

# POWER PERCEPTION

*“If there are any to see, then I at least am revealed to them,” he said. ‘I have written Gandalf is here in signs that all can read from Rivendell to the mouths of Anduin.’” — The Ring Goes South, The Fellowship of the Ring*

The release of magical power through the use of spells radiate energy that a trained mind can perceive. Power Perception is the skill for such endeavors. Magical energy is not visible through eyesight, but rather “sensed” with the minds’ eye. Those skilled enough may even sense what type of magic have been used, how long since it was used and what the general purpose was.

## Power Perception Static Maneuver Table SM-10.1.1

### **-26 down Spectacular Failure**

You meddle in the affairs of others, more powerful, and pay the price. Roll on the Spell Failure Table (Information Column). The wizard in the area (if any) is aware of your presence.

### **-25 – -04 Absolute Failure**

Misled by your own inability you sense powerful magic (where there is none) or no magic (where there is magic). GMs decision.

### **05 – 75 Failure**

Your senses reveal nothing.

### **UM 66 Unusual Event**

Your inner eye gets a vision of spells cast in the area. Powerful rituals of some kind, but you cannot decide the timescale. The visions are so gruesome/overwhelming/intense that you stand stunned for 5 rounds. You also lose one third of your remaining PP.

### **76 – 90 Partial Success**

Your senses reveal some information about power used in the area, but are unable to pinpoint the location. You have only a vague idea of the power level and cannot discern Realm, purpose or when the magic was used.

### **UM 100 Unusual Event**

You get a clear vision of spells cast in the general area (size of the area depends on location, in a town the area might be 100’ but in wilderness it may very well spread over a few miles, GM decision). You are able to discern Realm of Magic, time since cast, what type of spells and their purpose.

### **91 – 110 Near Success**

You sense magic used in the general area within 1 day per skill rank of Power Perception. Realm and power level is known to you, but not when it was cast or the purpose or the exact spells. If you wait 1 hour, you may make another attempt with a +10 bonus.

### **111 – 175 Success**

You learn what magic has been used in the general area within 1 day per skill rank of Power Perception. Realm, level and purpose is known, but not the exact spell. You have a basic understanding of the time period that has passed since the spell was cast (i.e how many days have passed). You also have a sense of direction.

### **176 up Absolute Success**

You gain a clear understanding of what spells have been cast in the general area (size of the area depends on location, but is ultimately a GM decision) with no limits in time. You know the direction and feel the place once you reach it.

### **Static maneuver modifications:**

Open-ended d100 roll

- 20 if used in a densely populated place (i.e a town or city).
- 1 per day past since spell(s) was cast.
- 10 - -30 depending on the proximity to the casting site.
- + 10 if power level (i.e spells level) is above 10.
- + 20 if power level (i.e spells level) is above 20.
- + 10 if a ritual was used to perform the spells cast.
- + 10 if the spell is still active.
- + 20 for a successful Meditation static maneuver.