

Open Mentalism 4.1.2

ATTACK AVOIDANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Turn Missile I *	1 missile	—	self	U
2)	Turn Blade I *	1 attack	—	self	U
3)	Shield *	caster/front	1 min/lvl	self	U
4)					
5)	Deflections I *	1 missile	—	self	U
6)	Bladeturn I *	1 attack	—	self	U
7)	Still Air *	1"R/lvl	1 min/lvl	self	U
8)	Aim Untrue I *	1 missile	—	self	U
9)					
10)	Shield II *	caster/front	1 min/lvl	self	U
11)	Deflections II *	2 missiles	—	self	U
12)					
13)	Spell Deflect I *	1 spell	—	self	U
14)	Shield III *	caster/front	1 min/lvl	self	U
15)	Bladeturn II *	2 attacks	—	self	U
16)					
17)					
18)	Deflections III *	3 missiles	—	self	U
19)					
20)	Spell Deflect II *	2 spells	—	self	U
25)	Bladeturn III *	3 attacks	—	self	U
30)	Spell Deflect III *	3 spells	—	self	U
50)	Deflect True *	3 attacks	—	self	U

1. Turn Missile — Subtracts 50 from a missile aimed at the caster. Caster must be able to see the attack.

2. Turn Blade — Subtracts 30 from a melee attack against the caster. Caster must be aware of the incoming attack.

3. Shield I — 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.

5. Deflections I — Deflects one missile fired at the caster; the missile have 100 subtracted from its attack (caster must be able to see the attack).

6. Bladeturn I — Caster can deflect one melee attack directed against him. This causes 75 to be subtracted from the attack.

7. Still Air — Creates a pocket of still air 1" per level on all sides of the caster, that no outside gas can come into. The duration of the spell is how long it will take for one person to consume all the oxygen inside the pocket (i.e if a person enters a state of low oxygen consumption, the duration of this spell may be prolonged).

8. Aim Untrue I — As *Deflections I*, except missile automatically misses.

10. Shield II — As *Shield I*, except that bonus is +35.

11. Deflections II — As *Deflections I*, except two missiles can be deflected.

13. Spell Deflect I — Deflects one directed elemental spell attack against caster; the incoming spell suffers a -50 penalty. The attack must be within casters field of vision.

14. Shield III — As *Shield I*, except that bonus is +45.

15. Bladeturn II — As *Bladeturn I*, except subtracts 75 from two separate attacks or 150 from a single melee attack.

18. Deflections III — As *Deflections I*, except three missiles can be deflected.

20. Spell Deflect II — As *Spell Deflect I*, except two directed elemental attacks can be deflected (-50 each) or one elemental attack deflected with -100 penalty.

25. Bladeturn III — As *Bladeturn I*, except subtracts 75 from three different melee attacks or 225 from a single melee attack.

30. Spell Deflect III — As *Spell Deflect I*, except three directed elemental attacks can be deflected (-50 each) or one elemental attack deflected with -150 penalty.

50. Deflect True — Caster may deflect a mix of any three attacks (spell, missile or melee attack) resulting in a -100 penalty to each.

SPECIAL NOTES

1) Turn Blade and Bladeturn spells can, despite their names, be used to deflect any melee weapon, not just bladed weapons. However they cannot be used against animal attacks (i.e trample, stomp, bash, bite, claw, stinger etc) or tacklings.