm
9)	Inspirations IV*	20' R	1 rnd/lvl	100'	U
10)	Words of Friendship*	varies	varies	100'	Fm
11)	Inspirations V*	20' R	1 rnd/lvl	100'	U
12)					
13)	Command II*	2 targets	C	10'/lvl	Fm
14)	Words of Reason*	varies	varies	100'	Fm
15)	Inspirations VI*	20' R	1 rnd/lvl	100'	U
16)	Courage True	10' R	1 rnd/lvl	self	U
17)	Inspirations VII*	20' R	1 rnd/lvl	100'	U
18)	Words of Caution*	varies	varies	100'	Fm
19)	Inspirations VIII*	20' R	1 rnd/lvl	100'	U
20)	Voice of Conviction	1 target	varies	10'	Fm
25)	Inspirations True*	20' R	1 rnd/lvl	100'	U
30)	Words of Conviction	varies	varies	100'	Fm
50)	Inspirations Mastery	varies	1 rnd/lvl	varies	U

1. **Courage** — For the duration of this spell, all within the area of effect (including the caster) may make a second RR versus any fear or panic effect. This second RR is made with an additional +10 modifier.
2. **Inspirations I** — Caster inspires all allies who are within the area of effect (they must be aware of the caster). All allies gain +5 to melee attacks and moving maneuvers for the duration of the spell. This spell will only work during combat or highly religious moments (e.g., an oratory presentation prior to a large battle). These bonuses do not apply to the caster.
3. **Voice of Friendship** — For as long as they speak together, the target of this spell will believe that the caster is a good friend and is acting in the target's best interest.
4. **Inspirations II** — As *Inspirations I*, except bonuses are +10.
5. **Voice of Reason** — For as long as the caster speaks, the target will believe that the reasoning and ideas that the caster expresses are correct and valid.
6. **Inspirations III** — As *Inspirations I*, except bonuses are +15.
7. **Voice of Caution** — For as long as the caster speaks, the target will become more cautious (less rash) and will tend to obey the caster's warnings without hesitation or doubt.
8. **Command I** — Target must obey the caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
9. **Inspirations IV** — As *Inspirations I*, except bonuses are +20.

10. **Words of Friendship** — As *Voice of Friendship*, except will affect all who can hear the caster.
11. **Inspirations V** — As *Inspirations I*, except bonuses are +25.
13. **Command II** — As *Command I*, except affects two targets.
14. **Words of Reason** — As *Voice of Reason*, except will affect all who can hear the caster.
15. **Inspirations VI** — As *Inspirations I*, except bonuses are +30.
16. **Courage True** — As *Courage*, except the second RR automatically succeeds.
17. **Inspirations VII** — As *Inspirations I*, except bonuses are +35.
18. **Words of Caution** — As *Voice of Caution*, except will affect all who can hear the caster.
19. **Inspirations VIII** — As *Inspirations I*, except bonuses are +40.
20. **Voice of Conviction** — [RR Mod: -50] After casting this spell, the caster must tell the truth (as he knows it). All targets who fail their RR will believe the caster is speaking the absolute truth.
25. **Inspirations True** — As *Inspirations I*, except bonuses are +50.
30. **Words of Conviction** — As *Voice of Conviction*, except will affect all who can hear the caster.
50. **Inspirations Mastery** — Caster can use any lower level spell from this list once per round.

Special Notes

- 1) Voice and Words spells will only work on non-enemies (i.e., those that are not actively hostile to the caster).
- 2) Voice and Words spells increase favorable reactions. This effect lasts 1 hour per level of the caster after the caster stops speaking. After this duration, the target's natural tendencies and reactions will take over. Note that most targets will continue to believe the caster even after the spell has lapsed.
- 3) Any target who resists a Voice or Words spell by more than 50 will realize that the caster was using magical influence.



