

Step Four: Choosing to Becoming a Spell Caster

To become a spell caster, you must choose the power "Spell Caster" (costing 6 points). When this power is chosen, the character has the ability to cast spells in the schools he or she has chosen to train.

Any character can cast spells as long as they can hit the check value of the spell (See the spell section for more details on spell casting.) Armor and shields will encumber casters and make it harder to cast. Characters specializing in casting will always dominate magic, as hybrid classes will either be stretched thin or not be able to allocate enough maximum dice to cast higher powered spells.

Step Five: Selecting Powers

Power points are spent to buy wondrous feats of power. They are the most exciting aspect of the game. Powers have costs and will either cost one or two power points. There are two types of powers:

Powers that are taken once only

Powers that can be taken multiple times

Most powers can be bought at level one, but some cannot, so be careful to look at the first level when a power can be taken. When purchased, powers are bought in ranks. If a power is taken once it is a rank I power, but after a character has leveled up, if they purchase the same power again then the power will increase and it will go to rank II.

No power can be purchased more than once a level. Look to see when powers can be bought after leveling, most take leveling 3-4 levels before they can be taken again. For example, a character that has chosen the "Water Walk" power at level I, cannot not take it again until level IV. However, the "Water Walk" power at rank I can be purchased at any time. The level requirement is not a window but rather a minimum, so once you reach level 4 you could take "Water Walk I" or if you already have rank I you could choose "Water Walk II"

The power description will explain what happens as you attain higher ranks in the same power. Some powers will require the use of mana. Be sure to read the description, as higher ranks may require greater mana usage or they may require the same usage but the result is better.

Sometimes there maybe points left over. One or two points can be transferred to Step Eight. This is the max since there are plenty of Powers to purchase that are 3 or 4 points.

Step Six: Choose Morality and Flaw

Select your character's morality by choosing a Core Morality, a Moral Drive, and Demeanor. This will outline how your character should act when being roleplayed. A player who closely follows their character's morality should be rewarded with might by the game master. The character must also have one flaw. There are two types of flaws and the GM can force the players to choose one from either category or reassign flaws as she see fit.

Step Seven: Equipping Your Character

Each character starts with a number of Gear Points equal to 34 plus their strength score. All basic equipment costing 100gp or less is free as is any suit of armor in the Leather or Mail categories. More expensive equipment or potions, scrolls, poisons, traps, and grenades must be purchased. Each piece of gear has a size value that is marked by Gear Points. A character can only hold an amount of equipment equal to their Gear Points. Any item with a Gear Point value above 3 will not be available to the character during combat, at it must be stored in the backpack. The rest will be assumed to be in sacks or her backpack. You can use your use your starting wealth to buy any type of item that is not available as starting gear, but you lose what you don't use. Your character starts the game with 2d10 gold.

Step Eight: Enhancing Your Character

Before play starts 10 Build Points (Bp's) need to be distributed. They can be used to purchase powers or upgrade the character's skills. Below is the amount of points it takes to modify the character. Wounds and Mana increases can be purchased directly or may be increased when the appropriate stat increases.

Buy a Power: Equals the point cost of the Power. Different Powers cost different amounts of points.

Increase a Talent: The cost is equal to that of double the new score then subtracting the associated Vitality, to a minimum of 1. So increasing a 4 to a 5 would cost 10 build points minus the associated Vitality score.

Increase a Knowledge or Spell: The cost is equal to that of the new score. So increasing a 4 to a 5 would cost 5 build points.

Buy One Wound: Adding a wound costs 6 build points.

Buy One Point of Mana: Adding a point of mana costs 3 build points.

Buy One Point of Movement: Adding a point (1" or 5') of movement costs 10 build points.

Every rank allows the character to speak with up to two animals a day. It costs 2 mana to speak with an animal and the conversation lasts for one minute. To activate he must concentrate on the animal for 30 seconds at a range of 50'.

Transfer Damage (magical) (reflexive)
cost: 4 BP's

levels: 1, 4, 7, and 11

"Strike at Kika and you will strike at myself. For we are one and we will defeat you together. Avoiding me and targeting her solely will not work for you."

The character has the ability to transfer damage taken by a companion. This can be done reflexively as a free action. When its within 100' of the character, the character can transfer one wound of damage per rank from an empathic linked friend to himself. He must spend 1 mana per wound transferred. There us no way to negate this damage, but it can be healed as normal.

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Combat Master

cost: 4

levels: 1,4,8, and 12

The character gains +1 to one of the following categories:

- all melee weapons
- all ranged weapons
- all thrown weapons
- unarmed
- dodge
- all shields
- initiative

Vitality

cost: BP = double the cost of the desired value

levels 1,5,10,15

The character gains +1 to any vital stat, going from a

3 to a 4 would cost 8 BP

Professor

cost: 3

levels: 1,4,8,12

The character chooses any knowledge, from this point on that knowledge is purchased for ½ cost

Finesse Fighter

cost: 10

levels: 1

the character may use either their psyche or charisma vital for combat. they still can use brawn as well.

Spell Link

cost: 4

levels: 1,5,10,15

choose any two spells that are the same rank. these spells are now treated as one school for buying purposes. To buy for one will increase the other as well. However, penalties for losing one means losing all. Additional ranks link other spells together to form a new group or can daisy chain to increase the size of the existing group.

Favored Enemies

This list will indicate what category of monsters are eligible to be considered as a favored enemy.

Angelis: The sergeants of the philosophy of order and obedience.

Animals: Bears, Snakes, Lions and dire variants.

Blood Drinkers: Those who can only survive by drinking the blood of others.

Clockworks: Constructed mechanical custodians.

Demonos: The bringers of destruction, chaos, and evil.

Dragos: The most powerful and secretive of all creatures.

Elementals: Pure beings of elemental essence.

Enchanted: Those odd and mysterious creatures that live between Terres and Limbo.

Giants: Huge, slow and stupid brutes.

Horrors: Horrors are strange and amalgamated creatures created long ago, or slipped in from other dimensions.

Magical Beasts: Animals with extraordinary ability other than size.

Shifters: Humanoids who shift into animals.

Trolls: Large, violent, and nasty creatures who will consume just about anything.

Undead: The once living, reanimated with hatred and the desire to kill.

Air and Sound Spells

The air school offers the most utility and general protection of any of the elemental schools of magic. When traveling with an air mage, the party will be able and secure.

Ever Breathe

level: 0

actions: 1

duration: 1 hour

type: buff

range: touch

The target can hold their breath for the duration of the spell. They can still drown if liquid is forced into the recipient's lungs.

Parachute (reflex)

level: 1

actions: 1

duration: instant

type: beam

range: 50' (10")

This spell allows the caster to slow his or an ally's fall, they land safely and take no damage from falling. This can be cast reflexively in other character's turns.

Sphere of Turbulence

level: 2

actions: 1

duration: 10 rounds

type: aura 10' radius

range: caster

The caster whirls air around himself, non-spell missile attacks that travel into or through the sphere will be thrown off course and will not do any damage as long as they are large sized or smaller.

Charged Javelin

level: 3

actions: 1

duration: 10 rounds

type: beam

range: 100' (20")

save: AGL halves

This brings a spear of lightning into the casters hand, and allows him to throw it once a round for 10 rounds. Once the spell is initiated it costs 1 mana to for the next 9 rounds. The javelin deals 2 wounds of electric damage.

Heavy Fog

level: 4

actions: 1

duration: 10 rounds

type: cloud 20' radius

range: 100' (20")

save: STR negates effects

This spell places a heavy dense fog that cannot be seen through. In fact a character in it cannot see their own

hand and traveling through it reduces movement by 10'. Thermal vision cannot see through the Heavy Fog.

Windforce

level: 4

actions: 1

duration: 2 rounds

type: cone 40'

save 1: END negates knockdown

save 2: STR enables stand

A strong gust of wind is summoned that knocks anyone off their feet and throws them back 5'. This causes one wound of damage, and if they hit a hard object 2 wounds are caused. The effect lasts for two rounds, and once someone is knocked down, it takes more effort to stand.

