#### The Virtues of the Mind

**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies intelligence, perception and control.

**Purpose**

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker’s Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

**Rune Site**

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

**Binding and Raising**

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of INT or PER (or some combination of these) with a DL centering on 12.

Examples might be solving a difficult puzzle, or defeating the master at a challenge of logic.

Raising the rune requires a similar test, the DL of which increases by 2 for each level above 1st. Any student of a higher circle than the mage can administer this test. Alternately, the student can defeat a practitioner of the desired circle in such a test.

**Practitioners**

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

**Effects**

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

**Skill**

The magic skill for this rune costs 7 points and is based on INT/PER/WIL.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Clear Thought | 10 | C | 20” | Inst | N | * Cures the target from any effect that causes confusion, befuddlement, dazing or stunning |
| Keen Eye | 10 | S | S | 10m | Y | * You get a +2 to all perception checks and a +1 to missile attack rolls |
| Mind Over Body | 10 | C | S | 10r | Y | * You get a +1 to your armor value on all locations |
| Peaceful Mind | 8 | S | S | 1h | Y | * Your mind is clear and you get a +1 bonus to all skill checks outside of combat * Combat or strenuous activity cancels this spell |
| Rational Sight | 10 | VS | S | 10m | Y | * You get a +4 to save against illusions or illusory effects |
| **Second Circle** | | | | | | |
| Knowing | 13 | S | S | 3h | Y | * You get any knowledge skill at a rank of 11, or +1 to an existing knowledge skill * The knowledge skill must be general – a region, a city, a type of item, a species, or a race of people * Skills about specific people, items or events cannot be attained through this spell (though they can be augmented) |
| Levitate | 13 | NE | S | 10m | Y | * You use your mind to raise your body off the ground * You can float up at a rate of 3 hexes/round, but have no lateral movement |
| Mental Blast | 14 | C | 20” | 2-5r | N | * You send a wave of mental energy toward a target, causing him to suffer a random debilitation (INT 14) * 1-3 – The target is *dazed* * 4-5 – The target is nauseated and must save (TOU 13) or be *stunned* for 1 round and *impaired(1)* for the rest of the duration (whether or not he saves) * 6-8 – The target is *stunned* * 9-10 – The target is *blinded* * 11-12 – The target is *confused* and will move in a random direction each round. If he finds himself next to another character, he has a 75% chance of attacking |
| Mind Lock | 14 | C | 20” | 2-5r | N | * The target is unable to formulate a thought or plan and will mindlessly continue the same course of action as the one before the spell was cast (INT 14) * The target will perform this action to the exclusion of anything else, even if it puts him in serious danger * For instance, if the target was fighting, he will continue to attack that same opponent * If the target was walking, he will continue to walk in a straight line, even over a cliff |
| Recall | 14 | VS | S | 20m | Y | * You have total recall of a single event, place, item or person studied |
| Silent Speech | 13 | VS | ? | 20m | Y | * You can communicate with one willing individual * The communication can continue if the two participants can see one another, or are within 100 hexes * You can communicate with an unwilling subject (WIL 13) |
| **Third Circle** | | | | | | |
| Alter Memory | 18 | L | T | Perm | N | * Allows you to change or implant a memory in an unconscious target * The memory must be of a single, specific event * You could implant the memory of a battle, but not create an entire childhood * You could not implant the memory of the target’s enemy being a lifelong friend, but could implant a memory where the enemy had saved your target’s life * Your target can save (INT 17) to know something is amiss * He will still have the memory, but know it is flawed * The DL of the save will change based on the reasonability of the memory  |  |  | | --- | --- | | **Alteration** | **DL** | | Scope of the memory alteration is minor and perfectly natural based on the target’s knowledge of reality. For instance, a detail about an event might be changed – the color of someone’s clothes, what someone said, what the target ate or whether it was raining. | +5-6 | | An alteration that is either very reasonable, given the characters knowledge, or is minor (but not necessarily both). The target might recall a friendly conversation with a comrade, or a few key words of a real conversation could be changed. | +2-4 | | A memory that is reasonable and plausible and does not stretch the character’s idea of reality. | 0 | | A memory that has a basis in reality, but is weird. If the character would think the event is strange, then more than likely, he will think the memory is strange as well. He may remember himself or a friend acting totally out of character. | -2-4 | | The implant or alteration strains credibility but is still *possible*. A simple peasant might remember leading an army to battle. | -5-6 | | The implanted memory or alteration is absurd and flies in the face of the character’s idea of reality. The character might remember an instance when he flew, or when everyone was purple, or when fish fell from the sky. | -7-10 | |
| Combat Precognition | 17 | CS | S | 6r | Y | * You can substitute your INT score for your dodge, or get +1 to your dodge (whichever is higher) |
| Mental Link | 17 | L | 10km | 3h | Y | * You are linked to a single, willing target * You can communicate telepathically with the target * You can cast beneficial spells on the target as though you could touch him |
| Mental Storm | 18 | C | 20” | 2-5r | N | * Up to 4 targets in a 3 hex radius are effected by a Mental Blast (INT 16) |
| Telepathy | 18 | VS | S | 5m | Y | * You can read your target’s mind (INT, WIL 18) * Very deep memories, or things not consciously known by the target will make his save easier |
| **Fourth Circle** | | | | | | |
| Psychic Surgery | 24 | VL | T | 1y | N | * Similar to Alter Memory, but entire scenarios can be constructed (INT 22) * A peasant can be made to remember being raised as nobility * A man can have his spouse and child erased from his memory * Every year, a new save is made and once made, the old memories start to return and within a couple of weeks, the target’s memory has returned * You invest one level |