DABBLER BASE LISTS

CONCEALMENT MASTERY

Lvl	Spell	A of E	Duration	Range	Type
1)	Shadow	caster	10 min/lvl	self	U
2)	Unseen III	3 targets	24 hours	10'/lvl	P
3)	Conceal I	1 object	4 hrs/lvl	touch	P
4)	Locate Object	1 object	---	5'/lvl	I
5)	Darkness	2' R/lvl	10 min/lvl	10'	P
6)	Secret I	1 object	4 hrs/lvl	touch	U
7)	Unseen V	5 targets	24 hours	10'/lvl	P
8)	Displacement I	caster	1 min/lvl	self	P
9)	Conceal III	3 objects	4 hrs/lvl	touch	P
10)	Unseen X	10 targets	24 hours	10'/lvl	P
11)	Displacement II	caster	1 min/lvl	self	P
12)	Secret III	3 objects	4 hrs/lvl	touch	U
13)	Unseen XV	15 targets	24 hours	10'/lvl	P
14)					
15)	Conceal V	5 objects	4 hrs/lvl	touch	P
16)	Lord Unseen	20 targets	24 hours	10'/lvl	P
17)	Secret V	5 objects	4 hrs/lvl	touch	U
18)	Displacement III	caster	1 min/lvl	self	P
19)					
20)	Conceal X	10 objects	4 hrs/lvl	touch	P
25)	Unseen True	1 target/lvl	24 hours	10'/lvl	P
30)	Secret X	10 objects	4 hrs/lvl	touch	U
50)	Concealment Mastery	1 object/lvl	4 hrs/lvl	touch	P

- Shadow** — Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- Unseen III** — Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. The object(s) will remain invisible until 24 hours pass, or the object is struck by a violent blow (being hit by a weapon, falling, etc), or the object makes a violent move (i.e., an attack).
- Conceal I** — Target inanimate object takes on the visual appearance of a similar object. For example, a small red key may appear as a small blue spoon. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is strictly a visual illusion (and can be detected as such).
- Locate Object** — This spell allows the caster to find any inanimate object. The caster must be able to uniquely describe the object.
- Darkness** — Creates an area of darkness up to 2'R/lvl about the point touched. The darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/ being.
- Secret I** — Target inanimate object takes on the visual and tactile appearance of another object. For example, a crystal goblet might look and feel like a wooden mug. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is an illusion (and can be detected as such).

- Unseen V** — As *Unseen III*, except affects up to five objects.
- Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down by 5%.
- Conceal III** — As *Conceal I*, except affects up to three objects.
- Unseen X** — As *Unseen III*, except affects up to ten objects.
- Displacement II** — As *Displacement I*, except chance of missing is 20%.
- Secret III** — As *Secret I*, except affects up to three objects.
- Unseen XV** — As *Unseen III*, except affects up to fifteen objects.
- Conceal V** — As *Conceal I*, except affects up to five objects.
- Lord Unseen** — As *Unseen III*, except affects up to twenty objects.
- Secret V** — As *Secret I*, except affects up to five objects.
- Displacement III** — As *Displacement I*, except chance of missing is 30%.
- Conceal X** — As *Conceal I*, except affects up to ten objects.
- Unseen True** — As *Unseen III*, except affects up to one object for every level of the caster.
- Secret X** — As *Secret I*, except affects up to ten objects.
- Concealment Mastery** — As *Conceal I*, except affects a number of objects equal to the caster's level.

Special Notes

- When using the Locate Object spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possibly match the description).



INFLUENCES

Lvl	Spell	A of E	Duration	Range	Type
1)	Sleep III	varies	---	100'	Fm
2)	Charm Animals	1 animal/lvl	1 hour	100'	Fm
3)	Charm Kind	1 target	1 hr/lvl	100'	Fm
4)	Sleep V	varies	---	100'	Fm
5)	Suggestion	1 target	varies	100'	Fm
6)	Telepathy I	1 target	1 rnd/lvl(C)	2'/lvl	Fm
7)	Sleep VII	varies	---	100'	Fm
8)	Hold Kind	1 target	C	100'	Fm
9)	Greater Charm Kind	1 target/5 lvl	1 hr/lvl	100'	Fm
10)	Sleep X	varies	---	100'	Fm
11)	Greater Suggestion	1 target/5 lvl	1 hr/lvl	100'	Fm
12)	Master of Kind	1 target	10 min/lvl	50'	Fm
13)	Sleep XII	varies	---	100'	Fm
14)	Greater Hold Kind	1 target/5 lvl	C	100'	Fm
15)	Telepathy II	1 target	1 rnd/lvl(C)	5'/lvl	Fm
16)	Sleep XV	varies	---	100'	Fm
17)					Fm
18)	Gr. Master of Kind	1 target/5 lvl	10 min/lvl	50'	Fm
19)	Quest	1 target	varies	10'	Fm
20)	Lord Sleep	varies	---	100'	Fm
25)	Sleep True	varies	---	100'	Fm
30)	Telepathy True	1 target	1 rnd/lvl(C)	10'/lvl	Fm
50)	Quest True	1 target	varies	10'	Fm

