

"Keep your eyes peeled." Early warning of a potential threat is often the key to surviving, and any accomplished adventurer will agree that good sensory abilities are vitally important. However, having a capable nose or keen eyes will not help an adventurer if he doesn't use them. Remember that the player, rather than the GM, is responsible for deciding when Mental skills are employed. Don't hesitate to gather as much information as possible on a situation before acting.

Previous Magical Experience

Example:

BOB, still writing up Tiessa, now has to roll for her previous magical experience. Rolling 1d100, BOB gets a 67. Since this is under 100, Tiessa gets the option of a Common Magic spell or a point of MPT. Tiessa, being a Nequitar, can't cast Common magic, so her MPT increases by 1 to 16. If Tiessa hadn't rolled Potential Element Master on the Special Character Types table, she would have MPR instead of MPT, and thus would have gained 1 MPR instead. On his second roll, BOB gets a 45. This is below the 68 BOB rolled last time, so this roll adds one to Tiessa's MPT as well, bringing it up to 17. BOB rolls again, hoping for Tiessa to get yet another point of MPT, but this time he rolls 78. Since this exceeds his previous roll of 45, this roll fails and Tiessa gains nothing more from the Previous Magical Experience table. Still, 17 MPT is nothing to sneeze at, and BOB is pretty pleased with Tiessa so far.

Smell/Taste (25)

This measures the ability to detect faint odors or subtle tastes and to differentiate between similar scents or tastes. Smell may give warning of approaching odoriferous creatures or situations, such as Aqualoids, rotting flesh, or forest fires. Taste is useful in determining if food or drink is tainted or poisoned, and aids in cooking appetizing meals with available supplies. Unfamiliar smells or tastes must still be Identified to determine their exact origin, though particularly potent odors, such as badly tainted meat or ammonia, are obvious indicators.

The range at which an object's smell may be detected depends on so many factors (e.g., potency, wind, temperature, age) that it is up to the GM to decide on modifiers to the skill.

Touch (25)

This skill measures the ability of an individual to discern various subtleties of texture, temperature, humidity, etc. It can be used in conjunction with the Identify skill to recognize objects in situations where the other senses are muted (dark caves, underwater, while blinded, etc). This skill does not reflect the character's chance to grasp an object (which is normally done with a DEX Stat Check, See Stat Checks, p. 58).

Vision (25)

The character's Vision measures his ability to focus on and discriminate objects within his line of sight. The percent indicates the degree of visual acuity compared to perfect, and is equal to the number of feet at which thumb-high letters become illegible. This skill also represents how quickly and accurately the character has learned to interpret the information his eyes give him. It gauges how likely the character is to notice an important detail or a subtle movement.

The range at which a character will gain line of sight on an object or creature is often dictated by the surrounding terrain (see Combat Visual Range, p. 81).

1.9.2 PREVIOUS MAGICAL EXPERIENCE

In addition to Mental and Physical skills, the character will probably have some experience with magic. To determine if the player has any previous magical experience, each character rolls 1d100. Any result other than 00 indicates previous experience, and allows for another roll. The player must now roll under the result of the previous roll, and so on. For every successful roll, the player may add 1 point of MPT to his character, or choose 1 Fixed or Variable spell (see Fixed and Variable Spells, p. 66), or receive 2 spells randomly determined from the following table.



COMMON MAGIC SPELL LIST

(1d100)	Spell Name	MP Cost	Micro Description*
01-02	Agility/Clumsiness	V	Modifies the target's DEX
03-04	Armor	V	Absorbs physical damage
05-06	Berserk	2	Target becomes enraged
07-08	Bravado/Cowardice	V	Modifies recipient's Bravery
09-10	Cell Blast	V	Damages target (ignores protection)
11-12	Cornea Cloud	2	Target's vision becomes blurred
13-14	Cover Magic	1	Conceals currently active magic
15-16	Daze	3	Target suffers a minor concussion
17-18	Death Tell/Forever Silence	1	See through a dead person's eyes
19-20	Detect/Conceal	V	Sense or conceal various materials
21-22	Dispel Magic	V	Neutralize currently active magic
23-24	Energy Light	1	Creates a stationary light source
25-26	Energy Shield	2	Absorbs a random sum of damage
27-28	Energy Weapon	1	Creates a pseudo physical weapon
29-30	Flame Arrow	1	Encases missiles in burning plasma
31-32	Fumble	3	Target loses muscle coordination
33-34	Ghost Missile	V	Creates duplicate missiles
35-48	Heal/Mend	V	Joins separated objects and more
49-50	Health/Sickness	V	Modifies the target's CON
51-52	Impact	1	Increases physical weapon damage
53-54	Insomnia	V	Target will have difficulty sleeping
55-56	Invisibility	3	Superb hiding tactic
57-58	Light/Darkness	V	Influences active light sources
59-60	Lightness/Heaviness	V	Modifies a weapon's chance to hit
61-62	Local Message	V	Sends a delayed message
63-64	Magic Interlock	1	Enhances spell casting ability
65-66	Magic Leech	V	Diminishes a target's magic ability
67-68	Magic Shield	V	Yields additional magic protection
69-70	Mana Search	1	Determine magic potential
71-72	Mind Message	1	A secret method of communication
73-74	Muscle Spasm	3	Functionally disables a hit location
75-76	Nerve Block	1	Temporarily negates pain
77-78	Night Sight	1	Enhances a target's night vision
79-80	Purge Poison/Disease	1	Counteracts specific ailments
81-82	Sharpness/Dullness	V	Modifies damage of some weapons
83-84	Simple Illusion	2	Creates visual duplicates of objects
85-86	Spell Absorption	3	Enhances spell casting ability
87-88	Spell Bluff	1	Falsely enhances magic intensity
89-90	Spell Repel	3	Enhances spell defense
91-92	Spring	V	Enhances the target's jump skill
93-94	Stiff Limb	3	Helps preserve severed limbs
95-96	Strength/Weakness	V	Modifies the target's STR
97-98	Strong/Weak Weapon	V	Modifies a weapon's DA
99-00	SupraSight	2	Enhances the target's vision skill

Key: V A variable spell
1-3 Fixed MPT cost of a spell

* Full spell descriptions can be found starting on p. 121