

EXPRESS ADDITIONS

Issue #18

April 2010

TABLE OF CONTENTS

Introduction	1
New Professions	2
Magent	2
Pathfinder	3
Spell Lists	4-15
Magent Base Lists	4
Assassin Mastery	4
Disguise Mastery	5
Escapes	6
Gathering Secrets	7
Misdirections	8
Poison Mastery	9
Pathfinder Base Lists	10
Healing	10
Path Finding	11
Pathfinder's Arms	12
Pathfinder's Movement	13
Sensing	14
Survival Mastery	15

INTRODUCTION

Welcome to the 18th issue of Express Additions!

In this issue, we finish off our semi spell user conversions by bringing you the Magent. Then, to round things out, we bring you the Pathfinder, a brand new semi spell user profession focusing on the realm of Mentalism and the great outdoors.

Enjoy!

CREDITS

Author: Tim Dugger

Editing: Tim Dugger, Heike Kubasch

Proofreading: Tim Dugger, Heike Kubasch

Pagemaking, & Layout: Tim Dugger

Artwork: Jesper Ejsing, Keirston Vande Kraats, Larry MacDougall,
Jennifer Meyer, Jeff Laubenstein, Colin Throm

ICE STAFF

CEO: Bruce Neidlinger

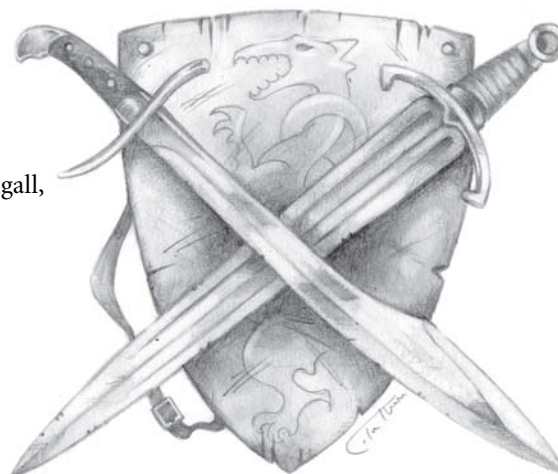
President: Heike Kubasch

Editor/Jack-of-All-Trades: Tim Dugger

Pagemaking: Sherry Robinson

Web Master: Tim Dugger

Office Cats: Rajah, Phoebe, & Matsi



Express Additions Copyright © 2010 by Aurigas Aldebaran LLC. All rights reserved. No reproductions without permission.
Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902.
Web: www.harphq.com and www.ironcrown.com.

NEW PROFESSIONS

In this issue, we bring you the Magent and Pathfinder. The Magent is converted from RMFRP to RMC for your enjoyment. The Pathfinder is a brand new profession. One that I hope you will enjoy immensely!

MAGENT

Magents are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with information gathering, subterfuge, and performing stealthy missions.

MAGENT SPELL LISTS

The Magent 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 Magent 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 Magent, meaning that the Magent may only learn it to tenth level, just like other Open Spell Lists. The full descriptions of these spell lists begin on page 4.

Assassination Mastery: Enhancing the caster's ability to perform missions.

Disguise Mastery: Changing the caster's appearance.

Escapes: Allowing the caster to get free from various types of bonds.

Gathering Secrets: Gathering information in various forms.

Misdirections: Redirecting target(s) senses to cause confusion and misconceptions.

Poison Mastery: Working with and resisting poisons.

Prime Stats: Reasoning and Presence



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



PATHFINDER

The Pathfinder is a semi-spell user of the realm of Mentalism. The Pathfinder focuses on spells that aid him in traversing the wilderness and surviving long periods away from civilization.

PATHFINDER SPELL LISTS

The Pathfinder 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 Pathfinder 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 Pathfinder, meaning that the Pathfinder may only learn it to tenth level, just like other Open Spell Lists. The full descriptions of these spell lists begin on page 10.

Healing: Allows the caster to repair damage to his own body.

Path Finding: Discovering and gathering information about paths and creating new paths.

Pathfinder's Arms: Allows the caster to make weapons using what nature provides as well as enhances his combat capabilities.

Pathfinder's Movement: Moving in the wilderness, crossing barriers and moving with stealth.

Sensing: Enhances the caster's sensing capabilities.

Survival Mastery: Finding food, water, and shelter in the wilderness.

Prime Requisites: Presence and Self Discipline



SECONDARY SKILL DEVELOPMENT COST TABLE

Skill	Stat	Magent	Pathfinder	Skill	Stat	Magent	Pathfinder
Acrobatics	Ag/Qu	2/5	2/4	Meditation	Pr/SD	2/6	2/4
Acting	Pr/Em	2/5	2/6	Music	Ag/Em	2/6	2/6
Animal Healing	Em/Re	2/6	1/5	Navigation	Re/In	2/6	1/3
Caving	SD/Re	3/6	1/5	Public-speaking	Em/Pr	2/5	2/6
Contortions	Ag/SD	2/6	2/5	Rope-mastery	Me/Ag	2/4	2/5
Cookery	In/Re	2/6	2/4	Rowing	SD/St	2/6	2/5
Crafting	Ag/Em	2/6	2/6	Sailing	Em/In	2/6	2/5
Dance	Ag/In	2/6	3/6	Seduction	Em/Pr	2/5	3/8
Diplomacy	Pr/In	2/7	2/7	Signaling	Me/SD	2/4	1/5
Diving	SD/Ag	3/6	2/5	Singing	Pr/In	2/6	2/6
Duping	Pr/Em	1/5	3/8	Skiing	Ag/SD	3/7	2/6
Falsification	SD/Re	1/5	6	Smithing	St/Ag	2/6	2/7
First Aid	SD/Em	2/4	1/4	Spell-mastery	Varies	3/5	3/5
Fletching	Ag/SD	3/6	1/5	Star-gazing	In/Me	2/6	2/4
Foraging	In/Me	2/6	1/3	Stone-carving	SD/Ag	2/6	2/6
Frenzy	Em/SD	2/6	2/5	Streetwise	In/Pr	1/5	3/8
Gambling	Me/Pr	2/4	3/8	Subduing	Ag/Qu	2/5	4
Herding	Em/Pr	3/7	2/7	Tracking	In/Re	2/6	1/4
Jousting	St/Ag	3/8	3/9	Trading	Re/Em	2/4	3/5
Leather-working	Ag/Re	2/5	2/5	Trap-building	Re/Em	2/4	1/5
Lore: General	Me/RE	1/3	1/3	Trickery	Pr/Qu	1/5	2/6
Lore: Magical	Me/Re	2/4	3/6	Tumbling	Ag/SD	2/6	2/4
Lore: Obscure	Me/Re	2/6	3/7	Weather-watching	In/Em	1/5	1/5
Lore: Technical	Me/Re	2/6	3/7	Wood-carving	Ag/Em	2/6	2/4
Mathematics	Re/Me	2/5	2/6				

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

MAGENT BASE LISTS

ASSASSINATION MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Concealed Object I	1 object	10 min/lvl	touch	P
2)	Study Patsy	1 target	48 hr	10'	I
3)	Well-Aimed Attack I	caster	varies	self	U
4)	Open Ambush	caster	varies	self	U
5)	Targeting I	caster	varies	self	U
6)	Create Evidence I	varies	--	10'	P
7)	Concealed Object II	1 object	10 min/lvl	touch	P
8)	Well-Aimed Attack II	caster	varies	self	U
9)	Open Ambush II	caster	varies	self	U
10)	Targeting II	caster	varies	self	U
11)	Lightning Reactions*	caster	--	self	U
12)	Create Evidence II	varies	--	10'	P
13)	Well-Aimed Attack III	caster	varies	self	U
14)	Open Ambush III	caster	varies	self	U
15)	Targeting III	caster	varies	self	U
16)	Concealed Object True	1 object	10 min/lvl	touch	P
17)	Study Victim	1 target	varies	50'	I
18)	Create Evidence III	varies	--	10'	P
19)	Well-Aimed Attack True	caster	varies	self	U
20)	Slaying Attack	caster	1 min/lvl	self	U
25)	Open Ambush True	caster	varies	self	U
30)	Targeting True	caster	varies	self	U
50)	Slaying Attack True	caster	1 min/lvl	self	U

