

Open Channeling 2.1.3

DETECTION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Life	5'R	1 min/lvl (c)	100'	P
2)	Detect Curse	5'R	1 min/lvl (c)	100'	P
3)	Detect Undead	5'R	1 min/lvl (c)	100'	P
4)	Life Typing	1 target	—	100'	P
5)	Detect Traps	5'R	1 min/lvl (c)	100'	P
6)	Detect Magic	5'R	1 min/lvl (c)	100'	P
7)	Detect Invisible	3'R/lvl	1 min/lvl (c)	100'	P
8)	Perceive Power I	1 target	—	100'	P
9)	Poison Analysis	1 target	—	10'	P
10)	Detect Evil	1 target	—	100'	P
11)	Curse Analysis	1 target	—	10'	P
12)	Detect Death	5'R	1 min/lvl (c)	100'	P
13)	Power Typing	1 target	—	100'	P
14)	Detect Spell	5'R	1 min/lvl (c)	100'	P
15)	Awareness	caster	10 min/lvl	self	U
16)	Perceive Power II	5'R	1 min/lvl (c)	200'	P
17)	Location III	caster	—	300'	P
18)	Life Analysis	1 target	—	100'	P
19)	Detect Specific	5'R	1 min/lvl (c)	100'	P
20)	Awareness True	1 target	10 min/lvl	touch	U
25)	Greater Location	caster	—	1 mile	P
30)	Detection True	varies	1 min/lvl (c)	100'	P
50)	Location True	caster	—	1 mi/lvl	P

1. Detect Life — Detects any living being(s) in a 5'R area. The area may be moved each round. Caster gets a general idea of the size of the lifeform(s), but no other information.

2. Detect Curse — As *Detect Life*, except detects curses on people or things. This spell do not give any specific information.

3. Detect Undead — As *Detect Life*, except detects the presence of undead.

4. Life Typing — Analyses one living being; giving race, age and current state of health. This spell can be cast on a living being that has been detected with a *Detect Life* spell.

5. Detect Traps — As *Detect Life*, except it gives 90% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).

6. Detect Magic — Detects any active magic in an area, on a person or in an item, but does not give the Realm, power or spell type. Caster can concentrate on a different 5'R area each round.

7. Detect Invisible — Caster can detect all invisible beings and things within the radius while concentrating.

8. Perceive Power I — Caster estimates the power (i.e level or bonus) of a person, item or spell examined.

9. Poison Analysis — Gives an analysis of any poison on a single object or in a single being. Caster will only know the type of poison and possible cure if he has as many ranks in Poison Lore as the poisons level.

10. Detect Evil — As *Life Typing*, except it has 90% chance of detecting “evil” in a living being. See Special Note nr 7.

11. Curse Analysis — A cursed person or item may be analysed for level, effect and required cure.

12. Detect Death — As *Detect Life*, except detects dead bodies and whether anything has died in the radius in the last 24 hours.

13. Power Typing — As *Perceive Power I*, except caster learns the Realm, spell(s) and abilities of an item. In the case of a person, it gives his exact profession.

14. Detect Spell — As *Detect Magic*, except it detects any spell that has ever been cast in the area examined. It will give the caster a complete description of the spells purpose.

15. Awareness — For the duration of this spell caster has extraordinary senses; he gets a +25 bonus to all perception and awareness skills. Activating this spell may also enable caster to re-roll one failed Perception roll (GM's decision).

16. Perceive Power II — As *Perceive Power I*, except for duration, area of effect and range.

17. Location III — Gives the direction and distance to any object, place or person the caster is familiar with or has had described in detail.

18. Life Analysis — As *Life Typing*, except also gives exact profession, alignment, history and other pertinent details.

19. Detect Specific — As *Detect Life*, except caster is free to specify the object to detect (i.e he may chose to detect wolves, Mirennna berries, carpenters or any other specific object of his choice).

20. Awareness True — As *Awareness*, except can be cast on a target which then receive the +25 bonus; if the spell is used on caster self he will receive +50 bonus to all perception skills and cannot be ambushed for the duration.

25. Greater Location — As *Location III*, except range is 1 mile.

30. Detection True — As *Detect Magic*, except any of the lower level detect spells on this list may be used each round with double range and area of effect.

50. Location True — As *Location III*, except range is 1 mile per level.

Special Notes

1) All of the spells on this list, except the Awareness spells, are Passive in type. The target of the spell is allowed an RR but success only indicates that the target was aware that a spell was cast on him (i.e the spell still works). More information on Passive spells can be found in section 7.1.18.

2) A “curse” (for the purposes of Detect Curse spell) is defined as something detrimental and magical in nature.

3) When something is detected with a “Detect” spell, caster may concentrate for 1 extra round to determine the number of targets and their exact location within the radius.

4) Since Detect Invisible require concentration, caster cannot attack a detected target in the same round as concentrates. He will lose his concentration while trying to attack. An invisible being that has been detected by Detect Invisible can be attacked with a -25 penalty for the first round after being detected (instead of the standard -100). Attacks by others than the caster which has been directed by the caster suffers a -50 penalty. See section 7.1.10 for more about Invisibility.

5) The Detect Specific spell contains a rather vague description of what the caster may chose to detect, but the GM is urged to keep the choices narrowed down. I.e detecting wolves is allowed, but detecting the single leader wolf is not. Detecting smiths is allowed, but detecting the smith who created the dagger used to assassinate the king is not.

6) Knowing the Realm of an item usually provide +10 to the Attunement roll. Knowing the exact spell provide an additional +20.

7) A channeling user's perspective on good and evil determine the function of his Detect Evil spell. While an essence user might sense a certain feeling in a target, the channeling user strictly learns if the target worship an Evil deity (i.e Morgoth, Sauron or any incarnation of them).