

GoldenSword - Magic Manual

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Version 1.17.12

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How Magic Works

In GoldenSword, there are no wizards - Everyone gets to use magic! However, magic is not exactly commonly known, so you must learn spells - typically by finding ancient spellbooks in a lost dungeon somewhere, or by befriending someone who already knows some spells - if you can find such a person, and he isn't trying to kill you. However, you don't HAVE to use magic if you don't want. But we encourage you to try it. It's easy and fun!

What kinds of things can magic do? Anything from healing, to walking through walls, from teleportation, to shooting fireballs.

So what's the catch? You can't just learn any spell you like. Spells have prerequisites. They are prerequisites that make sense. Just as you learn to crawl before you learn to walk, so it is with magic.

Magery and Magic Points

Magery is essentially your Skill in Magic. Magic use requires the character have Magery attribute greater than zero. To cast spells you will roll a success roll based on your Magery attribute vs. the Difficulty rating of the spell. The Magery attribute also determines the number of Magic Points (MP) the character can use in a day.

Magic Points (MP) = 3 x Magery.

Your number of MP determines how many spells you can cast in a day. Higher MP = more spells. A character with low Magery, can still use magic, but they will have lower skill and cast fewer spells per day.

Defense Bonus

If a character is to have NO magic ability, their Magery should be set to ZERO. This will zero out their casting and spell learning abilities and they will not be able to use spells, (but still can use enchanted items). Having ZERO Magery gives a character a 10 point defense bonus against magic attacks or other spells (by adding 10 to the spell's difficulty).

Spells

Spells must be learned. This allows the mage an ever-evolving development arc, and gives him something to hope and plan for, much like the swordsman ever seeking a more mythic sword. Spells function as incremental knowledge which builds synergistically. Essentially, the mage acquires both an understanding of physical reality, coupled with a knowledge of how to apply that understanding to bring spiritual action to bear onto that physical reality.

Each spell has the following characteristics:

Time to Cast	how long the caster must concentrate while casting. Typically 1 second
Difficulty	affects Spell Cast Roll success, as well as spell learning
MP cost	how many Magic Points it uses up
Power	some spells “strength” may be controlled; cast a little or a lot. This may affect MP cost
Duration	how long the spell effects last
Range	how far away can you cast it
Other	counteractions, defenses, other notes, etc
Prerequisites	spells which must be learned before you can learn this spell

Casting a Spell

To cast a spell, you must concentrate or meditate for the specified time to cast then roll for success based on your Magery attribute vs the spell's difficulty rating.

Normally, failed casts do not consume MP as they simply have no effect. The exception to this is that critical failures do expend the MP but result in strange, catastrophic or humorous effects pertinent to the intended effect.

Powering a Spell

Casting a spell takes energy, in the form of Magic Points. When you cast the spell, you must pay this cost in MP. If you run out of MP, you may try to convince your friends to help you by using pooled MP. MP regenerates back to your maximum during a full night's sleep. (Taking a night watch shift does not decrease regeneration).

Learning spells

Each magic spell must be learned - you can only cast spells you know. Spells may be learned from other mages, or from found or purchased grimoires (spell books). XP is expended to learn a spell. (the GM should build interesting ways of finding new spells into the campaign)

XP to learn = 1 XP per Spell Difficulty level. (Eg. a spell of difficulty 20 takes 20 XP to learn.)

Most spells have prerequisites. You can not learn a spell unless you already have learned it's prerequisites.

You need to keep track of which spells you know using a grimoire listing all the spells you know along with the difficulty level, time to cast, etc. for each spell.

Improving Spell Skills

You may spend XP to improve your spell skills. This can be done two ways:

The first way is to improve spells directly. Spend 2 XP to lower any single spell's difficulty rating by 1 point.

Another way to look at this is that when learning a spell, you can opt to pay double XP, to reduce the difficulty to half of it's default level. Say a spell is difficulty 10, for a total of 20XP, you can learn it at difficulty 5. 10 XP to learn it at difficulty 10, plus 10XP to reduce difficulty to 5.

The other way to improve spells is indirectly, by improving Magery. Spend 50 XP to improve your Magery attribute by 1 point. This effectively improves all spells by reducing the required success roll. (it also increases the number of spells you can cast per day by increasing MP).

Improving MP Cost

MP cost cannot be lowered directly, but you can increase the amount of MP available to you in several ways:

1. increase your Magery attribute (Spend 50 XP to improve your Magery attribute by 1 point.)
2. convince one or more other characters or NPCs to pool MP with you
3. find some power stones
4. hang out at a high mana Loci

Improving Cast Time

Sorry, casting time can not be improved! (except by casting spell Fast Cast; see Time spells)

Magic in Combat

Any spell can be used during combat, provided you have a chance to concentrate, but more difficult spells may be interrupted by enemy attacks. Any cast time greater than 1 second may be interrupted by a hit and must be started over.

Melee and ranged attack spell can be defended as usual. Unless otherwise specified, ranged attack spells fly in a straight line to the target. Physical barriers affect it just as they would affect any ranged weapon.

See also Attack Spells, Defense Spells

Alternate Spell Power Mechanisms

Pooled MP

Some spells take a lot of MP - more than any one character is likely to have.

Multiple characters may team up to cast the spell as a group, with each character contributing a portion of the MP. The points may be divided up in any way the group agrees on.

The spell works better if all the characters know the spell, but as long as at least one does, others who do not can contribute, but at half effective MP. (they must spend 2 MP for each MP used)

HP to MP Conversion

If you run out of MP, spells may be cast using HP instead, as long as HP is not taken below zero. Be very careful with this. Remember, HP does NOT regenerate overnight like MP does.

Power Stones

Power Stones may be used to power spells. A small power stone worn against the skin, or in metal jewelry gives the wearer additional MP for casting spells. A typical power stone holds 10 MP.

Enchanted items often incorporate power stones to charge their enchantments. Thus, an enchanted item so equipped, takes no MP from the user.

Power Stones are very rare, and their ultimate source is unknown, but they may occasionally be discovered as loot while adventuring, particularly in ancient sites.

Power stones recharge automatically by absorbing naturally occurring mana at a rate of ten points per day (or in 6 hrs if left in direct sunlight).

Powered Wands

Generally, wands are not used or required. However, a wand or staff may be fashioned from an exotic wood called Vida Wood, which has magic enhancing properties. Vida Wood has the ability to retain mana, and to recharge daily. A small wand contains d6 MP, while a staff may hold up to d20 MP. Vida wood objects reduce MP cost for Health spells by ½.

Loci

Loci are areas with special magical properties. These properties may be an attenuation or focus of mana (magic energy) which makes magic harder or easier to use at this location. The attenuation may affect all magic, or it may affect only a certain type of spell. This more specific effect is known as an anointing.

The mechanics of how this works may vary from locus to locus. Each locus will have at least of the following effects:

1. High mana; extra MP. All characters receive bonus MP at this location. May be effective only while on location, or may last for the day.
2. Anointing for certain spell category. All spells in a certain category are easier to cast. Can be difficulty reduction or MP cost reduction.
3. Defilement for a certain spell category. All spells in a certain category are more difficult or cost more while at this locus.
4. Mana drain. All characters lose a certain number of MP, just by arriving at this location.

Vida trees may grow on loci. Mages, wizards, etc often prefer to reside on loci, in order to take advantage of their magical benefits.

Loci may also contain portals. One or more portal may exist at any locus. A portal can not exist outside of a locus. A portal is a gateway to “the beyond” which exists outside of spacetime (& outside of the physical universe). Objects in the beyond are not bound to any specific spacetime, but may retain “threads” to their last spacetime location. Living objects are automatically placed into a state of suspended animation when leaving spacetime. The laws of physics do not apply in the beyond.

Enchanted Items

An enchanted item is an item that “contains” a magic spell as a self-contained attribute of the item itself. The spell acts on the item itself automatically with no additional requirement from the user. The user need not know the spell. However, the user must have a Magery attribute > 0 .

Power for the enchantment may be built in using Power Stones, or may require the user to provide MP. Typically, they are built-in, but even if the Power Stone is removed, the item retains its enchantment. An item without a stone is considered “unpowered”, and will require MP from the user.

Any spell can theoretically be used to enchant an item. Some spells can “inhabit” any type of item. For example, Fast Healing may be cast on armour, amulet, or anything really, but because the spell has a range of “Contact”, the item must be in direct contact with user for it to have an effect. As another example, an “arrow of inferno” is a regular arrow but also contains the effects of an inferno spell, so it deals an additional $d4+1$ dmg, on top of the regular damage determined by the bow.

Some enchantments only really “fit” on certain types of items, for example: a “bottomless keg” makes a lot of sense, but what exactly is a “bottomless glove”?

Potions and Poisons

Not all potions and poisons are magical, but some are.

Potions are created by herbologists using plant-based extracts. Potions may or may not be magic based, but they always have an effect which to the layman, usually appears magical, even if it can be explained by purely non-magical means. Even when magic is used to create potions, the magic builds upon existing properties of the plant derived extracts.

Poisons are made by venomologists using animal and insect venoms and plant extracts. Poisons may or may not be magic based, but usually are not. The commonness of poisonous plants alone makes magic somewhat redundant to poison. Why hire a mage, when a common mushroom or berry gets the job done just as well? Dead is dead, after all. However, sometimes a very particular effect or symptom is desired, leaving some demand for magic. Even when magic is used to create potions, the magic builds upon existing properties of the venoms.

Finding Potions and Poisons

Potions are usually stored in vials and are usually labelled by their creators. However, there are no standard methods of labeling, and even the names of potions are not standardized. When finding potions among loot, the GM can be creative for how to (or not to) deal with potion identification.

Due to the discreet nature of poison use, vials of poison are not typically labelled by their creators. This has been known to lead to some confusion and more than a few unintentional poisonings. For this reason, NPCs may have taken it upon themselves to label their vials with their own methods, but there are no standard methods of doing so, and even the names of poisons are not standardized. When finding poisons among loot, the GM may choose to use the d20 column to randomly determine poison type. He should tell the players that they have found an unlabeled vial.

A perception roll at Difficulty 10, allows the character to differentiate between a poison or a potion. Potions typically have a slightly sweet or floral aroma, whereas poisons are typically pungent or bitter smelling.

Detecting Poisoning

Poisons are usually “delivered” by adding them to food or drink, with various probability of detection. Some poisons have an odd smell or taste. The person consuming the poison should roll Perception vs the poison's Difficulty to Detect (DTD). If a target NPC detects the poison, they will not consume it. Additionally, they will be alerted to a threat.

If consumed, the poison deals Dmg listed, with symptoms as per Description. Magical poisons take effect instantly, with symptoms appearing in a matter of seconds. Basic poisons usually take several minutes (or longer) for the symptoms to appear. Symptoms last d8 hrs. Sometimes, the symptoms will alert the NPC to the fact that he was poisoned. Sometimes, it may just seem like natural sickness. This is entirely at the discretion of the GM.

Poisoned Weapons

Poisons can be applied to a weapon to increase weapon damage and add damaging effects. In this case DTD is irrelevant.

To calculate total damage for Basic Potions, add 1/2 the Dmg listed in the table below + the weapon's regular damage, for the first strike only. (This only works if you succeed your regular attack roll)

To calculate total damage for Magic Potions, add the full Dmg listed in the table below + the weapon's regular damage, for the first strike only. (This only works if you succeed your regular attack roll). On subsequent turns the victim will be affected by the poison's indicated symptoms (not including Dmg).

In the following tables, the *starred columns would typically be known only to Herbologists or Venomologists.

Healing Potions

Name (Potency)	Description	Value	*Herbology Difficulty	*Spell
Healing Potion (1)	Restore 1 HP	\$10	5	n/a
Healing Potion (2)	Restore 2 HP	\$50	10	n/a
Healing Potion (3)	Restore 3 HP	\$100	20	n/a
Healing Potion (5)	Restore 5 HP	\$200	10	Heal Injury
Healing Potion (7)	Restore 5 HP	\$400	15	Heal Injury
Healing Potion (10)	Restore 5 HP	\$800	20	Heal Injury
Cure Disease (1)	20% chance of curing disease	\$10	5	n/a
Cure Disease (2)	50% chance of curing disease	\$50	10	n/a
Cure Disease (5)	Cures disease and Restore 1 HP	\$200	10	Cure Disease
Antidote (1)	20% chance of curing poison	\$10	5	n/a
Antidote (2)	50% chance of curing poison	\$50	10	n/a
Antidote (5)	Cures poison and Restore 1 HP	\$200	10	Cure Poison

Buffing Potions

Buffing potion effects last 8 hours.

Name (Potency)	Description	Value	*Herbology Difficulty	*Spell
Strength Potion (1)	Boost Strength by 1 point	\$50	10	n/a
Strength Potion (2)	Boost Strength by 2 points	\$100	10	Strong
Tough Potion (1)	Boost HP by 1 point	\$50	10	n/a
Tough Potion (2)	Boost HP by 2 points	\$100	10	Tough
Agility Potion (1)	Boost Agility by 1 point	\$50	10	n/a
Agility Potion (2)	Boost Agility by 2 points	\$100	10	Agile
Marksman Potion (1)	+1 to all Attack rolls	\$50	10	n/a
Marksman Potion (2)	+3 to all Attack rolls	\$200	10	Improved Aim
Perception Potion (1)	Boost Perception by 1 point	\$50	10	n/a
Perception Potion (2)	Boost Perception by 2 points	\$100	10	Perceptive
Draught of Courage (1)	+ 1 STR, -1 REA, -1 KNO	\$50	10	n/a
Draught of Courage (2)	+ 1 STR, +1 CON, +2 HP, - 2 REA, -2 KNO	\$100	20	Courageous

Potion of Favor (1)	+ 1 Charisma, 10% off purchases	\$20	10	n/a
Potion of Favor (2)	+ 2 Charisma, 25% off purchases	\$50	20	Favor
Smart Juice (1)	+ 1 KNO, +1 REA	\$50	10	n/a
Smart Juice (2)	+ 2 KNO, +2 REA	\$100	10	Smart
Mana Potion (1)	+ 10 MP	\$100	20	n/a
Mana Potion (2)	+ 20 MP	\$300	20	Magical
Resist Fire (1)	10% chance of immunity to all fire damage	\$50	20	n/a
Resist Fire (2)	25% chance of immunity to all fire damage	\$200	20	Magical
Resist Cold (1)	10% chance of immunity to all cold/ice effects	\$20	20	n/a
Resist Cold (2)	25% chance of immunity to all cold/ice effects	\$50	20	Heat Sink

Other Potions

Effects last 1 hour unless otherwise indicated.

