

COMPASS: LEARNING AND USING

skills needed

- planetology (geology, meteorology, and geographic analysis of a planet)
- star gazing (date, direction and place when stars are seen)
- direction sense (bonus to find where the north is, or whatever else specific direction, like the "house", without help of navigation instruments. this skill is useful to find directions when the user is underground or lost in a dark night, without star, moon or other nocturnal night).
- weather watching (bonus to know the next weather local conditions in the next 24 hours. allow to see the essence influence on the weather, either).
- targeting skill (bonus to control a non-targeting spell in the limits of its parameters).
- astronomy (influence of the moon and the planets on the flow storms).
- power perception (bonus to see the active magic based on the essence (blue), the channeling (red) and the mentalism (green)).
- navigation (bonus to know the directions and the distances when using a map combined with additional direction help, like a compass, earthground points, or stars. it's also a direction skill and applies in ground, water or in the stars.)
- spatial location awareness (bonus to allow somebody to be aware of his surrounding environment without ocular vision. allow to know where we are when we're in a flow storm or a focus).
- sense reality warp (bonus to if the natural way of things or the reality has been or are about to be changed (for example, opening or closing of a demoniac gate, power waving that's disturbing or creating a change in the organisation of a dimension, hole in the space continuum, etc...))
- essence lore
- power projection (this skill could be used to recharge or waste magical objects which are containing power).
- stave and wands (how works an object and what is its purpose?)

Phases

A	B	C
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	A	B	C
Planetology	+10	+20	-
Star Gazing	+20	-	-
Direction Sense	+20	-	-
Weather Watching	+20	-	-
Targeting skill	+20	+20	+40
Astronomy	+20	+40	-
Power perception	+30	-	-
Navigation	+30	+40	-
Spatial location awareness	+30	+50	+70
Sense reality warp	+30	+50	+70
Essence lore	+30	+50	+70
Power projection	+30	+50	+70
Stave and wands	+30	+50	+80

how to understand

Time to study

Manual worker or teacher	350 days (5 months) - bonus (Em+It+Rs) days
Manual worker and teacher	210 days (3 months) - bonus (Em+It+Rs) days
Without manual worker, without teacher	1750 days (5 years) - bonus (Em+It+Rs) days

minimal time of a phase studying : 2 months
 8 hours of study per day, each period of study must do 1 month at least (in this case, the study could be interrupted between two periods)
 minimal delay between two learning try of the same phase : 1 month
 each day removed in the time study of a normal learning time: -2
 each month added in the time study of a normal learning time: +5 (maximal +60 bonus)
 each learning failure: -10 (cumulative) until the success of a learning phase
 essence user: +15
 arcane user: +10
 channeling or mentalism user: +5
 psy user: +10
 the user know the interface psionic list +10

compass will in Phase A : 50
 compass will in Phase B : 90
 compass will in Phase C : 140

Phase A

- no personal PP to give for using the navigator's lists. all is allowed by the compass.
- the spell failures are just to 1% instead of 5% (it's not right in case of overcasting) and only for the navigator's lists.
- allow access to the navigator's lists to the caster's level.
- allow to pass through an essence flow when casting the navigator's spells, without exploding due to the excess of essence in the body.
- if the caster of a navigator spell has no compass, he's at -3 levels to cast a spell. example: a level 20 wizard who knows the lists to the 30th level, will cast spells without overcasting to the 17th level!

Phase B

- the level (L) of the caster is (L+10) in case of casting the pells of the navigator's lists.
- x10 the spell limits for the navigators displacement's spells
- allow access to the navigator's lists to the maximum level

Phase C

- no personal PP to give for using the displacement's lists (of all kind, navigator or anyone else). all is given by the compass.
- allow to get PP each day until the maximum PP points of the user (included the multipliers effects). this PP could be used for every list of the user, not only the displacement spells. this capacity must be used only one time per day, and the user can't overreach his maximum PP. over one time per day, the body is pressured by a too large quantity of essence and has a risk of imploding.

the user of a navigator compass must success in the learning of the three phases (A,B,C) to master perfectly the powers of this fabulous item.

when the user reach a good level in the skills required, he can try to master the compass with the success of a will throwing :

(1D100+ user will)>20(+1D100+item will depending on the phase it's in).

if the throwing dice is a success, the user can use the compass to the level of the last phase obtained.

if it's a success, but with a range less of 20, so the learning is not over, but it's not a failure, and the user shall make another try in a week, with a +20 bonus this time.

if the throwing dice is a success, the compass now attuned to the user, and only him can use it without suffering feedback.

in the case of another person trying to use it, this person will suffer an essence critical hit of higher intensity each round:

(round 1 CH A, lvl 15),(round 2 CH B, lvl 20),(round 3 CH C, lvl 25),(round 4 CH D, lvl 30),etc...

if a compass hasn't been touched in a year by his last user, he's reinitialized, and it can be touched again without danger, but always not used without attuning. until the compass has no user, it's possible to touch it without danger