- 1. Conceal Object I** — Target object (no larger than a dagger) is camouflaged to appear as part of the caster's clothing or skin. This is an illusion to all senses (including feel), and can be detected as an illusion. The object will remain concealed until taken from the location, or the duration expires.
- 2. Study Patsy** — [RR Mod: -50] When this spell is cast on a person, it remains active for 24 hours. After 24 hours has passed (but before another 24 hours has passed), the caster must cast this spell again on the same person. During the time the spell is active, it is recording information concerning the activities of the person. When the spell is cast the second time, the information about those activities is revealed to the caster. This information is used for spells later on this list and spells on other lists (see the *Misdirections* and *Disguise Mastery* spell lists). The caster can only have one "patsy" studied at a time.
- 3. Well-Aimed Attack I** — The next attack made by the caster (within one minute of casting this spell), receives a bonus of +25.
- 4. Open Ambush I** — If the next attack made by the caster (within one minute of casting this spell) gets a "flank" or "rear" bonus, he may use his Ambush skill with a bonus of +1 (even if the target is aware of the caster).
- 5. Targeting I** — After this spell is cast (within one minute of casting this spell), the caster may fire a missile weapon at a non-moving target (or at a target that is moving predictably). The roll to resolve any resulting critical may be modified up or down by 1 (as if using the Ambush skill).

6. Create Evidence I — Caster may cast this spell to create one piece of physical evidence (non-mobile) that implicates the currently studied patsy (see *Study Patsy*). This could include a fingerprint, a footprint, etc (but must be something that cannot normally be moved from the scene of the crime). The evidence should be treated as circumstantial (i.e., a good alibi may get the patsy off the hook).

7. Concealed Object II — As *Concealed Object I*, except will affect an object up to a sword in size.

8. Well-Aimed Attack II — As *Well-Aimed Attack I*, except bonus is +50.

9. Open Ambush II — As *Open Ambush I*, except the modification is +2.

10. Targeting II — As *Targeting I*, except the modification is +2.

11. Lightning Reactions — Caster gets a bonus of +10 to his initiative roll(s) this round.

12. Create Evidence II — As *Create Evidence I*, except two pieces of evidence are created; one piece of evidence is incriminating (i.e., patsy will need more than a good alibi).

13. Well-Aimed Attack III — As *Well-Aimed Attack I*, except bonus is +75.

14. Open Ambush III — As *Open Ambush I*, except the modification is +3.

15. Targeting III — As *Targeting I*, except the modification is +3.

16. Concealed Object True — As *Concealed Object I*, except object may be of any size (so long as the largest dimension of the object is smaller than the caster).

17. Study Victim — As *Study Patsy*, except the information it gathers is required for use with the *Slaying Attack* spells later on this list.

18. Create Evidence III — As *Create Evidence I*, except three pieces of evidence are created; two of which are incriminating.

19. Well-aimed Attack True — As *Well-Aimed Attack I*, except bonus is +100.

20. Slaying Attack — The next attack made (within one minute of casting this spell) against the currently *Studied victim* (see the 17th level spell on this list) will be resolved as a slaying attack. The attack must occur before the duration of this spell is up.

25. Open Ambush True — As *Open Ambush I*, except the modification is +5.

30. Targeting True — As *Targeting I*, except the modification is +5.

50. Slaying Attack True — As *Slaying Attack*, except all attacks made against the victim will be resolved as slaying attacks (for the duration of the spell).

DISGUISE MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Study Disguise	caster	--	500'	I
2)	Light Glamour	1 object	1 day/lvl	touch	P
3)	Facade I	caster	1 hour/lvl	self	P
4)	Shadow Assassin	caster	varies	self	P
5)	Misfeel Kind o	caster	C	self	P
6)	Facade II	caster	1 hour/lvl	self	P
7)	Disguise I	caster	10 min/lvl	self	U
8)	Unknown Assassin	caster	varies	self	P
9)	Facade III	caster	1 hour/lvl	self	P
10)	Disguise II	caster	10 min/lvl	self	U
11)	Misfeel Calling o	caster	C	self	P
12)	Mind Tongue	caster + 1 target	C	20'	Fm
13)	Disguise III	caster	10 min/lvl	self	U
14)	Facade V	caster	1 hour/lvl	self	P
15)	Misfeel Power o	caster	C	self	P
16)	Disguise IV	caster	10 min/lvl	self	U
17)	Unpresence	caster	C	self	P
18)	False Assassin	caster	varies	self	P
19)	Disguise V	caster	10 min/lvl	self	U
20)	Misfeel o	caster	C	self	P
25)	Nondetect	caster	C	self	P
30)	Misfeel True o	caster	10 min/lvl	self	P
50)	Disguise Mastery	caster	varies	self	U

1. **Study Disguise** — Caster studies a person for use with disguise spells later on this list. The caster can only have as many disguises studied as he has levels.
2. **Light Glamour** — Changes the visual appearance of one object. The target of the spell must be no larger than 10 pounds per level of the caster.
3. **Facade I** — Caster has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the caster moves.
4. **Shadow Assassin** — All deeds performed (while this spell is active) are “shadowed” to divination spells. For the purposes of a divination spell, the information gained about the caster will be shrouded in shadows. For example, a *Death’s Memory* cast on the scene of a murder might reveal a shadowy figure performing the deeds (but no details about the identity of the figure).
5. **Misfeel Kind** — For the purposes of mental or magical detections, the caster appears to be of any race he chooses (racial type must be selected at the time of casting).
6. **Facade II** — As *Facade I*, except one extra sense is added.
7. **Disguise I** — Caster physically changes to take on the form and visual appearance of any one studied person. This is strictly a physical change. The caster must already have cast a *Study Disguise* on this person.
8. **Unknown Assassin** — As *Shadow Assassin*, except absolutely no information about the caster will be revealed. For example, a *Death’s Memory* cast on the scene of a murder might show the victim collapsing with a knife in his chest (but no sign of the assassin).
9. **Facade III** — As *Facade I*, except two extra senses are added.
10. **Disguise II** — As *Disguise I*, except caster also takes on the vocal characteristics (i.e., he sounds like the person).

11. **Misfeel Calling** — As *Misfeel Kind*, except caster appears to be of any profession he chooses.
12. **Mind Tongue** — aster may mentally speak with one target; to the target it will seem as if they are communicating normally (i.e., verbally).
13. **Disguise III** — As *Disguise II*, except caster also takes on the obvious mannerisms of the person. For example, if the person was left-handed, the caster is left-handed; if the person has a limp, the caster will have a limp.
14. **Facade V** — As *Facade I*, except all senses are included.
15. **Misfeel Power** — As *Misfeel Kind*, except caster appears to be of any level he chooses (ranging from first level to twice his actual level).
16. **Disguise VI** — As *Disguise III*, except caster also takes on subtle mannerisms of the person. This makes him virtually undetectable to all but the closest of associates.
17. **Unpresence** — As *Misfeel Kind*, except caster appears to have no presence (for presence detecting spells).
18. **False Assassin** — As *Shadow Assassin*, except all deeds performed while this spell is active will appear as if the currently studied patsy is performing them (see *Study Patsy on Assassination Mastery*).
19. **Disguise V** — As *Disguise IV*, except even very subtle mannerisms are gained.
20. **Misfeel** — As all of the *Misfeel* spells on this list at the same time.
25. **Nondetect** — Caster and objects on his person cannot be detected by any Detect... spells.
30. **Misfeel True** — As *Misfeel*, except caster need not concentrate.
50. **Disguise Mastery** — Caster may use any lower level spell on this list, one per round.