Fly (extendable)

level: 5

actions: 2

duration: 5 minutes

type: buff

range: touch

This spell allows the caster or an ally to fly 20' an action for five minutes. This spell can be extended for 2 mana.

Song of Cacophony

level: 5

actions: 2

duration: 1 hour

type: cloud 20' radius

range: 10' (20")

The caster chooses an object in range and imbues it with a phrase, sound, or horrific lyrics. The sound will be repeated for the duration and the caster can choose to have a simple song or a phrase sounded. The caster can also choose to have garbled sound emanate preventing the casting of any spells within the area of effect.

Column of Lightning

level: 6

actions: 2

duration: instant

type: cloud 10' radius

range: 200' (40")

save: END halves damage

An wide strike of lightning descends from the heavens bathing all in it for 5 damage. Creatures of size giant and larger take 9 wounds of damage assuming they are completely covered by the column.

Shreik

level: 7

actions: 2

duration: instant; effects last 3 rounds

type: cone

range: 40'

save 1: END negates effects

Any caught in this horrible bellow will be deafened, take 2 wounds (not save-able), and lose 4 actions. Another save is necessary to save against being rendered unconscious.

Sonic Boom

level: 8

actions: 3

duration: instant

type: line 10' wide

range: 200' (40")

save 1: AGL negates damage

save 2: END negates effects

The ultimate spell combining sound, electricity, and air. This spell forces a tight ball of lightning in a direction at the speed of sound. The effect travels the distance destroying or knocking down anything in its way. Anything in its path will take 7 wounds of damage, become deafened, and become knocked down.

Wind Scythe

level: 10

actions: 4

duration: instant

type: line 5' wide

range: 50' (10")

save 1: AGL negates effects

The caster propels an invisible scythe at the speed of sound toward the target. Make one save roll to see if the result is dismemberment, death, or negation. If the save is failed a limb is lost, and if it is failed by 4 or more than the target has been decapitated. If the target is obscured, the scythe will cut through stone or metal up to 5' thick to reach the target. If the target is giant-size or larger the scythe will do 8 wounds with AGL halving the damage.

Blood and Marrow Spells

The blood school offers some of the most dangerous spells in the game. The caster effect their enemies from the inside out. **Casting blood spells is dangerous, and for each spell cast the caster has a 5% chance to take a wound.**

Open Flesh
level: 0
actions: 1
duration: 3 rounds
type: beam
range: 50' (10'')
save: none

The caster causes the target to bleed for 3 rounds. A save each round will stop the victim from taking a wound.

Change Blood to Grease (reversible)
level: 1

actions: 1
duration: 1 minute
type: cloud 20' radius
range: 100' (20'')
save: AGL negates

The caster can change any lingering blood in the area of effect into a slippery flammable grease. The reverse effect can wreak havoc on mechanical equipment.

Thicken Blood
level: 2

actions: 1
duration: one hour
type: buff
range: caster

If the caster takes damage its reduced by one, and she gains +2 bonus against bleed effects. A max of 3 wounds can be absorbed.

Veins of Acid
level: 2

actions: 1
duration: one hour
type: buff
range: caster

With spell in effect, anyone who wounds the caster in melee will sustain one wound per damaging blow. The wound can be negated by protection from acid.

Blood Feast
level: 3

actions: 1
duration: 10 minutes
type: buff
range: touch

With this spell in effect, the recipient grows long wolf-like canine teeth and has the ability to drink blood. For every pint of blood drank, she gains one wound.

Blood Whip
level: 4

actions: 1
duration: 10 rounds
type: weapon
range: caster

save: AGL negates trip or disarm
 The caster forms a long wet whip of blood in her hand. The Blood Spell skill pool + Psyche is used to attack over the duration, has a 15' range, does one damage. If struck, the target must make a save against the spell to avoid the trip or disarm effects.

Plasmatic Claw
level: 4

actions: 1
duration: 10 rounds
type: buff/ weapon
range: touch

save: AGL negates
 This spell causes one limb on the caster or ally to be covered in a hard red substance and form a claw. Anyone using the limb will be afforded +2 STR and it does 2 damage when used unarmed. However, when granted this spell, the recipient must make a save or take a wound. This can replace a lost arm & stops bleeding due to dismemberment.

Cause Critical Wound
level: 5

actions: 2
duration: instant
type: beam
range: 100' (20'')

save: END negates
 The caster reaches inside a target and harms them horrifically. They take damage on the critical wound chart (piercing) and they take 3 wounds if the damage option is rolled.

Blood Spout
level: 6

actions: 2
duration: 3 rounds
type: beam
range: 100' (20'')

save: END negates
 The caster rips open an artery that causes blood to spout out of the body for 3 rounds. Each round a save required round or the victim will take 2 wounds from blood loss.

Blood Leach
level: 7

actions: 2

duration: 4 rounds
type: beam

range: 25' (5'')
save 1: SPR negates helpless
save 2: END negates damage
save 3: STR removes

The caster creates a magical symbiote that springs from her hand. When the victim is struck they must pass a SPR save or become helpless for the duration. Anyone struck must save or lose 2 wounds and 1 END which the caster gains. The wounds replace lost ones and extra wounds and END last for one hour. The symbiote's body has 4 wounds and a defense of 7. It can be pulled off with a STR 10 check.

Crimson Nails
level: 9

actions: 3
duration: instant
type: cloud 20' radius
range: 50' (10'')

save 1: AGL halves damage
save 2: END negates blindness
 The caster is able to take any wet blood from the target's clothing, armor, and weapons and change it into steel nails. The nails pierce into the victims' flesh and cause massive damage. Anyone affected takes 5 wounds and will be blinded for 4 rounds.

Hollow Bones
level: 10

actions: 4
duration: 5 rounds
type: cone 40'

save 1: END negates per round
 The caster strips bones hollow of marrow, it dissolves over 5 rounds. Each round the victims must make a save or loose 1 END and take 2 wounds. If a character reaches 0 END they will become unconscious.

Body and Healing Spells

Healing spells are what keep the fighters going and help to counter problems that stop spell casters from doing their jobs. By worshiping a healing god, a player can cast these spells without penalty from armor or shields. A party of adventures will not last long without a healer in the party. **Healing spells will harm Undead as if they were damage spells.**

Seal Cut

level: 0
actions: 1
duration: instant
type: beam
range: 50' (10")

This spell allows the caster to immediately stop any bleeding effects on the target ally or themselves.

Heal Gash

level: 1
actions: 1
duration: instant
type: beam
range: 50' (10")

This spell allows the caster to cure one wound on a target ally or themselves.

Janlor's Temporary Bulk

level: 2
actions: 1
duration: 1 hour
type: buff
range: touch

This spell gives 2 temporary wounds to the caster or an ally. These wounds cannot be healed once lost and will vanish after the spell duration ends.

Heal Flesh

level: 3
actions: 1
duration: instant
type: beam
range: 25' (5")

This spell allows the caster to heal two wounds on a character and it stops any bleeding effects immediately.

Purify Body

level: 3
actions: 1
duration: instant
type: beam
range: 25' (5")

This spell eliminates poison and disease from a character's body or neutralizes any poison in a 5' area, including foods or drink that may have been poisoned. The spell will purify 100 gallons of water from disease and poison as well.

Restore Health

level: 4
actions: 1
duration: instant
type: aura
range: touch

This spell restores the damage caused to one Attribute or Skill. This spell only affects one Attribute, and must be cast multiple times to cure more than one skill.

Mend Bone

level: 5
actions: 2
duration: instant
type: aura
range: touch

This spell allows the caster to heal three wounds on an ally. It also immediately cures a gimped or lame condition not caused from dismemberment.

Restore Vision or Hearing

level: 5
actions: 2
duration: instant
type: aura
range: touch

This spell allows the caster to heal a blind or deaf condition on a willing target. The spell will only affect vision or hearing not both and must be cast twice to cure both.

Light of Life

level: 6
actions: 2
duration: instant
type: cone 40'

This spell cures 2 wounds to all in the area of effect. It is especially smart to use while fighting undead, as it will heal allies and harm at the same time.

Restore Mental Faculties

level: 6
actions: 2
duration: instant
type: aura
range: touch

This spell cures mental damage and insanity from spell affects, brain damage, and emotional trauma.

