

Astrologer Base List 9.2.4

STARSENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Presence	10'R/lvl	C	self	P
2)					
3)	Location I	caster	1 min/lvl	100'	I
4)					
5)	Mind Store	1 target	—	10'/lvl	U
6)	Finding I	1 target	C	100'/lvl	P
7)	Location V	caster	1 min/lvl	500'	I
8)	Direction I	1 target	—	1000'/lvl	P
9)	Mind Typing	1 target	—	10'/lvl	P
10)	Awareness	10'R/lvl	C	self	P
11)	Direction II	1 target	—	1 mile/lvl	P
12)	Location X	caster	1 min/lvl	1 mile	I
13)					
14)					
15)	Starfinding	1 target	—	unlimited	P
16)	Location L	caster	1 min/lvl	5 miles	I
17)					
18)	Finding II	1 target	C	1 mile/lvl	P
19)					
20)	Lord Location	caster	1 min/lvl	20 miles	I
25)	Finding True	1 target	—	unlimited	P
30)	Starlocation	caster	1 min/lvl	unlimited	I
50)	Tracking	1 target	—	unlimited	P

1. Presence — Caster is aware of the presence of all sentient/ thinking beings within his range.

3. Location I — Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

5. Mind Store — Caster stores mental pattern of target. This can be used with other spells (both on this list and others). The caster can only have as many patterns stored as the sum of his Memory and Presence temporary stats divided by two. The caster can choose to release a stored pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).

6. Finding — Caster gets direction and distance to any one unshielded *Mind Stored* target within range.

7. Location V — As *Location I*, except range is 500'.

8. Direction I — Caster gets direction to any unshielded *Mind Stored* target within range.

9. Mind Typing — Caster learns the race, the profession, and the level of target.

10. Awareness — As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).

11. Direction II — As *Direction I*, except range is 1 mile per level.

12. Location X — As *Location I*, except range is 1 mile.

15. Starfinding — As *Finding*, but both the caster and target must be outdoors while stars are visible.

16. Location L — As *Location I*, except range is 5 miles.

18. Finding II — As *Finding I*, except range is 1 mile/lvl.

20. Lord Location — As *Location*, except range is 20 miles.

25. Finding True — As *Finding*, except without range limitations.

30. Starlocation — As *Location*, except can only be cast under a starlit sky and has no range limitations.

50. Tracking — As *Finding True*, except Caster can 'track' target for the next 24 hours without further power point expenditure. He simply needs to concentrate for one round to determine current distance and direction.

SPECIAL NOTES

1) All spells on this list has their range tripled when cast under a clear starlit night.

2) When using any Location spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possible match the description).