

Open Channeling 2.1.5

LOFTY MOVEMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Phantom Move	1 target	1 min/lvl	10'	U
2)	Spider Move	1 target	1 min/lvl	10'	U
3)	Adrenal Move*	1 target	1 rd	10'	U
4)	Leaping*	1 target	1 rd	10'	U
5)	Landing*	1 target	varies	100'	U
6)	Waterwalking	1 target	1 min/lvl	10'	U
7)	Merging Organic	1 target	1 min/lvl	10'	U
8)	Store Sanctuary	caster	P	self	U
9)					
10)	Spider Climb	1 target	1 min/lvl	10'	U
11)	Waterunning	1 target	1 min/lvl	10'	U
12)	Windwalking	1 target	1 min/lvl	10'	U
13)	Returning I	caster	—	self	U
14)					
15)	Great Merging Organic	1 target	1 min/lvl	10'	U
16)	Returning V	caster	—	self	U
17)	Cling	1 target	1 min/lvl	10'	U
18)	Windrunning	1 target	1 min/lvl	10'	U
19)	Returning X	caster	—	self	U
20)	Merge True Organic	1 target	1 min/lvl	10'	U
25)	Windrunning True	1 target	10 min/lvl	10'	U
30)	Word of Return*	caster	—	self	U
50)	Rereturning*	caster	—	self	U

1. Phantom Move — Target can walk on narrow horizontal edges that would normally require a skill roll. If conditions are tough (e.g slippery wet etc) the GM might still require a skill roll; with a +30 bonus.

2. Spider Move — Target gets a +30 bonus to his Climbing skill for the duration of the spell.

3. Adrenal Move — Target gets a +30 bonus for 1 adrenal move skill roll. This spell can be cast either during the preparation round or the round of the skill roll.

4. Leaping — Allows the target to leap up to 30' laterally or 15' vertically in the round that the spell is cast. If a skill roll is required he gets a +30 bonus to his Jumping skill.

5. Landing — Allows the target to land safely after a fall up to 10' per level of the caster. If the fall is voluntarily and prepared GM might wish to extend the safe limit to up to 15' per level of caster.

6. Waterwalking — Allows target to walk on water as if he were on level ground; may not be used on rough water.

7. Merging Organic — Target can merge into any organic material (live or dead). While merged, the target can not move or perceive. When the target emerges from the material, he can emerge on any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet.

8. Store Sanctuary — Caster "stores" a location for use with spells later on this list. While casting this spell, the caster must meditate for one hour in the location that will be stored. The caster can only have one sanctuary stored at a time. As long as the location remains stored it will detect as a magical (i.e holy) place.

10. Spider Climb — The target may move along (half walking pace) any solid surface angled up to 90 degrees so long as he maintains at least a 3 point contact with the surface (i.e, both feet and one hand or both hands and one foot). The GM may

require a moving maneuver roll each round with the difficulty based upon the type and angle of the surface.

11. Waterunning — As *Waterwalking*, except the target may run on calm water.

12. Windwalking — Target can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.

13. Returning I — Caster may return to his stored sanctuary so long as the sanctuary no more than 1 mile away.

15. Great Merging Organic — As *Merging Organic*, except target may turn within the material and perceive the world outside of the material.

16. Returning V — As *Returning I*, except the sanctuary can be up to 5 miles away.

17. Cling — As *Spider Climb*, except that the caster can move along and cling to any surface, even ceilings.

18. Windrunning — As *Windwalking*, except target can run.

19. Returning X — As *Returning I*, except the sanctuary can be up to 10 miles away.

20. Merging True Organic — As *Great Merging Organic*, except target may use spells on himself while merged.

25. Windrunning True — As *Windrunning*, except for the duration and that the target can run up to twice his normal speed on calm air without expending any exhaustion points. If the wind blows heavy the target may run with the wind (with extra speed depending on the strength of the wind) or against the wind (slower, depending on the strength of the wind).

30. Word of Return — As *Returning I*, except the sanctuary can be any distance away up to 10 miles per level of caster.

50. Rereturning — Caster may go to his sanctuary (as per Word of Return), stay up to 1 round per level, and then return to the point where he cast this spell (thus making it a round trip).