Restore Flesh

level: 7
actions: 2
duration: instant
type: aura
range: touch

This spell cures 4 wounds as long as they still are still alive. It also stops bleeding, regrows any dismembered limbs, and cures petrification.

Restore Form

level: 8
actions: 3
duration: instant
type: aura
range: touch

This spell cures a person who has been cursed by polymorph. They return to form with whatever gear, items and physical condition they had at the time of the polymorph spell.

Raise Dead

level: 10
actions: 4
duration: instant
type: aura
range: touch

This spell brings to life a dead character. The character is restored to life and has one wound. After the spell is cast, the recipient is unable to walk for one hour and their skills will be halved for one day.

Earth and Rock Spells

The earth school affords some of the most versatile spells in any one school. The spells while not extraordinary at opposing other schools directly, they offer simple approaches to solving problems.

Shape Stone

level: 0

actions: 1

duration: 3 rounds

type: 1 foot area

save: END halves damage

This spell allows the caster to change and move the volume of stone; only simple shapes can be formed. It can be used as an attack against earth or stone elemental monsters, causing 4 wounds of damage.

Stone Feet

level: 1

actions: 1

duration: 5 minutes

type: buff

range: touch

This spell allows the caster or ally to walk on rock and stone walls without penalty. For the duration of the spell the recipient's feet will stay firmly attached to any stone surface. They receive +4 bonus to saves vs any type of trip or knock down attack while on a rock surface.

Stone Staff

level: 2

actions: 1

duration: 5 minutes

type: weapon

range: caster

The caster produces a hard yet light stone staff, causing it to erupt from the ground. It has a total hit bonus of +1 and parry bonus of +2. It has a base of 2 damage. It cannot be destroyed by non-magical attacks.

Rock Bullet

level: 3

actions: 1

duration: instant

type: beam

range: 100' (20")

save: AGL halves damage

This spell allows the caster to throw a sling stone or rock at tremendous speeds. It deals 3 wounds of damage and counts as a magical missile attack causing earth damage.

Skin of Gems

level: 4

actions: 1

duration: 10 rounds

type: buff

range: caster

This spell causes semi-precious stones to grow from the skin of the caster. It gives the caster a protection of 10 and reduces the amount of damage from physical attacks by one. It will also negate critical hits 50% of the time.

Sand Fog

level: 4

actions: 1

duration: 10 rounds

type: cloud 20' radius

range: 50' (10")

save: STR negates effects

The caster summons a fog made of suspended sand. Moving through the fog is difficult and requires a STR save to move normally. Missiles and spells are not affected by the fog.

Earthquake

level: 5

actions: 2

duration: instant

type: cone 60'

save: AGL negates knock down

This spell shakes the ground violently. The rumbling makes it almost impossible to stand. Anyone in the cone must make a save or be knocked down and trying to stand back up after being effected takes +1 action.

Change Mud to Rock (reversible)

level: 6

actions: 2

duration: 3 rounds

type: cloud 20' radius

range: 50' (10")

save 1: AGL negates knock down

save 2: STR negates entangle

This spell causes an area of mud to turn into rock entangling anyone who is standing in it. Attempting to break free takes 2 actions and a STR check. If rock is changed to mud, anyone standing in it will be knocked down unless an AGL save is made.

Open Crevasse

level: 7

actions: 2

duration: permanent

type: cone 60'

save: AGL negates "fall in"

An opening in the earth rips open and anyone who was standing over it must save or will fall into it. An Acrobatics check of 12 is needed or the victim will take 2 wounds from falling 20'. It

takes 6 actions climbing (check 8) to get out.

Stone Jack (reflex)

level: 8

actions: 3

duration: 10 rounds

type: buff

range: caster

This spell forms a heavy blocky stone surface over the caster increasing his size to large. It provides protection of 12 and will absorb 10 wounds before breaking with damage carrying over to the caster. Movement is limited to 15' (3") an action but hinders the caster in no other way.

Petrify (curse)

level: 9

actions: 3

duration: permanent

type: beam

range: 50' (10")

save: END halves damage

This attack turns the victim into stone instantly. Only a "Raise Dead", "Restore Flesh", or "Remove Curse" spell will heal the victim. The statue will have twice the wounds of the character and a defense of 11. If turned to mud the character can only be restored with a raise dead spell.

Avatar of Simak

level: 10

actions: 4

duration: 10 rounds

type: conjuration/ summoning

range: 25' (5")

The dirt and stone bulges upward, and a monster of earth emerges. It takes 1 round for the avatar to completely emerge. It appears as a large-sized stone cube, that hovers off the ground 10' with three arms coming off the sides and bottom. The caster can ask the avatar any question regarding stone, gems, metal, or any other non organic material from the ground or space. It has the ability to answer the question regardless of the complexity or obscureness. The answer will appear one round later written in relic tongue on the side of the cube, which remains for one round. It can also attack as an Earth Smasher. The spell can only be cast once a week.

Fire and Flame Spells

The fire school contains some of the most offensively powerful spells in the game. The school that combats the Fire school the best is the school of water. A clever caster will choose both fire and water skills to be versatile and deadly.

Flame Dart

level: 0

actions: 1

duration: instant

type: beam

range: 50' (10")

save: AGL negates

The caster shoots a long searing bolt of flame from his hand causing one wound of damage.

Orb of Light

level: 1

actions: 1

duration: 2 hours

type: aura 5' radius

range: caster

When this spell is cast it creates a small globe of light about 8" in diameter. This light hovers next to the caster and will illuminate the area of effect. The orb will always stay within 5' the caster and will follow the caster as she moves.

Heat Metal

level: 2

actions: 1

duration: 3 rounds

type: beam

range: 50' (10")

save: END halves damage

The caster can heat any metal object up to the size of a door, anyone in direct contact with the object will suffer 2 wounds a round, a heated weapon can be dropped to avoid taking damage.

Flaming Bone

level: 3

actions: 1

duration: 6 hours

type: weapon

range: caster

This spell ignites a club sized bone forming a powerful weapon. It acts like a club in melee but causes +1 flame wound per hit and when the spell ends the bone is destroyed. Victims struck from the bone must make a successful save against open flame or risk catching fire.

Evaporate

level: 3

actions: 1

duration: 10 rounds

type: buff

range: touch

The recipient of the spell takes two less damage from any ice or water effect.

Burn

level: 4

actions: 1

duration: instant

type: line 5' wide

range: 50' (10")

save: AGL negates

The caster focuses her mana, then releases it in a coherent strike. The targets must save or will catch fire and considered to be on fire already for one round. If the victims ignore the flames, they will take damage and the burn intensity will continue as per the damage from fire rules.

Solar Beam

level: 4

actions: 1

duration: instant

type: beam

range: 200' (40")

save: AGL negates

The caster emits a powerful heated beam from their palm causing 4 fire damage.

Brilliant Flash

level: 5

actions: 2

duration: 3 rounds

type: cone 40'

save: END negates

The caster shoots a blinding flash of light out from their body. Anyone facing the caster in the area will be blinded for 3 rounds unless healed.

Solar Ball

level: 6

actions: 2

duration: instant

type: blast 20' radius

range: 100' (20")

save: END halves

A large exploding ball of fire is hurled, causing the centered target to take 5 wounds. Anyone caught in the blast will take 3 wounds of fire damage as well.

Ash Rain

level: 7

actions: 2

duration: permanent

type: cloud 20' radius

range: 200' (40")

save: END negates effects

This spell creates heated ash that falls from the ceiling or sky. Any character vulnerable to fire in the cloud suffers a -4 penalty to all skills and takes 3 wounds per round in the ash. There is no save for the damage. Visibility is reduced to 10' in the cloud.

Holocaust (counts as solar damage)

level: 8

actions: 3

duration: 10 rounds

type: aura 10' radius

range: caster

When this spell is used, the caster erupts into flame and breathes smoke. Any that tries to attack the caster in melee takes 2 wounds from fire and if the caster touches a character they erupt in fire and take 4 wounds with no save possible, and will burn taking 2 wounds around until the flame is doused. While this spell is active the caster may only make one move action a turn and is immune to water and fire spells.