Special Note

Spells marked with an “o” next to their name on the table require no PP expenditure to use.

ESCAPES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Locklore	1 lock	--	touch	I
2)	Unlock I	1 lock	--	touch	U
3)	Ungag	varies	--	touch	U
4)	Leave Item I	1 object	--	50'	U
5)	Unlock II	1 lock	--	touch	U
6)	Untie	varies	--	touch	U
7)	Minor Long Door	caster	--	self	U
8)	Unlock III	1 lock	--	touch	U
9)	Unbind	varies	--	touch	U
10)	Leaving I	caster	--	self	U
11)	Passing	caster	1 min/lvl	self	U
12)	Item Long Door	1 object	--	50'	U
13)	Unlock IV	1 lock	--	touch	U
14)	Long Door I	caster	--	self	U
15)	Unbind True	varies	--	touch	U
16)	Leaving II	caster	--	self	U
17)					
18)	Flattening	caster	10 min/lvl	self	U
19)	Long Door II	caster	--	self	U
20)	Passing true	caster	1 min/lvl	self	U
25)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
30)	Unlock True	5' R/lvl	--	self	U
50)	Teleport I	caster	--	self	U

- 1. Locklore** — Gives the caster a special +20 bonus for picking the lock analyzed. If the caster describes the information gained from this spell to another person, that person will get a special +10 bonus to picking the lock analyzed.
- 2. 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.
- 3. Ungag** — Any minor covering on the head of the caster made of organic material is loosened. This includes any gags or blindfolds.
- 4. Leave Item** — Caster “teleports” a single, inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.
- 5. Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and an 8% chance of setting off traps).
- 6. Untie** — Any ropes (or similar bindings) that are binding the caster are untied. Note that this spell will suffer the standard penalty for the caster not having a free hand (if the caster's hands have been tied).
- 7. Minor Long Door** — Caster is teleported to a point up to 50' away. The caster can pass through objects by specifying the exact distance and direction to be traveled. If the arrival point coincides with solid or liquid material, the caster does not move. Instead, he is stunned for 1-10 rounds (the PPs are still spent for this spell).
- 8. Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and a 6% chance of setting off traps).
- 9. Unbind** — Each lock/shackle binding the caster has a 75% chance of opening (modified by the sophistication of the lock).

10. Leaving I — The caster teleports to a location up to 100' away. There can be no intervening barriers between the caster and the point. A barrier is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).

11. Passing — Caster can pass through any inanimate material at the rate of 5' per minute.

12. Long Door Item I — As *Leave Item*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs for the spell).

13. Unlock IV — As *Unlock I*, except has a 90% chance of opening the lock (and a 4% chance of setting off traps).

14. Long Door I — As *Minor Long Door*, except caster can move 100'.

15. Unbind True — As *Unbind*, except will also work on fixed shackles (i.e., those that have been rivetted shut).

16. Leaving II — As *Leaving I*, except caster can move 200'.

18. Flattening — Caster is flattened on his side until he has only two dimensions. Thus, he can slide through cracks (and cannot be seen from the side).

19. Long Door II — As *Minor Long Door*, except caster can move 200'.

20. Passing True — As *Passing*, except rate is 10' per minute.

25. Portal — Opens a 3' x 6' x 3' portal in any solid surface. At the end of the duration, the surface is returned to its previous state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry.

30. Unlock True — As *Unlock III*, except affects all locks in the area of effect.

50. Teleport I — As *Minor Long Door*, except movement range is 10 miles per level. This can be very risky depending on the caster's familiarity with the destination's locale. The following chances for failure exist: Never seen the place (but has had described) = 50%; been briefly (one hour or less) = 25%; Studied (been in for 24 hours) = 10%; Studied carefully (7 days) = 1%; Lived in (for at least one year) = 0.01%. The amount of error is then determined by making a d100 (open-ended) to determine the number of feet (determine the direction of error randomly).

Special Notes

Each lock and trap is rated according to the difficulty in unlocking/disarming it. The standard difficulty modifiers apply: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (at least -70). Some suggested difficulty modifiers are: Simple Shackle Lock (Easy), Padlock (Medium to Hard), Tumbler Lock (Hard to Extremely Hard), Double Key Tumbler (Sheer Folly).

If a spell (e.g., *Unlock I*) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating the lock is modified by half of the modifier given above.

GATHERING SECRETS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Copy I	varies	1 min/lvl (C)	varies	U
2)	Listen	caster	1 rnd/lvl (C)	10'/lvl	U
3)	Duplicate I	varies	1 min. (C)	touch	P
4)	Sensory Marker	caster	P	touch	U
5)	Copy II	varies	1 min/lvl (C)	varies	U
6)	Far Sense I	caster	1 min/lvl (C)	10'/lvl	U
7)	Locate Evidence I	caster	--	500'/lvl	I
8)	Watch	caster	1 rnd/lvl (C)	10'/lvl	U
9)	Duplicate II	varies	1 min. (C)	touch	P
10)	Copy III	varies	1 min/lvl (C)	varies	U
11)	Far Sense II	caster	1 min/lvl (C)	10'/lvl	U
12)	Woodsight	caster	C	self	U
13)	Locate Evidence II	caster	--	500'/lvl	I
14)	Duplicate III	varies	1 min. (C)	touch	P
15)	Copy IV	varies	1 min/lvl (C)	varies	U
16)	Greater Far Sense I	caster	1 min/lvl (C)	10'/lvl	U
17)	Stonesight	caster	C	self	U
18)	Locate Evidence III	caster	--	500'/lvl	I
19)	Greater Far Sense II	caster	1 min/lvl (C)	10'/lvl	U
20)	Ironsight	caster	C	self	U
25)	Long Far Sense I	caster	1 min/lvl (C)	100'/lvl	U
30)	Copy V	varies	1 min/lvl (C)	varies	U
50)	Copy True	varies	1 min/lvl	varies	U

1. **Copy I** — This spell copies a document that the caster is examining. The caster merely concentrates and touches the document with one hand and a blank sheet with his other hand. The copy is not exact (i.e., not a forgery). Note that the caster does not have to be able to read the document. Alternatively, this spell can transcribe (in black and white) one scene that he is viewing onto a page. The process occurs at the rate of 1 minute per page or scene.
2. **Listen** — The caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening barriers such as walls).
3. **Duplicate I** — This spell makes a hardened clay copy of a small, 3-dimensional object (up to 6" x 6" x 6"). This spell requires that the caster have enough clay to make the copy (at a one to one scale). The clay must start off soft (the spell will harden it). This process requires one minute of concentration.
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 the 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. **Copy II** — As *Copy I*, except copies 1 page/scene every 4 rounds.
6. **Far Sense I** — Caster may designate any one of his senses to be used at a “marked” location within range (see *Sensory Marker*). The caster can use his normal Perception skills/abilities 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, the caster must remain immobile and concentrate.