Name (Potency)	Description	Value	*Herbology Difficulty	*Spell
Potion of Truth	You can see through any lie, but you also cannot lie	\$200	20	Detect Truth
Potion of Lanterns	your hands emit a soft candle-like glow	\$100	20	Mage Light
Potion of Fireball	A single Fireball appears in your hand	\$100	20	Fireball
Potion of Invisibility	50% chance you become invisible	\$300	20	Invisible
Potion of Night-Eye (1)	You can sorta see a bit better in the somewhat dark	\$20	20	n/a
Potion of Night-Eye (2)	You can see in total darkness	\$100	20	Night Vision
Potion of Waterbreath	You can breathe underwater for 5 minutes	\$100	20	Waterbreath
Potion of Pure Water	add to any water supply to make it safe to drink	\$10	10	n/a
Spectral Potion	50% chance you can walk through walls	\$150	20	Walk Through Walls

Shrinking Potion	50% chance you (and your stuff) shrink to the size of a mouse	\$1000	30	Resize
Glitch Potion	see Glitch	\$200	20	Glitch
Potion of Breadcrumb	You can see all Breadcrumb trails within 3 meters.	\$100	20	Breadcrumb
Potion of Quick	You get 2 turns per round	\$200	20	Quicken
Potion of Chronoclone	20% chance of Chronoclone, upon failure, you simply disappear for 1 hour	\$200	20	Chronoclone
Potion of Levity	50% chance you levitate. Also you can't stop giggling. On failure, you experience severe vertigo	\$100	20	Levitation
Potion of Mindreading	You can "hear" the thoughts of everyone around you. This is not necessarily a good thing.	\$100	20	Read Mind
Potion of Dispel (1)	%20 failure of any spells opposing you	\$100	20	n/a
Potion of Dispel (2)	%50 failure of any spells opposing you	\$300	20	Magical
Luck Potion	instead of d20, roll d10 +10.	\$300	20	Lucky

Basic Poisons

These poisons are derived from natural plant based toxins or animal venoms. They take a few minutes to “kick in”, so they are not particularly effective as weapons poisons.

d20	Name (Potency)	Description	Dmg	DTD	Value	*Venom Diff	*Spell
1	basic poison (1)	general illness	d2	5	\$10	5	n/a
2	basic poison (2)	vomiting	d2	5	\$10	5	n/a
3	basic poison (3)	sudden diarrhea	d2	5	\$10	5	n/a
4	basic poison (4)	hemorrhaging	d2	10	\$25	10	n/a
5	basic poison (5)	fever and hallucination	d4	10	\$50	10	n/a
6	basic poison (6)	vomiting	d4	10	\$50	10	n/a
7	basic poison (7)	sudden diarrhea	d4	10	\$50	5	n/a
8	basic poison (8)	hemorrhaging	d4	20	\$100	5	n/a
9	basic poison (9)	very sick	d6	20	\$200	5	n/a
10	basic poison (10)	hallucination and erratic behavior	d6	10	\$200	5	n/a

Magic Poisons

Magically enhanced poisons take effect instantaneously, so they are effective as weapons poisons.

d20	Name (Potency)	Description	Dmg	DTD	Value	*Venom Diff	*Spell
11	Fire Vein	very painful burning sensation entire body	d4	10	\$150	5	Ignite
12	Blind Night	temporary blindness	d2	15	\$200	15	Dim
13	Dead Fog	temporary deafness, tinnitus	d2	15	\$150	15	Muffle
14	Mush Mouth	temporary dumbness	d2	10	\$200	15	Muffle
15	Night Horror	sleep and terrifying nightmares	n/a	20	\$300	20	Repel
16	Heart Race	Very rapid and strong pulse	d4, all attributes -2	20	\$350	5	Quicken
17	Shallow Breath	difficulty breathing	d2, all attributes -2	10	\$250	15	Pressurize
18	Oil of Rigor	can't move, muscles taught	d4	10	\$250	20	Solidify

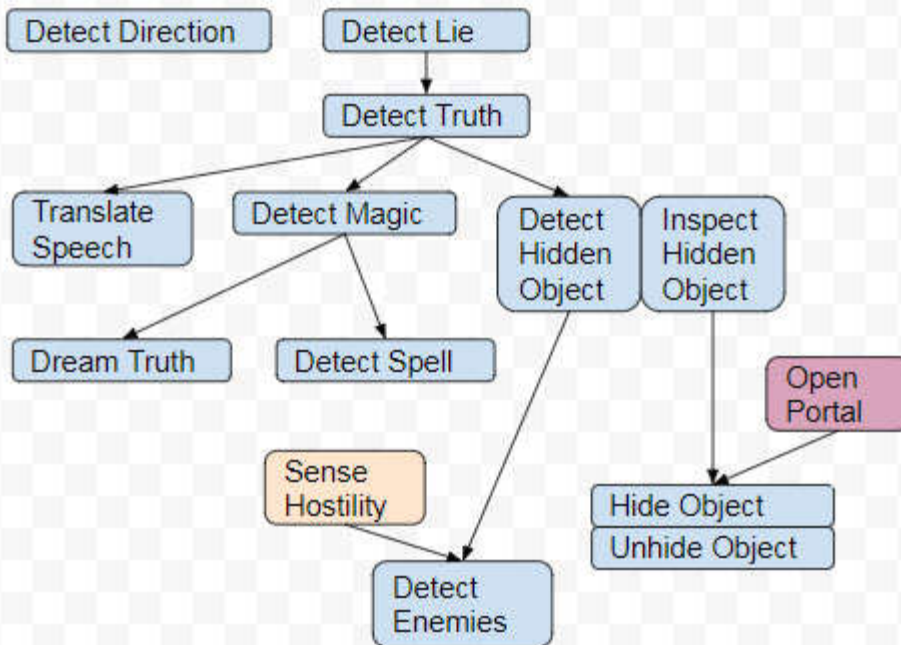
19	Paralysis Oil	can't move, muscles remain limp	d2	10	\$250	15	Paralysis
20	Coma Dose	unconscious	d2	20	\$400	25	Inception

Truth Spells

Truth Spells allow the mage to “know stuff”. “Detect Truth” is one of the most valuable spells, because it is a prerequisite for many other spells from other categories.

Truth Portal Mind

Truth Spells - Prerequisite Chart



Detect Direction

Allows the caster to orient to which direction is north. May also be used to determine an arbitrary direction (such as “which way did he go?” at double Difficulty, or “which way should we go to find water” at triple Difficulty).

Time to Cast	1 minute
Difficulty	5
MP cost	2
Power	n/a
Duration	10 minutes
Range	hearing range
Other	player should be unaware of failed cast; character will still get a sense of direction but it may be incorrect
Prerequisite	none

Detect Lie

Allows the caster to detect if something heard is a lie or is true. Does not necessarily indicate what the truth is. For example, if someone lies to tell you an apple is blue, you can tell it is false but you cannot tell what color the apple actually is.

Time to Cast	1 second
Difficulty	5
MP cost	2
Power	n/a
Duration	1 minute
Range	hearing range
Other	may be cast immediately after a short phrase is heard, to determine veracity of THAT phrase, and any other statements made for the next minute
Prerequisite	none

Detect Truth

Allows the caster to detect the truth behind something heard. For example, if someone lies to tell you an apple is blue, you can tell it is false AND you can tell what color the apple actually is.

Time to Cast	1 second
Difficulty	5
MP cost	5
Power	n/a
Duration	1 minute
Range	hearing range
Other	if cast mid discussion, partial truth may be revealed
Prerequisite	Detect Lie

Translate Speech

Allows the caster to pick up on the general meaning of a conversation in an unknown language. Does not teach you the language or any particular words in that language. Works for verbally overheard speech. Works at double difficulty for body language or animal “language”.

Time to Cast	3 seconds
Difficulty	10
MP cost	5
Power	n/a
Duration	1 minute
Range	hearing range
Other	subtleties of language may not be understood
Prerequisite	Detect Truth

Detect Magic

Can be used to scan an object, person, or area to determine if there are active or latent magical effects present.

Time to Cast	3 seconds (Major action)
Difficulty	10
MP cost	5
Power	n/a
Duration	
Range	10 meters
Other	
Prerequisite	Detect Truth

Detect Spell

Can be used to scan an object, person, or area to determine what spells are active. If spell is known, exact details are known, otherwise, general effect is known.

Time to Cast	3 seconds (Major action)
Difficulty	15
MP cost	15
Power	n/a
Duration	
Range	10 meters
Other	
Prerequisite	Detect Magic

Dream Truth

Must be cast preemptively. Can be cast only once per day. Dream occurs during next uninterrupted sleep of 20 minutes or more. The dream requires a success roll vs difficulty. Success allows the caster's dreams to be infused with some otherwise unknown and at least somewhat relevant truth. Dreams are highly symbolic, therefore, a successful cast requires an additional perception roll for understanding (at same difficulty as cast). Dreams will likely consist of a mix of meaningful and random elements, at the GMs discretion when he describes the dream (perhaps using a d100).

Time to Cast	30 seconds
Difficulty	10
MP cost	5
Power	
Duration	
Range	
Other	
Prerequisite	Detect Magic

Detect Hidden Object

Can be used to scan a room for any hidden objects of stated type.

Time to Cast	1 minute
Difficulty	10
MP cost	10
Power	n/a
Duration	1 minute
Range	10 meters
Other	Detect & Inspect Hidden Object are learned & upgraded together at the price of a single spell
Prerequisite	Detect Truth

Inspect Hidden Object

Can be used to inspect details about an object that is hidden from sight but whose location is both known and in your vicinity; for example to examine the contents of a locked box or “peek” behind a closed door.

Time to Cast	10 seconds
Difficulty	10
MP cost	3
Power	n/a
Duration	10 seconds
Range	2 meters
Other	Detect & Inspect Hidden Object are learned & upgraded together at the price of a single spell
Prerequisite	Detect Truth

Detect Enemies

May be used to detect the presence and location of enemies that are not directly visible (behind walls, closed doors etc.), or to detect the identity of enemies or that are in disguise in a crowd etc.

Time to Cast	1 minute
Difficulty	15
MP cost	10
Power	n/a
Duration	5 minutes
Range	10 meters
Other	
Prerequisite	Detect Hidden Object, Sense Hostility

Hide Object

Magically hide an object or area up to 1 cubic meter. Hidden objects are hidden by using portal techniques, but do not require an actual portal to be present, since the objects are only pushed “halfway” out of the physical dimension.

Time to Cast	1 minute
Difficulty	30
MP cost	25
Power	n/a
Duration	permanent
Range	1 meters
Other	
Prerequisite	Inspect Hidden Object, Open Portal

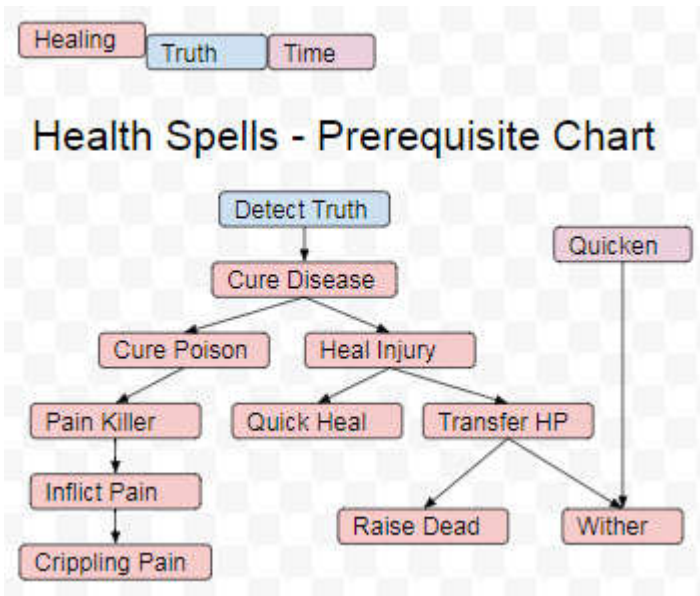
Unhide Object

Pulls a magically hidden object back into the physical dimension.

Time to Cast	1 minute
Difficulty	25
MP cost	20
Power	n/a
Duration	permanent
Range	1 meters
Other	
Prerequisite	Inspect Hidden Object, Open Portal

Health Spells

The healer is one of the most valued and honored positions in any adventuring party. Even the bravest and toughest of warriors will one day face the fact that he is as good as dead without the healer.



Cure Disease

Heal self or another of a disease.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	n/a
Duration	
Range	Contact
Other	Failure should not be known to player; symptoms do not change immediately
Prerequisite	Detect Truth

Cure Poison

Heal self or another of a poison.

Time to Cast	1 minute
Difficulty	15
MP cost	5
Power	n/a
Duration	
Range	Contact
Other	Failure should not be known to player; symptoms do not change immediately
Prerequisite	Cure Disease

Heal Injury

Heal self or another of damage resulting from an injury or combat. Heals 1 Hit Point per Magic Point expended.

Time to Cast	1 minute
Difficulty	10
MP cost	1 MP per HP healed
Power	1 HP per MP expended
Duration	
Range	Contact
Other	
Prerequisite	Cure Disease

Quick Heal

A quick casting healing spell that can be used (on self or other) during combat. Heals 1 Hit Point per 2 Magic Points expended to a maximum of 5 HP.

Time to Cast	1 turn (Major Move)
Difficulty	20
MP cost	2-10
Power	1-5
Duration	
Range	Contact
Other	
Prerequisite	Heal Injury

Transfer HP

A quick casting healing spell that can be used on others only. Transfers 1 Hit Point from caster to other character, to a maximum of 5 HP.

Time to Cast	1 turn (Major Move)
Difficulty	20
MP cost	n/a - lose HP instead
Power	1-5
Duration	
Range	Contact
Other	
Prerequisite	Heal Injury

Raise Dead

Raise a deceased person from the dead. Stabilizes all wounds and bring HP up to 1. Must be performed within 24 hrs of death. This spell may require a lot of MP, so may require group casting using Pooled MP.

Time to Cast	5 minute
Difficulty	30
MP cost	10 per HP raised from negative value to 1
Power	
Duration	
Range	Contact
Other	
Prerequisite	Transfer HP

Wither

Causes any living thing to quickly grow old and wither. Deals d10 for every 10 max HP (see table).

Max HP	Dmg
1 to 10	d10
11 to 20	2d10
21 to 30	3d10
31 to 40	4d10

Time to Cast	3 combat rounds
Difficulty	30
MP cost	1 MP per HP Dmg rolled
Power	
Duration	
Range	Contact
Other	
Prerequisite	Transfer HP, Quicken

Painkiller

Relieves pain but does not remove root cause of pain.

Time to Cast	30 seconds
Difficulty	5
MP cost	1
Power	n/a
Duration	12 hours
Range	10 meters
Other	
Prerequisite	Cure Poison

Inflict Pain

Target will be in moderate pain for 4 hours or until effect halted by the caster.

Time to Cast	30 seconds
Difficulty	10
MP cost	2
Power	n/a
Duration	4 hours
Range	10 meters
Other	
Prerequisite	Painkiller

Crippling Pain

Target will experience crippling pain and will be debilitated (most likely rolling on the floor).

Time to Cast	30 seconds
Difficulty	15
MP cost	5
Power	n/a
Duration	2 hours
Range	10 meters
Other	
Prerequisite	Inflict Pain

Blessings

Blessings can only be cast on others, not yourself. Blessings may be “stacked” so that a character is affected by several blessings at once.

Most of the Blessings do not have prerequisites.



Strong

Boost a friend's Strength by 1 point.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Tough

Boost a friend's HP by 3 points.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Agile

Boost a friend's Agility by 1 point.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Surefooted

Boost a friend's Agility by 2 points for defensive purposes only. They are harder to hit and less likely to fall. This blessing does not affect Agility for the purposes of attacks, acrobatics etc.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Improved Aim

Give a friend +3 to all Attack rolls.

Time to Cast	1 minute
Difficulty	15
MP cost	10
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	Agile

Perceptive

Boost a friend's Perception by 3 points.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Courageous

Boost a friend's Strength & Constitution by 1 point, add 2 HP, reduce Reason by 2 points.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	
Range	Contact
Other	1 hour
Prerequisite	none

Regenerative

A friend's lost HP returns at a rate of 1/2 point per round during combat, 2 points per hour after combat.

Time to Cast	1 minute
Difficulty	10
MP cost	10
Power	
Duration	2 hours
Range	Contact
Other	
Prerequisite	Heal Injury AND any Blessing spell

Favor

Boost a friend's Charisma by 5 points; also gives them Half-Price on all purchases.

Time to Cast	1 minute
Difficulty	10
MP cost	10
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Smart

Boost a friend's Reason and Knowledge by 1 point each.

Time to Cast	1 minute
Difficulty	10
MP cost	10
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

Magical

Boost a friend's MP by 10 points.

