

Closed Mentalism 4.2.5

MOVEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	caster	1 rd	self	U
2)	Landing *	caster	varies	self	U
3)	Focus I *	caster	1 rd/lvl	self	U
4)	Wind Drift	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Levitation I	caster	1 min/lvl	self	U
7)	Focus II *	caster	1 rd/lvl	self	U
8)	Long Dive *	caster	—	self	U
9)	Bird Shape I	caster	1 min/lvl	self	U
10)	Merging	caster	10 min/lvl	self	U
11)	Focus III *	caster	1 rd/lvl	self	U
12)	Landing True *	caster	—	self	U
13)					
14)	Passing	caster	1 min/lvl	self	U
15)	Focus IV *	caster	1 rd/lvl	self	U
16)	Bird Shape II	caster	1 min/lvl	self	U
17)	Great Merge	caster	10 min/lvl	self	U
18)					
19)	Focus True *	caster	1 rd/lvl	self	U
20)	Merge True	caster	10 min/lvl	self	U
25)	Bird Shape True	caster	10 min/lvl	self	U
30)	Passing True	caster	1 min/lvl	self	U
50)	Master of Movement	caster	1 min/lvl	self	U

1. 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.

2. 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.

3. Focus I — Caster gets a +10 bonus for all Adrenal Moves during the duration.

4. Wind Drift — Caster becomes weightless, but has no magical movement control. Weight gradually returns at the end of the duration.

5. Underwater Movement — Caster can take actions underwater as if on land.

6. Levitation — Caster may levitate up or down at a rate of 10' per round. This spell does not confer any ability to control horizontal movement.

7. Focus II — As *Focus I*, except bonus is +20.

8. Long Dive — Caster can safely dive through the air up to 30' per level. At the end of the dive, the caster must land in water that is deep enough for the dive (at least 3' of water per 30' dived).

9. Bird Shape I — Caster transforms himself into the shape of a bird and get the power of flight. The bird is 10% of the casters mass. Caster will only withstand half of his normal concussion hits and will not be able to cast spells while in bird form. His OB and DB in flight will be that of a large bird and speed of travel will be 300' per round (maximum). Any items larger or heavier than 3 feet or 5 pounds will be left on the ground when the transformation occurs.

10. Merging — Caster can merge into any solid, inanimate material. While merged, the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of the material. The caster cannot move "through" material greater in width than his own body

size plus 2 feet. The caster can exit at any time up to 10 min/lvl.

11. Focus III — As *Focus I*, except bonus is +30.

12. Landing True — As *Landing*, except caster can land safely from any fall 99% of the time.

14. Passing — Caster can pass through any inanimate material up to 1' per level of the caster; it takes 1 round to pass through 2'.

15. Focus IV — As *Focus I*, except bonus is +40.

16. Bird Shape II — As *Bird Shape I*, except that the size of the bird may be varied between 50% and 100% of the caster's mass (chosen at the time of the casting) and all items that caster may normally carry will be transformed and carried with him in the bird shape.

17. Great Merge — As *Merging*, except caster can turn within the material **and** can see outside if within 6" of the surface.

19. Focus True — As *Focus I*, except bonus is +50.

20. Merge True — As *Great Merge*, except caster can cast spells on himself while merged.

25. Bird Shape True — As *Bird Shape II*, except for duration and that caster may use spells in bird form.

30. Passing True — As *Passing*, except caster can pass through as much material as the duration allows at a rate of 10' per round.

50. Master of Movement — Caster may use the abilities of any one of the spells on this list each round.

SPECIAL NOTES

1) Unless otherwise stated, the amount of weight a caster can move is limited by both his level and his size. See Section 7.1.12 for the limitations on how much a caster can move with these spells.

2) When using Bird Shape spells the target get an intuitive feeling for the duration of the spell, thus need not risk getting caught in mid-air when duration is up. If any acrobatic maneuvers are being done in air use the fly/glide skill to determine the result.