7. **Locate Evidence I** — After casting this spell, the caster will know what (if any) evidence exists within the range with would implicate the currently studied patsy if found at the scene of the crime (see *Study Patsy* on the *Assassination Mastery* list). The evidence (if any exists) will be circumstantial, but will imply that the patsy was at the scene when a crime occurred. This spell provides only the direction, distance, and description of the piece of evidence. It does not provide any details as to why the patsy will be implicated by this evidence.
8. **Watch** — As *Listen*, except caster sees from the fixed point (it can rotate).
9. **Duplicate II** — As *Duplicate I*, except will work on objects up to 3' x 3' x 3' in size.
10. **Copy III** — As *Copy I*, except copies 1 page/scene per 2 rounds.
11. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.
12. **Woodsight** — Caster can see through wood (up to 1" per level).
13. **Locate Evidence II** — As *Locate Evidence I*, except two pieces of evidence are located and the evidence will be incriminating (i.e., not just circumstantial).
14. **Duplicate III** — As *Duplicate I*, except will work on objects up to 6' x 6' x 6' in size.
15. **Copy IV** — As *Copy I*, except copies 1 page/scene per round.
16. **Greater Far Sense I** — As *Far Sense I*, except caster can move while the spell is active (though he must maintain concentration).
17. **Stonesight** — As *Woodsight*, except caster sees through stone.
18. **Locate Evidence III** — As *Locate Evidence I*, except three pieces of evidence are located and the evidence will “prove” that the patsy is guilty.
19. **Greater Far Sense II** — As *Far Sense II*, except caster can move while the spell is active (though he must maintain concentration).
20. **Ironsight** — As *Woodsight*, except caster can see through iron (or steel).
25. **Long Far Sense I** — As *Far Sense I*, except for range.
30. **Copy V** — As *Copy I*, except copies 2 page/scene per round.
50. **Copy True** — As *Copy I*, except will copy any bound volume onto a equal number of pages (not necessarily bound). Also, the caster need not examine the material (he simply casts the spell and then he can leave the spell running). The spell will copy pages at the rate of 5 pages per round (and will even copy color images).



MISDIRECTIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	False Credentials	1 target	1 min/lvl	50'	Fm
2)	Unseen I	1 object	24 hours	touch	U
3)	Eyewitness III	3 targets	1 min/lvl	100'	Fm
4)	Cloaking III	3 targets	1 min/lvl (C)	10'/lvl	Fm
5)	Misleading I	1 target	1 min/10 fail	100'	Fm
6)	Unseen II	2 objects	24 hours	touch	U
7)	Cloaking V	5 targets	1 min/lvl (C)	10'/lvl	Fm
8)	Eyewitness V	5 targets	1 min/lvl	100'	Fm
9)	Cloaking Sphere I	10' R	C	self	Fm
10)	Misleading III	1 target	1 min/10 fail	100'	Fm
11)	Cloaking X	10 targets	1 min/lvl (C)	10'/lvl	Fm
12)	Displacement I	caster	1 min/lvl	self	U
13)	Eyewitness X	10 targets	1 min/lvl	100'	Fm
14)	Cloaking Sphere II	20' R	C	self	Fm
15)	Misleading V	1 target	1 min/10 fail	100'	Fm
16)	Cloaking XX	20 targets	1 min/lvl (C)	10'/lvl	Fm
17)					
18)	Mass Eyewitness	1 target/lvl	1 min/lvl	100'	Fm
19)	Cloaking Sphere III	30' R	C	self	Fm
20)	Misleading True	1 target	1 min/10 fail	100'	Fm
25)	Displacement II	caster	1 min/lvl	self	U
30)	True Cloaking	1 target/lvl	1 min/lvl (C)	varies	Fm
50)	Eyewitness True	varies	1 min/lvl	special	Fm

- False Credentials** — [RR Mod: -20] Target will think that the caster has the proper credentials for the current situation (this could include passwords or documents).
- Unseen I** — One object (e.g., 1 garment, 1 naked body, or 1 weapon) is made invisible. The object 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).
- Eyewitness III** — [RR Mod: -20] Up to three targets will incorrectly identify the caster as someone else (all three will describe the caster in the same fashion).
- Cloaking III** — [RR Mod: -50] The caster is invisible to the targets of this spell. Others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers based upon the action the caster takes). If the caster attacks the target, he may make another RR with a special +50 modifier. If the caster begins to concentrate, he can extend the duration of this spell indefinitely (as long as he can concentrate).
- Misleading I** — The target's perception is skewed for the duration of the spell. All maneuvers involving the Perception skill receive a special modification of -10 (this applies to orientation rolls as well).
- Unseen II** — As *Unseen I*, except affects two objects.
- Cloaking V** — As *Cloaking III*, except affects 5 targets.
- Eyewitness V** — As *Eyewitness III*, except affects 5 targets.
- Cloaking Sphere I** — [RR Mod: -50] As *Cloaking III*, except every target in the area of effect must make a RR (one BAR per round for all targets). Once a target makes a successful RR, he need not make another against this spell.
- Misleading III** — As *Misleading I*, except the modifier is -30.
- Cloaking X** — As *Cloaking III*, except affects 10 targets.

- Displacement I** — Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
- Eyewitness X** — As *Eyewitness III*, except affects 10 targets.
- Cloaking Sphere II** — As *Cloaking Sphere I*, except for area of effect.
- Misleading V** — As *Misleading I*, except the modifier is -50.
- Cloaking XX** — As *Cloaking III*, except affects 20 targets.
- Mass Eyewitness** — As *Eyewitness III*, except affects 1 target per level of the caster.
- Cloaking Sphere III** — As *Cloaking Sphere I*, except for area of effect.
- Misleading True** — As *Misleading I*, except the modifier is -100.
- Displacement II** — As *Displacement I*, except base chance of missing is 20%.
- True Cloaking** — As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.
- Eyewitness True** — [RR Mod: -50] As *Eyewitness III*, except affects everyone who sees the caster.

Special Notes

1) Many of these spells affect a target(s) perception of a situation. The duration for the spell is how long they will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).

2) If the caster has a currently studied patsy (see the *Study Patsy* spell on the *Assassination Mastery* list), all *Eyewitness* spells may cause the targets to perceive the caster as the patsy (the caster can choose whether to be seen as the patsy or not).



POISON MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Poison Lore	caster	--	self	I
2)	Poison Resistance I	caster	10 min/lvl	self	U
3)	Apply Poison I	1 poison	varies	touch	U
4)	Work Poison V	1 poison	varies	touch	U
5)	Poison Analysis	1 poison	--	self	I
6)	Delay Poison *	caster	1 hour/lvl	self	Us
7)	Transfer Poison I	1 poison	P	touch	F
8)	Apply Poison II	1 poison	varies	touch	I
9)	Neutralize Poison	caster	C	self	U
10)	Work Poison X	1 poison	varies	touch	U
11)	Venom	1 poison	P	touch	U
12)	Apply Poison III	1 poison	varies	touch	U
13)	Neutralize Poison True	caster	C	self	U
14)	Transfer Poison II	1 poison	P	touch	F
15)	Venom's Touch	1 target	10 min/lvl	touch	F
16)	Work Poison True	1 poison	varies	touch	U
17)	Apply Poison IV	1 poison	varies	touch	U
18)	Contact Poison	1 poison	P	touch	U
19)	Transfer Poison III	1 poison	P	10'	F
20)	Venom's Breath	caster	10 min/lvl	self	F
25)	Venom's Glare	1 poison	10 min/lvl	100'	F
30)	Venom's Cloud	varies	10 min/lvl	10'	F
50)	Venom's Sight	1 poison	10 min/lvl	10'/lvl	F