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	none

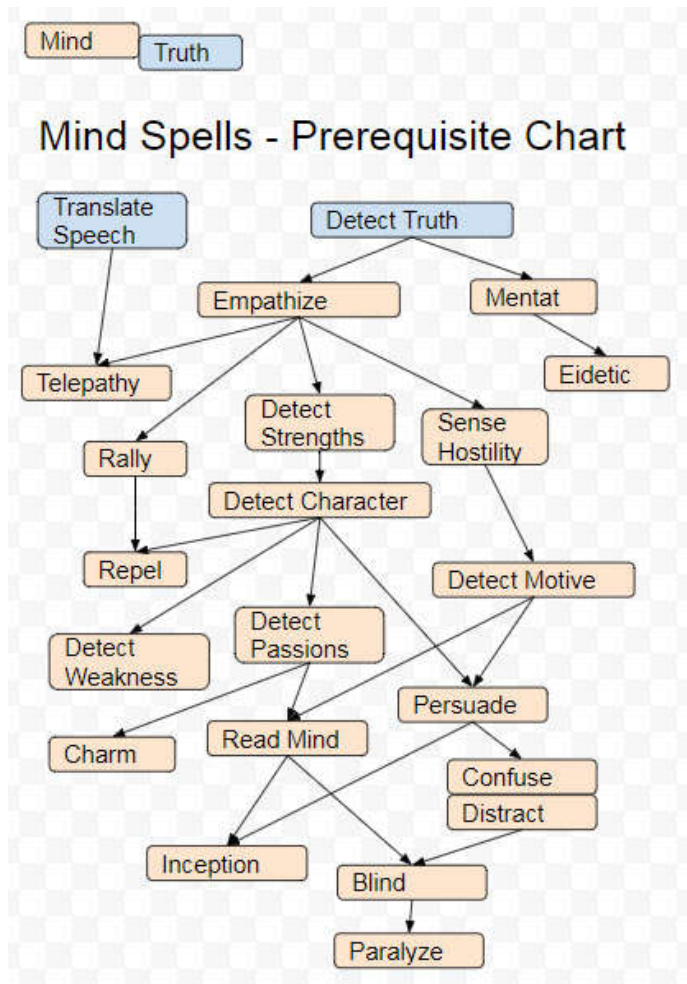
Lucky

Anytime your friend is supposed to roll d20, they roll d10 and add 10 instead.

Time to Cast	1 minute
Difficulty	20
MP cost	50
Power	
Duration	1 hour
Range	Contact
Other	
Prerequisite	Favor AND any other Blessing spell

Mind Spells

Interact directly with the minds of others.



Mentat

The caster enters a trance-like state, giving him +d6 bonus (add to roll) to any Knowledge, Reason, or Perception rolls for the next 10 minutes. However, this state temporarily lowers his Charisma and Agility by 2 points (Yes, this also affects combat skills).

Time to Cast	5 seconds
Difficulty	15
MP cost	10
Power	
Duration	10 minutes
Range	
Other	
Prerequisite	Detect Truth

Eidetic

The caster is able to commit to memory, every detail of the current scene, including anything currently visible, and anything heard within the last minute.

Time to Cast	5 seconds
Difficulty	10
MP cost	5
Power	
Duration	
Range	
Other	
Prerequisite	Mentat

Empathize

Allows the caster to know what emotions the target is feeling. The caster suddenly feels the same emotion. He get only the raw emotion, he does not know the root cause of the emotion.

Time to Cast	1 seconds
Difficulty	5
MP cost	5
Power	n/a
Duration	10 minutes
Range	hearing range
Other	player should be unaware of failed cast; character will still get a sense of emotion but it may be incorrect
Prerequisite	Detect Truth

Telepathy

Allows you to send or receive a short, simple message between yourself and another person.
Requires eye contact first.

Time to Cast	2 seconds
Difficulty	20
MP cost	10
Power	n/a
Duration	10 seconds
Range	line of sight
Other	
Prerequisite	Empathize, Translate Speech

Rally

Caster creates an emotional bond with any nearby creature, causing that creature to feel an urge to protect or help the caster. Results may be influenced by the caster's Charisma, and by the target's Perception and Reason, at the GM's discretion.

Time to Cast	10 seconds (3 combat turns)
Difficulty	20
MP cost	10
Power	n/a
Duration	10 minutes
Range	hearing range
Other	
Prerequisite	Empathize

Detect Strengths

Allows you to know the targets strengths. For other characters or NPCs, the GM will reveal their 2 highest Attributes. For monsters, the GM reveals the higher of Attack or Defense rating.

Time to Cast	3 seconds (Major Action)
Difficulty	10
MP cost	3
Power	n/a
Duration	
Range	line of sight
Other	player should be unaware of failed cast; character will still get a result but it may be incorrect
Prerequisite	Empathize

Detect Weakness

Allows you to know the targets weakness. For other characters or NPCs, the GM will reveal their 1 lowest Attributes. For monsters, the GM reveals either:

- any special weakness if one exists
- the lower of Attack or Defense rating, AND their current HP.

Time to Cast	3 seconds (Major Action)
Difficulty	10
MP cost	3
Power	n/a
Duration	
Range	line of sight
Other	player should be unaware of failed cast; character will still get a result but it may be incorrect
Prerequisite	Detect Strengths

Sense Hostility

Can be cast proactively, lasts 2 hours. Caster can sense hidden hostility, in any and all nearby NPCs even if NPC is “acting friendly”. Does NOT indicate motive or intent.

Time to Cast	3 seconds (Major Action)
Difficulty	10
MP cost	3
Power	n/a
Duration	2 hours
Range	line of sight
Other	
Prerequisite	Empathize

Detect Motive

Caster can sense hidden motives, intents, fears, ambitions, etc. in an individual NPC or a small group of NPCs.

Time to Cast	30 seconds
Difficulty	20
MP cost	5 per NPC
Power	n/a
Duration	
Range	10 meters
Other	
Prerequisite	Sense Hostility

Detect Character

You get a good “sense” of an NPC. “What kind” of person he is. You understand his background, culture, morals, values, etc. The GM reveals the NPC's attributes to you.

Time to Cast	1 minute
Difficulty	20
MP cost	10
Power	n/a
Duration	
Range	10 meters
Other	
Prerequisite	Detect Strengths

Detect Passions

Can only be used on an NPC if you have already successfully cast Detect Character on that NPC. Reveals what “really makes him tick” what he loves and hates, what drives him.

Time to Cast	1 minute
Difficulty	20
MP cost	5
Power	n/a
Duration	
Range	10 meters
Other	
Prerequisite	Detect Character

Repel

Causes an NPC or monster to really dislike you. However, emotions are somewhat tricky. Roll a d6 to determine reaction according to the table below:

Roll	Emotion
4,5,6	fear
3	revulsion
2	disgust
1	hatred

Time to Cast	3 seconds (major action)
Difficulty	10
MP cost	5
Power	
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Rally, Detect Character

Charm

Causes an NPC to feel a deep love, devotion, and sense of closeness to the caster. They will be very prone to following any suggestions made by the caster. Results may be influenced by the caster's Charisma, and by the target's Perception and Reason, at the GM's discretion.

Time to Cast	30 seconds
Difficulty	20
MP cost	10
Power	
Duration	1 hour
Range	10 meters
Other	
Prerequisite	Detect Passions

Persuade

Causes an NPC to be more likely to listen to the caster. Effectively, this can work as either a bonus to the caster's Charisma, or a decrease in the difficulty level of the NPC's Reason check, whichever gives a greater boost.

Time to Cast	10 seconds
Difficulty	20
MP cost	1 to 10
Power	bonus/difficulty effected at 1 point per MP spent
Duration	1 hour
Range	10 meters
Other	
Prerequisite	Detect Character, Detect Motive

Confuse

Temporarily muddle the thoughts of a target NPC. Short term memory is affected so that target becomes confused about what they are doing and what is going on. Target's Reason, Knowledge, & Perception all function at -5 penalty. (-5 to Attribute, not roll).

Time to Cast	5 seconds
Difficulty	15
MP cost	10
Power	
Duration	1 hour
Range	10 meters
Other	
Prerequisite	Persuade

Distract

A cheaper version of Confuse which affects only Perception. Target's Perception rolls take a -5 penalty (-5 to roll).

Learning Confuse automatically also gives you Distract.

Time to Cast	5 seconds
Difficulty	10
MP cost	5
Power	
Duration	1 hour
Range	10 meters
Other	
Prerequisite	Persuade

Read Mind

You know the thoughts of the target.

Time to Cast	1 minute
Difficulty	20
MP cost	15
Power	
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Detect Passions, Detect Motive

Inception

Plant a single thought into a person's mind, in such a way that it becomes an important idea for them. They must be asleep or Charmed.

Time to Cast	10 minutes
Difficulty	30
MP cost	20
Power	
Duration	permanent
Range	3 meters
Other	
Prerequisite	Read Mind, Persuade

Blind

Temporarily scrambles the visual cortex of a target NPC, rendering him blind for about a half hour. Also results in a wicked migraine head-ache for the target, once sight returns.

Time to Cast	5 seconds
Difficulty	15
MP cost	10
Power	
Duration	1/2 hour
Range	10 meters
Other	
Prerequisite	Read Mind, Confuse

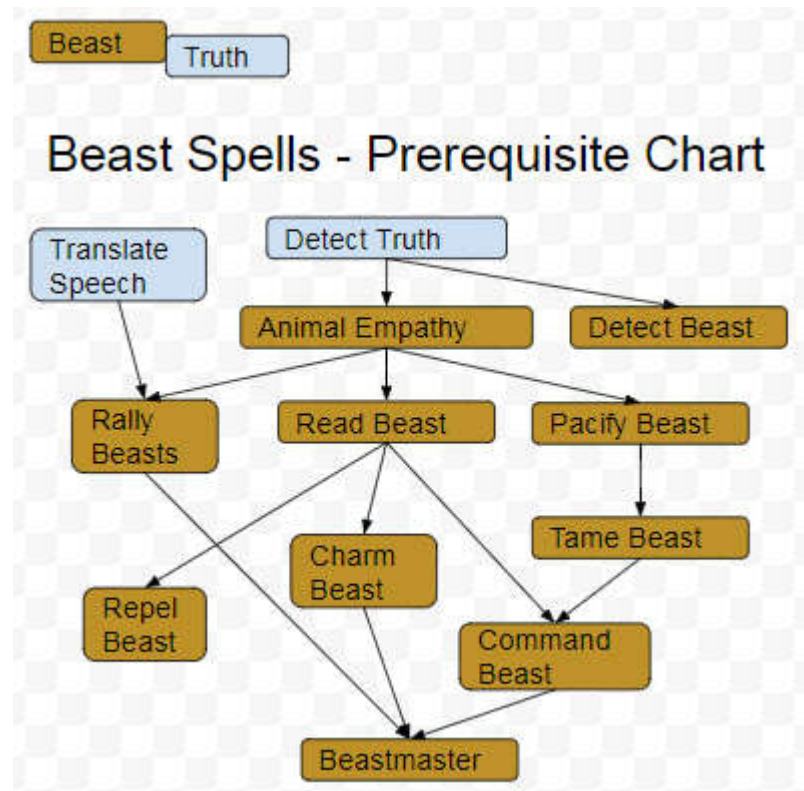
Paralyze

Temporarily scramble the target's nervous system, resulting in loss of muscle control. Target's Agility takes a -d10 penalty.

Time to Cast	5 seconds
Difficulty	15
MP cost	12
Power	
Duration	1/2 hour
Range	10 meters
Other	
Prerequisite	Blind

Beast Spells

You can communicate with animals and monsters.



Animal Empathy

Allows the caster to sense the emotions of the beast.

Time to Cast	1 seconds
Difficulty	5
MP cost	3
Power	n/a
Duration	10 minutes
Range	hearing range
Other	
Prerequisite	Detect Truth

Rally Beasts

Caster creates an emotional bond with any nearby creature, causing that creature to feel an urge to protect or help the caster. Results may be influenced by the caster's Charisma, and by the target's Perception and Reason, at the GM's discretion.

Time to Cast	10 seconds (3 combat turns)
Difficulty	20
MP cost	10
Power	n/a
Duration	10 minutes
Range	hearing range
Other	
Prerequisite	Animal Empathy

Read Beast

Allows you to understand the general “thoughts and feelings” of an animal.

Time to Cast	10 seconds
Difficulty	15
MP cost	5
Power	n/a
Duration	10 minutes
Range	hearing range
Other	
Prerequisite	Animal Empathy, Translate Speech

Repel Beast

Causes an animal or monster to really dislike you. At the GM's discretion, this may manifest more as fear, revulsion, disgust, or hatred.

Time to Cast	10 seconds
Difficulty	10
MP cost	5
Power	n/a
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Read Beast

Pacify Beast

Allows you to calm an animal into a relaxed state. They will not attack and frankly don't really care what's going on around them.

Time to Cast	10 seconds
Difficulty	10
MP cost	7
Power	n/a
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Animal Empathy

Charm Beast

The beast now thinks you are just the best! But he has no clue what you are talking about.

Time to Cast	10 seconds
Difficulty	10
MP cost	7
Power	n/a
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Pacify Beast

Tame Beast

Allows you to ride any animal like you would a horse. They will understand basic directions like which direction to turn and how fast.

Time to Cast	10 seconds
Difficulty	15
MP cost	10
Power	n/a
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Pacify Beast

Command Beast

Allows you to give a few more basic commands to an animal. Like “Attack so and so”. They will understand you in general, but they are not guaranteed to do as you wish. Probably about a 50% chance. At GM's discretion.

Time to Cast	10 seconds
Difficulty	20
MP cost	10
Power	n/a
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Read Beast, Tame Beast

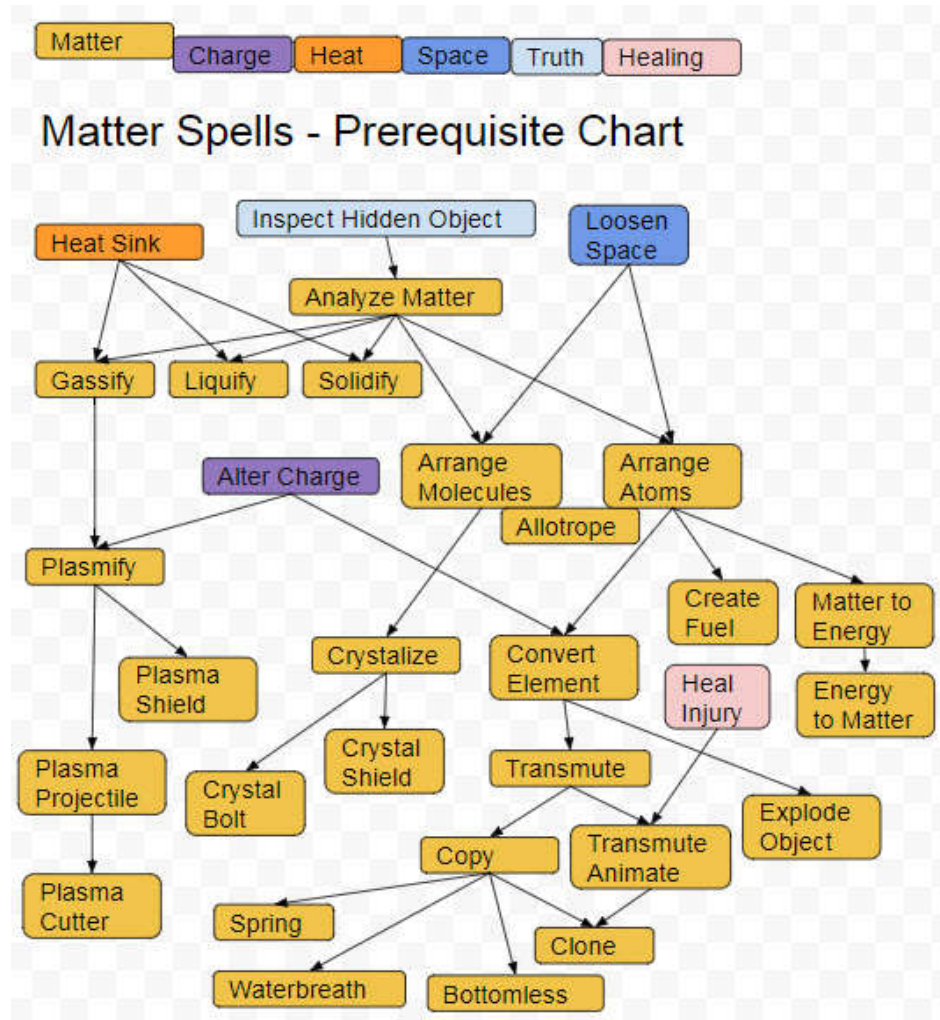
Beastmaster

Causes the target beast to absolutely follow all of your instructions to the best of their ability.