Change Rock to Lava (reversible)

level: 9

actions: 3

duration: permanent

type: cloud 20' radius

range: 50' (10")

save: END negates damage

A section of rock is turned to lava.

Anyone in the lava will start taking damage at the beginning of their turn. Follow the rules for damage by lava in the "Damage from Strange Sources" section.

Solar Phoenix of the Fire Gods

level: 10

actions: 4

duration: 10 rounds

type: conjuration

range: 400' (80")

save: AGL halves damage

This spell conjures a flaming bird that the caster directs. It causes 5 fire damage, and can be directed to attack, as a free action. The Phoenix is immune to all spells except water, where 10 wounds will kill it. It moves at the speed of sound and will continue to attack its target unless told to halt or another target is chosen.

Matter and Time Spells

The matter school, offers the most utility of any of the schools of magic. While not offering a wide assortment of directly damaging spells, a cast of this school can overcome almost any situation.

Mend Object

level: 0
actions: 1
duration: instant
type: aura
range: touch

A bow sized or smaller object is repaired as long as all the pieces are present. Larger objects can be repaired with many castings of this spell.

Telekinesis

level: 1
actions: 1
duration: 1 minute
type: beam
range: 50' (10")
save: MND negates

This spell allows the caster to move an object 50 lbs the distance of 30' per round for the duration of the spell.

Deteriorate

level: 2
actions: 1
duration: instant
type: beam
range: 25' (5")
save: DUR negates

The caster bends time and causes one shield-sized object to fall apart from degradation. Larger objects can be corroded with multiple castings of the spell.

Time Split

level: 3
actions: 1
duration: 1 minute
type: buff
range: touch

This spell allows the caster or an ally to see the future for a split second. The enhancement gives the caster or her ally +4 bonus to their next single non-spell attack within the duration of the spell.

Blazing Charge

level: 3
actions: 1
duration: 2 rounds
type: buff
range: touch

This spell allows the caster or an ally to charge any opponent up to 50' away. They do not invoke reflex attacks for charging and will also gain +2 bonus on any melee, throwing, or unarmed.

Dancing Weapon

level: 4
actions: 1
duration: 1 hour
type: aura
range: caster

The caster imbues a weapon on his body to swing into life and defend her. The caster gets 2 free actions with the weapon each turn which can be used to make reflex attacks. It must be a one-handed melee weapon and the attacker uses her Matter spell pool +2 to use the weapon. The weapon has a STR of 3.

Invisibility (extendable)

level: 5
actions: 2
duration: 10 minutes
type: buff
range: touch

save: Awareness negates (see below)
The caster has the ability to bend light. This spell allows the caster or an ally a +12 bonus to stealth against normal and night vision when still, and confers a +6 bonus to Stealth when the recipient is moving or casting. The recipient will go unseen unless the opponent can win an opposed Awareness check. When attacking the recipients gain a +2 bonus to all combat related activities except casting. Characters with thermal vision reduce the penalties above by 4.

Slow Time

level: 6
actions: 2
duration: 1 round
type: buff
range: caster

As time slows for all else, the caster gains 4 actions and can make two additional attack actions this round only and she also gains +2 dice on any combat attacks.

Teleport

level: 7
actions: 2
duration: permanent
type: aura 10' radius
range: caster
save: SPR negates effects

The caster can teleport herself and for 1 more mana each, can take along an ally. They can be teleported anywhere within 100 miles to a place where the caster has

been before. One enemy can be teleported as an attack. There is a 5% chance that a teleported character will be fused to something upon arrival (see fusion below).

Telekinetic Lash

level: 7
actions: 2
duration: instant
type: beam
range: 100' (20")
save: MND negates

The caster can take an object or creature and throw them. A small sized creature will be thrown 1d10 x 10 feet, a medium 1d10 x 5', and a large will be thrown 1d5 x 5', and a giant will be thrown 1d5 x 2'. A creature will take wounds depending on its size: small 3, medium 5, large and giant 7. Creatures thrown will be knocked down.

Fusion (reversible)

level: 9
actions: 3
duration: permanent
type: beam
range: 100' (20")
save 1: MND negates spell
save 2: END halves damage

The caster fuses an inanimate object to the victim in this horrible spell. They take 7 wounds if something is fused to the head, 6 to the body, 5 to a leg, and 4 to an arm. They also may become entangled if fused to a heavier object than they can lift or drag.

Curse of Polymorph (curse)

level: 10
actions: 4
duration: permanent
type: beam
range: 25' (5")
save 1: END negates polymorph
save 2: INF negates insanity

The caster transforms the victim into an inanimate object of their approximate size. If they pass the END save to negate the spell than they have to pass a SPR check or else be driven insane from the material pull into another object.

Mind and Memory Spells

The mind school focuses on direct manipulation of another's thoughts to obtain power. These casters can be banned and shunned from financial institutions, and be the most direct threat to enemy casters on the field of battle. **All of the following spells are considered to be mind affecting abilities.**

Dazed
level: 0
actions: 1
duration: 2 rounds
type: beam
range: 50' (10")

The caster causes an opponent to become dazed, -1 to all talents for 1 round.

Recall
level: 1
actions: 1
duration: instant
type: aura
range: touch

This spell allows the caster or ally to remember any detail or event even if they had been forced to forget it.

Locate Object
level: 2
actions: 1

duration: 1 day
type: buff
range: caster
 This allows the caster to find an object they have touched and inspected. They know its location as if they were directed by a compass.

Dizzy
level: 3
actions: 1
duration: 3 rounds
type: buff
range: 25' (5")

save: MND negates effects
 The caster makes the victim even more dazed. They take a -2 penalty to all skills.

Illusionary Image
level: 3
actions: 1
duration: 10 rounds
type: conjure
range: 100' (20")

This spell allows the caster to create an illusion of anything up to 20' tall and 20' wide. It makes impressively authentic noises or sound.

Mirror Image (reflex)
level: 4
actions: 1
duration: 10 rounds
type: conjure
range: 5' (1")

The caster creates a duplicate of

herself or an ally. An attacking opponent will choose the wrong target 50% of the time. The image will constantly meld with the caster to confuse and therefore they must save every round. The image is immune to non-magical spell effects, but any elemental damage will destroy it.

Brain Blitz
level: 5
actions: 2
duration: 3 rounds
type: cone 40'
save: MND negates

The caster strikes outward with an attack on the mind. She scrambles the thoughts and coordination of those caught in the area of effect. Those affected lose one general action for every point they failed the save amount by.

Erase Memory
level: 5
actions: 2
duration: permanent
type: beam
range: 25' (5")
save: MND negates

This spell allows the caster to delete one specific memory from the target, the memory should be less than one minute long. If the save against the spell they will feel a weird sensation but with a "Spellcraft" check of 12 they will be able to understand what it is.

Place Memory
level: 6
actions: 2
duration: permanent
type: beam
range: 25' (5")
save: MND negates

The caster is able to go into another's mind and place a memory. The memory should be no longer than one minute long. If the save against the spell they will feel a weird sensation but with a "Spellcraft" check of 14 they will be able to understand what it is.

Moronic Strike
level: 7
actions: 2
duration: 5 rounds
type: beam

range: 25' (5")
save: INF negates
 This spell inflicts a moronic state on the victim. This means the target cannot cast spells.

Mind Reading
level: 8
actions: 3
duration: instant
type: beam
range: 25' (5")
save: MND negates

The caster is able to go into another's mind and is able to read their thoughts. Anything the victim sub-verbalizes will be heard. If the save against the spell they will feel a weird sensation but with a "Spellcraft" check of 16 they will be able to understand what is happening.

Curse of Insanity (curse)
level: 9
actions: 3
duration: permanent
type: beam
range: 25' (5")
save: INF negates spell

The caster places horrible insane thoughts into the mind of their victim. The character must be smart enough to understand the placed psychosis. Roll randomly on the insanity table to see what the effect is.

God's Word
level: 10
actions: 4
duration: 5 rounds
type: beam
range: 25' (5")
save 1: INF negates

The caster is able to speak a single word. If the victim fails their save they must act out this word for the duration of the spell. Saying "Jump" means the victim will jump for 5 rounds. The word must be an action that the victim can perform or the spell fails.