- Poison Lore** — The caster knows what type of poison(s) are needed to achieve a particular effect. The GM may deem it appropriate to give the caster a bonus of +25 to his Poison Lore skill.
- Poison Resistance I** — For the duration of the spell, the caster gets an additional RR versus poison(s).
- Apply Poison I** — This spell causes one dose of a poison to adhere to an inanimate solid surface. The poison will wear off normally.
- Work Poison V** — This spell magically prepares a poison (up to 5th level in potency). This spell normally requires d100 minutes of concentration before completion. Note that the caster must have the poison in its raw form before casting this spell (i.e., the spell does not “create” the poison; it merely prepares it).
- Poison Analysis** — Caster may analyze a poison to determine exact effects and what antidotes are necessary.
- Delay Poison** — For the duration of this spell, all effects from a single poison are cancelled. Note that the poison will still be in the caster and take effect normally after the duration (though he may cast the spell again to continue to delay the effects).
- Transfer Poison I** — Caster can transfer a single dose of a poison from any target that he is touching into himself. For example, if a companion has been struck by a poison arrow, the caster can touch the companion and transfer the poison into himself (where he can delay the effects, or neutralize it).
- Apply Poison II** — As *Apply Poison I*, except affects two doses (though they can be applied to different surfaces).
- Neutralize Poison** — If the caster concentrates, this spell has a 50% chance of neutralizing a poison inside himself (modified by the potency of the poison). In any case, it delays the effects of the poison for the duration of the spell.

10. Work Poison X — As *Work Poison V*, except affects poisons up to 10th level of potency.

11. Venom — The caster can convert any poison that he is touching into a venom. The poison will now be effective when introduced into the victim's blood stream (regardless of its normal method of affecting the target).

12. Apply Poison III — As *Apply Poison II*, except affects up to three doses.

13. Neutralize Poison True — As *Neutralize Poison*, except chance of neutralizing is 100% (modified by the potency of the poison).

14. Transfer Poison II — Caster can transfer a single dose of a poison from any target he is touching to any other target that he is touching.

15. Venom's Touch — This spell allows the caster to coat the target's hands with a poison. The target is unaffected by the poison.

16. Work Poison True — As *Work Poison V*, except affects any poison.

17. Apply Poison IV — As *Apply Poison II*, except affects up to four doses.

18. Contact Poison — As *Venom*, except converts the poison into a contact poison (a poison that affects its victim upon contact with the victim's skin—regardless of its normal method of affecting the target).

19. Transfer Poison III — The caster can transfer a single dose of a poison in any target he is touching into any other target within range of the spell.

20. Venom's Breath — The caster can ingest a single dose of a poison. For the duration of this spell, he will be unaffected by the poison. Anytime before the duration expires, the caster can attempt to transfer the poison to a single target. The target must be no further away than 5' and the caster's mouth must be capable of delivering the poison (either through a kiss, a whisper, spitting, etc.). The target gets an RR to avoid the effects of this spell (in addition to the RR for the poison).

25. Venom's Glare — As *Venom's Breath*, except the caster can transfer the poison to any single target within the range. The caster must be able to cast an obvious, evil glare at the target. The target gets an RR to resist the effects of this spell (in addition to the RR for the poison).

30. Venom's Cloud — The caster can disperse a poison into a misty cloud. The size of the mist is 1' radius per dose of the poison used. The poison will linger in the area normally until the duration of the spell expires (i.e., the mist will be subject to wind, etc.). When the duration expires, the poison disperses.

50. Venom's Sight — As *Venom's Glare*, except for the range.

Special Notes

Any spell on this list that requires the caster to touch a poison automatically gives the caster immunity to the effects of the poison for the duration of the spell.

PATHFINDER BASE LISTS

HEALING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heal	self	P	self	Hs
2)	Clotting	self	P	self	Hs
3)	Stun Relief *	self	-	self	Hs
4)	Heal III	self	P	self	Hs
5)	Cut Repair	self	P	self	Hs
6)	Lssr. Fract. Repair	self	P	self	Hs
7)	Mnr. Motive Repair	self	P	self	Hs
8)	Cut Repair III	self	P	self	Hs
9)	Stun Relief III	self	-	self	Hs
10)	Heal V	self	P	self	Hs
11)	Repair Vessel	self	P	self	Hs
12)	Lssr. Nerve/Org. Rep.	self	P	self	Hs
13)	Self Keeping *	self	varies	self	Hs
14)	Grtr. Fracture Repair	self	P	self	Hs
15)	Major Motive Repair	self	P	self	Hs
16)	Stun Relief V*	self	-	self	Hs
17)	Heal X	self	P	self	Hs
18)	Repair Vessel True	self	P	self	Hs
19)	Grtr. Nerve/Org. Rep.	self	P	self	Hs
20)	Heal True	self	P	self	Hs
25)	Regenerate Limb	self	P (C)	self	Hs
30)	Nerve/Organ Regen.	self	P	self	Hs
50)	Regeneration True	self	1 rnd/lvl	self	Hs

- 1. Heal** – Caster heals 1d10 hits of damage.
- 2. Clotting** – The caster can stop the bleeding on a wound that is bleeding at a rate of 1 hit per round. The target may not move for an hour or the bleeding will restart.
- 3. Stun Relief** – The target is relieved of one round of accumulated stun.
- 4. Heal III** – As *Heal*, except that 3d10 hits are healed.
- 5. Cut Repair** – The caster can stop bleeding from one wound that is bleeding at a rate of 1 hit per round.
- 6. Lesser Fracture Repair** – The caster can accelerate the healing of one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 24 hours.
- 7. Minor Motive Repair** – The caster can repair (not replace or regrow) one damaged muscle or tendon. Recovery time is 24 hours.
- 8. Cut Repair III** – As *Cut Repair*, except that it stops 3 points of bleeding.
- 9. Stun Relief III** – As *Stun Relief*, except it relieves 3 rounds of stun.
- 10. Heal V** – As *Heal*, except that 5d10 hits are healed.
- 11. Repair Vessel** – As *Cut Repair III*, except that it will heal a wound that is bleeding up to 5 hits per round.
- 12. Lesser Nerve/Organ Repair** – The caster can repair (not replace or regrow) minor nerve or organ damage (except brain). Recovery time is 1d10 days.
- 13. Self Keeping** – Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
- 14. Greater Fracture Repair** – As *Lesser Fracture Repair*, except that it can also repair compound fractures and shattered bones. Recovery time is 24 hours.

- 15. Major Motive Repair** – As *Minor Motive Repair*, except that it can regrow missing or destroyed muscles or tendons. Recovery time is 24 hours.
- 16. Stun Relief V** – As *Stun Relief III*, except that 5 rounds of stun are removed.
- 17. Heal X** – As *Heal I*, except that 10d10 hits are healed.
- 18. Repair Vessel True** – As *Repair Vessel*, except that any amount of bleeding is stopped and healed.
- 19. Greater Nerve/Organ Repair** – As *Lesser Nerve/Organ Repair*, except that it repairs major damage.
- 20. Heal True** – As *Heal V*, except all hit damage is healed.
- 25. Regenerate Limb** – Caster will regenerate missing limbs over the course of 10-100 days (depending upon how much of limb is actually missing). This requires the caster to spend a minimum of 2 hours per day concentrating on this spell until the limb is fully regrown.
- 30. Nerve/Organ Regeneration** – This spell works in conjunction with *Self Keeping* to regenerate any organs or nerves (except for the brain) that are completely destroyed.
- 50. Regeneration True** – As *Nerve/Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

Note 1: *Stun Relief* removes 1 or more rounds of stun from the total number that is affecting the target. This does not allow the character to have 1 or more rounds of normal action before the stun resumes, it removes the worst stuns from the overall duration and the rest still apply immediately.