1. **Sleep III** — Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 3. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep is magical (the target cannot be awakened through normal means).
2. **Charm Animals** — Target animal(s) will believe the caster is a good friend.
3. **Charm Kind** — Target humanoid believes the caster is a good friend.
4. **Sleep V** — As *Sleep III*, except affects a total of 5 levels.
5. **Suggestion** — Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

6. **Telepathy I** — Caster can read the surface thoughts of the target.
7. **Sleep VII** — As *Sleep III*, except affects a total of 7 levels.
8. **Hold Kind** — Target humanoid is held to 25% activity.
9. **Greater Charm Kind** — As *Charm Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
10. **Sleep X** — As *Sleep III*, except affects a total of 10 levels.
11. **Greater Suggestion** — As *Suggestion*, except will affect one target for every five levels (or fraction thereof) of the caster.
12. **Master of Kind** — Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide orders, no blinding orders, etc.).
13. **Sleep XII** — As *Sleep III*, except affects a total of 12 levels.
14. **Greater Hold Kind** — As *Hold Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
15. **Telepathy II** — As *Telepathy I*, except for range.
16. **Sleep XV** — As *Sleep III*, except affects a total of 15 levels.
18. **Greater Master of Kind** — As *Master of Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
19. **Quest** — Target is given one task. Failure results in a penalty determined by the GM (task must be within the capabilities of the target). If the target ignores the quest, he will suffer the same effects as for failure.
20. **Lord Sleep** — As *Sleep III*, except affects a total of 20 levels.
25. **Sleep True** — As *Sleep III*, except affects a total number of levels equal to the caster's level.
30. **Telepathy True** — As *Telepathy I*, except for range.
50. **Quest True** — As *Quest*, except failure is punished by the target suffering five 'E' criticals (choose which critical types randomly).



MECHANISMS

Lvl	Spell	A of E	Duration	Range	Type
1)	Machine Lore	1 object	---	touch	I
2)	Tune	1 object	---	touch	U
3)	Jam I	1 trap	---	touch	U
4)	Unlock I	1 lock	---	touch	U
5)	Untrap I	1 trap	---	touch	U
6)	Operate I	1 machine	1 min/lvl	touch	U
7)	Detect Active Power	5' R	1 min/lvl(C)	self	I
8)	Jam II	1 trap	---	touch	U
9)	Unlock II	1 lock	---	touch	U
10)	Untrap II	1 trap	---	touch	U
11)	Operate II	1 machine	1 min/lvl	touch	U
12)	Jam III	1 trap	---	touch	U
13)	Unlock III	1 lock	---	touch	U
14)	Untrap III	1 trap	---	touch	U
15)	Operate III	1 machine	1 min/lvl	touch	U
16)	Jam IV	1 trap	---	touch	U
17)	Unlock IV	1 lock	---	touch	U
18)	Untrap IV	1 trap	---	touch	U
19)	Operate IV	1 machine	1 min/lvl	touch	U
20)	Jam True	5' R/lvl	---	self	U
25)	Unlock True	5' R/lvl	---	self	U
30)	Untrap True	5' R/lvl	---	self	U
50)	Operate True	5' R/lvl	1 min/lvl	self	U

- 1. Machine Lore** — This spell analyzes one “machine,” giving the caster an idea of its purpose and operating procedures. This gives the caster a +20 when operating this particular machine. Anyone to whom he describes the analysis to can get a +10 when operating the machine.
- 2. Tune** — When this spell is cast upon a machine, the machine’s efficiency will return to its original level. For example, if cast upon a rusty lock, the lock will return to its original non-rusty operational level.
- 3. Jam I** — This spell has a 50% chance of jamming the target mechanism (e.g., trap, lock, machine, etc.). If the target mechanism is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check separately each time the mechanism is used). For example, if this spell is cast upon a pressure plate in the floor (that will drop a portcullis when someone steps upon it), there is a 5% chance the mechanism will trigger each time someone walks over it.
- 4. Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended and the sophistication of the lock may modify the roll.
- 5. Untrap I** — As *Unlock I*, except its chances concern disarming traps.
- 6. Operate I** — As *Unlock I*, except this spell has a 30% chance of operating any non-magical machine in its normal capacity for the duration of the spell. After the duration, the machine will operate normally. For example, if this spell were used to turn a wheel, the wheel would spin for the duration of the spell, then slowly spin to a stop.

