

Open Mentalism 4.1.1

ANTICIPATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Anticipate Missile I *	1 missile	—	self	Us
2)	Anticipate Blow I *	1 attack	—	self	Us
3)	Guess *	caster	—	self	I
4)	Anticipate Spell I *	1 spell	—	self	Us
5)	Intuitions I	caster	—	self	I
6)	Anticipate Hostility	5'R/lvl	1 min/lvl	self	I
7)	Anticipate Missile II *	2 missiles	—	self	Us
8)	Anticipate Blow II *	2 attacks	—	self	Us
9)	Dream I	caster	sleep	self	I
10)	Anticipate Spell II *	2 spells	—	self	Us
11)	Room Feel I	3'R/lvl	1 min/lvl	10'	I
12)	Intuitions II	caster	—	self	I
13)	Anticipate Missile III *	3 missile	—	self	Us
14)	Anticipate Blow III *	3 attacks	—	self	Us
15)	Dream II	caster	sleep	self	I
16)	Room Feel II	3'R/lvl	1 hr/lvl	10'	I
17)	Anticipate Spell III *	3 spells	—	self	Us
18)	Intuitions III	caster	—	self	I
19)					
20)	Premonition	caster	24 hrs	self	I
25)	Dream III	caster	sleep	self	I
30)					
50)	Codebreaker	caster	—	self	I

1. Anticipate Missile I — This spell works subconsciously. When the character is target of an incoming missile the GM tells him and he may opt to cast Anticipate Missile. By doing so the character will have a greater chance of avoiding the missile, subtracting 50 from the attack.

2. Anticipate Blow I — As *Anticipate Missile I*, except caster may subtract 30 from any melee attack.

3. Guess — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g. roll 1-100: correct on 26-100, incorrect on 01-25).

4. Anticipate Spell I — Caster can avoid one spell cast on him. If the spell is a directed elemental attack it suffers a -25 penalty; from an area elemental attack subtract 15; or on any other spell BAR suffers a -10 penalty.

5. Intuitions I — Caster gains a vision of what will probably happen in the next minute if he takes a specified action.

6. Anticipate Hostility — Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).

7. Anticipate Missile II — As *Anticipate Missile I*, except that two separate missiles may be avoided (-50 to each) or one missile could receive a -100 penalty.

8. Anticipate Blow II — As *Anticipate Blow I*, except that two separate attacks may be avoided (-30 to each) or one attack could receive a -60 penalty.

9. Dream I — Caster has a dream relating to a topic decided upon just before retiring. This spell can only be used once per night. The caster must sleep a minimum of one normal sleep cycle.

10. Anticipate Spell II — As Anticipate Spell I, except caster can avoid two spells cast at him, or one spell with double the bonus. If the single spell is a directed elemental attack it suffers a -50 penalty; from an area elemental attack subtract 30; any other spell suffers a -20 penalty.

11. Room Feel I — Caster has a vision of what has occurred in a room or place; limited to up to 1 minute per level into the past. The size of the room is limited to the area of effect.

12. Intuitions II — As *Intuitions I*, except caster gets to gaze 2 minutes into the future.

13. Anticipate Missile III — As *Anticipate Missile I*, except that three separate missiles may be avoided (-50 to each) or one missile could receive a -150 penalty.

14. Anticipate Blow III — As *Anticipate Blow I*, except that three separate attacks may be avoided (-30 to each) or one attack could receive a -90 penalty.

15. Dream II — As *Dream I*, except limit is 2 dreams per night on different topics.

16. Room Feel II — As *Room Feel I*, except limit is 1 hour per level.

17. Anticipate Spell III — As Anticipate Spell I, except caster can avoid three spells cast at him, or one spell with the following bonuses: a directed elemental attack it suffers a -75 penalty; from an area elemental attack subtract 45; any other spell suffers a -30 penalty.

18. Intuitions III — As *Intuitions I*, except caster gets to gaze 3 minutes into the future.

20. Premonition — Caster gets a clear sight of any dangers that he will face for the next 24 hours.

25. Dream III — As *Dream I*, except limit is 3 dreams per night on different topics.

50. Codebreaker — Caster gets the information needed to break one secret code.

SPECIAL NOTES

1) Note that the Anticipation spells *can* be used where a Dodge, Bladeturn or Deflection spell could not. The Anticipation spells act as a sixth sense for caster and is thus possible to use even when surprised or shot in the back. This does not hinder them to be used against known attacks.

2) Anticipate Spell penalizes an attackers BAR, but shall not increase the risk of fumble for the attacker. I.e if the attack have not fumbled before the penalty is applied it will not fumble.

3) The 20th level Premonition spell is hard to deal with for the GM since he cannot with absolute certainty know what a character might do the next day. One way to deal with the problem is to allow the caster to have a +75 bonus to Sense Ambush (and possibly Perception rolls when involving dangerous situations) for the next 24 hours after the spell is cast. Another way is that the GM demand that the casting character's Player describe what the character will do the next day and thus give him a clear view of what dangers he will face. Example: the Player state that his character will go to the forest the next day. The GM says "ok, in the forest you will be attacked by ten giant monkeys". If the Player next day state that his character will instead go to the town, the Premonition spell will not warn him about the 4 robbers that will attack him in town.