

Closed Channeling 2.2.3

CALM SPIRITS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm I	1 target	1 min/lvl	100'	Fm
2)	Hold Kind 50%	1 target	C	100'	Fm
3)	Calm II	2 targets	1 min/lvl	100'	Fm
4)	Hold Kind 75%	1 target	C	100'	Fm
5)	Calm III	3 targets	1 min/lvl	100'	Fm
6)	Calm IV	4 targets	1 min/lvl	100'	Fm
7)	Calm V	5 targets	1 min/lvl	100'	Fm
8)	Mass Animal Calm I	1 target/lvl	1 min/lvl	100'	Fm
9)					
10)	Calm X	10 targets	1 min/lvl	100'	Fm
11)	True Hold	1 target	C	100'	Fm
12)	Whisper of Calming	50'R	1 min/lvl	self	Fm
13)	Quick Calm *	varies	varies	varies	Fm
14)					
15)	Mass Animal Calm II	1 target/lvl	2 min/lvl	10'/lvl	Fm
16)	Calm XV	15 targets	1 min/lvl	100'	Fm
17)					
18)	Long Calm	1 target	1 day/lvl	300'	Fm
19)	Mass Animal Calm III	2 targets/lvl	2 min/lvl	10'/lvl	Fm
20)	Lord Calm	20 targets	1 min/lvl	10'/lvl	Fm
25)	Quick Lord Calm *	20 targets	1 min/lvl	10'/lvl	Fm
30)	Calm True	1 target	P	100'	Fm
50)	Mass Calm	varies	1 min/lvl	varies	Fm

1. Calm I — Target will take no aggressive/offensive action and will fight only if attacked.

2. Hold Kind 50% — Humanoid target is held to 50% of his normal action for as long as caster concentrates.

3. Calm II — As *Calm I*, except 2 targets may be affected.

4. Hold Kind 75% — Humanoid target is held to 25% of his normal action for as long as caster concentrates.

5. Calm III — As *Calm I*, except 3 targets may be affected.

6. Calm IV — As *Calm I*, except 4 targets may be affected.

7. Calm V — As *Calm I*, except 5 targets may be affected.

8. Mass Animal Calm I — Caster can calm a number of animals equal to his level.

10. Calm X — As *Calm I*, except that 10 targets may be affected.

11. True Hold — As *Hold Kind 50%*, except any target can be affected (even a dragon if he fails his RR:).

12. Whisper of Calming — Caster whispers a calming word that anyone within 50'R can hear. All within radius must RR or be calmed (unable to take any aggressive action) for 1 min/caster's lvl. Caster may try to exclude people from the spell using the skill *Targeting Skill* (101+).

13. Quick Calm — Caster may use any lower level spell on this list as a quick spell (i.e without preparation penalty).

15. Mass Animal Calm II — [RR Mod: -20] As *Mass Animal Calm I*, except for duration, range and the -20 RR modification.

16. Calm XV — As *Calm I*, except that 15 targets may be affected.

18. Long Calm — As *Calm I*, except for range (300') and duration (1 day/lvl).

19. Mass Animal Calm III — [RR Mod: -20] As *Mass Animal Calm II*, except that caster may calm up to 2 animals per level of caster.

20. Lord Calm — [RR Mod: -10] As *Calm I*, except caster may calm up to 20 targets and at a range of 10'/lvl.

25. Quick Lord Calm I — [RR Mod: -10] As *Lord Calm*, except caster may use this spell as a quick spell (i.e without preparation penalty).

30. Calm True — Caster may calm any one target. Effect is semi permanent, every time target gets outside a 100' radius of the caster he is able to be aggressive, but as soon as he enters the radius he is calmed. The caster of this spell, once it has taken effect, has complete control over the calming effect. He may remove the effect at will.

50. Mass Calm — Caster can calm any target within sight and hearshot (i.e any crowd that he can see and speak to). The limit to this spell is casters voice/vision. He must be able to see all targets and they must be able to hear his voice when he casts the spell.

SPECIAL NOTES

Any Calm spell can be used on any target of human intelligence or less (i.e animals). The Calm Animal spells are more effective but can only be used on targets with animal intelligence.

An "aggressive" action is defined as any action with the intent to directly harm any individual(s). Actions that result in harm indirectly to individuals are not "aggressive". Pulling the lever on the wall to drop an individual into a pit *is* an aggressive action (the action directly resulted in the harm on the individual). Screaming and running of to get help is not an aggressive action.

A target that is held to 50% action may attack using 50% of his OB. A target that is held to 25% action may no longer make an attack, although he may use his 25% OB to parry.