

Open Mentalism 4.1.4

CLOAKING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	U
2)	Blur *	caster	1 min/lvl	self	U
3)	Unseen	object (self)	1 min/lvl	touch	U
4)	Cloaking I	1 target	1 min/lvl (C)	10'/lvl	Fm
5)	Facades I	caster	1 hr/lvl	self	E
6)	Cloaking III	3 targets	1 min/lvl (C)	10'/lvl	Fm
7)	Cloaking Sphere I	10'R	C	self	Fm
8)	Cloaking V	5 targets	1 min/lvl (C)	10'/lvl	Fm
9)	Cloaking Sphere II	20'R	C	self	Fm
10)	Shadow Mentalist	—	1 min/lvl	100'	F
11)	Facades I	caster	1 hr/lvl	self	E
12)	Cloaking X	10 targets	1 min/lvl (C)	10'/lvl	Fm
13)	Cloaking Sphere III	30'R	C	self	Fm
14)	Displacement I	caster	1 min/lvl	self	F
15)	Camouflage	caster	10 min/lvl	self	F
16)	Cloaking XX	20 targets	1 min/lvl (C)	10'/lvl	Fm
17)	Cloaking Sphere IV	40'R	C	self	Fm
18)	Displacement II	caster	1 min/lvl	self	F
19)	Cloaking Sphere V	50'R	C	self	Fm
20)	Shadow Mentalist II	—	1 min/lvl	100'	F
25)	Displacement III	caster	1 min/lvl	self	F
30)	Camouflage True	caster	10 min/lvl	self	F
50)	True Cloaking	1 target/lvl	1 min/lvl	varies	Fm

1. Hues — Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a +10 to +50 bonus (GM's discretion) to Hiding attempts (and perhaps to some Stalking attempts).

2. Blur — Causes caster to appear blurred to attackers, subtracting 10 from all attacks.

3. Unseen I — A single object is made invisible (1 garment, casters naked body, etc.); until duration is up **or** the object is struck by a violent blow.

4. Cloaking I — [RR Mod = -50] Target makes an RR. failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks the target, he may make another RR with a +50 modifier. If the caster begins to concentrate he can extend the duration of this spell indefinitely (as long as he can concentrate).

5. Facades I — A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size.

6. Cloaking III — As *Cloaking I*, except the target can affect 3 targets (the caster makes one BAR that applies to all targets). All targets must be within range, but caster needs not have visual contact, only know that there is a target behind the door or on the floor below.

7. Cloaking Sphere I — As *Cloaking I*, except all targets within radius must make an RR (one BAR for all targets). They get a new RR each round **only** if the caster moves. Once a target makes a successful RR, he need not make another RR vs the spell.

8. Cloaking V — As *Cloaking I*, except the target can affect 5 targets (the caster makes one BAR that applies to all targets).

9. Cloaking Sphere II — As *Cloaking Sphere I*, except radius is 20'.

10. Shadow Mentalist I — Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does. The duplicate is limited to moving within in the area of effect. If the caster concentrates, he can "merge" the duplicate with himself and then split back apart again (making it difficult to discern which one is the "real" caster).

11. Facades II — As *Facades I*, except illusion may include sounds and voices.

12. Cloaking X — As *Cloaking I*, except the target can affect 10 targets (the caster makes one BAR that applies to all targets).

13. Cloaking Sphere III — As *Cloaking Sphere I*, except radius is 30'.

14. Displacement I — Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.

15. Camouflage — Caster and objects on his person take on the visual texture, color, and form of surrounding area. Caster is nearly invisible when motionless (+100 to all Hiding maneuvers) **and** has a +50 bonus to Stalking attempts (if he concentrates). This spell is not cumulative with *Hues*.

16. Cloaking XX — As *Cloaking I*, except the caster can affect 20 targets (the caster makes one BAR that applies to all targets).

17. Cloaking Sphere IV — As *Cloaking Sphere I*, except radius is 40'.

18. Displacement II — As *Displacement I*, except "no effect" chance is 20%.

19. Cloaking Sphere V — As *Cloaking Sphere I*, except radius is 50'.

20. Shadow Mentalist II — As *Shadow Mentalist I*, except there are two duplicates.

25. Displacement III — As *Displacement I*, except "no effect" chance is 30%.

30. Camouflage True — As *Camouflage*, except doesn't require concentration while moving **and** the Stalking bonus is +75.

50. True Cloaking — As *Cloaking I*, except the caster can effect as many targets as he has levels and the range is only limited to the caster's field of vision.

SPECIAL NOTES

1) Cloaking spells are not *Invisibility* spells and none of the normal rules for invisibility apply (e.g. the caster does not become visible when he attacks or is hit etc)

2) See section 7.1.27 for more on illusions