Nature and Wood Spells

The nature school brings the essence of the jungle, forest, tundra or desert into the grasp of the caster. These spells are a force of nature and are some of the most effective survival spells in the game. **These spells are not effected negatively by hide armor, bucklers, or round shields.**

Make Rain (reversible)

level: 0

actions: 1

duration: one hour

type: conjure

range: 20' radius aura

The caster can cause or clear the immediate area around her from rain.

Create Food or Drink

level: 1

actions: 1

duration: permanent

type: conjure

range: caster

The caster creates enough food to feed a person for the entire day.

Conjure Iron Wood Weapon

level: 1

actions: 1

duration: one day

type: weapon

range: caster

The caster can create any melee weapon, it works as a typical non-magical weapon in all regards.

Secure Encampment

level: 2

actions: 1

duration: 12 hours

type: cloud 20' radius

range: 25'

The caster creates a camp with enough space for a party of 6. Dangerous and magical animals will avoid the camp. Anyone on watch while in the camp will gain +4 bonus to Awareness checks and survival checks.

Entangling Growth

level: 3

actions: 1

duration: 10 rounds

type: cloud 20' radius

range: 50' (10")

save: STR negates

This spell causes wild growth to spring up and entangles anyone in it. A character must save each round while in the area of effect. A character can cut another free in 4 actions using a bladed weapon.

Protection from the Elements

level: 3

actions: 1

duration: 1 day

type: buff

range: touch

The caster is able to cast an aura over herself or allies that absorbs a total of 5 wounds from ice, wind, hail, acid, and lightning effects.

Spring of Heartwood Sap

level: 4

actions: 1

duration: 1 day

type: conjure

range: 10'

The caster changes a tree into a spring. Anyone drinking or bathing in it will regain one wound every hour and one attribute or save will be restored after 8 hours of rest.

Beast Morph (extendable)

level: 5

actions: 2

duration: 10 rounds

type: buff

range: caster

This spell transforms the caster into a half beast of one of the following types. While in hybrid form the caster cannot use weapons, shields, armor, or cast spells, but retains natural armor protection modifiers and protective magic items. Armor melds into the body.

Wolf: +1: STR, AGL, END; +2: SPD, AGL; +2: melee & dodge; unarmed damage: 2 before powers; prot: 8

Bear: +2: STR, END; +1: SPR; +2: melee skills; unarmed damage: 3 before powers; protection: 9

Eagle: +1: STR; +2: AGL, melee, dodge; -1: SPD; unarmed damage: 2 before powers; fly 30' as standard; protection: 7

Wall of Iron Wood Trees

level: 6

actions: 2

duration: 10 rounds

type: conjure

range: 50' (10")

The caster forces a long and dense row 10' x 100' of trees to spring forth. Melee weapons will not hurt them, and each tree will take 20 wounds of damage before withering. They can be climbed to the top in 9 actions with an Athletics check of 8.

Skin of the Dragon

level: 6

actions: 2

duration: 10 rounds

type: buff

range: 15' (3")

The caster focuses her energy and a target ally's skin is transformed into that of a Drago. They gain +5 to natural armor, but become **vulnerable to acid: x2**. Also if the target was wearing armor, it rips off and falls to the ground, needing a Hide Working check of 8 to repair it.

Acid Breath

level: 7

actions: 2

duration: instant

type: cone 40'

save 1: END halves damage

save 2: DUR negates armor damage

The caster spews a dissolving acid, it does 6 wounds and a character wearing armor caught in the effect must make a DUR save or it will become rended for 3 points.

Clear Sky (reversible)

level: 8

actions: 3

duration: 6 hours

type: aura 1 mile radius

range: 400' (80")

The caster clears the sky above them. Spells that bring effects from the heavens such as "Hail Storm" and "Column of Lightning" will have no effect. This spell can be reversed causing stormy weather increasing that of said spells and their effects by 50%.

Seeds of God Growth

level: 10

actions: 4

duration: 10 minutes

type: cloud 20' radius

range: 100' (20")

save: AGL halves damage

The caster causes enormous trees to instantly spring up. They pack in together entangling anyone in the growth area. Wounds are determined by size: small 1, medium 4, large 7, giant 11, titan 20, or kraken 30. A creature can break free on a STR check of 16 taking 7 actions.

Necromantic and Essence Spells

Necromancers are life force and energy specialists, using organic vessels as their vehicles. They can help keep party members alive, and inflict massive damage on the enemy. **The caster may only animate one corpse at a time unless taking the double focus ability.**

Transfer Energy

level: 1
actions: 1
duration: instant
type: beam
range: 50' (10")

The necromancer can sacrifice up to 6 mana or 3 wounds and transfer it to an ally.

Wither

level: 1
actions: 1
duration: instant
type: beam
range: 50' (10")

The caster's target has one wound of essence sucked from them.

Animate Corpse (extendable)

level: 2
actions: 1
duration: 10 rounds
type: beam
range: 25' (5")

The caster animates a fresh corpse and has it serve him. It fights as a zombie (without the disease effect) starting the next round. The spell can be extended for 1 mana.

Explode Corpse

level: 3
actions: 1
duration: 2 rounds
type: blast 10' radius
range: 50' (10")

save: AGL halves damage
This spell allows the caster to detonate a corpse. Anyone standing over the corpse takes 3 wounds and anyone next to it will take 2 wounds from bone and teeth shrapnel.

Siphon Mana

level: 4
actions: 1
duration: instant
type: beam
range: 50' (10")

This spell allows the caster to strip mana from an opposing character. The victim loses 6 mana.

Limb Attachment (extendable)

level: 4
actions: 1
duration: 1 hour
type: buff

range: caster

The caster has the ability to fuse dead body parts onto her body and use them effectively. She can attach two extra arms and two extra legs. Each arm gives one free attack action, and legs add +2 stability against knock down and allow for one extra move action each. The spell can be extended for 2 mana.

Curse of Blindness or Deafness

level: 5
actions: 2
duration: permanent
type: beam
range: 50' (10")

save: END negates
This spell will inflict a blind or deaf condition on the victim.

Animate Monstrous Corpse

(extendable)
level: 6
actions: 2
duration: 10 rounds
type: beam
range: 25' (5")

The caster animates a large corpse that fights with the ability of a zombie giant (without the disease effect).

Weaken

level: 6
actions: 2
duration: 5 rounds
type: beam
range: 50' (10")

save: END negates
The caster strips STR from the victim, leaving them with a -5 STR down to a minimum of one.

Decay

level: 7
actions: 2
duration: instant
type: beam
range: 50' (10")

A stronger form of Wither, this spell absorbs more life force from its victim. It causes 4 wounds to any living thing.

Drink Life

level: 7
actions: 2
duration: instant
type: beam
range: 50' (10")
save: SPR resists spell

The caster can suck the life from another and use it to heal herself. The caster chooses how many actions to use and rolls a SPR check opposing the victim's SPR. For every point higher she can suck one wound.

Dead Zone

level: 8
actions: 3
duration: 10 rounds
type: aura 10' radius
range: caster

save: SPR halves damage
The caster is able to produce a zone around her that is void of life. Once cast she cannot move or dodge as the spell will be broken. Any living creature in the aura or attacking with natural weapons through it will take 4 wounds of damage a round.

Voodoo Doll (curse)

level: 9
actions: 3
duration: instant
type: aura
range: 100 miles

save: END negates
Once the caster obtains a personal item from the victim, she can cause the victim extreme pain. Whenever the doll is jabbed the victim takes a -4 penalty to all skills on their next round. Each jab uses one general action costs and takes 3 mana. The caster can do it until their mana reserves are gone.

Mana Burst

level: 10
actions: 4
duration: instant
type: beam
range: 50'
save: END halves

The spell allows the Necromancer to turn stored mana in his target against their own body. For every two points of mana the creature has remaining will take one wound of damage. This refers to the total mana left not the starting or full amount of mana.