- 7. Detect Active Power** — For the duration of this spell, the caster will be aware when any active magic is in the area of effect. The caster will not know what the magic is or where it is; only that it is in the area of effect. For example, a Dabblers with this spell active can move down a passageway. The moment he gets near magical symbols on a door, he will be warned of active magic in the area (and perhaps the spell casters in the party can set out to find the source).
- 8. Jam II** — As *Jam I*, except has a 70% chance of jamming the trap (and only a 4% chance of setting it off).
- 9. Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and only an 8% chance of setting off associated traps).
- 10. Untrap II** — As *Untrap I*, except has a 50% chance of disarming the trap (and only an 8% chance of setting off the trap).
- 11. Operate II** — As *Operate I*, except has a 50% chance of operating the machine.
- 12. Jam III** — As *Jam I*, except has a 90% chance of jamming the trap (and only a 3% chance of setting it off).
- 13. Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and only a 6% chance of setting off associated traps).
- 14. Untrap III** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 6% chance of setting off the trap).
- 15. Operate III** — As *Operate I*, except has a 70% chance of operating the machine.
- 16. Jam III** — As *Jam I*, except has a 100% chance of jamming the trap (and only a 2% chance of setting it off).
- 17. Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and only (and a 4% chance of setting off the trap).
- 18. Untrap IV** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 4% chance of setting it off).
- 19. Operate IV** — As *Operate I*, except has a 90% chance of operating the machine.
- 20. Jam True** — As *Jam III*, except affects all traps in the area of affect.
- 25. Unlock True** — As *Unlock III*, except affects all locks in the area of effect.
- 30. Untrap True** — As *Untrap III*, except affects all traps in the area of effects.
- 50. Operate True** — As *Operate III*, except affects all machines in the area of effects.

Special Notes

- 1) For the purposes of spells on this list, a machine is any man-made device built to perform a specific function.
- 2) All percentage chances given with spells on this list are modified by the sophistication of the trap, lock, or machine.

MOVEMENT MASTERY

Lvl	Spell	A of E	Duration	Range	Type
1)	Run*	caster	10 min/lvl	self	U
2)	Longjump*	caster	---	self	U
3)	Landing*	caster	---	self	U
4)	Shadow Steps	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Balance I*	caster	1 rnd/lvl	self	U
7)	Spider's Step	caster	1 min/lvl	self	U
8)	Long Dive	caster	---	self	U
9)	Traceless Passing*	caster	C	self	U
10)	Spider's Step True	caster	1 min/lvl	self	U
11)	Float*	caster	1 min/lvl	self	U
12)	Spider's Walk	caster	1 min/lvl	self	U
13)	Balance II*	caster	1 rnd/lvl	self	U
14)	Shadow Landing*	caster	---	self	U
15)	Spider's Run	caster	1 min/lvl	self	U
16)	Glide I	caster	1 min/lvl	self	U
17)					
18)	Balance III*	caster	1 rnd/lvl	self	U
19)					
20)	Spider's Walk True	caster	1 min/lvl	self	U
25)	Windwalking	caster	1 min/lvl	self	U
30)	Balance True*	caster	1 rnd/lvl	self	U
50)	Movement Mastery*	caster	1 min/lvl	self	U

- 1. Run** — Allows caster to move at two time normal walking pace (i.e. Run pace). He only expends exhaustion points as if he were walking. Once he stops or performs some other action, the spell is canceled.
- 2. Longjump** — The caster may jump (from any pace) up to 10' plus 5' per level of the caster horizontally, or 5' plus 2' per level of the caster vertically. This spell will allow the caster to always land safely from jumps of this distance or less.
- 3. Landing** — Allows the caster to land safely in a fall up to 20' per level of the caster; and the caster can take that distance off the severity of any longer fall.



