

Feldsher Base List 10.16

BATTLE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Combat I *	self	1 rd/lvl	self	U
2)	Speed I *	1 target	1 rd	10'	U
3)	Shield I *	self	1 min/lvl	self	U
4)	Combat II *	self	1 rd/lvl	self	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Store	self	P	10'	I
7)	Speed III *	varies	3 rds	10'	U
8)	Shield II *	self	1 min/lvl	self	U
9)	Combat III *	self	1 rd/lvl	self	U
10)	Aim Untrue *	1 missile	—	100'	U
11)	Speed V *	varies	5 rds	10'	U
12)	Awareness I *	self	—	300'R	I
13)	Combat IV *	self	1 rd/lvl	self	U
14)	Shield III *	self	1 min/lvl	self	U
15)					
16)	Awareness II *	self	—	1000'R	I
17)	Aim Untrue II *	2 missiles	—	100'	U
18)	Combat V *	self	1 rd/lvl	self	U
19)	Shield IV *	self	1 min/lvl	self	U
20)	Speed X *	varies	10 rds	10'	U
25)	Aim Untrue III *	3 missiles	—	100'	U
30)	Awareness True *	self	—	varies	I
50)	Mass Speed *	varies	varies	10'	U

1. Combat I — With this spell the caster's attacks and defensive moves becomes faster and more fluid, and so he may add an additional +5 to both his OB and DB. This is cumulative with any other modifications he has, but is not cumulative with other Combat spells.

2. Speed I — Target may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity per round). See *Spell Law* 7.1.24 for more information.

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.

4. Combat II — As *Combat I*, except bonus is +10.

5. Sidevision — Target has a 300° field of vision. The flank bonus for attacks against the target is lowered to +5 and the rear bonus is lowered to +15.

6. Store — Allows caster to mentally store a target for later use with the Awareness spell. Target is stored permanently.

7. Speed III — As *Speed I*, except duration is 3 rounds split among one to three targets (in any combination).

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

9. Combat III — As *Combat I*, except bonus is +15.

10. Aim Untrue — Caster can deflect any 1 missile that passes within 100' of him. Caster must be able to see the missile. This causes the missile to automatically miss its target.

11. Speed V — As *Speed I*, except duration is 5 rounds split among one to five targets (in any combination).

12. Awareness I — Caster is immediately aware of the physical state, situation and location of his stored targets.

13. Combat IV — As *Combat I*, except bonus is +20.

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

16. Awareness II — As *Awareness I*, except area of effect is 1000'R.

17. Aim Untrue II — As *Aim Untrue*, except 2 missiles can be made to miss their targets.

18. Combat V — As *Combat I*, except bonus is +25.

19. Shield IV — As *Shield I*, except that bonus is +60.

20. Speed X — As *Speed I*, except duration is 10 rounds split among one to ten targets (in any combination).

25. Aim Untrue III — As *Aim Untrue*, except 3 missiles can be made to miss their targets.

30. Awareness True — As *Awareness I*, except there is no range limitation.

50. Mass Speed — As *Speed I*, except duration is a number of rounds equal to the caster's level, split among any number of targets up to the caster's level (in any combination).

SPECIAL NOTES

1) Awareness. The Awareness spell would provide exact statistics for all stored targets within the radius, providing information on hits taken, hits per round, stun results, broken bones, useless limbs etc, as well as a general idea of the targets situation (i.e. melee combat, providing first aid to himself etc). The spell also provide a fairly good direction to the targets.