Time to Cast	10 seconds
Difficulty	30
MP cost	15
Power	n/a
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Rally Beasts, Charm Beast, Command Beast

Matter Spells

Matter spells are used to alter the physical structure of matter by manipulating the arrangement of the constituent component particles that make up matter.



Analyze Matter

Use to examine a specific object. Gives the caster a thorough understanding of the object examined, and any similarly composed objects (assuming the composition is obviously AND actually the same).

Time to Cast	30 seconds
Difficulty	10
MP cost	2
Power	
Duration	
Range	2 meters
Other	
Prerequisite	Inspect Hidden Object

Gassify

Converts any ONE specific type of matter (element, compound, material, etc.) into it's gaseous state.

Time to Cast	2 seconds
Difficulty	10
MP cost	5 to convert from liquid, 10 to convert from solid
Power	
Duration	permanent
Range	10 meters
Other	
Prerequisite	Analyze Matter, Manipulate Heat

Liquify

Converts any ONE specific type of matter (element, compound, material, etc.) into its liquid state.

Time to Cast	2 seconds
Difficulty	10
MP cost	5 to convert from solid or gas
Power	
Duration	permanent
Range	10 meters
Other	
Prerequisite	Analyze Matter, Manipulate Heat

Solidify

Converts any ONE specific type of matter (element, compound, material, etc.) into its solid state.

Time to Cast	2 seconds
Difficulty	10
MP cost	5 to convert from liquid, 10 to convert from gas
Power	
Duration	permanent
Range	10 meters
Other	
Prerequisite	Analyze Matter, Manipulate Heat

Plasmify

Converts any ONE specific type of matter (element, compound, material, etc.) into a gas-like state of free charged particles, such as ions. Unlike gases, plasmas may self-generate magnetic fields and electric currents, and respond strongly and collectively to electromagnetic forces.

Time to Cast	2 seconds
Difficulty	12
MP cost	5 to convert from liquid, 10 to convert from solid
Power	
Duration	5 minutes (then degrades to regular gas)
Range	10 meters
Other	
Prerequisite	Gassify, Alter Charge

Plasma Shield

Creates a shield or wall of plasma around or in front of the caster. Caster must specify whether he desires a wall or a "bubble". Values shown are for a bubble big enough to surround one person, or a 3 meter by 3 meter wall. Multiply MP cost for larger surface area. Projectile weapons cannot penetrate plasma. Plasma weapons CAN penetrate plasma, but deal half damage. Plasma shields are vulnerable to charge lightning attack, lightning causes instability within the plasma and has a 30% chance of explosion.

Time to Cast	2 seconds
Difficulty	15
MP cost	10
Power	
Duration	5 minutes
Range	3 meters
Other	
Prerequisite	Plasmify, Move Object

Plasma Projectile

The caster essentially throws balls of plasma at an enemy. The plasma scorches and electrocutes the recipient for d6+4 damage.

Time to Cast	2 seconds
Difficulty	20
MP cost	10
Power	deals d6+4 damage
Duration	n/a
Range	30 meters
Other	
Prerequisite	Plasmify, Move Object

Plasma Cutter

Creates a very high powered beam of plasma emanating from the caster's index finger (unless otherwise specified). If the finger moves, the beam moves too. The beam generates a very intense heat which can melt through pretty much anything. But, can only cut a short section at a time (5 seconds), then you will need to rest at least 1 minute.

Time to Cast	10 seconds
Difficulty	20
MP cost	50
Power	
Duration	5 seconds
Range	3 meter max beam length
Other	
Prerequisite	Plasma Projectile AND either Current OR Telekinesis

Allotrope

An allotrope is one of two or more different physical forms in which an element can exist. For example: graphite, charcoal, and diamond are all allotropes of carbon. Essentially, allotrope conversion is a specialized form (and simplest case) of Arrange Atoms or Arrange Molecules, therefore you automatically get Allotrope when you learn either one of those spells.

Time to Cast	5 seconds
Difficulty	5
MP cost	10
Power	
Duration	permanent, unless allotrope is considered unstable (at GM's discretion)
Range	2 meters
Other	
Prerequisite	Arrange Atoms or Arrange Molecules

Arrange Molecules

Arrange molecules into a different configuration. Does not add or subtract any molecules. This is mostly useful as a prerequisite for a few interesting Space spells.

Time to Cast	5 seconds
Difficulty	10
MP cost	5
Power	
Duration	permanent
Range	2 meters
Other	
Prerequisite	Analyze Matter, Loosen Space

Arrange Atoms

Arrange atoms into different molecules. Suitable for forming or breaking down simple compounds. All required components must be present. The player may specify desired compound or may take their chances.

Essentially, can mimic any normal chemical reaction assuming the potential reagents are present within spell range. Can be used to kick-start and/or catalyze an already potential reaction. It is incumbent on the player to prove that a desired reaction is feasible within the game-play scenario.

Failed casts may result in unintended chemical reactions.

Time to Cast	5 seconds
Difficulty	20
MP cost	10
Power	
Duration	permanent
Range	2 meters
Other	
Prerequisite	Analyze Matter, Loosen Space

Create Fuel

We are not creating matter here. You need an appropriate source material of approximately the same amount (by volume or mass). Simple flammable fuels that are relatively easy to create are dmeon (dimethyl ether) or methanol, which can be converted from human or animal excrement, or any other available biomass.

Time to Cast	5 seconds
Difficulty	20
MP cost	10
Power	
Duration	
Range	2 meters
Other	
Prerequisite	Arrange Atoms

Crystalize

Cause matter to form a crystal arrangement; that is, a solid in which the constituent atoms, molecules, or ions are packed in a regular order. Crystals will refract light to varying degrees and will shatter into sharp edged shards when smashed. Caster must specify source material. Note that SOME elements can be crystallized using Liquify and Solidify, but Crystalize works on any matter.

Time to Cast	3 seconds per pound of material
Difficulty	10
MP cost	5 per pound of material
Power	
Duration	permanent
Range	3 meters
Other	
Prerequisite	Arrange Molecules

Crystal Shield

Creates a thin but tough crystal shell (with a handy handgrip). It will stop any kind of weapon, for a while, but will eventually shatter. It has 30 HP and takes half damage from sharp weapons, and normal damage from any other weapon type.

Time to Cast	5 seconds
Difficulty	10
MP cost	2
Power	30 HP
Duration	permanent while its HP > 0
Range	contact
Other	
Prerequisite	Crystalize

Crystal Bolt

Creates a sharp bolt of crystal that can be thrown (using knife-throwing or spear skill) or can be shot with a crossbow. Shatters on impact. Cannot be re-used, but can be created in advance and stored. Deals d4 damage if thrown, d6 if shot with crossbow.

Time to Cast	1 second
Difficulty	10
MP cost	1
Power	d4 or d6 damage
Duration	permanent until used
Range	contact
Other	
Prerequisite	Crystalize

Matter to Energy

Converts matter into energy ($E=mc^2$). Destroys matter by converting it to energy. The energy most likely takes the form of a VERY large explosion. Some of the initial energy is pumped into fueling the spell, so the MP cost is kept low.

Time to Cast	1 second
Difficulty	20
MP cost	10
Power	
Duration	
Range	10 m
Other	
Prerequisite	Arrange Atoms

Energy to Matter

Converts energy into matter ($E=mc^2$). Creates matter by converting energy. Requires a LOT of energy - like maybe you can harness a large explosion? Additional energy must be used to control the energy fueling the spell, so the MP cost is high.

The MP does NOT supply the required fuel energy so you STILL need to supply a lot of energy somehow narratively aside from the spell cast. Additional spells are required to actually do something useful with the matter (like specifying its form, etc). The whole process is entirely at the discretion of the GM.

Time to Cast	1 second
Difficulty	20
MP cost	50
Power	
Duration	
Range	10 m
Other	
Prerequisite	Matter to Energy

Convert Element

There are several approaches to elemental conversion, but all require a common body of knowledge which is encapsulated in this spell. Therefore each method is a sub-spell, but all are learned at once in a bundle with a combined total difficulty level of 30. The casting difficulties and magic points costs vary (see tables below)

The sub-spells are:

- Proton Binding - Add Proton, Remove Proton, Isotope
- Hydrogen Binding - Bind Hydrogen, Loose Hydrogen
- Alpha Decay
- Beta Decay
- Dematerialize

Ionize is also learned in this bundle, although it isn't actually elemental conversion per se.

Time to Cast	1 minute
Difficulty	30
MP cost	varies per sub-spell; numbers shown are per lb. of solid material or per gallon of liquid or gas
Power	n/a
Duration	Permanent
Range	2 meters
Other	
Prerequisite	Arrange Atoms, Alter Charge

Remove Proton

Perhaps the most intuitive form of elemental conversion is to drop from one element to the next lower element by number. (refer to the standard the periodic table of elements) (For example from N to C). This can be accomplished by simply getting rid of one proton from the source element. Highly explosive ionized Hydrogen isotopes will be formed as a byproduct of this type of conversion. If you don't want an explosion, you can dump the extra protons to the beyond using "Banish Object".

MP cost = 50

Add Proton

The opposite process can be used to add a proton and go up a number on the periodic table. This only works if you happen to have a lot of extra protons handy. (perhaps you previously stored some in the beyond?) Adding or removing protons from an atomic nucleus is very energy intensive.

MP cost = 50

A side effect of the proton binding method is that the target element will actually be an isotope because its neutron count will not match its proton count. Isotopes may be radioactive and therefore, repeat or extended exposure can cause burns and or disease.

Isotope

Isotopes can also be created directly, without elemental conversion, by adding or subtracting neutrons to a target. In the case of removing neutrons, the free neutron byproducts are themselves an ionizing radiation hazard.

MP cost = 50

Hydrogen Binding

Hydrogen Binding is similar to Proton Binding except that instead of only moving protons, you also move neutrons and electrons. This takes marginally more energy, but results in a slightly more stable byproduct of plain old hydrogen. It is flammable, but it won't immediately explode, unless you are standing near an open flame. Also, hydrogen atoms can be attained by regular chemical processes or by Arrange Atoms.

MP cost = 55

Alpha Decay

Alpha Decay is similar to hydrogen binding, but is actually Helium Binding. The advantage to this technique is that it takes advantage of a natural lowering of stability, so that an element can be converted to an atomic number Lower by 2 elements, at a greatly reduced Magic Point cost. The byproduct is Helium, which is stable and not flammable. This method can be used for DECREASING atomic number only, not for Increasing atomic number.

MP cost = 35

Beta Decay

Beta Decay is the conversion between protons and neutrons. Therefore you can either increase or decrease in atomic number, but the target element will be an ionized isotope. This is only slightly less costly in terms of MP than Proton Binding

MP cost = 45

Energy Conversion

Use Matter to Energy Conversion to destroy protons, and any other necessary particles to form a stable target. This method can only decrease atomic number.

MP Cost = 10

Dematerialize

Dematerialize is accomplished by banishing the entire source matter, then bringing back only the correct particles to produce exactly the desired element. No undesired byproducts are produced. If you are meticulous record-keeper, you can keep track of remaining materials in storage in the beyond for future use.

MP cost = 50, REQUIRES Banish Object and Retrieve Object be known.

Ionize

Ions are created by adding or removing electrons. Ionization greatly affects an atom's likelihood of bonding chemically with neighboring molecules. Thus an Ionization spell may result in a wide variety of unintended changes in state, solubility, corrosion, metalization, etc., often times resulting in objects turning to powder or gas.

MP cost = 15

Comparison of Convert Element methods

Method	MP Cost	Desc	Byproduct	Problem	Suggested Work-around	More Problems
Remove Proton	50	pull protons out to reduce atomic number	ionized Hydrogen isotopes	90% chance of explosion	Banish Object	Target is radioactive. Avoid extended exposure or risk radiation sickness
Add Proton	50	add protons to increase atomic number		Requires proton source	Retrieve Object	Target is radioactive. Avoid extended exposure or risk radiation sickness.
Isotope	50	remove neutrons	ionized free neutrons	Radio active by product		Target and byproduct are both radioactive. Avoid extended exposure or risk radiation sickness.
Hydrogen Binding	55	remove or add Hydrogen atoms	Hydrogen	Flammable	Don't cast near a fire	
Alpha Decay	35	removes Helium atoms	Helium			suitable for DECREASING atomic number only (by 2 elements)

Beta Decay	45	converts between protons and neutrons	ionized isotopes	possible fire or explosion risk dependent on source and target elements	do your homework first	
Energy Conversion	10	convert unwanted particles to energy	LOTS of energy	probably a huge explosion	deal with the energy somehow	suitable for DECREASING atomic number only. REQUIRES Matter to Energy
Dematerialize	50	sends atomic soup into the beyond, then pulls back desired atoms	extra inventory in the beyond			REQUIRES Banish Object AND Retrieve Object
Ionize	15	pulls electrons off atoms	Lightning	possible unintended side effects	do your homework or take your chances	

Explode Object

By manipulating an object's internal chemistry, you cause it to explode. This may be a fiery explosion, or a simple fragmentation with flying shrapnel. Either way, it's deadly.

Time to Cast	3 seconds (major action)
Difficulty	10
MP cost	10 MP
Power	deals d6 dmg for one round, to all targets within a 3 meter radius
Duration	
Range	10 meters
Other	
Prerequisite	Convert Element

Transmute

Once you know Convert Element, a lot of other stuff becomes possible. While Convert Element works at an elemental level, Transmute allows you to move up to the level of “regular stuff” like everyday compounds, mixtures, and “objects”. Transmute allows you to change anything, into any other thing. Here are a few examples of what can be accomplished with Transmute but by no means is this list exhaustive.

- Water to Wine (NOTE: “Fine Quality” wine requires Fold Time)
- Purify Water
- Rocks to Bread
- Bricks to Bombs

Note that Transmute cannot be used on Animate Objects (living things). For that, you need Transmute Animate.

Time to Cast	10 seconds
Difficulty	10
MP cost	5 MP per pound
Power	
Duration	
Range	3 meters
Other	
Prerequisite	Convert Element

Transmute Animate

This more powerful version of Transmute allows you to change things to or from Living Things. Useful for such as:

- Sticks to Snakes
- Rocks to Eggs
- Monsters to Boulders

Time to Cast	30 seconds
Difficulty	20
MP cost	5 MP per pound
Power	
Duration	
Range	3 meters
Other	
Prerequisite	Transmute, Heal Injury

Copy

Allows you to make a copy of any inanimate object.

Time to Cast	10 seconds
Difficulty	10
MP cost	5 MP per pound
Power	
Duration	
Range	3 meters
Other	
Prerequisite	Transmute AND some random source material

Clone

Allows you to make a copy of any Animate object (Living thing). The clone behaves the same as the original. It's not automatically your slave or anything.