- 4. Shadow Steps** — Allows the caster to cloak all of his movements in complete silence, so long as he moves no faster than a walking pace.
- 5. Underwater Movement** — The caster may move underwater as if he were on land.
- 6. Balance I** — With this spell, the caster gets a +50 bonus to any movement maneuvers performed at a walking pace.
- 7. Spider's Step** — The caster can move (at half walking pace) along any solid surface angled up to 90°; so long as he keeps at least a 3-point contact with the surface (e.g., both feet and one hand).
- 8. Long Dive** — Caster can safely dive through the air up to 50' per level if water deep enough is present (at least 2' of water per 50' dived).
- 9. Traceless Passing** — Caster can move at a walking pace without leaving tracks or other visible signs of his passing.
- 10. Spider's Step True** — As *Spider's Step*, except caster can move along any surface (including ceilings).
- 11. Float** — This spell allows the caster to float upon the air. While floating, the caster is at the mercy of the prevailing winds and cannot control any aspect of his flight without access to some other motive force (i.e., pulling along a rope or wall, being towed, etc.).
- 12. Spider's Walk** — As *Spider's Step*, except caster may move at a normal walking pace and he needs only to maintain a 2-point contact with the wall.
- 13. Balance II** — As *Balance I*, except caster may move at two times normal walking pace (i.e., Run pace).
- 14. Shadow Landing** — Caster will safely fall from any distance 99% of the time and will land without making a sound.
- 15. Spider's Run** — As *Spider's Walk*, except caster can move at two times normal walking pace (i.e., Run pace).
- 16. Glide I** — Caster can glide like a bird. The product of caster's altitude and horizontal speed cannot exceed 100' per round. For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground; or he could glide at the rate of 50' per round if he were 2' off of the ground. Note that the product must equal 100' (i.e., the caster cannot choose to have a total less than or more than 100').
- 18. Balance III** — As *Balance I*, except caster can move at three times normal walking pace (i.e., Sprint pace).
- 20. Spider's Walk True** — As *Spider's Walk*, except caster can move along any surface (including ceilings).
- 25. Windwalking** — Allows the caster to walk on calm air; movement must be at a constant height (the caster may move vertically, but must do so under his own power—the spell provides no vertical movement capability).
- 30. Balance True** — As *Balance I*, except caster can move at any pace.
- 50. Movement Mastery** — Caster may use any lower level spell from this list once per round.

SENSES

Lvl	Spell	A of E	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Scent	caster	10 min/lvl	self	U
4)	Sensory Marker	caster	P	touch	U
5)	Far Sense I	caster	1 min/lvl(C)	50'/lvl	U
6)	Sidevision	caster	10 min/lvl	self	U
7)	Touch	caster	10 min/lvl	self	U
8)	Watervision	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Far Sense II	caster	1 min/lvl(C)	50'/lvl	U
11)	Woodsight	caster	C	self	U
12)	Lightvision	caster	10 min/lvl	self	U
13)					
14)	Greater Far Sense I	caster	1 min/lvl(C)	50'/lvl	U
15)	Long Far Sense I	caster	1 min/lvl(C)	500'/lvl	U
16)	Stonesight	caster	C	self	U
17)					
18)	Greater Far Sense II	caster	1 min/lvl(C)	50'/lvl	U
19)	Ironsight	caster	C	self	U
20)	Long Far Sense II	caster	1 min/lvl(C)	500'/lvl	U
25)	Vision True	caster	10 min/lvl	self	U
30)	Senses True	caster	1 min/lvl	1 mile/lvl	U
50)	Sense Mastery	caster	10 min/lvl	self	U

1. **Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — Caster can see 100' on a normal night as if it were daylight.
3. **Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
4. **Sensory Marker** — One location is “marked” so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Far Sense I** — Caster may designate one of his senses to be used at any “marked” location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.
6. **Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.

7. **Touch** — Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
8. **Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
9. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.
11. **Woodsight** — Caster can see through wood (up to 1"/lvl).
12. **Lightvision** — Caster can see in any brightness of light (including that which would be blinding or glaring). This spell does not work in the absence of light.
14. **Greater Far Sense I** — As *Far Sense I*, except caster can move (though he must continue to concentrate).
15. **Long Far Sense I** — As *Far Sense I*, except for range.
16. **Stonesight** — As *Woodsight*, except that caster can see through stone.
18. **Greater Far Sense II** — As *Far Sense II*, except caster can move (though he must continue to concentrate).
19. **Ironsight** — As *Woodsight*, except that caster can see through iron (or steel).
20. **Long Far Sense II** — As *Far Sense II*, except for range.
25. **Vision True** — As all *Vision* spells on this list operating at the same time.
30. **Senses True** — Caster has the effects of *Sly Ears*, *Scent*, *Touch*, and all *Vision* spells simultaneously.
50. **Sense Mastery** — Caster may use any lower level spell on this list once per round.



