

Astrologer Base List 9.2.5

TIME'S BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Guess	caster	—	self	I
2)	Intuition I	caster	—	self	I
3)	Anticipate BM/S *	1 attack	—	100'	U
4)	Intuition III	caster	—	self	I
5)	Vision Guide	caster	varies	touch	I
6)	Vision Behind III	caster	C	touch	I
7)	Anticipate BM/S II *	2 attacks	—	100'	U
8)	Intuition V	caster	—	self	I
9)	Vision Behind IV	caster	C	touch	I
10)	Freeze I *	1 object	1 md	100'	F
11)					
12)	Stasis I	1 target	C	100'	F
13)	Intuition X	caster	—	self	I
14)	Anticipate BM/S III *	3 attacks	—	100'	U
15)	Intuition True	caster	—	self	I
16)	Stasis II	1 target	C(x2)	100'	F
17)					
18)	Freeze III *	varies	varies	100'	F
19)	Vision Behind V	caster	C	touch	I
20)	Freeze True *	varies	varies	100'	F
25)	Lord Stasis	1 target	1 min/lvl	100'	F
30)	Vision Behind VII	caster	C	touch	I
50)	Stasis True	1 target	P	100'	F

1. Guess — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).

2. Intuition I — Caster gets a vision of what will happen in the next minute if he takes a specified action.

3. Anticipate Blow/Missile/Spell — As either of the corresponding spells on the Open Mentalism: Anticipations. Caster may subtract 50 from a missile attack *or* 30 from any melee attack *or* 25 from any directed elemental attack *or* 15 from an area elemental attack spell *or* 10 from any other type of attack spell directed at him.

4. Intuition III — As *Intuitions I*, except caster gets to gaze 3 minutes into the future.

5. Vision Guide — This spell gives the caster the ability to scan the past by “feeling the temporal location for significant events.” The caster must cast a *Vision Behind* spell within one minute after completing this spell.

6. Vision Behind III — Caster gets a vision up to 1 hour per level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.

7. Anticipate Blow/Missile/Spell II — As *Anticipate Blow/Missile/Spell I*, except can be used against two attacks *or* bonuses doubled against one attack.

8. Intuition V — As *Intuition I*, except caster gets to gaze 5 minutes into the future.

9. Vision Behind IV — As *Vision Behind I*, except caster can view up to 1 day per level into the past.

10. Freeze I — Caster is able to freeze time for a single *non-living* object. Objects frozen in time will not move, cannot take any action and cannot be interfered with. Once spell

ends, moving objects will continue in its previous trajectory. Weight limit is 1.5 times casters weight.

12. Stasis I — Intervening in the temporal dimension of time, caster places target in a stasis (living targets is allowed an RR). Target is frozen in time for as long as caster concentrates, during which *nothing* can affect target. No time passes for target and he is unable to affect the world in any way. If the caster leave the 100' range the spell ends.

13. Intuition X — As *Intuition I*, except caster gets to gaze 10 minutes into the future.

14. Anticipate Blow/Missile/Spell III — As *Anticipate Blow/Missile/Spell II*, except can be used against three attacks *or* bonuses tripled against one attack.

15. Intuition True — As *Intuition I*, except caster gets to gaze into the future for a number of minutes equal his level.

16. Stasis II — As *Stasis I*, except the stasis continue a period of time equal to the amount of time caster has concentrated. This stasis *does not* end if caster leave the 100' range.

18. Freeze III — As *Freeze I*, except three objects can be frozen for 1 round or one object can be frozen for 3 rounds or any combination thereof.

19. Vision Behind V — As *Vision Behind I*, except caster can view up to 1 yr/lvl into the past.

20. Freeze True — As *Freeze II*, except either one object with increased mass (20x casters mass) may be frozen *or* a number of objects (equal to half of caster level) may be frozen *or* 1 object may be frozen for a number of rounds equal to half of casters level.

25. Lord Stasis — As *Stasis II*, except duration is 1 min/lvl.

30. Vision Behind VII — As *Vision Behind I*, except caster can view up to 100 yr/lvl into the past.

50. Stasis True — As *Stasis II*, except duration is permanent. Caster may cancel this spell at any time as long as he is within the 100' range.

SPECIAL NOTES

1) When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased (see Section 7.1.4).

2) Limits in mass for *Freeze* and *Stasis* spells equal casters weight times 1.5. For every 10 lbs over this limit the caster tries to affect, there is a 1% spell failure chance (handled separately).

3) *Freeze* is a quick spell, effective in the same round it is cast. Thus it can be used as a way to avoid incoming missiles, falling rocks etc.

4) Targets placed in a *Freeze* or *Stasis* spell do not age, cannot be touched or harmed by *anything*. The object is not really there, even if its 3-dimensional image is frozen on the spot. No time passes for target, so no matter how long the stasis continue, when the spell ends, target will be in the same state as when the spell was cast.