

## Open Channeling 2.1.10

### WEATHER WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Living Gauge	Caster	C	self	I
2)	Weather Prediction I	Caster	—	self	I
3)	Breeze Call	10'R	1 rnd/lvl	self	E
4)	Fog Call I	10'R/lvl	1 min/lvl	self	E
5)	Weather Prediction II	Caster	—	self	I
6)	Windblow I	1 target	—	50'	F
7)	Precipitation Call	100'R/lvl	1 min/lvl	1000'	E
8)					
9)	Weather Prediction III	Caster	—	self	I
10)	Wind Mastery	50'/lvl	1 min/lvl	self	E
11)	Windblow II	2 targets	—	50'	F
12)	Temperature Mastery	10'R/lvl	10 min/lvl	self	E
13)	Weather Prediction V	Caster	—	self	I
14)	Fog Call II	100'R/lvl	1 min/lvl	self	E
15)	Windblow III	3 targets	—	50'	F
16)	Clear Skies	1 mile R	1 min/lvl	self	E
17)	Fog Call True	1000'R/lvl	1 min/lvl	self	E
18)	Weather Call	1 mile R	1 min/lvl	self	E
19)	Weather Prediction True	Caster	—	self	I
20)	Windblow IV	4 targets	—	50'	F
25)	Weather Call True	1 mile R	10 min/lvl	1 mile	E
30)	Storm Call	1 mile R	10 min/lvl	1 mile	E
50)	Weather Mastery	1 mile R/lvl	10 min/lvl	1 mile/lvl	E

**1. Living Gauge** — Caster can ascertain information from the surrounding atmosphere. Information that may be gained includes: temperature, barometric pressure and windspeed. Caster can gain a different piece of information each round.

**2. Weather Prediction I** — Caster has a 95% chance of predicting the weather in the area over the next 24 hours.

**3. Breeze Call** — Caster causes a breeze to come forth that will drive out any gaseous matter (cloud etc) and subtracts from any missile attacks (-10). Once set, the direction of the breeze will not change.

**4. Fog Call I** — Caster causes fog to arise that will obscure all vision in and through the radius. All missile attacks into or out of the fog are modified by -10 to -50 (GM discretion).

**5. Weather Prediction II** — As *Weather Prediction I*, except caster has a 95% chance of predicting the weather over the next 48 hours.

**6. Windblow I** — [RR mod: -10] Caster creates a powerful wind directed against one target up to 50' away. Target must RR or be pushed backward and risk injury. If RR failures target will be pushed back 1' for every 1 failure. Failure with 1-10 also results in an "A" Impact Critical, failure with 11-20 results in a "B" Impact Critical and failure with 21+ results in a "C" Impact Critical.

**7. Precipitation Call** — Caster causes rain or snow (depending on temperature) to fall. The precipitation obscures vision into the radius by 25% and modifies all missile attacks passing through any part of the area by -25.

**9. Weather Prediction III** — As *Weather Prediction I*, except caster has a 95% chance of predicting the weather over the next 3 days.

**10. Wind Mastery** — Allows the caster to control the speed and direction of the wind. Caster can decrease or increase the wind speed by 1 m/s per lvl. All missile attacks at normal to long range suffer a penalty in hard winds, -10 between 10-15 m/s, -20

between 16-20 m/s, -30 between 21-25 m/s, -50 between 26-30 m/s and -100 at wind speeds above 31 m/s.

**11. Windblow II** — [RR mod: -10] As *Windblow I*, except for the number of targets. Both targets must be within casters field of vision.

**12. Temperature Mastery** — Caster may decrease or increase the temperature in the area by 1°C per 2 levels. I.e a 12<sup>th</sup> lvl caster may increase the temperature by 6 degree Celsius in an area of 120' radius.

**13. Weather Prediction V** — As *Weather Prediction I*, except caster has a 95% chance of predicting the weather over the next 5 days.

**14. Fog Call II** — As *Fog Call*, except for area of effect.

**15. Windblow III** — [RR mod: -10] As *Windblow I*, except for the number of targets.

**16. Clear Skies** — Caster can make the sky clear of haze, precipitation, clouds etc. This spell will not affect the wind.

**17. Fog Call True** — As *Fog Call*, except for area of effect.

**18. Weather Call** — Caster may control the weather within the area. He could bring dark clouds on a perfectly sunny day, make rain or snow fall, clear skies and change wind directions and strength up to 25 m/s. He may not control thunder, lightning and features that would normally count as storm.

**19. Weather Prediction True** — As *Weather Prediction I*, except caster has a 95% chance of predicting the weather over the next 30 days.

**20. Windblow IV** — [RR mod: -10] As *Windblow I*, except for the number of targets.

**25. Weather Call True** — As *Weather Call*, except for duration.

**30. Storm Call** — As *Weather Call*, except caster may cause a storm within the area. He may increase winds by 1 m/s per lvl, cause dark clouds to form and heavy rain to fall. Thunder will obscure any hearing and lightning might strike a random target (1% chance) within the area.

**50. Weather Mastery** — Caster may utilize any of the lower level spells on this list, but with an increased range and area of effect.

### SPECIAL NOTES

1) Provided as a reference to wind speeds: 0-3 m/s Light Breeze, 4-9 m/s Breeze, 10-17 m/s Hard Breeze, 18-24 m/s Hard Wind, 25-33 m/s Storm and 34+ m/s Hurricane. GM may want to keep in mind that wind speed almost never 0 m/s to start with, even a calm day has a 2-4 m/s wind speed.

2) All weather generating spells cause weather to gradually form over a period of one minute.