

Closed Essence 3.2.11
DEPOWERING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Powertype *	1 target	—	100'	U
2)	Hamper I	1 target	1 min/10 fail	100'	F
3)					
4)					
5)	Impede I	1 target	1 min/10 fail	100'	F
6)	Power Drain	1 target	C	100'	F
7)	Hamper II	1 target	1 min/10 fail	100'	F
8)	Disrupt	1 target	varies (24h)	100'	F
9)	Impede II	1 target	1 min/10 fail	100'	F
10)	Suppress Essence	varies	varies	touch	F
11)	Power Leech	1 target	C	100'	F
12)	Suppress Mentalism	varies	varies	touch	F
13)	Suppress Channeling	varies	varies	touch	F
14)	Hamper III	1 target	1 min/10 fail	100'	F
15)					
16)	Block Essence	1 target	C	100'	F
17)	Block Mentalism	1 target	C	100'	F
18)	Block Channeling	1 target	C	100'	F
19)	Hamper IV	1 target	1 min/10 fail	100'	F
20)	Suppress Permanent	varies	lifetime	touch	F
25)	Unessence	1 target	1 min/10 fail	100'	F
30)	Unmentalism	1 target	1 min/10 fail	100'	F
35)	Unchanneling	1 target	1 min/10 fail	100'	F
50)	Break Staff	1 item	P	100'	F

1. Powertype — Caster learns what realm(s) of magic the target utilize (if any). This spell gives no other information.

2. Hamper I — Target suffers -5 to all spell rolls (BAR) and -15 to Directed spells for 1 minute per 10 RR failure.

5. Impede I — Target will have all his spell costs doubled for one Realm. If he casts a lvl 2 spell it will cost him 4 PP. Hybrid spell users have a cost increase of 50%. Arcane spell users suffer a 33% increase. The target is aware of this effect.

6. Power Drain — Target will lose 20% of his *remaining* PP each round for as long as caster concentrates. I.e a target having 100 PP will lose 20 PP the first round, 16 PP the second round and so on. The target must be visible for the entire duration, otherwise the spell ends. The power points will return at normal rate if target rests and cannot be lowered below 0.

7. Hamper II — As *Hamper I*, except target has a -10 to BAR and -30 to Directed spell casting.

8. Disrupt — The next spell the target attempts to cast (within 24 hours) will be automatic fumble. Roll on the appropriate Spell Fumble Table.

9. Impede II — As *Impede I*, except all target's spells from one Realm (chosen by caster) will have their PP cost tripled. A Hybrid spell user will have his costs doubled and Arcane spell users will have a 66% increase.

10. Suppress Essence — [10 min. ritual] Caster create a non-mobile area in which all Essence spell casting is suppressed, except his own. The field is easy (76+) to perceive with the Power Perception skill, but otherwise invisible. The area of effect is 5'R per skill rank of Circle Lore. The duration is equal to casters skill roll for Circle Lore (in minutes). All Essence spells cast in the area will suffer as if both *Impede I* and *Hamper II* had affected them. No RR is allowed.

11. Power Leech — As *Power Drain*, except caster may channel the stolen PP to himself if they are from his Realm of Power. This require a roll for the Channeling skill where any number exceeding 100 is the percentage amount that caster gains from the stolen PP. I.e if target loses 20 PP and caster rolls 150 on his Channeling roll, he gains 10 PP to add to his own.

12. Suppress Mentalism — As *Suppress Essence*, except affects the realm of Mentalism.

13. Suppress Channeling — As *Suppress Essence*, except affects the realm of Channeling.

14. Hamper III — As *Hamper I*, except target has a -15 to BAR and -45 to Directed spell casting.

16. Block Essence — Target must make an RR or be unable to utilize any Essence PPs while caster concentrates. Hybrids who share the Essence realm cannot use spells from that Realm and their profession spells are cast with 25 ESF.

17. Block Channeling — As *Block Channeling*, except no Essence PPs may be utilized.

18. Block Mentalism — As *Block Channeling*, except no Mentalism PPs may be utilized.

19. Hamper IV — As *Hamper I*, except target has a -20 to BAR and -60 to Directed spell casting.

20. Suppress Permanent — [3 hour ritual] As any of the *Suppress spells*, except duration is the lifetime of the caster. A caster may only have one *Suppress Permanent* active, but may cancel his last to create a new one should he wish.

25. Unessence — As *Block Essence*, except duration is 1 min per 10 RR failure.

30. Unmentalism — As *Unessence*, except affects the Realm of Mentalism.

35. Unchanneling — As *Unessence*, except affects the Realm of Channeling.

50. Break Staff — This spell will destroy one magic item, not necessarily a staff. The item itself is not physically broken (unless caster use Spell Artistry for the show), but any magic in it will cease; i.e it will become a non-magical item. The item is entitled an RR based on its item level.

SPECIAL NOTES

1) Only one *Hamper* spell may be active on any given target at a time, i.e they cannot be cast multiple times to stack the penalties.

2) Only one *Impede* spell may be active on any given target at a time, i.e they cannot be cast multiple times to further increase targets PP costs.

3) Manaburn occurs when the caster reach a negative number of power points. For every negative power point the caster will be at -10. If he reach -100 (i.e having used 10 negative PP) he will fall into unconsciousness. For every negative power point a caster has used, it will take 24 hours before he starts to regain any PP.