Time to Cast	30 seconds
Difficulty	20
MP cost	25 MP
Power	
Duration	
Range	3 meters
Other	
Prerequisite	Copy, Transmute Animate

Spring

Create a spring by creating multiple unending copies of water molecules. Or instead of water, you could do some other type of molecules.

Time to Cast	30 seconds
Difficulty	20
MP cost	25 MP
Power	
Duration	
Range	1 meter
Other	
Prerequisite	Copy

Waterbreath

Creating a steady supply of oxygen allows you to breathe underwater. Can be cast on others within 3 meters.

Time to Cast	5 seconds
Difficulty	10
MP cost	10 MP
Power	
Duration	10 minutes
Range	3 meters
Other	
Prerequisite	Copy

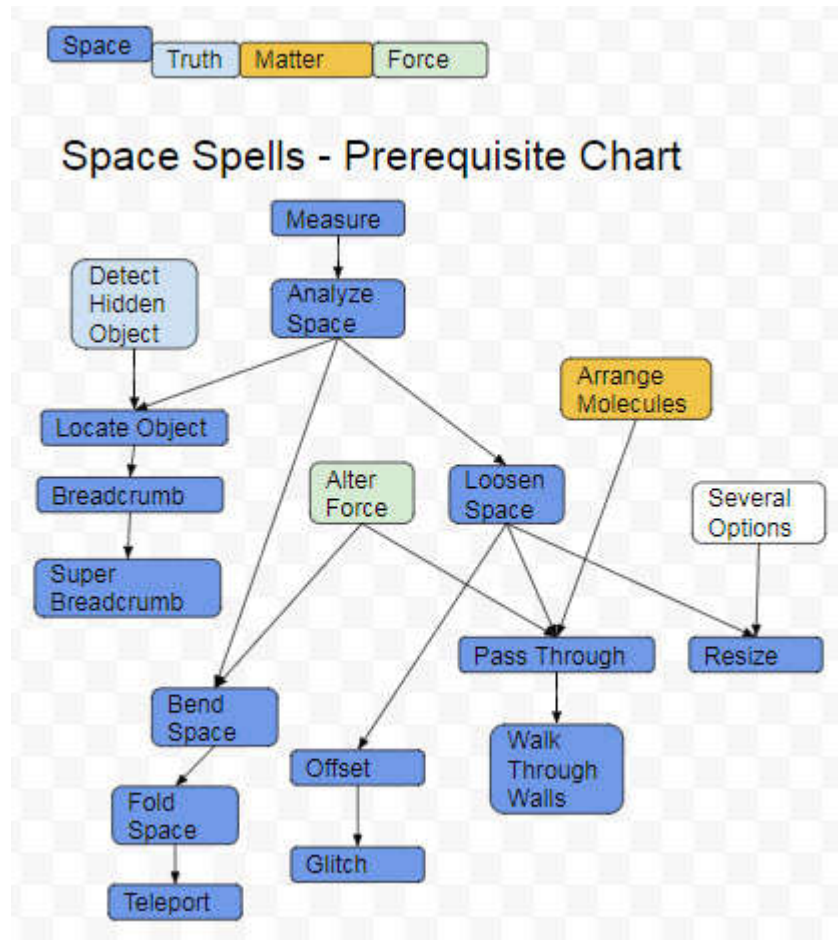
Bottomless

Multiple unending copies. If cast onto a container, containing an object, the container ALWAYS contains that object, even after you remove the object.

Time to Cast	30 seconds
Difficulty	20
MP cost	25 MP
Power	
Duration	
Range	1 meter
Other	
Prerequisite	Copy

Space Spells

Space spells can be handy for a variety of everyday uses. Whether it's simply finding your stolen change purse, or taking a shortcut through the dungeon wall, or shrinking that huge dragon down to the size of a mouse.



Measure

The caster knows the exact dimensions of a nearby object or the room they are in, in any chosen spatial units.

Time to Cast	5 seconds
Difficulty	5
MP cost	1
Power	
Duration	
Range	
Other	
Prerequisite	none

Analyze Space

The caster becomes intimately aware of the exact locations, contents, and active processes within of a small area of space nearby.

Time to Cast	5 seconds
Difficulty	10
MP cost	3
Power	n/a
Duration	1 minute
Range	2 meters
Other	
Prerequisite	Detect Hidden Object

Locate Object

Determine the whereabouts of a certain known object (or person). Exact object must be known - either has been seen in detail or certain very specific and unique attributes are known.

Time to Cast	5 second
Difficulty	10
MP cost	1
Power	
Duration	
Range	unlimited
Other	
Prerequisite	Analyze Space, Detect Hidden Object

Breadcrumb

This spell works in two modes, Read and Write. Once cast, you can switch modes effortlessly. The effect lasts ten minutes.

In Write mode, for the next ten minutes, you leave an invisible trail of magical markers. They last a long time, gradually fading out over about a month. The breadcrumbs are invisible, and can only be detected by this same spell in Read mode.

In Read mode, you see all breadcrumbs within about 3 meters, including ones you just left, and any old ones up to about a month old.

Time to Cast	5 second
Difficulty	10
MP cost	5
Power	
Duration	10 minutes
Range	3 meters
Other	
Prerequisite	Locate Object

Breadcrumb Super-reader

Existing breadcrumb markers can be read from up to “n” meters away, where “n”=1/3 MP spent. For example, a range of 10 meters will cost 30 MP. Whereas a range of 3 meters will cost 9 MP.

This version is recommended if you are in an open area such as forests, deserts, or very wide hallways, etc.

Time to Cast	5 second
Difficulty	15
MP cost	3 MP per meter
Power	
Duration	10 minutes
Range	dependent on MP spent
Other	
Prerequisite	Breadcrumb

Bend Space

Manipulate an area of space so that a straight line becomes bent. Can be used defensively to reduce chances of being hit. -1 to hit on melee attacks, -3 on ranged attacks.

Time to Cast	1 second (minor action)
Difficulty	10
MP cost	5
Power	n/a
Duration	1 minute
Range	2 meters
Other	
Prerequisite	Analyze Space, Alter Force

Fold Space

The caster manipulates the fabric of space-time, drawing another location to touch his current location. Can be handy for Remote View & Bug, or can be followed up with Teleport.

Time to Cast	1 minute
Difficulty	20
MP cost	15
Power	n/a
Duration	2 minutes
Range	infinite
Other	
Prerequisite	Bend Space

Loosen Space

Manipulate the area of space around an object so that exact location, size, and shape become less defined. Can be cast onto a weapon to improve chances of hitting target (+3 Attack to roll), but with -1 Damage reduction.

Time to Cast	1 second (minor action)
Difficulty	10
MP cost	3
Power	n/a
Duration	1 minute
Range	1 meter
Other	
Prerequisite	Analyze Space, Alter Force

Offset

You offset the location of any object by up to 10 meters in any one EXACT direction, that is, either north, south, west, east, up, or down.

Time to Cast	1 second (minor action)
Difficulty	15
MP cost	10
Power	
Duration	
Range	
Other	
Prerequisite	Loosen Space

Glitch

Your location becomes unstable. Handy for combat. Basically, you keep bouncing around within an area of approximately 2 square meters. This makes you VERY hard to hit, but also makes it somewhat harder for you to hit targets.

-5 to any Enemy's Attack Roll against you (melee, ranged, or magic) -2 to your melee or ranged Attack Roll (does not affect your magic attack spells).

Time to Cast	1 second (minor action)
Difficulty	15
MP cost	10
Power	n/a
Duration	1 minute
Range	
Other	
Prerequisite	Loosen Space

Pass Through

Two objects cannot occupy the same space at the same time - or can they? Yes, now they can! This spell can be used to pass an object through another object. For example, you could push an inanimate object through a wall. However, this spell cannot be used to move a living being through an object. For that, you must use Walk Through Walls.

Time to Cast	5 second
Difficulty	10
MP cost	5
Power	n/a
Duration	1 minute
Range	contact
Other	
Prerequisite	Loosen Space, Arrange Molecules, Alter Force

Walk Through Walls

You can walk through walls or enable someone else to walk through walls. Also works on floors and ceilings, rocks, trees, or other objects.

Time to Cast	5 second
Difficulty	15
MP cost	10
Power	n/a
Duration	1 minute
Range	contact
Other	
Prerequisite	Pass Through

Teleport

Instantly teleport an object or person from one location to another specific location. It is accomplished by folding space so that the two locations exist parallel to each other in space-time, then stepping across or pushing the object into the other space.

A similar effect can be achieved through different means by using Portals. See Transport Object for details.

Time to Cast	1 minute
Difficulty	30
MP cost	20
Power	
Duration	
Range	anywhere within the universe, but not into the beyond
Other	
Prerequisite	Fold Space

Resize

Scale up or scale down an object by a factor of n . Multiply or divide an objects size by n for n MP. The tricky part here is that in order to make something bigger, matter must be added. This can be accomplished using several methods:

1. moving the matter from somewhere else within the universe, in which case you need only locate the correct material, then Teleport (cast separately) it.
2. moving the matter from the beyond, in which case you would need the right kind of material and you would need to have a "thread" to that material (see examine portal). Requires Retrieve Object cast separately.
3. creating matter, by converting Energy to Matter (cast separately).

Making something smaller, is slightly easier. Again there are several methods:

1. moving the extra matter to somewhere else within the universe, in which case you can either specify a particular place or choose a random location, then Teleport (cast separately) it.
2. Banish (cast separately) the extra matter.
3. destroy the extra matter, by converting it to energy. Requires Matter to Energy cast separately.
4. Whatever. Just leave the extra matter here as a byproduct. Requires Arrange Molecules.

Time to Cast	5 second
Difficulty	30
MP cost	multiply or divide by n for n MP; eg. double or half size for 2 MP, 5x for 5 MP etc.
Power	multiply or divide by n, limited only by how much MP is available
Duration	until explicitly resized again
Range	10 meters
Other	
Prerequisite	Analyze Space, Arrange Molecules AND any of the prerequisites listed in the chosen option method descriptions above, each of which must be cast separately

Detect Time

You have an acute sense of timing. You know exactly what time it is in relation to local timekeeping standards as well as geological & astronomical ones. For example, you know exactly how long until sundown and exactly how far you can walk in that time. Combining this spell with Detect Direction further reduces your chances of getting lost.

Time to Cast	3 seconds
Difficulty	5
MP cost	1
Power	
Duration	precisely 60 minutes
Range	
Other	player should be unaware of failed cast; character will still get a sense of time but it may be incorrect
Prerequisite	None

Kairos Attack

Must be cast preemptively. Allows the caster to perform an Attack of Opportunity at some point today. Can be cast only once per day. The Attack must be performed at least 10 minutes after Kairos is cast. The Attack is a free attack, with +5 added to Attack Roll (using the character's normal combat skills). It does not use up a major or minor action and it can be played at any time, not just on the character's turn.

Time to Cast	30 seconds
Difficulty	10
MP cost	5
Power	+5 attack
Duration	until next sunrise
Range	
Other	
Prerequisite	Detect Time, Detect Truth

Contra Vu

Contra Vu is a phenomenon that feels similar to “deja vu” - the caster experiences a strange feeling that the current moment has happened before. However, it includes a very important extra effect. The caster feels like the moment was slightly different the “last time”. In other words, it feels like “deja vu” but includes a “branching of time” with short foreknowledge. This allows the character to sense “remember what they did last time” with at least a small amount of insight into the results of that action. These “result insights” may be felt as either “how well it worked” or “what the result was”, (at GM's discretion). This gives the character the opportunity to act differently “this time”, hopefully resulting in better results.

While experiencing Contra Vu, the character must roll for PERCEPTION to be able to sense the difference, and then roll for REASON, to make a better choice from the “predetermined” sequence of events. The difficulty for these rolls will be determined by the GM; typical values are PER diff 5, REA diff 10.

Contra Vu can be cast pre-emptively, if the player suspects that a risky situation is impending. In this case, the phenomenon will be available to be triggered by either the player or the GM. This ready state typically lasts for a few hours, but can only be used once. That is to say, once it “kicks in” the effect is used up.

Due to the strangeness of time-bending, Contra Vu can also be cast retroactively, under certain constraints, namely: Contra vu can be requested by the player, immediately after any disastrous event experienced directly by that player's character. The game master will determine the allowable length of time or number of turns to “jump back”. Normally this time is in the range of a several seconds to a few minutes. Retroactive casting is entirely at the discretion of the GM. If both Perception and Reason rolls are successful, the spell succeeds. The entire scene must be replayed, beginning from the “Delta Point” (agreed upon by the player and GM) when the character is said to have entered the alternate timeline by making different choice.

Please note that this may be difficult to accurately implement, due to requiring more detailed information than may be recalled in order to determine HP states, etc at multiple exact moments through a scene. Therefore, all variables are at the discretion of the GM.

Contra Vu can only be used once per day per character (whether cast pre-emptively or retroactively).

Time to Cast	2 seconds (Major action)
Difficulty	20
MP cost	10
Power	
Duration	a few seconds to a couple minutes (discretion of GM)
Range	n/a
Other	
Prerequisite	Kairos Attack, Detect Magic

Slow Time

Slows time by a factor of n , where $n = (\text{MP spent})/5$. In other words, you pay $5*n$ to make time go at n times slower. This affects all characters, including the caster. But the caster alone is aware of the slowed nature of time. Essentially, this gives the caster extra time to think, plan, or even cast another spell.

If used during combat, this gives the caster only n Major actions and n minor actions per turn. A more even way to distribute these extra actions is to intersperse them with other player (and enemy) turns, I.E. the caster gets n turns per round, rather than n actions per turn.

Time to Cast	1 second (minor action)
Difficulty	10
MP cost	10 to 25
Power	2 to 5
Duration	as long as necessary
Range	10 meters
Other	
Prerequisite	Detect Time

Slow Opponent

Causes a single opponent to enter a slowed time state. His motions (including attacks (yes, even projectiles), defenses, etc) are slowed by a factor of five.

- He only attacks once per 5 rounds.
- He becomes incredibly easy to hit: 5x bonus on all attacks rolls against him
- His attacks very easy to dodge: 1/5 modifier on all his attack rolls

Time to Cast	1 seconds (minor action)
Difficulty	5
MP cost	10
Power	
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Slow Time

Slow Projectile

Causes a single inanimate object in motion to enter a slowed time state 10 x slower than normal. Makes it quite easy to avoid getting hit by said object.

Time to Cast	1 second
Difficulty	10
MP cost	1
Power	
Duration	10 seconds
Range	unlimited
Other	
Prerequisite	Slow Opponent

Quicken

Cause yourself or a friend to act quicker than normal, by a factor of n , where $n = (\text{MP spent})/5$. In other words, you pay $5*n$ to make that person move at n times faster. This affects only one character. Essentially, this gives that character extra time to think, plan, or perform actions. If used during combat, this gives the affected character only n Major actions and n minor actions per turn. A more even way to distribute these extra actions is to intersperse them with other player (and enemy) turns, I.E. the caster gets n turns per round, rather than n actions per turn.

Time to Cast	1 second (minor action)
Difficulty	10
MP cost	10 to 25
Power	2 to 5
Duration	1 minute
Range	
Other	
Prerequisite	Slow Time

Fast Attack

A cheaper version of Quicken but can be used on self only, during combat only, and lasts for only one round. You get 3 attacks (Major actions) per turn.

Time to Cast	1 second (minor action)
Difficulty	10
MP cost	3
Power	
Duration	1 combat round
Range	
Other	
Prerequisite	Quicken

Fast Cast

Reduces the Time To Cast of any other spell, for use during combat. Successful Fast Cast lets you immediately cast ANY other spell during this round, regardless of its TTC.

