

## Skill at Magic

- 01- **Hemophilia:** All bleeding results against the character are doubled.
- 02- **Poor Control:** Roll non-attack spell failures as attack-spell failures. Add +10 to the roll for attack-spell failures.
- 03- **Slow:** Characters movement rate drop by 25%.
- 04- **Lack of Range:** All Spells cast by character have their range decreased by 25%. 'Self' and 'Touch' spells are not affected.
- 05- **Weak:** Character has a special -5 St Stat bonus penalty.
- 06- **Prone:** Character must make two RRs against Poison or Disease, and both RRs must be successful.
- 07- **Weight Intolerant:** Characters carrying capacity is halved.
- 08- **Vulnerable:** All Spells cast directly against the character have +10 EAR/BAR.
- 09- **Absent Minded:** Character has a special -10 penalty to all perception skills.
- 10- **Item of Choice:** A special item is bequeathed to the character. Choose between: +3 spell adder, x2 multiplier or d100 imbedded spells (max lvl 10), in a staff sized item.
- 11- **Transcendence:** PC is not penalized for wearing armor while casting spells.
- 12- **Aggression:** +10 all base spell attacks.
- 13- **Spell Resistance:** Character receives a +10 bonus to RR and DB against all spells and an additional +15 RR (but not DB) against spells from any one realm.
- 14- **Power:** PC knows any 1 spell list to 50th level. May be from any realm or profession (no arcane lists unless Archmage).
- 15- **Eloquence:** Caster requires one less round of preparation than normal to cast a spell.
- 16- **Item Lore:** PC gets +25 on all Runes and Staves/Wands (attunement) rolls.
- 17- **Spell Trance:** Character does not lose his preparation when casting a spell. He maintains the effect of preparation rounds taken for as long as he successfully casts a new spell every round.
- 18- **Adept Learner:** Character gets +20 to all spell gain rolls.
- 19- **Aura:** PC gets +10 power points at level 0 and one additional power point each level.
- 20- **Sub-conscious Discipline:** Concentration spells continue after caster ceases concentrating for a period equal to the number of rounds he originally spent concentrating on the spell.
- 21- **Weapon Expert:** Primary weapon cost is halved (rounded up) or replaced by 4/10 (choose which).
- 22- **Magent Skills:** Character gets +15 to all ESF rolls.
- 23- **Intellectual:** PC receives a +15 to all Academic and Lore skills.
- 24- **Phenomenal Control:** Character has a base magic fumble of 01.
- 25- **Arcane Lore:** PC may learn Arcane list as if they were his base lists (for non-spell users: as Open lists).
- 26- **Pain Gain:** Character may ignore ESF for skipping preparation rounds when casting a spell, but if he does he takes concussion hits equal to the spells level and is stunned the following round.
- 27- **Scope Skills (radius):** Your area spells have double the normal radius of effect.
- 28- **Internal Storage:** Character may store one spell internally (same as "spell store", except no PP are spent for the spell store. PPs are spent normally for the spell that is to be stored).
- 29- **Archetype:** Without a spell bonus item, or with a spell adder, the PC normally has 2x power points. If he's using a PP multiplier, the item bonus increases 1 level. (x2 to x3, etc.).
- 30- **Innate Magician:** PC may designate 1 spell list on which he never needs to make an ESF roll.
- 31- **Fit:** Character has +10 base hit points, and Body Development cost is cut in half.
- 32- **Freestyler:** Characters spell casting requires neither the use of voice, nor any free hands.
- 33- **Spatial Skills:** Ranges of all PCs own spells are doubled. "Self" becomes "Touch", and "Touch" becomes 5'.
- 34- **Scope Skills (targets):** Your spells affect twice as many targets as normal.
- 35- **Temporal Skills:** Duration of all PCs own spells are doubled. Concentration spells are not affected.
- 36- **Panzer Jäger:** For each preparation round, the caster gets an additional +10 to Elemental Attack Roll (max 3 rounds / +30).
- 37- **Mentor:** Character can teach other people to read runes and attune items (if he himself knows them) giving them a +25 to their rolls. He may also give others +10 on any spell gain roll for a spell list he knows.
- 38- **Tough Skin:** Your skin is naturally hardened. If you are wearing no armor, your Armor Type is 4.
- 39- **Thick Skull:** PCs skull acts as helmet, (if a critical indicates that "helmet" is destroyed treat as a cranial fracture).
- 40-44 +10 Pr/Re/Me (choose one)
- 45-49 +10 In/Re/Me
- 50-54 +10 Em/Re/Me
- 55-59 +10 Pr/Em/Re
- 60-64 +10 Pr/Em/Me
- 65-69 +10 In/Pr/Re
- 70-74 +10 In/Pr/Me
- 75-79 +10 Em/In/Re
- 80-84 +10 Em/In/Me
- 85-89 +10 Em/In/Pr
- 90-99 +15 Em/In/Pr/Me/Re
- 100 +20 Any one stat (including physical stats).