PATH FINDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Compass	caster	-	self	I
2)	Path Tale	caster	C	self	I
3)	Clear Path	5' R	10 min/lvl	self	F
4)	Hazard Sense	50' R	10 min/lvl	self	I
5)	Path Finding I	caster	-	self	I
6)	Path Sight I	caster	C	self	I
7)	Destination Sense	caster	10 min/lvl (C)	self	I
8)	Make Path	5' R	10 min/lvl	self	F
9)	Path Finding V	caster	-	self	I
10)	Bridge	10'x50'	1 min/lvl	10'	F
11)	Greater Hazard Sense	100' R	10 min/lvl	self	I
12)	Greater Path Tale	caster	C	self	I
13)	Path Finding X	caster	-	self	I
14)	Greater Make Path	10' R	10 min/lvl	self	F
15)	Path Sight II	caster	C	self	I
16)	Destination Sense True	caster	10 min/lvl	self	I
17)	Path Finding XV	caster	-	self	I
18)	Hazard Sense True	300' R	10 min/lvl	self	I
19)	Bridge True	10' x 10'/lvl	10 min/lvl	10'	F
20)	Path Finding True	caster	-	self	I
25)	Make Path True	10' R	P	self	F
30)	Path Sight True	caster	C	self	I
50)	Path Master	caster	1 hr/lvl	self	F

1. **Compass** – Caster knows which direction is magnetic north.
2. **Path Tale** – Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of caster. The vision is centered on the same point of the path that the caster is occupying.
3. **Clear Path** – As the caster walks the path, the leading edge of the radius will clear the path of minor obstructions, even if overgrown. At the end of the duration, everything is returned to how it was originally.
4. **Hazard Sense** – Caster is able to detect any danger (e.g. trap, ambush, natural danger, etc.) within the radius. Caster is not aware of the nature of the danger or how far away it is, only that it exists, and the general direction that it is in.
5. **Path Finding I** – Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on the path, but not its course.
6. **Path Sight I** – Caster may send his point of vision down any one path within 10'. He is able to move his point of vision along the path for up to 10 miles. His vision may move at a rate of 50 mph (75'/rnd). He is able to stop and rotate his point of vision at any spot along the path, but it cannot leave the path.
7. **Destination Sense** – Caster must spend one minute concentrating on a goal/destination. Afterwards, for the duration of the spell, the caster will, when concentrating, know in which direction that goal or destination is in and feel a pull towards it. The goal or destination must be a person, place, or thing that the caster is very familiar with. The following chances for failing exist: Never seen goal (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01 %. Failure means that the caster either cannot find the goal or that he heads in a completely wrong direction.

8. **Make Path** – As the caster moves, the leading edge of the radius of this spell will open a trail before him, wide enough for a single person. Like the spell, *Clear Path*, this spell will move small obstacles from the path, or go around them. At the end of the duration, the path will close up, reverting to the form it had prior to being touched by this spell.

9. **Path Finding V** – As *Path Finding I*, except that the spell will locate all paths within a 5 miles radius.

10. **Bridge** – Caster creates a smoky crystalline bridge up to 10' wide by 50' long over an obstacle like a river or a chasm. This bridge will support up to 100 lbs of weight per level of the caster. It dissolves when its duration expires.

11. **Greater Hazard Sense** – As *Hazard Sense*, except that the caster also learns distance and general nature (e.g. natural danger, trap, ambush) of the danger.

12. **Greater Path Tale** – As *Path Tale*, except that the caster also hears any noises or sounds made at the same time as the visions.

13. **Path Finding X** – As *Path Finding I*, except that it finds all paths within 10 miles.

14. **Greater Make Path** – As *Make Path*, except that the path can be up to 10' wide if the caster desires it.

15. **Path Sight II** – As *Path Sight*, except that maximum distance that a caster may send him point of vision is 100 miles, and his point of vision will travel at a rate of 100 mph (150'/rnd).

16. **Destination Sense True** – As *Destination Sense*, except that the caster need not concentrate to know the direction or feel the pull of his goal or destination.

17. **Path Finding XV** – As *Path Finding I*, except that it finds all paths within 15 miles.

18. **Hazard Sense True** – As *Greater Hazard Sense*, except that the caster also knows the exact nature of the danger (e.g. quicksand, or an ambush by 12 orcs, etc.)

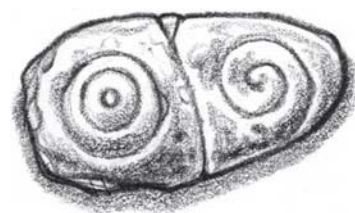
19. **Bridge True** – As *Bridge*, except for the overall distance that the bridge may span and the duration of the bridge.

20. **Path Finding True** – As *Path Finding I*, except that it finds all paths within 1 mile per level of the caster.

25. **Make Path True** – As *Greater Make Path*, except that the duration of the path is permanent.

30. **Path Sight True** – As *Greater Path Sight*, except the maximum distance for the caster to move his point of vision is the end of the path being followed, and the speed at which he may move his point of vision is 200 mph (300'/rnd).

50. **Path Master** – Caster is able to use any one lower level spell from this list each round.



PATHFINDER'S ARMS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Pathfinder's Arms I	piece of wood	P	touch	F
2)	Hammer Strike	weapon	1 rnd/lvl	self	F
3)	Organic Weapons I	self	1 hour	self	F
4)	Armored Critical*	self	1 min/lvl	self	U
5)	Pathfinder's Arms II	weapon	P	touch	F
6)	Savage Critical	self	1 rnd/lvl	self	F
7)	Unbalancing Strike I	weapon	1 rnd/lvl	touch	F
8)	Pathfinder's Arms III	Lesser Staff	P	touch	F
9)	Organic Weapons II	self	1 hour	self	F
10)	Multi-Strike	self	1 rnd/lvl	self	F
11)	Nature's Impact I	weapon	1 rnd/lvl	touch	F
12)	Unbalancing Strike II	weapon	1 rnd/lvl	touch	F
13)	Hammer Strike True	self	1 rnd/lvl	self	F
14)	Armored Critical II*	self	1 min/lvl	self	U
15)	Pathfinder's Arms IV	weapon	P	touch	F
16)	Organic Weapons III	self	1 hour	self	F
17)	Savage Critical II	self	1 rnd/lvl	self	F
18)	Nature's Impact II	weapon	1 rnd/lvl	touch	F
19)	Multi-Strike II	self	1 rnd/lvl	self	F
20)	Pathfinder's Arms V	weapon	P	touch	F
25)	Organic Weapons IV	self	1 hour	self	F
30)	Lord Pathfinder's Arms	weapon	P	touch	F
50)	Pathfinder's Arms True	weapon	P	touch	F

- 1. Pathfinder's Arms I** – Allows the caster to attune to a suitable piece wood and to shape it, over the course of 8 hours, into a proper melee weapon. This creates a bond between the caster and his weapon that hardens and strengthens the wood as long the caster is holding it. This has the effect of allowing the weapon, if in the form of a weapon normally made of metal, to be used without any sort of material based penalty. If the weapon is one normally made of wood, then it gains a +10 non-magical bonus from the strengthening caused by this spell. If the weapon would normally do Slash criticals, it does Crush criticals instead. The caster may only have one of these weapons at a time.
- 2. Hammer Strike** – For the duration, any attack that delivers hits will do an addition +1 hit per level of the caster.
- 3. Organic Weapons I** – With proper materials the caster may create 1 short bow, 1/2 long bow, 1/3 composite bow or cross-bow, 1 spear or javelin, 2 arrows or bolts, 1/3 of a shield, 1 weapon haft, etc. The process takes 1 hour. The weapon's basic OB modifier is -5 (non-magical). The spell may be cast additional times to either finish a partially completed item and/or to increase the weapon's OB modifier by +5 per casting (to a maximum of +5). Remember: the weapon's OB modifier is not magical.
- 4. Armored Critical** – Caster is treated as if he were wearing a helm and greaves for the purpose of conditional damage received from criticals.
- 5. Pathfinder's Arms II** – This spell enchants the weapon, from *Pathfinder's Arms I*, so that it has a +5 magical bonus, but only for the caster.
- 6. Savage Critical** – Add +5 to all critical rolls made, within the duration, by the caster.
- 7. Unbalancing Strike I** – For the duration, any attack that delivers a critical will also deliver an Unbalancing

critical of one severity less than the original critical. The same roll is used for both criticals.

