

## Closed Mentalism 4.2.3

### MIND MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence * •	10'R/lvl	C	self	U
3)	Inner Wall I	caster	1 min/lvl	self	U
4)	Adrenal Master I *	caster	1 round	self	U
5)	No stress I *	caster	1 round	self	U
6)	Misfeel Kind •	caster	10 min/lvl	self	U
7)	Observation	10'R	1 min/lvl (C)	self	U
8)	Inner Wall II	caster	1 min/lvl	self	U
9)	Misfeel Calling •	caster	10 min/lvl	self	U
10)	No stress II *	caster	2 rounds	self	U
11)	Misfeel Power •	caster	10 min/lvl	self	U
12)	Resolve	caster	varies	self	U
13)	Inner Wall III	caster	1 min/lvl	self	U
14)	No stress III *	caster	3 rounds	self	U
15)	Unpresence •	caster	10 min/lvl	self	U
16)	Inner Wall V	caster	1 min/lvl	self	U
17)	No stress IV *	caster	4 rounds	self	U
18)	Misfeel •	caster	10 min/lvl	self	U
19)	Inner Wall True	caster	1 min/lvl	self	U
20)	Observation True	30'R	1 min/lvl (C)	self	U
25)	No Stress True *	caster	1 rd/lvl	self	U
30)	Resolve True	caster	varies	self	U
50)	Mirrormind	caster	1 rd/lvl	self	U

**1. Storing** — Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may be cast later as an instantaneous spell. The *Storing* spell costs the same number of PPs as the spell stored. No other spell may be cast while a spell is stored.

**2. Presence** — Caster is aware of the presence of all sentient/thinking beings within 10' per level.

**3. Inner Wall I** — Caster gets a +10 bonus to his RRs versus mind attacks or to his Way of the Warrior – Will – skill, whichever is most advantageous.

**4. Adrenal Master** — This spell offsets the preparation and/or cool-down round for adrenal moves (i.e speed and strength). Caster is able to perform an adrenal move in the same round this spell is cast.

**5. No stress I** — Caster is immune to stress, including Stress criticals, for the duration of this spell.

**6. Misfeel Kind** — For the purposes of mental or magical detections, the caster appears to be of any race he is familiar with.

**7. Observation** — When concentrating, all hidden things, and lost or dropped items of significance, will be highlighted in red for the casters eyes. This gives the caster a +50 modification to his Perception and Locate Secret Openings skill bonuses. Caster may concentrate on a new 10'R every round.

**8. Inner Wall II** — As *Inner Wall I*, except bonus is +20.

**9. Misfeel Calling** — As *Misfeel Kind*, except caster's profession may appear to be of any profession that he is familiar with.

**10. No Stress II** — As *No Stress I*, except the duration is 2 rounds.

**11. Misfeel Power** — As *Misfeel Kind*, except caster's level may appear to any level from 1 to double his current level.

**12. Resolve** — Caster is able to intensely focus and control himself for one situation or maneuver. This spell gives the caster a +50 modification any skill involving Self Discipline stat for the duration of one maneuver (e.g., one meditation session, hiding from a foe, one "contortions" attempt, etc.).

**13. Inner Wall III** — As *Inner Wall I*, except bonus is +30.

**14. No Stress III** — As *No Stress I*, except the duration is 3 rounds.

**15. Unpresence** — As *Misfeel Kind*, except caster appears to have no presence (i.e., he cannot be detected by *Presence* spells).

**16. Inner Wall IV** — As *Inner Wall I*, except bonus is +40.

**17. No Stress IV** — As *No Stress I*, except the duration is 4 rounds.

**18. Misfeel** — As *Misfeel Kind*, *Misfeel Calling* and *Misfeel Power* at once. Does not include the use of *Unpresence*.

**19. Inner Wall True** — As *Inner Wall V*, except bonus is +50 and caster may roll his RR's twice vs any mind affecting attacks.

**20. Observation True** — As *Observation*, except the radius that can be checked each round is 30' and virtually every detail is noticed. The bonus to a Perception or Locate Secret Openings skill is +100.

**25. No Stress True** — As *No Stress I*, except the duration is 1 round per level.

**30. Resolve True** — As *Resolve*, except focus/control is nearly total. The bonus to any skill that involves the Self Discipline stat is +100.

**50. Mirrormind** — Caster reflects all mind attacks back on the attacker who must then make a RR against his own spell.