THIEVING LAW

Lvl	Spell	A of E	Duration	Range	Type
1)	Gauge Wealth	1 target	---	10'	I
2)	Weigh Pockets	1 target	---	10'	I
3)	Mark Target	1 target	1 hr/lvl	touch	F
4)	Find Buyer I	500' R/lvl	---	self	I
5)	Locate Target	50' R/lvl	---	self	I
6)	Jewel/Metal Assess.	1 object	---	self	I
7)	Item Assessment	1 object	---	self	I
8)	Find Buyer II	500' R/lvl	---	self	I
9)	Detect Power	1 object	---	self	I
10)	Item Analysis I	1 object	---	self	I
11)	Find Owner I	1 mile R	---	self	I
12)	Find Buyer III	500' R/lvl	---	self	I
13)	Assessment True	1 object	---	self	I
14)	Significance	1 object	---	self	I
15)	Find Owner II	5 mile R	---	self	I
16)	Find Buyer IV	500' R/lvl	---	self	I
17)					
18)	Origins	1 object	---	self	I
19)	Find Owner III	10 mile R	---	self	I
20)	Owner Vision	caster	---	self	I
25)	Item Vision	1 object	---	self	I
30)	Origins True	1 object	---	self	I
50)	Find Owner True	unlimited	---	self	I

- 1. Gauge Wealth** — The caster gets a feeling for how much the target of this spell believes he is worth (i.e., his net worth). Note that this could be drastically different than how much money the target has (as wealth could include land, livestock, etc.).
- 2. Weigh Pockets** — The caster knows approximately how much “wealth” the target has upon his person.
- 3. Mark Target** — The caster magically “marks” a target for use with the *Locate Target* spell. The caster can only have one target marked at a time.
- 4. Find Buyer I** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object. The caster must be touching the object at the time this spell is cast.
- 5. Locate Target** — The caster knows the exact location (direction and distance) of a “marked” target.
- 6. Jewel/Metal Assessment** — Caster can assess the value of jewels and metals within 10% of actual value. This spell allows him to calculate different values for all the cultures he is familiar with. Note that this spell evaluates the materials only (not the craftsmanship or the magical properties).
- 7. Item Assessment** — As *Jewel/Metal Assessment*, except this spell will take into account the craftsmanship of the item. Magical properties are not evaluated.
- 8. Find Buyer II** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object and is willing to acquire it at this time. The caster must be touching the object at the time this spell is cast.
- 9. Detect Power** — Detects magical power in an item (but not the realm or how much power is in the item).

- 10. Item Analysis I** — Caster has a 10% chance of determining the enchanted abilities of an object (roll separately for each ability). Once this spell has been cast on an item, it may not be cast on the same item again until the caster has gained a level of experience.
- 11. Find Owner I** — The caster knows the location of the owner of a specified object (the caster must be touching the object at the time that this spell is cast). The owner must be within the area of effect. For the purposes of this spell, the owner of an object is defined as someone who has “legal” ownership of the object. The GM must determine what constitutes legal ownership in his world (e.g., the creator, the purchaser of the created item, possessor, etc.).
- 12. Find Buyer III** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time, and is willing to acquire it in a non-violent fashion. The caster must be touching the object at the time this spell is cast.
- 13. Assessment True** — As *Item Assessment*, except that any item can be assessed (e.g., livestock, houses, boats, etc.).
- 14. Significance** — Determines if the item examined has any cultural or historical significance (but not exactly what the significance is).
- 15. Find Owner II** — As *Find Owner I*, except for area of effect.
- 16. Find Buyer IV** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time (in a non-violent fashion), and is willing to pay the best price. The caster must be touching the object at the time this spell is cast.
- 18. Origins** — Gives the area of origin of the item, the race of the being who created it, and when it was made (within 100 years).
- 19. Find Owner III** — As *Find Owner I*, except for area of effect.
- 20. Owner Vision** — Caster gets a visual image of the owner of an item.
- 25. Item Vision** — Gives a vision of a significant event in the item’s past.
- 30. Origins True** — As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.
- 50. Find Owner True** — As *Find Owner I*, except for area of effect.

Special Notes

- 1) The GM must decide what constitutes ownership in his world (perhaps different standards for various cultures).