Spirit and Morale Spells

These spells are a favorite among bards and paladins. None of the spells in this school have the ability to directly damage an opponent, but they can easily turn the tide in an encounter. **Spirit spells are not effected negatively by leather armors or buckler shields.**

Relaxing Tune

level: 0

actions: 1

duration: instant

type: aura 20' diameter

range: caster

save: SPR negates

The caster hums a mellow tune. It negates intimidation, hate, and rage on any in its radius.

Cause Fear (reversible)

level: 1

actions: 1

duration: 3 rounds

type: beam

range: 50' (10")

This spell can either induce or negate the state of fear in it's target.

Greatness (reflexive)

level: 2

actions: 1

duration: 5 rounds

type: buff

range: 25' (5")

The caster imbues an ally with greatness, the targeted character will gain a +1 bonus on all talents for the duration.

Inspire Courage

level: 3

actions: 1

duration: 1 hour

type: aura 20' radius

range: caster

While the spell is active, the caster and all allies in the radius are fearless.

Friend Spell

level: 4

actions: 1

duration: 1 day

type: beam

range: 25' (5")

save: SPR negates

This spell *charms* the victim into thinking that the caster is an ally or friend. If the caster does something considered unfriendly, than the spell may break or the victim may get an automatic save.

Incrediblness (reflex)

level: 4

actions: 1

duration: 5 rounds

type: buff

range: touch

The caster imbues an ally with incrediblness, the targeted character will gain a +2 bonus on all talents for the duration.

Good Words, Thoughts, and Deeds

level: 5

actions: 2

duration: 3 rounds

type: buff

range: cone 40'

This spell increases all talents by +1 to up to 3 characters in the area of effect. This also includes natural and armor protection.

Hatred

level: 5

actions: 2

duration: 3 rounds

type: beam

range: 50' (10")

save: SPR negates

This spell inflicts hatred on the target against any other sensible target (such as another humanoid) in range.

Love Spell (curse)

level: 6

actions: 2

duration: permanent

type: aura

range: touch

save: SPR negates

The caster imbues the victim and the victim feels a strong love for the caster. Anyone affected will be able to be influenced easily by her. The victim will understand that they have been cursed but will most likely not care.

Clear Mind

level: 6

actions: 2

duration: 1 hour

type: buff

range: touch

For the duration of this spell, any spells affecting the target's judgment or mind are nullified. The target will also be immune to any such effects for the duration.

Inspire Dread (reversible)

level: 7

actions: 2

duration: 3 rounds

type: beam

range: 50' (10")

save: SPR negates

The target of this spell is inflicted with or cured of dread.

Control Person

level: 8

actions: 3

duration: 5 rounds

type: beam

range: 25' (5")

save: INF negates spell

Upon successfully casting the caster's body falls limp, and she takes control of the victims body. The caster retains her own knowledge, but has attributes of the controlled person. If the caster tries to do something that dangers or harms the victim they get a free save attempt at +2. If the caster tries to commit suicide inside the body, the victim gets an instant save at +4.

Soul Stun (reversible)

level: 9

actions: 3

duration: 5 rounds

type: beam

range: 50' (10")

save: SPR negates

The target of this spell is inflicted with or cured of the soul stunned condition.

Call to Glory

level: 10

actions: 4

duration: encounter

type: aura 20' radius

range: caster

This spells increases all skills by a +4, and armor protection by +2, and weapon damage by +1 within a friendly party of up to ten people when encountering a dragon, avatar, greater demon/ angel or any other monster the GM finds suitable, the spell lasts as long as the encounter does.

Remove Curse

level: *

actions: 1-4

duration: permanent

type: aura

range: touch

The caster can try to remove an afflicted ally's curse. The target number to remove the curse is the same as the value to cast it. If successful the amount of mana and actions used is equal to the curse being removed.

Summoning Spells

The caster is able to summon creatures they are familiar with into battle or to help with a task. **The caster may only summon one creature unless they take the summon ability.** All summoning spells are extendable. Only the animals summoned noted as mount can be mounted, the others cannot be trained to be ridden.

Summon Small Woodland Creature

level: 0
actions: 1
duration: 2 hours
type: summon
range: 50' (10")

This spell summons one of the following:

Dart Fox
Companion Hawk
Ubian Watch Dog

Summon Ghostly Assistant

level: 1
actions: 1
duration: 1 hour
type: summon
range: 50' (10")

This spell summons a ghost that can lift up to 100' of non-organic objects or freshly dead creatures and is able to follow simple instructions.

Summon Forest Animal

level: 2
actions: 1
duration: 1 hour
type: summon
range: 25' (5")

This spell summons a one of the following:

Giant Dread Wolverine
Sharptooth Wolf
Bronze Tailed Stallion (mount)
Region Load Horse (mount)

Summon Beast

level: 3
actions: 1
duration: 30 minutes
type: summon
range: 25' (5")

This spell summons one of the following:

Black Claw Bear
Silk Lioness
Plains War Horse (mount)
Copper Mite

Summon Fierce Animal

level: 4
actions: 1
duration: 10 minutes
type: summon
range: 10' (2")
save: SPR negates

This spell summons one of the following:

Dimetrodon
Great Ice Bear
Dire War Bird (mount)

Summon Magical Beast

level: 5
actions: 2
duration: 10 minutes
type: summon
range: 10' (2")

This spell summons one of the following:

Infernos Strider
Blood Rose
Griffon
Clan Troll Marauder

Summon Ally

level: 5
actions: 2
duration: 5 minutes
type: summon
range: 10' (2")

save: SPR negates
This spell summons someone the caster know. When the spell is activated they feel a magical pull and can resist with a save. When the spell ends they will go right back to where they were before.

Summon Giant

level: 6
actions: 2
duration: 5 minutes
type: summon
range: 10' (2")

This spell summons a Cavern Giant.

Rift of Heaven

level: 7
actions: 2
duration: 10 rounds
type: summon
range: 10' (2")

This spell summons an Angelis Seraph or a Demonos Marar-Aki.

Summon Ancient Beast

level: 7
actions: 2
duration: 10 rounds
type: summon
range: 10' (2")

This spell allows the caster to summon

one of the following:

Tyrannosaurus
Sand Shark
Great Dune Drago

Summon Tentacled Mass

level: 8
actions: 3
duration: 5 rounds
type: summon
range: 10' (5")

This spell summons a Tentacled Mass Horror.

Summon Drinker

level: 9
actions: 3
duration: 5 rounds
type: beam
range: 10' (2")

This spell summons one Feral Drinker, or two Baron Blood Drinkers.

Summon Silver Chrono Spider

level: 10
actions: 4
duration: 3 rounds
type: summon
range: 10' (2")

This spell summons a Silver Chrono Spider.

Banish

level: *
actions: 1-4
duration: instant
type: beam
range: 50'

This spell allows the caster to dismiss a summoned creature. The mana cost and actions are that of what it takes to cast the spell. If the caster successfully casts the spell, than the summoned creature is instantly banished.

Water and Ice Spells

The water school is important as it is used to combat and protect from the fire school as well as a variety of conventional attacks.. These spells provide protection or isolation from the enemy by forming barriers. But don't be fooled, water sages have powerful offensive spells that can cripple the most earnest of warriors.

Change Ice to Water (reversible)

level: 0

actions: 1

duration: permanent

type: cloud 5' radius

range: 100'

save: END halves damage

This spell causes a volume of ice to liquify and turn to water, or to have water freeze and solidify into ice.

Liquefying or freezing an elemental makes it take 4 wounds.

Cool Water Barrier

level: 1

actions: 1

duration: 12 hours

type: beam

range: 25' (5")

This spell causes a thin and shining sheet of water to coat the target. The water will not harm parchment or other fragile objects. It adsorbs 3 wounds from fire damage. Once the wounds have been absorbed, the coating evaporates.

Ice Shield (extendable)

level: 2

actions: 1

duration: 1 hour

type: buff

range: caster

This spell places a round shield in front of the caster that allows her to parry with Water spell skill. It will also absorb 4 fire wounds directed at the caster, which will destroy the shield. The shield does not cause a casting or skill penalty.