Time to Cast	this + the other spell take entire turn
Difficulty	20
MP cost	10
Power	
Duration	1 combat round
Range	
Other	
Prerequisite	Quicken

Fast Travel

Allows you and your party to travel long distances in half the time. You can walk 10 leagues (a standard days travel) in half a day instead of all day, or you can walk 20 leagues in a day, rather than the standard 10 leagues per day. Note that the same amount of energy is spent per league so the characters will be very tired after walking 20 leagues.

Time to Cast	1 minute
Difficulty	10
MP cost	10
Power	
Duration	1 day
Range	
Other	
Prerequisite	Quicken

Fold Time

You fold time, bringing another instant of time close to your current instant, so that you can peer into it, and view the actions of that instant. The caster experiences a vision in a trance-like state. This does not fold space, only time, therefore, you must be in the same physical location (relative to the center of the planet).

The difficulty of this spell is determining which instant in space-time to “grab”. You must know some very specific information about the moment, in order to “locate” it. It is POSSIBLE to sorta just guess, but you will VERY likely end up with an unintended instant (chosen by GM). It is highly recommended to cast one of the Grab Past/Grab Future spells first (must be cast separately), to “nail down” the desired moment, then Fold Time to access that moment.

NOTE: *Learning* Fold Time, includes learning all the Grab Past/Grab Future spells.

Time to Cast	10 seconds
Difficulty	10
MP cost	10
Power	
Duration	1 minute (10 MP per additional minute)
Range	
Other	
Prerequisite	Quicken, Fold Space

Grab Past; own past

It is relatively easy to grab an instant from the past if you were present at that instant.

If you *knew* Eidetic, at the desired moment, lower Difficulty to 7, and MP to 3.

If you had previously *cast* Eidetic, at the desired moment, retrieving it now is a free action!

Time to Cast	1 minute
Difficulty	10
MP cost	5
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Quicken

Grab Past; 2nd hand

It is more difficult to grab an instant from the past, if you have only second hand knowledge of the event, such as the location and people present. The more information you have, the better your chance of grabbing the desired moment. Difficulty and MP cost range from 10 to 30, depending on information available, at the discretion of the GM.

Time to Cast	1 minute
Difficulty	10-30
MP cost	10-30
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Quicken, Detect Truth

Grab Past; Fourier

You can use Fourier Capture to “scan the past” for an exact quote from the moment. If the original speaker is personally known to you (such that you can recognize his voice), half the cost of this spell.

Time to Cast	1 minute
Difficulty	10
MP cost	6
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Quicken, Fourier Capture

Grab Future

Folding from the future is considerably more difficult. The more information you have, the better your chance of grabbing the desired moment. MP cost is 20, and difficulty ranges from 25 to 35 depending on information available, at the discretion of the GM.

Time to Cast	1 minute
Difficulty	25-35
MP cost	20
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Quicken, Fold Space, Inspect Hidden Object

Grab Future; Fourier

You might be lucky enough to be able to use Fourier in rare cases where there is a very good chance of someone saying a very specific phrase that you are aware of. In that case difficulty drops to 15, IF they actually do say exactly what you think they are going to say.

Time to Cast	1 minute
Difficulty	15
MP cost	20
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Quicken, Fold Space, Fourier Capture

Time Travel

You fold time, bringing another instant of time onto your current instant, then you transfer onto that other instant. Your location in space does not change, only your time. This is a one way ticket. You will not “snap back” to your original time. If you want to return you have to attempt the spell again. (The shrewd time-traveler will use a catch phrase and sonic signature). The actual “action” part works the same as teleporting, so it is a prerequisite, even though we do not move through space.

Time to Cast	1 minute
Difficulty	20
MP cost	20
Power	
Duration	
Range	
Other	
Prerequisite	Fold Time, Teleport

Time-Space Travel

Same as time travel, but you also move in space. This is really hard. You have to locate the correct spot in time, and the correct spot in space, and fold them both, then “step through” space-time.

Time to Cast	1 minute
Difficulty	25
MP cost	20
Power	
Duration	
Range	
Other	
Prerequisite	Time Travel

Chronoclone

Chronoclone allows you to bring future versions of yourself to the present, so that multiples of you can work together to accomplish a task or fight a battle.

It works by folding a chunk of future time into an accordion shape, overlapping with the current moment. Then, the copies of you from each fold, jump onto the current moment. Since you are you, you basically can read each other's minds, and can work together really awesomely. In combat situations you get great flanking and synchronized attack opportunities.

Some technical details: The number of, and duration of, the accordion folds must be pre-selected. This will determine the duration and cost of the spell. The "source time chunk" must also be preselected. The total amount of time occupied by the folds must be accounted for as the copies will disappear from your own future at a specific time, for that same duration.

For example, let's say you choose to make 10 folds of 1 minute each, and you pull them from a source time beginning one hour from now. You cast the spell, and suddenly there are 10 of you. You can gang up on your enemy for 1 minute, then the clones suddenly disappear, and you are left alone. 59 minutes later, you suddenly disappear and cease to exist for 10 minutes. The 10 "future you"s have already existed in your past, but the time went back with them, so for you, this ten minute chunk of time now does not exist.

It is possible to leave the source time unspecified; however, this leaves it to the discretion of the GM who may decide to settle the time accounts at a very inopportune future moment.

Time to Cast	instantaneous (technically it takes 1 minute, but we can defer that minute until the accounting)
Difficulty	15
MP cost	20
Power	
Duration	choose
Range	
Other	
Prerequisite	Fast Attack, Fold Time, Teleport

Differential

Calculus. Divide by time. Essentially, you slice time up into infinitesimally thin slices, and slip into a trance-like state where everything is represented by values of slopes of curves at each point. Practically speaking, you know the rate of speeds, accelerations, frequencies, and anything else that can be represented in the form of x/s (something per second).

Time to Cast	1 minute
Difficulty	25
MP cost	10
Power	
Duration	
Range	
Other	
Prerequisite	Fold Time, Fourier Transform

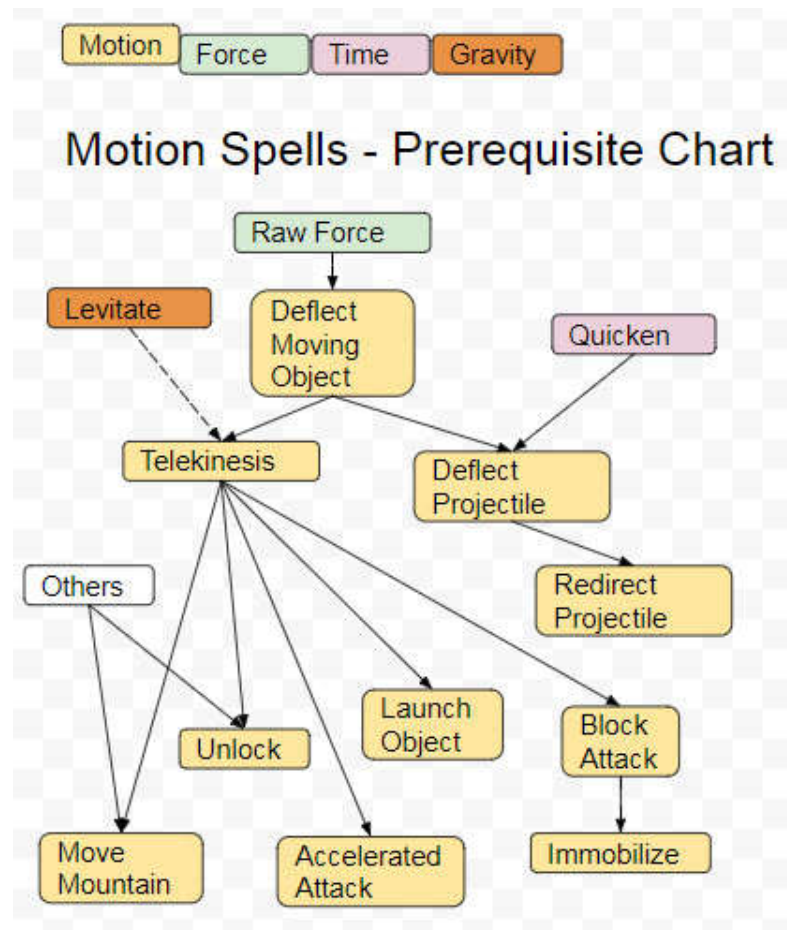
Integral

More calculus. Multiply by time. Essentially, you slice time up into infinitesimally thin slices, and slip into a trance-like state where everything is represented by the area under a curves. Riiiiight. Why would you need to do this? I have no idea. My math teacher swore I would need to use it someday. If you can figure out a good use, let me know.

Time to Cast	1 minute
Difficulty	30
MP cost	15
Power	
Duration	
Range	
Other	
Prerequisite	Differential

Motion Spells

Things move. Make them move the way you want.



Deflect moving object

Alter the trajectory of a moving object at moderate velocities (running speed). Good for pushing a charging enemy so he misses you or falls over.

Time to Cast	1 second (Major action)
Difficulty	20
MP cost	10
Power	
Duration	3 seconds
Range	10 meters
Other	Enemy must roll Agility diff 15 to stay on his feet, diff 25 to still somehow manage to stay on course
Prerequisite	Raw Force

Telekinesis

Move an object across a room or whatever, within 10 meters. The velocity of motion is fairly slow, but the positioning is quite accurate. This is basically equivalent to pushing an object across a floor. If you need to lift the object, you must also know Levitate.

Time to Cast	1 minute
Difficulty	10
MP cost	10
Power	
Duration	permanent
Range	10 meters
Other	
Prerequisite	Deflect Moving Object, MAY require Levitate

Deflect projectile

Alter the trajectory of a fast moving object (arrow, bolt, thrown object). Enough to throw it off target, but not enough to give it a new target.

Time to Cast	instant reflex
Difficulty	25
MP cost	5
Power	
Duration	
Range	3 meters
Other	
Prerequisite	Direct Moving Object, Quicken

Redirect projectile

Alter the trajectory of a fast moving object (arrow, bolt, thrown object). Enough to attempt to give it a new target. Roll attack of original weapon used to launch projectile.

Time to Cast	instant reflex
Difficulty	30
MP cost	15
Power	
Duration	
Range	6 meters
Other	
Prerequisite	Deflect Projectile

Launch Object

Magically hurl an object. Object may deal damage age GM's discretion.

Time to Cast	1 Second (Major Action)
Difficulty	25
MP cost	2 MP per lb, min 1 MP
Power	
Duration	
Range	3 meters
Other	object launched must originate within 3 meters of caster, but can be launched up to 15 meters. If targeting a specific target, you must roll to hit (attack = Agility)
Prerequisite	Telekinesis

Accelerated Attack

Supplement a melee or ranged attack with this spell; cast before attack as a minor action.

Time to Cast	(Minor Action)
Difficulty	10
MP cost	3
Power	double damage
Duration	1 Attack
Range	
Other	does not affect Attack roll. MP spent even if Attack fails. Successful attack deals double damage.
Prerequisite	Telekinesis

Block Attack

Defend against an attack by forcibly opposing your attacker's motion.

Time to Cast	none (Defensive reflex)
Difficulty	10
MP cost	3
Power	
Duration	1 Attack
Range	
Other	Negates the original attack roll. Attacker must reroll and divide roll by 2. If successful, he deals only half damage.
Prerequisite	Telekinesis

Immobilize

Cause one person to be immobile.

Time to Cast	3 seconds (major action)
Difficulty	15
MP cost	20
Power	
Duration	10 minutes
Range	10 meters
Other	
Prerequisite	Block Attack

Unlock

Move the tumblers into correct position to open a lock.

Time to Cast	1 minute
Difficulty	15
MP cost	5
Power	n/a
Duration	until locked
Range	touch
Other	
Prerequisite	Telekinesis plus one of (Detect Hidden Object or Acute Hearing)

Move Mountain

You literally pick up a mountain with your mind, and basically move or throw it.

Time to Cast	5 minutes
Difficulty	30
MP cost	1000
Power	
Duration	
Range	10 km
Other	
Prerequisite	Arrange Molecules, Telekinesis, Levitate, Raw Force

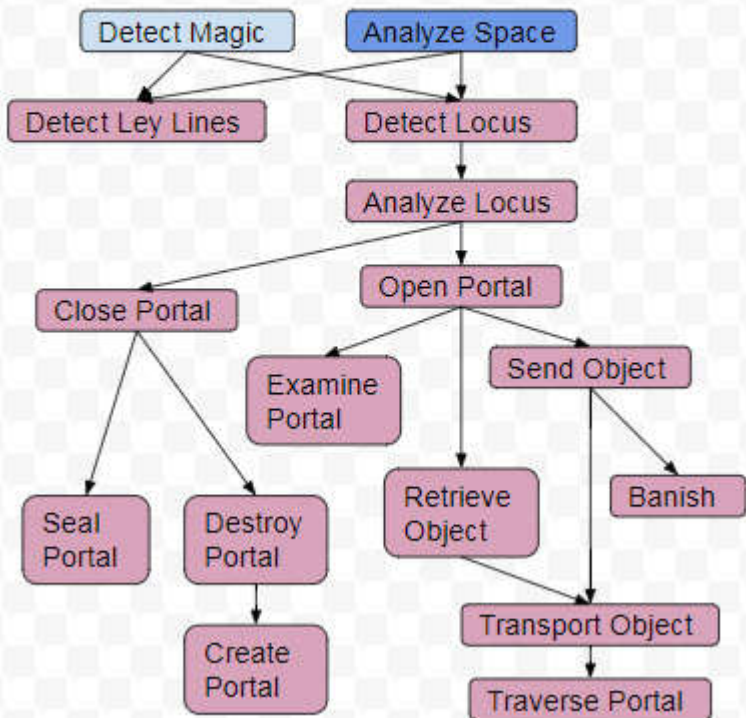
Portal Spells

Loci are areas with special magical properties. These properties may be an attenuation or focus of mana (magic energy) which makes magic harder or easier to use at this location. The attenuation may affect all magic, or it may affect only a certain type of spell. This more specific effect is known as an anointing.

Loci may also contain portals. One or more portal may exist at any locus. A portal cannot exist outside of a locus. A portal is a gateway to “the beyond” which exists outside of spacetime (& outside of the physical universe). Objects in the beyond are not bound to any specific spacetime, but may retain “threads” to their last spacetime location. Living objects are automatically placed into a state of suspended animation when leaving spacetime. The laws of physics do not apply in the beyond.

Portal Space Truth

Portal Spells - Prerequisite Chart



Detect Locus

Detect high or low mana loci, or other spots of magical significance.

Time to Cast	1 Minute
Difficulty	20 - Perception
MP cost	1
Power	n/a
Duration	
Range	visible distance
Other	
Prerequisite	Detect Magic, Analyze Space

Analyze Locus

Detect exact attenuation and anointing properties on a specific locus. Also reveals whether a portal exists and if the portal is open or closed.

Time to Cast	1 Minute
Difficulty	15
MP cost	2
Power	n/a
Duration	
Range	at or near locus
Other	
Prerequisite	Detect Locus

Detect Ley Lines

Detect lines between loci or detect flow along such lines.

Time to Cast	1 Minute
Difficulty	25 - Perception
MP cost	1
Power	n/a
Duration	
Range	visible distance
Other	
Prerequisite	Detect Magic

Close Portal

Prevents anything from falling through a portal. Does not prevent anyone from re-opening the portal.

Time to Cast	1 Minute
Difficulty	20
MP cost	5
Power	n/a
Duration	
Range	on locus
Other	
Prerequisite	Analyze Locus

Open Portal

Can be used to open an EXISTING portal ONLY. Does NOT Create a new portal.

Time to Cast	1 Minute
Difficulty	25
MP cost	20
Power	n/a
Duration	
Range	on locus
Other	
Prerequisite	Analyze Locus

Seal Portal

Seals and locks a portal so it cannot be re-opened. Works only on Closed portals. If portal is Open, you must Close it first. Several types of seals may be used.

