

## Closed Channeling 2.2.10

### SYMBOLIC WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Symbol	1 symbol	—	50'	I
2)	Spell Prime	caster	varies	self	U
3)	Unsymbol III	1 symbol	P	10'	F
4)	Symbol I	varies	P	10'	U
5)	Symbol II	varies	P	10'	U
6)	Symbol III	varies	P	10'	U
7)	Unsymbol VI	1 symbol	P	10'	F
8)	Symbol IV	varies	P	10'	U
9)	Symbol V	varies	P	10'	U
10)	Symbol VI	varies	P	10'	U
11)	Unsymbol X	1 symbol	P	10'	F
12)	Symbol VII	varies	P	10'	U
13)	Invisible Symbol	1 symbol	P	10'	U
14)	Symbol VIII	varies	P	10'	U
15)	Symbol IX	varies	P	10'	U
16)	Symbol X	varies	P	10'	U
17)	Unsymbol XV	1 symbol	P	10'	F
18)	Symbol XI	varies	P	10'	U
19)	Symbol XIII	varies	P	10'	U
20)	Symbol XV	varies	P	10'	U
25)	Unsymbol True	1 symbol	P	10'	F
30)	Symbol XX	varies	P	10'	U
50)	Symbol True	varies	P	10'	U

**1. Analyze Symbol** — Caster learns what spell is emplaced into one symbol within 50'. The symbol will not be triggered (unless specifically created to be triggered by an *analyze symbol* spell).

**2. Spell Prime** — This spell “primes” the next spell cast by the caster – that spell is treated as if it were instantaneous. The PP cost of this spell is equal to the highest level that the caster desires to be primed. For example, if the caster wants his next 4<sup>th</sup> lvl spell to be treated as instantaneous, this spell will cost 4 PP. In addition, when casting this spell, the caster must pray for 1 rnd per PP spent in this spell. If the caster is interrupted while praying, this spell fails. The effects of this spell end when the caster casts his next spell, even if that spell is higher level than caster spent on this spell.

**3. Unsymbol III** — Caster may remove any 1<sup>st</sup> – 3<sup>rd</sup> level symbol. The symbol's RR is based on the level of the spell in the symbol (target level) and the caster of this spell's level (attack level).

**4. Symbol I** — Caster can emplace one 1<sup>st</sup> lvl spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be emplaced must also be cast (within 10'). The symbol is usually visible, but is only required to be visible if reading is the trigger (see below).

- The symbol must be placed on a slab of stone (block, piece etc) weighing at least 2000 lbs. Only one symbol may be placed on each continuous slab.
- A symbol can be triggered by one of the following (decided by caster): time period, specified movements, specific sounds, touch, reading, violent actions in the area etc etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.
- The attack level of a symbol is equal to the type of the symbol spell used. For example, a 1<sup>st</sup> lvl spell placed in a *Symbol X* would attack as a 10<sup>th</sup> lvl spell rather than a 1<sup>st</sup> lvl spell. If the spell is an elemental attack, the OB is determined by the casters skill on Symbol Lore. If it is an area attack spell (i.e ball) it will attack with a bonus equal to 20% of casters skill bonus on Symbol Lore. If it is a directed spell (i.e bolt) it will attack with a bonus equal to 50% of casters skill bonus on Symbol Lore.

- Normally, if the symbol affects a being or thing (healing, attacks etc), it can be triggered only once per day. If caster succeeds with a Symbol Lore skill roll (101+) he may however cast the spell several times, making it able to be triggered 2x/day, 3x/day etc. The GM may deem it appropriate to make every Symbol Lore skill roll harder for each time the spell is to be repeated, i.e second skill roll hard (-10), third skill roll very hard (-20) etc.

**5. Symbol II** — As *Symbol I*, except a 2<sup>nd</sup> level symbol may be placed on the non-mobile stone.

**6. Symbol III** — As *Symbol I*, except for 3<sup>rd</sup> level spells.

**7. Unsymbol VI** — As *Unsymbol III*, except that a symbol of up to 6<sup>th</sup> level may be removed.

**8. Symbol IV** — As *Symbol I*, except for 4<sup>th</sup> level spells.

**9. Symbol V** — As *Symbol I*, except for 5<sup>th</sup> level spells.

**10. Symbol VI** — As *Symbol I*, except for 6<sup>th</sup> level spells.

**11. Unsymbol X** — As *Unsymbol III*, except that a symbol of up to 10<sup>th</sup> level may be removed.

**12. Symbol VII** — As *Symbol I*, except for 7<sup>th</sup> level spells.

**13. Invisible Symbol** — This spell allows caster to make 1 symbol invisible. The invisibility is permanent, but caster can set specific actions and/or circumstances that will temporary or permanently cancel the invisibility (i.e symbol is visible in moonlight etc)

**14. Symbol VIII** — As *Symbol I*, except for 8<sup>th</sup> level spells.

**15. Symbol IX** — As *Symbol I*, except for 9<sup>th</sup> level spells.

**16. Symbol X** — As *Symbol I*, except for 10<sup>th</sup> level spells.

**17. Unsymbol XV** — As *Unsymbol III*, except that a symbol of up to 15<sup>th</sup> level may be removed.

**18. Symbol XI** — As *Symbol I*, except for 11<sup>th</sup> level spells.

**19. Symbol XIII** — As *Symbol I*, except that up to a 13<sup>th</sup> level spell can be embedded in the symbol.

**20. Symbol XV** — As *Symbol I*, except that up to a 15<sup>th</sup> level spell can be embedded.

**25. Unsymbol True** — [-20 RR] As *Unsymbol III*, except that any symbol, regardless of level, may be removed.

**30. Symbol XX** — As *Symbol I*, except that up to a 20<sup>th</sup> level spell can be embedded.

**50. Symbol True** — As *Symbol I*, except that any spell of up to 50<sup>th</sup> lvl can be emplaced into a symbol.

### SPECIAL NOTES

- 1) A symbol is permanent unless dispelled magically or unless the stone it is placed upon is moved or destroyed.
- 2) The size of a symbol may vary. Suggested sizes range from 3"x3" to 1'x1'.