

# Empath Studies

Taps into the powers of the Empath. You must take this studies inorder to be an Empath

Modification Point cost: 2

# Prerequisites

1. Seeker Abilities: "Magical Prowess"
2. Seeker Abilities: "Metaphysical Studies"

# Disguise Feeling

Empath can portray a feeling that he or she is not actually feeling.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: Yes: "Intelligence" check to succeed (your intelligence = the % chance to succeed..

Casting time: Instant.

Damage: None.

Duration: 1-D10 turns x your current level.

Effect time: Instant.

Explanation: The Empath will be able to mask a feeling as some other feeling. See: "Avoidance-roll"

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: "Duration": 6 turns.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 8,000 white-gold / Spell-rune: 80 white-gold

# Mask Feeling

Mask a mental or physical feeling from another.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: When this spell is cast, the Empath must successfully make an avoidance-roll vs. "Mental-attack" to succeed.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns +1 turns x your current level.

Effect time: Instant.

Explanation: The Empath can mask his or her mental and physical feelings so that another cannot perceive them.

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: "Duration": 20 turns (100 seconds)

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 16,000 white-gold / Spell-rune: 160 white-gold