

Open Mentalism 4.1.7

DETECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mind	5'R	1 min/lvl (c)	100'	P
2)	Detect Lie	caster	1 min/lvl (c)	10'	P
3)	Life Typing	1 target	—	100'	P
4)	Detect Traps	5'R	1 min/lvl (c)	100'	P
5)	Detect Magic	5'R	1 min/lvl (c)	100'	P
6)	Detect Invisible	3'R/lvl	1 min/lvl (c)	100'	P
7)	Detect Curse	5'R	1 min/lvl (c)	100'	P
8)	Perceive Power I	1 target	—	100'	P
9)	Detect Undead	5'R	1 min/lvl (c)	100'	P
10)	Detect Evil	1 target	—	100'	P
11)	Power Typing	1 target	—	100'	P
12)	Detect Death	5'R	1 min/lvl (c)	100'	P
13)	See Invisible	caster	1 min/lvl	50'	U
14)	Awareness	caster	10 min/lvl	self	U
15)	Perceive Power II	5'R	1 min/lvl (c)	200'	P
16)	Detect Spell	5'R	1 min/lvl (c)	100'	P
17)	Location III	caster	—	300'	P
18)	Life Analysis	1 target	—	100'	P
19)	Curse Analysis	1 target	—	10'	P
20)	Awareness True	caster	10 min/lvl	self	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 Mind — Detects any sentient/thinking beings in a 5'R area. The area may be moved each round.

2. Detect Lie — While concentrating on this spell the caster has a +50 bonus to his Lie Perception skill. Caster must be within 10' of the speaker to gain this bonus.

3. 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 Mind* spell.

4. Detect Traps — As *Detect Mind*, except it gives 90% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance). See section 7.1.23 for information on trap complexity.

5. Detect Magic — As *Detect Mind*, except it detects any active magic in an area, on a person or in an item, but does not give the Realm, power or spell type.

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

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

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

9. Detect Undead — As *Detect Mind*, except caster detects any undead within the area.

10. Detect Evil — As *Life Typing*, except it has 90% chance of detecting "evil" in a living being. See Special Note nr 5.

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

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

13. See Invisible — Caster can see invisible things anywhere he could normally see. His attacks suffer no penalties against invisible targets as long as this spell is active.

14. Awareness — For the duration of this spell caster has extraordinary senses; he gets a +25 bonus to all perception and awareness skills.

15. Perceive Power II — As *Perceive Power I*, except this spell has a duration of 1 min/lvl and caster may chose a new 5'R area every round and range is 200'.

16. Detect Spell — As *Detect Mind*, 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.

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

20. Awareness True — As *Awareness*, except it provide a +50 bonus to all perception skills and caster 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 spells on this list, except Awareness and See Invisible, 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) When Detect Evil is cast from this list, the mentalism user must decide whether to use a broad scope or a small scope. If the former option is chosen he will, much like the essence user, detect amounts of malice and cruelty in the target. The drawback of the broad scope is that caster will not know to what extent the target is evil (i.e he is a sauronic worshipper or a cruel street urchin). The small scope on the other hand detects only those most evil (i.e followers of Morgoth). If using the small scope option the caster will know that there is true evil in the target, but a cruel henchmen might slip past such detection. Off course, the spell can be cast twice, with different scopes to clarify "how much" evil there is in a target.