

Closed Essence 3.2.11

CORPUS DOMINUS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Bodily Noise	1 target	—	100'	Fm
2)	Malfunction	1 target	1 rnd/10 fail	100'	Fm
3)	Hold 50%	1 target	C	100'	Fm
4)	Lock Joint	1 target	1 rnd/10 fail	100'	Fm
5)	Stumble	1 target	—	100'	Fm
6)	Limb Control I	1 target	1 rnd	100'	Fm
7)	Force Strike I	1 target	—	100'	E
8)	Spin	1 target	—	100'	Fm
9)	Multiple Hold III	3 targets	C	100'	Fm
10)	Knock Out	1 target	Varies	100'	Fm
11)	Force Strike III	1 target	—	300'	E
12)	Limb Control III	1 target	3 rmds	100'	Fm
13)					
14)					
15)	Multiple Hold V	5 targets	C	100'	Fm
16)	Force Strike V	1 target	—	500'	E
17)					
18)	Throw	1 target	—	100'	E
19)	Limb Control V	1 target	5 rmds	100'	Fm
20)	Multiple Hold True	Varies	C	100'	Fm
25)	Limb Control True	1 target	C	100'	Fm
30)	Throw True	1 target	—	100'	E
50)	Body Mastery	Varies	1 rnd/lvl	Varies	V

1. Bodily Noise — Causes target to expel intestinal gas through either the anus (i.e break wind) or mouth (i.e burp). The embarrassing sound can be heard by all within 30'R in silence.

2. Malfunction — Target suffers a slight malfunction of a random body part for the duration of the spell. Activities performed using the affected body part are limited to 60% and fumble values for skills involving the body part are doubled.

3. Hold 50% — Caster may hold any humanoid, man-sized being to to 50% action. For as long as caster concentrates target cannot attack, but is still able to defend with half of his remaining OB.

4. Lock Joint — Causes a random joint on target to lock for the duration. See Note 1 for randomization and effects.

5. Stumble — Target becomes unbalanced. If he is moving, he trips and falls (0% action for 1-5 rnds depending on the severity of the fall). If he is performing a maneuver, the maneuver fails.

6. Limb Control I — Caster controls the actions of one of targets limbs (caster's choice) for one round. Any attacks against oneself or another target is made using casters BAR bonus for OB.

7. Force Strike I — Caster directs kinetic energy against a target up to 100' away, causing an attack on the Ice Bolt attack table, but using Unballancing (primary) and Impact (secondary) criticals. The *Force Strike* is invisible to the eye, but caster points his hand against the target and uses his Directed Spell OB for the attack.

8. Spin — Target is spun about a few times, and stops facing 180° away from his original facing. He spends the round attempting to recover.

9. Multiple Hold III — As *Hold 50%*, except three targets can be chosen. Targets must be within caster's field of vision.

10. Knock Out — Target's head suffers a blow, as if he had been struck by a fist. If the target fails his RR by 1-10, he takes an 'A' Shock critical; by 11-20, he takes a 'B'; by 21-30, he takes a 'C'; by 31-40, he takes a 'D'; by more than 41, he takes an 'E'. Targets failing by 51+ are knocked unconscious for 1 rnd/10 failure, in addition to the Shock critical.

11. Force Strike III — As *Force Strike I*, except range is 300' or if used within 100' hit point damage is doubled or a +30 attack bonus added (chosen at the time of casting).

12. Limb Control III — As *Limb Control I*, except caster have control over one of target's limbs for 3 consecutive rounds.

15. Multiple Hold V — As *Multiple Hold III*, except five targets may be affected.

16. Force Strike V — As *Force Strike I*, except range is 500' or if used within 100' hit point damage is tripled or a +50 attack bonus added (chosen at the time of casting).

18. Throw — A small or medium sized target is thrown by an invisible force, travelling through the air for up to half of caster's BAR in feet. Damage is determined on the *Fall/Crush attack table 3.5* with an OB equal to caster's BAR (modified by circumstances, i.e if thrown off a ledge leading to a fall of 100' the damage is significantly higher).

19. Limb Control V — As *Limb Control I*, except caster have control over one of target's limbs for 5 consecutive rounds.

20. Multiple Hold True — As *Multiple Hold V*, except as many targets as caster's level divided by two can be affected.

25. Limb Control True — As *Limb Control I*, except caster have control over one of target's limbs for as long as he concentrates.

30. Throw True — As *Throw*, except Large creatures can be thrown or a small or medium sized creature can be thrown up to full of caster's BAR in feet (attacks made with 2x caster's BAR on the *Fall/Crush attack table*).

50. Body Mastery — Caster may use one lower level spell (on this list) each round.

SPECIAL NOTES

1) Use the following table to select joints randomly. Effects are arbitrary. GM might roll for severity or let the degree of RR failure decide the severity.

1-10	Foot (ankle)	If moving: target falls. Movement is down to 40%.
11-20	Knee	If moving: target falls. Movement is down to 30%.
21-31	Pelvis (hip)	Target falls. Movement is 10% (crawl).
32-42	Back	Any activity is cut by 50%.
43-53	Shoulder	Upper body activity cut by 30%. Increase fumble by 2.
54-64	Neck	Cannot perceive surroundings. Activity cut by 25%.
65-75	Elbow	Arm is useless.
76-88	Wrists	Chance of dropping anything held. Activity cut by 30%
89-100	Fingers	Drops anything held. Hand is useless.

2) A target of the Limb Control spell that tries to wrestle his uncontrolled limb usually has to spend 75% activity doing so, more or less depending on the situation.