

Open Essence 3.1.4

ESSENCE HAND

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Vibrations I	1 lb	1 rd/lvl (C)	100'	F
2)	Staying I	1 lb	1 min/lvl	100'	F
3)	Telekinesis I	1 lb	1 min/lvl (C)	100'	F
4)	Vibrations II	5 lb	1 rd/lvl (C)	100'	F
5)	Staying II	5 lb	1 min/lvl	100'	F
6)	Telekinesis II	5 lb	1 min/lvl (C)	100'	F
7)	Hold I	1 target	C	100'	F
8)	Vibrations III	25 lb	1 rd/lvl (C)	100'	F
9)	Staying III	25 lb	1 min/lvl	100'	F
10)	Aiming	1 missile	1 rd (C)	100'	U
11)	Telekinesis III	25 lb	1 min/lvl (C)	100'	F
12)	Vibrations IV	50 lb	1 rd/lvl (C)	100'	F
13)	Hold II	1 target	C	100'	F
14)	Mass Vibrations	1 object/lvl	1 rd/lvl (C)	100'	F
15)	Staying IV	50 lb	1 min/lvl	100'	F
16)	Vortex	30'R	C	100'	E
17)	Telekinesis IV	50 lb	1 min/lvl (C)	100'	F
18)	Vibrations V	100 lb	1 rd/lvl (C)	100'	F
19)	Staying V	100 lb	1 min/lvl	100'	F
20)	Telekinesis V	100 lb	1 min/lvl (C)	100'	F
25)	Lord Aim	1 missile	1 rd (C)	300'	U
30)	Essence Hand	10 lbs/lvl	1 rd/lvl (C)	100'	F
50)	Aim True	1 missile	1 rd (C)	500'	U

1. Vibrations I — Causes an object of up to 1 pound in mass to vibrate rapidly. If fragile it may break (roll an RR). If it is held by a being the being must RR or fumble it (roll each round for as long as target concentrates).

2. Staying I — Causes an object to “float” in the air. Wind or pressure may move it, but this spell alone can not.

3. Telekinesis I — Can move one object up to 1 pound in mass for as long as caster concentrates. Caster may stop and resume within spells duration. Movement is up to 10' per round. If the caster stops the movement the object will remain floating in the air as if Staying was cast on it.

4. Vibrations II — As *Vibrations I*, except mass limit is 5 pounds.

5. Staying II — As *Staying I*, except mass limit is 5 pounds.

6. Telekinesis II — As *Telekinesis I*, except mass limit is 5 pounds.

7. Hold I — Caster exerts physical pressure upon target making all actions heavier to perform. Target spends double exhaustion points for all maneuvers, fumble range increase by 1 and all moving maneuvers are cut by 50% (including melee combat).

8. Vibrations III — [RR mod: -10] As *Vibrations I*, except mass limit is 25 pounds.

9. Staying III — As *Staying I*, except mass limit is 25 pounds.

10. Aiming — Caster guides the missile of an missile firer making it's flight more accurate (+50 OB). Caster must see the missile for the entire flight and know what target it was intended for. This spell can also be used to bend a missile from its path, subtracting 50 from firer's OB.

11. Telekinesis III — As *Telekinesis I*, except mass limit is 25 pounds.

12. Vibrations IV — [RR mod: -20] As *Vibrations I*, except mass limit is 50 pounds.

13. Hold II — As *Hold I*, except moving maneuvers are cut by 75% and fumble range increase by 2. There is no mass limit, but for every 50 lbs over 250, target has a +10 bonus to resist.

14. Mass Vibrations — As *Vibrations II*, except as many objects (up to 5 pounds each) as the caster's level can be vibrated. They must all be within the field of vision of the caster.

15. Staying IV — As *Staying I*, except mass limit is 50 pounds.

16. Vortex — All things in the area of effect weighing less than 2 pounds will rapidly be hurled around in the air, damaging all within the area. Attacks are resolved on the Sling attack table using casters BAR as bonus and adding a bonus between ± 0 and +50 depending on how much lose items weighing less than 2 pounds there are in the area (GM's decision).

17. Telekinesis IV — As *Telekinesis I*, except mass limit is 50 pounds.

18. Vibrations V — [RR mod: -30] As *Vibrations I*, except mass limit is 100 pounds.

19. Staying V — As *Staying I*, except mass limit is 100 pounds.

20. Telekinesis V — As *Telekinesis I*, except mass limit is 100 pounds.

25. Lord Aim — As *Aiming*, except modification is ± 100 and range is 300'.

30. Essence Hand — Caster can use any spell under 10th lvl from this list every round (concentration is required for all but Staying). Weight limit is 10 pounds/lvl. If Vibration is used, RR modification is -40.

50. Aim True — As *Aiming*, except missile automatically does maximum damage and range is 500'. If target is a Large or Super Large creature, the attack is treated as Staying.

SPECIAL NOTES

1) For the Vibrations, Staying and Telekinesis spells, caster cannot switch objects during the duration. Every new object requires a new spell.

2) The Staying spells will not lift anything up, but anything that the caster lifts up in the air will stay there for the duration. The Staying spells may also be used to slow down falling objects. For the purpose of attack modifications, use the number of pounds the spell can “stay” as a subtraction from the objects OB. I.e if the caster see a falling rock that will certainly hit his unconscious friend with a +100 Large Fall and Crush attack and casts Staying IV on it, the attack will be reduced to +50. The Staying spells cannot slow down falling things that exceed 4x the weight that the spell can affect. I.e if the rock weighs 200 lbs or more, there will be no use casting a Staying IV to slow it down.

3) For the Hold I spell, mass is limited to 250 lbs.

4) Vortex cannot harm if the area contains no objects that could be hurled, but unless the area is completely devoid of dust and particles these will be blown around obscuring vision and causing distraction.

5) The Aiming and Lord Aim spells have no limit in mass, thus they can be used with siege weapons such as ballistas and arbalests as well as bows, slings and thrown weapons.