Ice Blade

level: 3

actions: 1

duration: 5 rounds

type: buff

range: 25'

When this spell is cast, the caster or an ally's weapon becomes sheathed in ice. It deals one additional cold wound for the duration of the spell, after which it will melt away. This spell will effect one melee weapon or 3 arrows or bolts.

Ice Haze

level: 3

actions: 1

duration: 10 rounds

type: aura 10' radius

range: caster

This spell places an aura of frost around the caster that freezes flesh.

Any character who ends their turn within 5' of the caster takes one wound with no save possible from the immense cold.

Water Bridge

level: 3

actions: 1

duration: 10 minutes

type: conjure

range: 100'

The caster has the ability to solidify water suitable for walking. She is able to solidify 600 square feet of water. This bridge floats on top of the existing water. The most common bridges are (any two that multiply to 24"):

5' x 120' (1" x 24")

10' x 60' (2" x 12")

20' x 30' (4" x 6")

Ice Orb of Interception

level: 4

actions: 1

duration: 2 hours

type: aura

range: caster

Upon successful cast, a hovering magic orb will automatically intercept the first wounding melee hit or non-spell missile hit a round. It has a protection of 6 & can absorb 6 wounds before being destroyed. It can be attacked directly with spells, and fire attacks cause double damage.

Wave of Water

level: 5

actions: 2

duration: instant

type: aura 20' radius

range: caster

save 1: END halves damage

save 2: END negates knockdown

A large wave from the ocean is summoned and splashes outward soaking everything and knocking down all in the area of effect. All fires are put out and any continued flame effects are ended. Creatures affected by water will take 5 wounds.

Ice Shell of Protection (reflex)

level: 6

actions: 2

duration: 10 rounds

type: conjure 10' radius

range: caster

A transparent hemispherical ice shell is created that forms around the caster at a 10' radius. It can absorb 15 fire wounds or 30 wounds from other attacks and has a protection of 9. It will stand until broken down or the duration expires. It does not cover the ground.

Hail Storm

level: 7

actions: 2

duration: instant

type: cloud 20' radius

range: 100' (20")

save: END halves damage

As this spell forms, a cloud throws hail balls downward. Anyone in the cloud takes 3 wounds from cold and 3 wounds from blunt damage.

Deep Freeze

level: 8

actions: 3

duration: 1 week

type: beam

range: 100' (20")

save: SPR negates

This attack will freeze a character encasing them in ice. They are paralyzed until thawed or the spell ends. The coating takes 10 wounds of fire damage to thaw, with extra wounds carrying over to the victim. Trying to chip the victim free usually results in shattering them.

Ice Globe of Invincibility

level: 10

actions: 4

duration: 12 hours

type: conjure 20' radius

range: caster

The caster create an immense protective ice shell centered on her at a 30' radius. The globe is many feet thick and can only be destroyed by siege weapons or fire spells. It has 10 structural points and take 20 wounds of fire damage to burn a man-sized hole. The spell does not cover the ground, and the globe cannot be seen though, but does allow enough light in to see.

Limbo Spells

Gray Magic casters are fascinated with the unusual properties of Limbo. They are often used as guides to help wayward adventurers through the Realm safely. They are also most apt to dealing with Enchanted, with the ability to stun and drain them.

Limbo Vision

level: 1

actions: 1

duration: 1 hour

type: buff

range: caster

The caster gains the power of Limbo Vision for the duration of the spell at a range of 50'.

Whisper

level: 3

actions: 1

duration: instant

type: aura

range: special*

The caster is able to send a short message to anyone whose name they know. The recipient must be in the same realm as the caster, or the caster can send the message to Limbo. When it is received, the message whispers in their ear.

Ghost Hand

level: 5

actions: 2

duration: 3 rounds

type: buff

range: caster

The caster can turn their own arm or hand into a ghost-like form capable of penetrating solid objects. Any small object grabbed can be retrieved or manipulated.

Stun or Drain Enchanted

level: 7

actions: 3

duration: 3 rounds (stun)

type: beam

range: 50' (10")

The caster can directly attack an Enchanted's essence. They can stun an Enchanted causing it to become entangled and moronic, or drain it of 4 wounds.

Ghost Door

level: 7

actions: 3

duration: 5 rounds

type: conjure

range: 25' (5")

The caster can open a door to Limbo at a position coincident to the door's location. The door will stay open for 5 rounds and whoever goes through will be in Limbo. A Ghost Door cast in Limbo will open to Terres.

Trap Door

level: 9

actions: 3

duration: instant

type: beam

range: 25' (5")

save: SPR negates

The Trap Door spell allows the caster to force their victim into Limbo. The effect appears as if they are being demolecularized in a bright white light. Once in Limbo, the victim must find a way back to be able to return to Terres.

Shadow Spells

Black casters seek to use the mysterious essence of the shadow realm to give them vast power. Controlling the magic is difficult and it takes longer to be able to use it safely. Many who try without the proper knowledge end up lost and trapped in the Shadow Realm.

Shadow Vision (reflex)

level: 1

actions: 1

duration: 10 minutes

type: buff

range: caster

The caster gains the ability of Shadow Vision for the duration of the spell at a range of 50'. This allows the caster to see their position in the Shadow realm.

Imbue Dark (extendable)

level: 3

actions: 1

duration: 10 rounds

type: aura 20' radius

range: caster

The Dark Spell caster creates an impenetrable darkness centered on herself. Only Blind Vision can see through it.

Shade Walk

level: 5

actions: 2

duration: 1 hour

type: beam

range: 25' (5")

The caster or an affected ally can take one extra move action for free while standing in shadows.

Shadow Skin

level: 5

actions: 2

duration: 1 hour

type: buff

range: touch

This spell shrouds the recipient in Black Magic. They are immune to Shadow and Physical damage, but take damage from elemental effects as normal. She also takes double damage from Solar attacks.

Cast Shadow

level: 7

actions: 2

duration: 3 rounds

type: cone 40'

save: AGL halves damage

This spell allows the caster to elongate their shadow causing massive damage. The spell stays in effect over the duration and the caster can redirect it as long as she doesn't move. It causes 5 wounds of damage. There must be enough light in the area to cast a shadow

Dark Ball

level: 9

actions: 3

duration: 3 rounds

type: weapon

range: caster

save 1: AGL negates thrown ball

save 2: Dodge negates melee attack

The caster creates a simple looking jet back morning star. The weapon causes 7 wounds and may only be dodged to avoid damage. She may throw it 25' (5") but the spell will end as soon as the Dark Ball leaves her hand. It is treated as a magic morning star for melee purposes, but as a spell when thrown. Use the character's Black spell skill pool to use the Dark Ball in melee.

Gear Points

total gear points:

gear points used:

gear points unused:

gear points used to carry coins (50):

Currency Carried

coin: p: g: s: c:

pearl (10g) sapphire (500g)
 garnet (25g) ruby (750g)
 peridot (50g) emerald (1kg)
 topaz (100g) diamond (2kg)
 aqua (250g) bl. diamond (5kg)

Companion

strength: melee:
agility: ranged:
endurance: thrown:
mind: unarmed:
spirit: dodge:
influence: shield:
luck: initiative:
actions: protection:
attacks: damage:
speed: wounds:
mana:

used mana: damage taken:

notes:

General Equipment

amount	name
<input type="checkbox"/> <input type="checkbox"/>	alchemy set (8)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	ammo pouch (2)
<input type="checkbox"/> <input type="checkbox"/>	anvil (10)
<input type="checkbox"/> <input type="checkbox"/>	book case (2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	candles, 5 (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	chain, 10' (2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	chest, small (3)
<input type="checkbox"/> <input type="checkbox"/>	chest, large (8)
<input type="checkbox"/> <input type="checkbox"/>	climbing gear (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	coin pouch (1)
<input type="checkbox"/> <input type="checkbox"/>	fishing & tackle (3)
<input type="checkbox"/> <input type="checkbox"/>	fletching set (2)
<input type="checkbox"/> <input type="checkbox"/>	flint & steel (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	food, good (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	food, gourmet (2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	game set (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	goblet, wooden (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	goblet, metal (2)
<input type="checkbox"/> <input type="checkbox"/>	grappling hook (4)
<input type="checkbox"/> <input type="checkbox"/>	heavy blanket (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	holy symbol (1)
<input type="checkbox"/> <input type="checkbox"/>	hourglass (6)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	ink, black (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	ink, colored (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	journal (2)
<input type="checkbox"/> <input type="checkbox"/>	lantern (3)
<input type="checkbox"/> <input type="checkbox"/>	ladder 6' (8)
<input type="checkbox"/> <input type="checkbox"/>	manacles, 12 (5)
<input type="checkbox"/> <input type="checkbox"/>	manacles, 16 (7)
<input type="checkbox"/> <input type="checkbox"/>	merchant scale (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	metal spikes, 5 (2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	music instrument (3)
<input type="checkbox"/> <input type="checkbox"/>	net (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	paper (1)
<input type="checkbox"/> <input type="checkbox"/>	pen (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	pot or pan (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	powder horn (3)
<input type="checkbox"/> <input type="checkbox"/>	quiver (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	rations (2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	rope, 20' (1)
<input type="checkbox"/> <input type="checkbox"/>	sextant (4)
<input type="checkbox"/> <input type="checkbox"/>	smith hammer (2)
<input type="checkbox"/> <input type="checkbox"/>	spade (3)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	spell book school (2)
<input type="checkbox"/> <input type="checkbox"/>	spyglass (3)
<input type="checkbox"/> <input type="checkbox"/>	tent (5)
<input type="checkbox"/> <input type="checkbox"/>	thieves' tools (2)
<input type="checkbox"/> <input type="checkbox"/>	tool (3) (_____)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	torch (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	vial (1)
<input type="checkbox"/> <input type="checkbox"/>	waterskin (2)
<input type="checkbox"/> <input type="checkbox"/>	whip (2)

Combat Gear

number	name
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	grenades (1)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	small weapon (2)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	one-hand weapon (4)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	two hand weapon (6)
<input type="checkbox"/> <input type="checkbox"/>	polearms (8)
<input type="checkbox"/> <input type="checkbox"/>	buckler shield (2)
<input type="checkbox"/> <input type="checkbox"/>	round shield (4)
<input type="checkbox"/> <input type="checkbox"/>	heater shield (6)
<input type="checkbox"/> <input type="checkbox"/>	tower shield (8)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	stowed leather armor (4)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	stowed main armor (6)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	stowed plate armor (8)

Clothes

notes:

Ammunition

arrows or bolts (max 40):

black powder charges (max 40):

slugs or stones (max 40):

Magic Items

item	description	might
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

Schools in Spell Book

1:

2:

3:

4:

5:

6:

7:

8:

9:

10:

11:

12:

Grenades Held

1:

2:

3:

4:

5:

6:

7:

8:

9:

10:

11:

12:

Scrolls Held

1:

2:

3:

4:

5:

6:

7:

8:

9:

10:

11:

12:

Vials Held

1:

2:

3:

4:

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11:

12:

Age Past: Incian Sphere Character Sheet

Name:

Archtype:

Character Info			
level: <input style="width: 30px;" type="text"/>	mana: <input style="width: 30px;" type="text"/>		
might: <input style="width: 30px;" type="text"/>	used mana <input style="width: 100%;" type="text"/>		
exp: <input style="width: 60px;" type="text"/>	wounds: <input style="width: 30px;" type="text"/>		
race: <input style="width: 60px;" type="text"/>	damage taken <input style="width: 100%;" type="text"/>		
speed: <input style="width: 20px;" type="text"/> in <input style="width: 20px;" type="text"/> ft	luck: <input style="width: 30px;" type="text"/>	used <input style="width: 30px;" type="text"/>	

Morality	
core:	<input style="width: 100%;" type="text"/>
drive:	<input style="width: 100%;" type="text"/>
demeanor:	<input style="width: 100%;" type="text"/>

Character Flaw
<input style="width: 100%; height: 20px;" type="text"/>

Actions	
general actions:	<input style="width: 30px; height: 15px;" type="text"/>
move actions:	<input style="width: 30px; height: 15px;" type="text"/>
attack actions:	<input style="width: 30px; height: 15px;" type="text"/>

Languages	
bark tongue: <input type="checkbox"/> <input type="checkbox"/>	island speak: <input type="checkbox"/> <input type="checkbox"/>
cavern speak: <input type="checkbox"/> <input type="checkbox"/>	north speak: <input type="checkbox"/> <input type="checkbox"/>
clockworken: <input type="checkbox"/> <input type="checkbox"/>	relic tongue: <input type="checkbox"/> <input type="checkbox"/>
demon tongue: <input type="checkbox"/> <input type="checkbox"/>	southern speak: <input type="checkbox"/> <input type="checkbox"/>
eastern speak: <input type="checkbox"/> <input type="checkbox"/>	water speak: <input type="checkbox"/> <input type="checkbox"/>
greenskin: <input type="checkbox"/> <input type="checkbox"/>	western speak: <input type="checkbox"/> <input type="checkbox"/>
heaven speak: <input type="checkbox"/> <input type="checkbox"/>	_____ : <input type="checkbox"/> <input type="checkbox"/>

Racial Benefits	
<input style="width: 100%; height: 20px;" type="text"/>	
<input style="width: 100%; height: 20px;" type="text"/>	
<input style="width: 100%; height: 20px;" type="text"/>	

Skills				
Vitals	^ alacrity: <input style="width: 30px;" type="text"/>	brawn: <input style="width: 30px;" type="text"/>	charisma: <input style="width: 30px;" type="text"/>	psyche: <input style="width: 30px;" type="text"/>
Talents	agility: <input style="width: 30px;" type="text"/> *initiative: <input style="width: 30px;" type="text"/> *larceny: <input style="width: 30px;" type="text"/> *stealth: <input style="width: 30px;" type="text"/>	*athletics: <input style="width: 30px;" type="text"/> combat: <input style="width: 30px;" type="text"/> endurance: <input style="width: 30px;" type="text"/> strength: <input style="width: 30px;" type="text"/>	deceive: <input style="width: 30px;" type="text"/> entertain: <input style="width: 30px;" type="text"/> influence: <input style="width: 30px;" type="text"/> negotiate: <input style="width: 30px;" type="text"/>	awareness: <input style="width: 30px;" type="text"/> mind: <input style="width: 30px;" type="text"/> perception: <input style="width: 30px;" type="text"/> spirit: <input style="width: 30px;" type="text"/>
* Spells	air: <input style="width: 30px;" type="text"/> blood: <input style="width: 30px;" type="text"/> body: <input style="width: 30px;" type="text"/> earth: <input style="width: 30px;" type="text"/>	fire: <input style="width: 30px;" type="text"/> limbo: <input style="width: 30px;" type="text"/> matter: <input style="width: 30px;" type="text"/> mind: <input style="width: 30px;" type="text"/>	nature: <input style="width: 30px;" type="text"/> necromancy: <input style="width: 30px;" type="text"/> shadow: <input style="width: 30px;" type="text"/> spirit: <input style="width: 30px;" type="text"/>	summoning: <input style="width: 30px;" type="text"/> water: <input style="width: 30px;" type="text"/> _____: <input style="width: 30px;" type="text"/> _____: <input style="width: 30px;" type="text"/>
Knowledge	alchemy: <input style="width: 30px;" type="text"/> appraise: <input style="width: 30px;" type="text"/> crafting: <input style="width: 30px;" type="text"/> engineer: <input style="width: 30px;" type="text"/>	finance: <input style="width: 30px;" type="text"/> lore: <input style="width: 30px;" type="text"/> mining: <input style="width: 30px;" type="text"/> politics: <input style="width: 30px;" type="text"/>	religion: <input style="width: 30px;" type="text"/> spellcraft: <input style="width: 30px;" type="text"/> seafaring: <input style="width: 30px;" type="text"/> strategy: <input style="width: 30px;" type="text"/>	survival: <input style="width: 30px;" type="text"/> taming: <input style="width: 30px;" type="text"/> tracking: <input style="width: 30px;" type="text"/> _____: <input style="width: 30px;" type="text"/>

* subject to armor or shield penalties

^ alacrity is used instead of brawn when firing weapons