- One Sided - Cannot be opened from the other side, but may be opened from this side.
- Single Authorized - Can ONLY be opened by one performing the seal (the sealer).
- Double Authorized - Can only be opened in the presence of BOTH attending the sealing.
- Multiple Authorized - as double but with more attendants.
- Brotherhood Authorized - Can be opened by anyone in a brotherhood with the sealer.

Time to Cast	10 Minutes
Difficulty	20
MP cost	50
Power	n/a
Duration	
Range	on locus
Other	
Prerequisite	Close Portal

Destroy Portal

Destroys a portal. Does not prevent a new portal from being created at this locus. The underlying locus is not destroyed or altered and retains its original attributes.

Time to Cast	10 Minutes
Difficulty	20
MP cost	50
Power	n/a
Duration	
Range	on locus
Other	
Prerequisite	Close Portal

Create Portal

Create a portal on a locus. Portals may not co-exist on a locus. For an additional 50 MP, a portal can be created on a non-loci site, with the additional effect of creating a locus with a net-zero mana effect, but with a flavor anointing pertinent to the task at hand and/or flavor of the campaign as determined by the GM. Loci may not exist within 100 meters of each other UNLESS on unique property.

Time to Cast	10 Minutes
Difficulty	30
MP cost	50
Power	n/a
Duration	
Range	on locus
Other	
Prerequisite	Destroy Portal

Send Object

Pushes an object through an OPEN Portal. Object enters the beyond, retaining a thread to this portal, which may be used to Retrieve Object it later. Caster may deem to sever the thread to disallow retrieval. Instead, caster may retain ownership of the thread on his person rather than onto the portal. This option costs an additional 3 MP per day for maintenance of the thread, but will allow him to Retrieve Object from ANY portal.

Can be used on non-sentient objects only. For sentient beings, see Banish.
This spell is similar to Hide Object, but Hide Object only “half fades” the object into the beyond whereas this spell completely moves it to the beyond.

Time to Cast	1 minute
Difficulty	15
MP cost	20
Power	n/a
Duration	
Range	at portal
Other	
Prerequisite	Open Portal

Retrieve Object

Retrieve an object from the beyond. Only objects whose threads reside at this portal may be retrieved from this portal, unless the caster holds the threads personally (see options in Send Object). Examine Portal may be used to discover available threads.

Time to Cast	1 minute
Difficulty	15
MP cost	20
Power	n/a
Duration	
Range	at portal
Other	
Prerequisite	Open Portal

Examine Portal

Search portal for threads of Sent objects. Only objects whose threads reside at this portal may be retrieved from this portal, unless the caster holds the threads personally (see options in Send Object).

Reveals all threads to caster. Caster will see objects and detect magic on objects. Also reveals details of any and all seals in place if portal is sealed.

Time to Cast	1 minute
Difficulty	15
MP cost	5
Power	n/a
Duration	
Range	at portal
Other	
Prerequisite	Open Portal

Transport Object

Move an object (or person) from one portal to another. Can be initiated from either end, but both portal locations must be known and both portals must be Open. If the portal on the other end has been closed without the caster's knowledge, the spell will fail and the objects will stay at their location but the MP will still be expended. A group of people can be transported at cost of 40 MP per member of the party.

Time to Cast	1 minute
Difficulty	25
MP cost	40 (per person)
Power	n/a
Duration	
Range	at portal
Other	
Prerequisite	Send Object, Retrieve Object

Banish

Can be used on sentient beings only. Places being in a state of suspended animation. Body and Mind cease operation but will resume operation if being returns to the (or any) universe. The Spirit of the being is unaffected and remains active throughout.

Time to Cast	1 minute
Difficulty	25
MP cost	30
Power	n/a
Duration	
Range	at portal
Other	
Prerequisite	Send Object

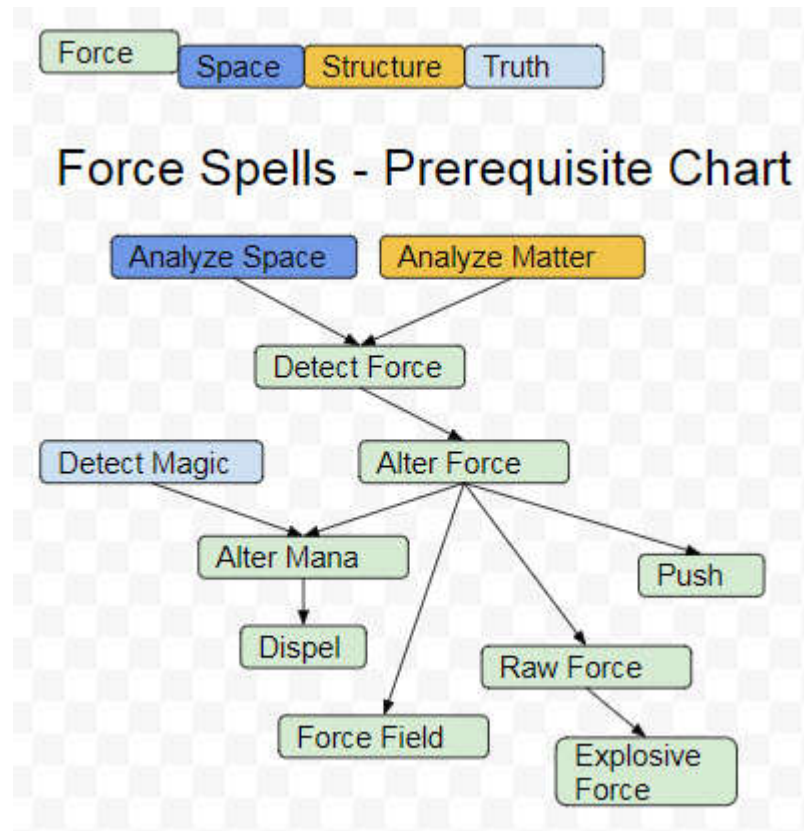
Traverse Portal

Move yourself from one portal to another. Both portal locations must be known and both portals must be Open. If the portal on the other end has been closed without the caster's knowledge, the spell will fail and the caster will remain at their location but the MP will still be expended. On any critical fail roll, the caster will become trapped in the beyond.

Time to Cast	1 minute
Difficulty	30
MP cost	50
Power	n/a
Duration	
Range	at portal
Other	
Prerequisite	Transport Object and some Structure and Mind spells TBD in order to maintain your own order

Force Spells

Harness the raw power of elemental force.



Detect Force

Detect and generally identify any sort of force, force field, radiation, or shift/flux/pattern in time-space, gravity, mana, radiation, etc.

Time to Cast	2 seconds
Difficulty	10
MP cost	2
Power	
Duration	
Range	5 meters
Other	
Prerequisite	Analyze Space, Analyze Matter

Alter Force

Mostly this is a prerequisite for specialization into Light, Charge, Gravity spells. It can be used directly to negate existing radiation fields or “Force Field” spells. It can also temporarily alter mana fields by one point.

Time to Cast	2 seconds
Difficulty	15
MP cost	5 MP
Power	
Duration	1 minute
Range	5 meters
Other	maximum diameter of alteration = 10 meters
Prerequisite	Detect Force

Alter Mana

Alters mana field by plus or minus n points, where n = MP spent. In other words, you add or subtract your own MP to the mana field. This affects all characters, including the caster. However, for twice the MP, the caster may exclude himself (and his friends, if they are standing in a group).

Time to Cast	3 second (major action)
Difficulty	20
MP cost	1 to 10
Power	1 to 10
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Alter Force, Detect Magic, Magery > 10

Dispel

Cancels any active spell by sucking the mana out of it. MP Cost is 2x original MP used to cast.

Time to Cast	10 second (2 rounds)
Difficulty	30
MP cost	varies
Power	
Duration	
Range	range of original spell
Other	
Prerequisite	Alter Mana, Magery > 15

Force Field

Creates a moderate strength shield or wall using fundamental forces. Can be cast across tunnels & hallways to block passage. Can be cast as a “bubble” around someone to act as a cage. Can be created to allow “one-way” blockage only, at double MP cost.

The force field is impervious to melee or projectile attacks, but will break down quickly upon contact with charge, magnetic, fire, laser, or plasma.

Time to Cast	2 seconds
Difficulty	20
MP cost	1 MP per square meter
Power	
Duration	
Range	5 meters
Other	
Prerequisite	Alter Force

Push

Push an object using fundamental forces. Can be used to knock down opponents, walls, etc. up to a 3 meter area.

Time to Cast	2 seconds
Difficulty	10
MP cost	5
Power	
Duration	
Range	10 meters
Other	
Prerequisite	Alter Force

Raw Force

Creates a blast wave of raw force using fundamental forces. Can be cast either omnidirectionally as a ball centered around the caster, or moving in one direction toward opponents.

- Directional use affects a 3 meter area.
- Omnidirectional affects a 3 meter radius, but with lesser damage.

Time to Cast	2 seconds
Difficulty	20
MP cost	10
Power	d4 damage omni-directional, d10 damage uni-directional
Duration	
Range	5 meters
Other	
Prerequisite	Alter Force

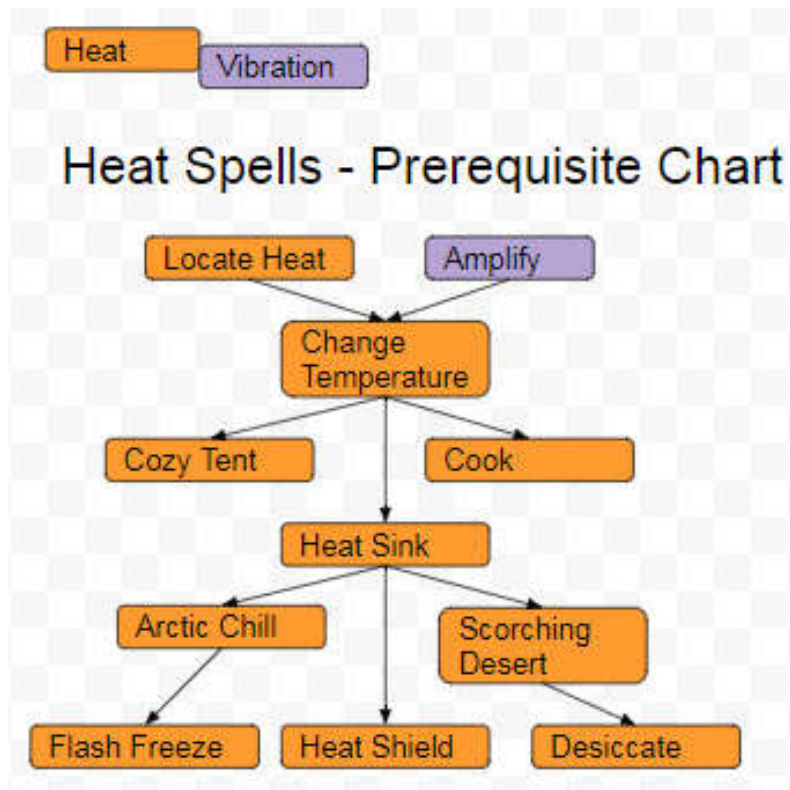
Explosive Force

Creates an explosion of raw force.

Time to Cast	5 seconds (major action)
Difficulty	20
MP cost	10
Power	d12 dmg in 3 meter radius
Duration	
Range	10 meters
Other	
Prerequisite	Raw Force

Heat Spells

You manipulate heat.



Locate Heat

The caster will sense heat sources from a distance of up to 1 km (1/5 league).

Time to Cast	30 seconds
Difficulty	10
MP cost	5
Power	
Duration	1 minute
Range	1 km
Other	
Prerequisite	none

Change Temperature

Caster can change the ambient temperature by relocating existing heat energy. This spell only works for changing AIR Temperature. To affect an actual object, use Heat Sink.

Time to Cast	10 seconds
Difficulty	15
MP cost	1 MP per degree Kelvin
Power	
Duration	1 hour (after which, previous temperature returns gradually, by 1 degree per minute)
Range	10 meters
Other	
Prerequisite	Locate Heat, Amplify

Cozy Tent

Stay warm and cozy all night long.

Time to Cast	10 seconds
Difficulty	20
MP cost	10 MP
Power	
Duration	8 hours
Range	10 meters
Other	
Prerequisite	Change Temperature

Cook

You can cook food without all the fuss and attention-drawing of fire. It's sorta like a microwave.

Time to Cast	5 seconds
Difficulty	15
MP cost	5 MP
Power	
Duration	10 minutes
Range	3 meters
Other	
Prerequisite	Change Temperature

Heat Sink

Caster can direct heat into or out of an object, thus changing the temperature of the object directly.

Time to Cast	10 seconds
Difficulty	20
MP cost	1 MP per degree Kelvin
Power	
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Change Temperature

Arctic Chill

Cause your enemies to be overcome by intense cold and frost, resulting in -2 penalty on Strength, Constitution, Agility, and Reason.

Time to Cast	2 seconds (major action)
Difficulty	20
MP cost	10 MP
Power	Affects a 5 meter radius
Duration	10 minutes
Range	30 meters
Other	
Prerequisite	Heat Sink

Flash Freeze

Freeze your enemies solid. They are reduced to 1 HP, and can't move or attack.

Time to Cast	2 seconds (major action)
Difficulty	25
MP cost	20 MP
Power	Affects a 1 meter radius
Duration	10 minutes
Range	30 meters
Other	
Prerequisite	Arctic Chill

Heat Shield

Heat does not affect you, and you cannot be burned, even if your clothes are on fire. (your clothes will continue to burn though) For a similar but even better effect, see Fireproof.

Time to Cast	2 seconds (major action)
Difficulty	20
MP cost	10 MP
Power	
Duration	1 minute
Range	contact
Other	
Prerequisite	Heat Sink

Scorching Desert

Cause your enemies to be overcome by intense heat and dryness, resulting in -2 penalty on Strength, Constitution, Agility, and Reason.

Time to Cast	2 seconds (major action)
Difficulty	20
MP cost	10 MP
Power	Affects a 5 meter radius
Duration	10 minutes
Range	30 meters
Other	
Prerequisite	Heat Sink

Desiccate

Dehydrates an enemy, inducing severe cramping in all major muscles. Breathing and heart function is inhibited, and they struggle to remain alive. They cannot move or attack, and are reduced to 1 HP.