- 8. Pathfinder's Arms III** – As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +10.
 - 9. Organic Weapons II** – As *Organic Weapons I*, except that the basic OB modifier is 0 and it may be increased to a maximum of +10.
 - 10. Multi-Strike** – The caster can make 2 attacks each round for the duration. Each attack receives a -50 modifier.
 - 11. Nature's Impact I** – For the duration, any attack that delivers a critical will also deliver an Impact critical of one severity less than the original critical. The same roll is used for both criticals.
 - 12. Unbalancing Strike II** – As *Unbalancing Strike I*, except that the critical is of equal severity.
 - 13. Hammer Strike True** – As *Hammer Strike*, except that it does an additional +2 hits per level of the caster.
 - 14. Armored Critical II** – As *Armored Critical*, except that the caster is always considered to be wearing the best possible armor against conditional damage regardless of his actual armor worn.
 - 15. Pathfinder's Arms IV** – As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +15.
 - 16. Organic Weapons III** – As *Organic Weapons I*, except that the basic OB modifier is +5 and it may be increased to a maximum of +15.
 - 17. Savage Critical II** – As *Savage Critical*, except that +10 is added to all critical rolls made by the caster.
 - 18. Nature's Impact II** – As *Nature's Impact I*, except that the critical is of equal severity.
 - 19. Multi-Strike II** – Caster is able to make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.
 - 20. Pathfinder's Arms V** – As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +20.
 - 25. Organic Weapons IV** – As *Organic Weapons I*, except that the basic OB modifier is +10 and it may be increased to a maximum of +20.
 - 30. Lord Pathfinder's Arms** – As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +25.
 - 50. Pathfinder's Arms True** – As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +30.
- Note 1:** Conditional Damage is damage inflicted by a critical that is based on the type of armor worn.
- Note 2:** The Multi-Strike spells require 100% activity to perform the strikes, regardless of how many the character actually makes in a round.

PATHFINDER'S MOVEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Longjump I *	caster	-	self	U
2)	Landing *	caster	-	self	U
3)	Traction	caster	10 min/lvl	self	U
4)	Silent Movement	caster	10 min/lvl	self	U
5)	Merging Organic	caster	1 min/lvl	self	U
6)	Traceless Passing	caster	C	self	U
7)	Spider Climb	caster	1 min/lvl	self	U
8)	Merging	caster	1 min/lvl	self	U
9)	Passing I	caster	1 min/lvl	self	U
10)	Cling	caster	1 min/lvl	self	U
11)	Landing True *	caster	-	self	U
12)	Greater Traction	caster	10 min/lvl	self	U
13)	No Trace	caster	C	self	U
14)	Greater Merging	caster	1 min/lvl	self	U
15)	Greater Clinging	caster	1 min/lvl	self	U
16)	No Sense	caster	C	self	U
17)	Passing II	caster	1 min/lvl	self	U
18)					
19)	Traction True	caster	10 min/lvl	self	U
20)	Merging True	caster	1 min/lvl	self	U
25)	Clinging True	caster	1 min/lvl	self	U
30)	Passing True	caster	1 min/lvl	self	U
50)	Movement Mastery	caster	1 min/lvl	self	U

1. **Longjump I** – Allows the caster to jump, from any pace, up to a distance of 50' and/or a height of 25'. This spell also includes a safe landing from the jump.
2. **Landing** – Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer falls.
3. **Traction** – Caster can run on even, unstable surfaces (i.e. sand, ice, etc.) or uneven surfaces (i.e. rocky, pitted ground) as they would on a hard, stable surface.
4. **Silent Movement** – The caster is able to cloak all of his movements in utter silence. Intentionally making a noise (i.e. talking) will cancel the spell. This grants a +50 to appropriate Stealth maneuvers.
5. **Merging Organic** – Caster can merge into organic material (live or dead). While merged the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of it. Caster cannot move "through" any material greater than his body with plus 2 feet. The caster may exit before the duration expires and forces him to exit.
6. **Traceless Passing** – Caster can walk without leaving any tracks or other visible signs of his passing.
7. **Spider Climb** – Caster may move along (half BMR – walking pace) any solid surface angled up to 90 degrees so long as he maintains at least a 3 point contact with the surface (i.e., both feet and one hand or both hands and one foot). The GM may require a moving maneuver roll each round with the difficulty based upon the type and angle of the surface.
8. **Merging** – As *Merging Organic*, except that the caster may merge with any material.
9. **Passing I** – Caster may move through up to 1' of material per level. It takes 1 round to move through 2' of material.
10. **Cling** – As *Spider Climb*, except that the caster can move along and cling to any surface, even ceilings.

11. **Landing True** – As *Landing*, except that the distance is 50'/lvl of the caster.
12. **Greater Traction** – As *Traction*, but the surface may be at any angle less than 90 degrees.
13. **No Trace** – Caster can walk without leaving tracks or other visible signs of their passing.
14. **Greater Merging** – As *Merging*, except that the caster can turn within the material and see out if he is within 6" of the surface.
15. **Greater Clinging** – As *Cling*, except that the caster only needs 2 points of contact and can move up to his BMR
16. **No Sense** – As *No Trace*, except that the caster is also undetectable by sight (treat as identical to *Invisibility* from the *Open Mentalism* spell list, *Cloaking*), smell and sound and the spell only lasts as long as he concentrates.
17. **Passing II** – As *Passing I*, except that the caster may move through up to 5' per level.
19. **Traction True** – As *Greater Traction*, but the caster may also move across surfaces such surfaces as tree limbs and open water.
20. **Merging True** – As *Greater Merging*, except that the caster may also cast spells upon himself while merged.
25. **Clinging True** – As *Cling*, except that the caster only needs 1 point of contact and he can move up to twice his BMR (running pace).
30. **Passing True** – As *Passing I*, except that the caster may move through up to 10' per level.
50. **Movement Mastery** – Caster may freely use any lower level spell from this list each round.



SENSING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence*	10'/lvl	C	Self	I
2)	Sidevision	Self	10 min/lvl	Self	U
3)	Improved Senses	Self	1 min/lvl	Self	U
4)	Clear Sight	Self	1 min/lvl	Self	U
5)	Darkvision	Self	10 min/lvl	Self	U
6)	Improved Senses II	Self	1 min/lvl	Self	U
7)	Remote Sense	Self	C	Self	U
8)	Awareness*	30' R	C	Self	I
9)	Clear Sight II	Self	1 min/lvl	Self	U
10)	Improved Senses III	Self	1 min/lvl	Self	U
11)	Remote Sense II	Self	C	Self	U
12)	Awareness II*	10'/lvl	1 min/lvl	Self	I
13)	Darkvision True	Self	10 min/lvl	Self	U
14)	Clear Sight III	Self	10 min/lvl	Self	U
15)	Barrier Sight	Self	C	Self	U
16)	Improved Senses IV	Self	1 min/lvl	Self	U
17)	Remote Sense III	Self	C	Self	U
18)	Clear Sight IV	Self	10 min/lvl	Self	U
19)	Improved Senses V	Self	1 min/lvl	Self	U
20)	Awareness True*	10'/lvl	10 min/lvl	Self	I
25)	Remote Sense True	Self	C	Self	U
30)	Barrier Sight True	Self	C	Self	U
50)	Sensing True	Self	1 rnd/lvl	Self	F

1. **Presence** – Caster is aware of the presence of all sentient/thinking being within his range, and their approximate location within that range.
2. **Sidevision** – Caster has a 300° field of vision.
3. **Improved Senses** – Caster gains a +10 on any and all perception style maneuver (i.e. Perception, Tracking, etc.).
4. **Clear Sight** – Caster can clearly see up to 50' through non-solid obstructions such as fog, rain, water, etc.
5. **Darkvision** – Caster may clearly see up to 20' in total, non-magical darkness. He can see twice as far as normal in situations where there is low or little light, and can see normally in the daylight. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 40'.
6. **Improved Senses II** – As *Improved Senses*, except that the bonus is +20.
7. **Remote Sense** – Caster may move the focal point of a single sense (such as sight or hearing) at a rate of 5' per round, up to a maximum distance of 5' per level away from his location. He may not send his sensing focal point through barriers (a closed door is a barrier, a pit or open window is not). The caster must select which sense to send at the time of casting, and he loses the use of that sense while this spell is in effect.

8. **Awareness** – As *Presence*, except for the shorter range and that the caster knows the general actions being taken by those within the range. Caster learns things like person 20' north of you is casting a spell, but not which spell nor who it is aimed at.
9. **Clear Sight II** – As *Clear Sight*, except that the caster may see up to 100' clearly.
10. **Improved Senses III** – As *Improved Senses*, except that the bonus is +30.
11. **Remote Sense II** – As *Remote Sense*, except that the caster may move the focal point for his senses at a rate of 10' per round and he has a maximum range of 10' per level.
12. **Awareness II** – As *Awareness*, except that the caster can sense presences in a larger area.
13. **Darkvision II** – As *Darkvision*, except that the caster can see up to 50', even in magical darkness, and up to 4 times the normal distance if there is some light, and he can see normally in daylight.. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 80'.
14. **Clear Sight III** – As *Clear Sight*, except for a longer duration and caster can see a maximum of 150'.
15. **Barrier Sight** – Caster may see through 1" per level of non-magical materials.
16. **Improved Senses IV** – As *Improved Senses*, except that the bonus is +40.
17. **Remote Sense III** – As *Remote Sense II*, except the caster may move two senses together at the same time or he may move one sense and still retain it at his location as well.
18. **Clear Sight IV** – As *Clear Sight III*, except that caster can see a maximum of 200'.
19. **Improved Senses V** – As *Improved Senses I*, except that the bonus is +50.
20. **Awareness True** – As *Awareness II*, except that the caster knows what the specific actions are going to be.
25. **Remote Sense True** – As *Remote Sense III*, except that the caster can move two senses together and still retain them in his location as well.
30. **Barrier Sight True** – As *Barrier Sight*, except that the caster may see through up to 1" per level of any material.
50. **Sensing True** – Caster may freely cast any one lower level spell from this list at a rate of one spell per round.



SURVIVAL WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Internal Sustenance	caster	1 day	self	U
2)	Water Finding I	1 mi R	-	self	I
3)	Turn Animal I	1 animal	varies	100'	Fm
4)	Fire Starting	1' R	-	1'	E
5)	Water Purification	varies	-	touch	U
6)	Nature's Protection	1 target	1 min/lvl	touch	D
7)	Food Finding I	1 mi R	-	self	I
8)	Turn Animal V	5 animals	varies	100'	Fm
9)	Sustenance Purification	varies	P	touch	U
10)	Shelter Finding I	1 mi R	-	self	I
11)	Create Shelter I	1,000 cu ft	1 day	10'	U
12)	Water Finding II	10 mi R	-	self	I
13)	Turn Animal X	10 animals	varies	100'	Fm
14)	Food Finding II	10 mi R	-	self	I
15)	Shelter Finding II	10 mi R	-	self	I
16)	Sustenance Pur. True	varies	P	touch	U
17)	Create Shelter II	3,000 cu ft	1 day	10'	U
18)	Water Finding True	1 mi R/lvl	-	self	I
19)	Food Finding True	1 mi R/lvl	-	self	I
20)	Shelter Finding True	1 mi R/lvl	-	self	I
25)	Turn Animal True	1 animal/lvl	varies	100'	Fm
30)	Create Shelter True	3,000 cu ft	P	10'	U
50)	Survival Mastery	caster	1 min/lvl	self	U

- 1. Internal Sustenance** – Allows the caster to go without food or water and not suffer any ill effects (i.e. provides nutrition and water for 1 day). This spell may not be used for a number of consecutive days greater than the casters level. Once the caster stops using this spell, he cannot use it again for a number of days equal to the number of consecutive days it was used (i.e. if used for 5 days, then it cannot be used again for another 5 days).
- 2. Water Finding I** – Caster can locate any natural source of running water, exposed groundwater, etc., exceeding 1 gallon within a 1 mile radius. He will know approximate size and quality of source.
- 3. Turn Animal I** – Target animal must make a RR or flee from the caster for 1 round for every 10 points that it fails the RR.
- 4. Fire Starting** – Allows the caster to set a fire of 1' radius. Fire will burn as long as there is fuel. A target within the radius will take an "A" Heat critical during the round that the fire ignites.
- 5. Water Purification** – Allows the caster to purify a number of gallons of water equal to his level.
- 6. Nature's Protection** – Target is protected from any natural cold or heat (treat as if target were in 70°F temperature). Target also receives a +20 to all RRs vs. Heat/Cold; +20 DB vs. elemental cold/ice and fire/heat attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.
- 7. Food Finding I** – Caster learns location, type, and approximate quantity of edible food (e.g. dead animal matter, plants, etc.) within the 1 mile radius. The food source must exceed 1 pound in weight.
- 8. Turn Animal V** – As *Turn Animal I*, except that it affects up to 5 animals.

9. Sustenance Purification – This spell neutralizes abnormal diseases, poisons, and other similar substances from a one day's supply of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (i.e. it will not neutralize the poison in poison mushrooms).

10. Shelter Finding I – Caster learns the location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2' R) opening into open air.

11. Create Shelter I – Caster is able to create a cave in the surrounding terrain, shaped in any shape he wants, so long as the total volume does not exceed 1,000 cubic feet. This cave will be stable, and will return to its natural state at the end of the spell.

12. Water Finding II – As *Water Finding I*, except for it having a 10 mile radius.

13. Turn Animal X – As *Turn Animal I*, except that it affects up to 10 animals.

14. Food Finding II – As *Food Finding I*, except for it having a 10 mile radius.

15. Shelter Finding II – As *Shelter Finding I*, except for it having a 10 mile radius.

16. Sustenance Purification True – As *Sustenance Purification*, except that it will also remove any natural poisons or similar substances from foods (i.e. it will make poison mushroom be edible and not poisonous).

17. Create Shelter II – As *Create Shelter I*, except that the total volume of the cave is 3,000 cubic feet.

18. Water Finding True – As *Water Finding I*, except for it having a radius equal to 1 mile per level of the caster.

19. Food Finding True – As *Food Finding I*, except for it having a radius equal to 1 mile per level of the caster.

20. Shelter Finding True – As *Shelter Finding I*, except for it having a radius equal to 1 mile per level of the caster.

25. Turn Animal True – As *Turn Animal I*, except that it affects up to 1 animal per level of the caster.

30. Create Shelter True – As *Create Shelter II*, except that the duration is permanent.

50. Survival Mastery – Caster may freely cast any one lower level spell from this list at a rate of one spell per round.