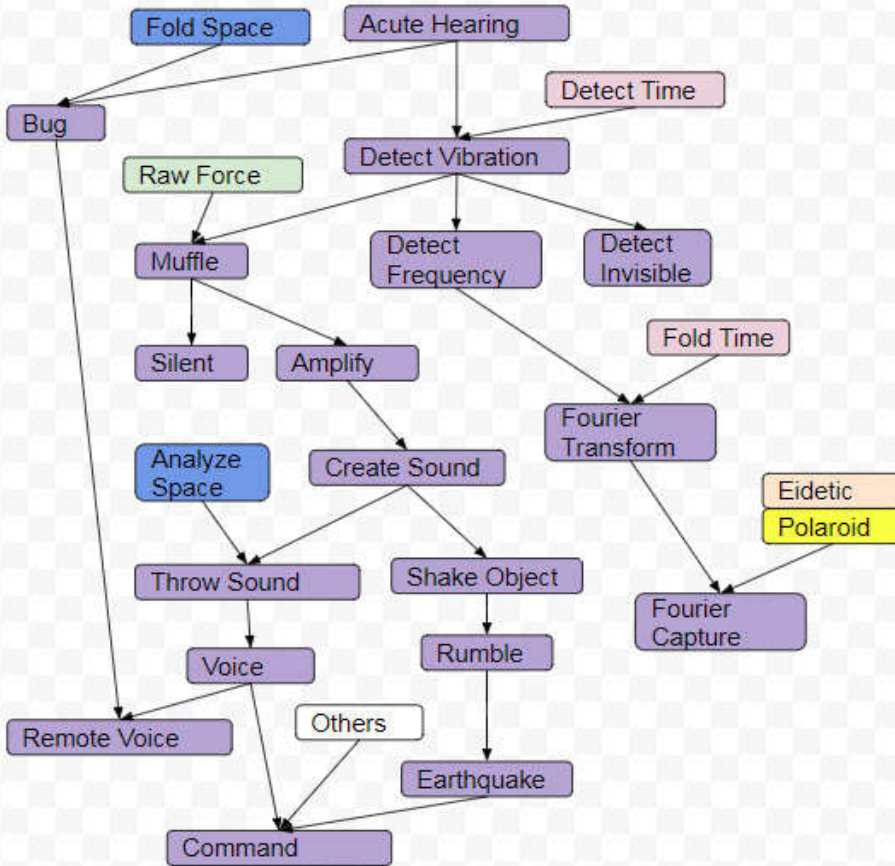
Time to Cast	2 seconds (major action)
Difficulty	25
MP cost	20 MP
Power	Affects a 1 meter radius
Duration	10 minutes
Range	30 meters
Other	
Prerequisite	Scorching Desert

Vibration Spells

Vibration includes literal vibrating motion as well as sound. Also frequency.



Vibration Spells - Prerequisite Chart



Acute Hearing

Can hear very quiet sounds at 10 times volume.

Time to Cast	3 seconds
Difficulty	10
MP cost	3
Power	
Duration	5 minutes
Range	boost hearing 10x range
Other	
Prerequisite	none

Bug

Let's you listen in to any remote location. Location must be known. (Otherwise, try using Locate Object first.)

Time to Cast	1 minute
Difficulty	20
MP cost	15
Power	
Duration	30 minutes
Range	
Other	
Prerequisite	Acute Hearing, Fold Space

Detect Vibration

You can sense any type of vibration or oscillation in any frequency. You cannot tell exactly what frequency it is.

Bonus Spell: Learning Detect Vibration also gives you Locate Heat for free.

Time to Cast	3 seconds
Difficulty	10
MP cost	3
Power	
Duration	5 minutes
Range	depends on strength of vibration, GM's discretion
Other	
Prerequisite	Acute Hearing, Detect Time

Detect Frequency

You can sense any type of vibration or oscillation in any frequency, and you can tell exactly what frequency it is.

Time to Cast	3 seconds
Difficulty	10
MP cost	3
Power	
Duration	5 minutes
Range	depends on strength of vibration, GM's discretion
Other	
Prerequisite	Detect Vibration

Detect Invisible

You can sense the location of invisible objects using their subtle vibrations. Once located, you can track the object in real-time.

Time to Cast	3 seconds
Difficulty	15
MP cost	5
Power	
Duration	5 minutes
Range	100 meters, line of sight
Other	
Prerequisite	Detect Vibration

Muffle

Makes something quieter. Cast it on yourself, so you will be twice as hard to detect. Enemy halves Perception roll (round down). Can be cast on groups too, for 3MP per person.

Time to Cast	3 seconds
Difficulty	10
MP cost	3
Power	
Duration	5 minutes
Range	
Other	
Prerequisite	Detect Vibration, Raw Force

Silent

Cast on yourself, so you will be almost impossible to detect. Sounds are only detected if the enemy rolls a critical success. Can only be cast on self.

Time to Cast	3 seconds
Difficulty	15
MP cost	5
Power	
Duration	5 minutes
Range	
Other	
Prerequisite	Muffle

Amplify

You can increase or decrease any vibration or oscillation. Power depends on size of object.

Time to Cast	3 seconds
Difficulty	10
MP cost	5
Power	
Duration	1 minutes
Range	depends on strength & type of vibration, GM's discretion
Other	
Prerequisite	Muffle

Fourier Transform

You meditate on a sound, and the constituent frequency components become visible to you in a vision as a colorful graphic.

Time to Cast	30 seconds
Difficulty	15
MP cost	5
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Detect Frequency, Fold Time

Fourier Capture

The Fourier Transform is captured as an image, which can be referred to later.

Time to Cast	1 minute
Difficulty	15
MP cost	5
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Fourier Transform, AND ONE OF Polaroid OR Eidetic

Create Sound

You make a sound. A crash or bang is easy enough, but in order to ACCURATELY produce a certain more complex sound, it is highly recommended to use Sonic Signature, beforehand, on the desired sound. Otherwise, the difficulty scales at the discretion of the GM.

Time to Cast	10 seconds
Difficulty	5 - 30
MP cost	10 per minute
Power	
Duration	up to 5 minutes
Range	
Other	
Prerequisite	Amplify

Throw Sound

You make a sound and you decide where it APPEARS to come from.

Time to Cast	10 seconds
Difficulty	10
MP cost	10 per minute (min 1 MP for brief sound)
Power	
Duration	max 5 minutes
Range	
Other	
Prerequisite	Create Sound, Analyze Space

Voice

You can speak with a magic voice that seems to come from everywhere, nowhere, within a particular receiver's head, or some other perceived source of your choice. It can be targeted to a specific receiver or to a general area.

Message is received at Charisma +10

Time to Cast	10 seconds
Difficulty	20
MP cost	1 per seconds
Power	
Duration	up to 1 minute
Range	100 meters
Other	
Prerequisite	Throw Sound

Remote Voice

Let's you cast Voice in any remote location. Location must be known. Otherwise, try using Locate Object, first. This spell is useful for sending messages long distances. This is a sound-only message, "video" comes separately (see Remote Projection).

Time to Cast	1 minute
Difficulty	20
MP cost	20
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Bug, Voice

Shake Object

Shake something.

Time to Cast	10 seconds
Difficulty	15
MP cost	10 per 30 seconds
Power	
Duration	
Range	10 meters
Other	
Prerequisite	Create Sound

Rumble

Less about shaking a thing, more about shaking an area.

Time to Cast	10 seconds
Difficulty	15
MP cost	20 per 30 seconds
Power	
Duration	
Range	10 meters
Other	area up to 100 square feet
Prerequisite	Shake Object

Earthquake

Violently shake an area. Does d3 damage per turn to anyone or anything in the area.

Time to Cast	10 seconds
Difficulty	15
MP cost	40 per 30 seconds
Power	d3 damage per turn
Duration	
Range	10 meters
Other	area up to 100 square feet
Prerequisite	Rumble

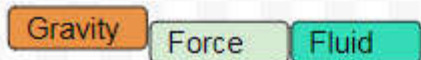
Command

Your voice causes reality to reshape itself to your command. Basically, what you say, happens.

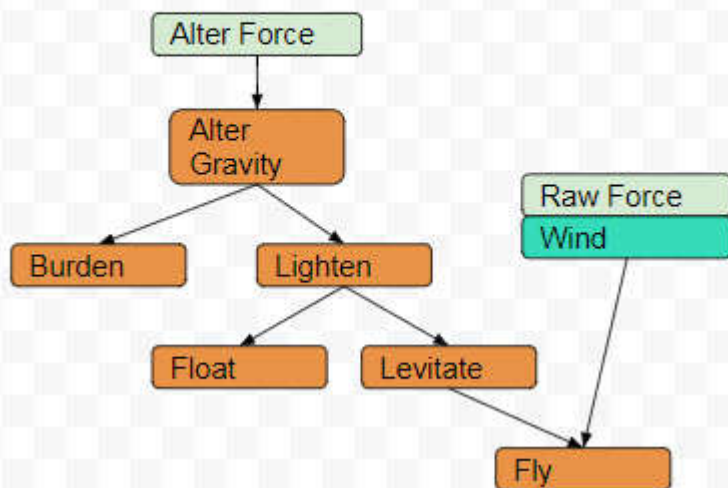
Time to Cast	1 minute
Difficulty	30
MP cost	50
Power	
Duration	
Range	
Other	
Prerequisite	Voice, Earthquake, Convert Element, Fold Time, Fold Space

Gravity Spells

You manipulate gravity, making things feel lighter or heavier.



Gravity Spells - Prerequisite Chart



Alter Gravity

Alters gravity by a factor of n , where $n = (\text{MP spent})/10$. In other words, you pay $10*n$ to make gravity n times stronger or weaker. This affects all objects and characters, in a 10 meter radius (including the caster). However, for twice the MP, the caster may exclude himself (and his friends, if they are standing in a group).

Time to Cast	3 second (major action)
Difficulty	20
MP cost	20 to 50
Power	2 to 5
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Alter Force

Lighten

Makes an object lighter, by a factor of $1/n$, where $n = \text{MP spent}$. In other words, it casts 2 MP to make an object weigh half as much, or 10 MP to make an object weight 1/10th as much, etc.

Time to Cast	3 second (major action)
Difficulty	15
MP cost	2 to 10
Power	$1/2$ to $1/10$
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Alter Gravity

Burden

Makes an object heavier, by a factor of n , where $n = \text{MP spent}$. In other words, it casts 2 MP to make an object twice as heavy, or 10 MP to make an object weight 10 times as much, etc.

Time to Cast	3 second (major action)
Difficulty	15
MP cost	2 to 10
Power	2 to 10
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Alter Gravity

Float

Causes an object to become buoyant in water. For semi-buoyant objects (like people) they become very buoyant (it becomes very difficult to NOT float; trying to keep on your feet requires diff 25 Agility roll per turn)

Time to Cast	3 second (major action)
Difficulty	15
MP cost	5
Power	
Duration	1 minute
Range	10 meters
Other	duration can be increased for additional 3 MP/minute (single cast at beginning)
Prerequisite	Lighten

Levitate

Causes an object or person (including one's self) to become buoyant in air, and float like a balloon. Caster can control power within a range of slowly rising or gently falling.

A levitating person is plagued by Newton's third law, and will tend to spin wildly, so has poor agility. These effects can be counterbalanced by an Agility roll of difficulty 15, upon initial casting, and at each attempted movement while levitating.

Time to Cast	3 seconds (major action)
Difficulty	15
MP cost	7
Power	
Duration	1 minute
Range	10 meters
Other	duration can be increased for additional 5 MP/minute (single cast at beginning)
Prerequisite	Lighten

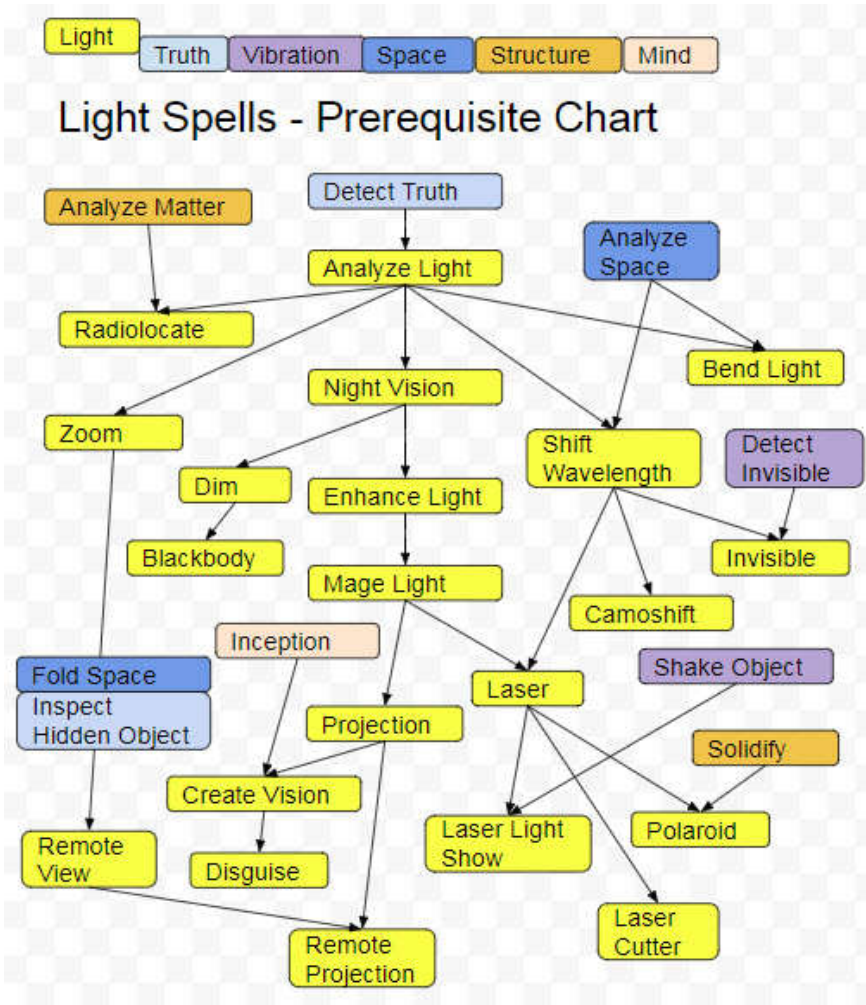
Fly

Cannot be cast on others. The caster can fly through the air and perform basic maneuvers. Agility is not hampered.

Time to Cast	3 seconds (major action)
Difficulty	20
MP cost	10
Power	
Duration	1 minute
Range	
Other	duration can be increased for additional 5 MP/minute (single cast at beginning)
Prerequisite	Levitate AND either Wind OR Raw Force

Light Spells

You are a master of light and illusion.



Analyze Light

You can determine exact wavelength, and intensity of light (radiation) at any and all points within range. You can also determine distance to hidden light sources.

Time to Cast	30 seconds
Difficulty	5
MP cost	5
Power	
Duration	10 minutes
Range	10 meter radius
Other	
Prerequisite	Detect Truth

Zoom

You can see very fine details at distances up to 1 km.

Time to Cast	30 seconds
Difficulty	10
MP cost	5
Power	
Duration	1 minute
Range	1 km
Other	
Prerequisite	Analyze Light

Remote View

Let's you observe any remote location. Location must be known. Otherwise, try using Locate Object first.

Time to Cast	1 minute
Difficulty	20
MP cost	15
Power	
Duration	30 minutes
Range	
Other	
Prerequisite	Zoom, AND ONE of Fold Space OR Inspect Hidden Object

Radiolocate

Combines Analyze Light with Analyze Matter, can determine location of specific elements.

Time to Cast	30 seconds
Difficulty	10
MP cost	5
Power	
Duration	instant
Range	10 meter radius
Other	
Prerequisite	Analyze Light, Analyze Matter

Bend Light

Bending light around a corner can allow you to see around the corner. Bending light around an object will make the object invisible from one direction only.

Time to Cast	1 second
Difficulty	10
MP cost	5
Power	
Duration	1 minute
Range	5 meters
Other	
Prerequisite	Analyze Light, Analyze Space

Shift Wavelength

Shifts wavelength of existing light.

Time to Cast	3 seconds
Difficulty	5
MP cost	5
Power	
Duration	10 minutes
Range	10 meter radius
Other	
Prerequisite	Analyze Light, Analyze Space

Camoshift

Shifts wavelengths away from visible spectrum into both infrared and ultraviolet, leaving only little mid-length (green/yellow spectrum) remainder. Can be cast on or around an object or area. If cast on a person or group of people, they become very difficult to see, requiring a perception roll at difficulty 30 for stationary objects, or 15 for moving objects.

Time to Cast	5 seconds
Difficulty	15
MP cost	5 MP per hour
Power	
Duration	1 hour per 5 MP spent
Range	max 10 meter radius
Other	
Prerequisite	Shift Wavelength

Invisible

Turns something invisible. Can be used on living beings including yourself. Object may be stationary or moving. Works on one object. If cast on a person, it includes everything they are CURRENTLY wearing and carrying.

Time to Cast	5 seconds
Difficulty	20
MP cost	5 MP per minute
Power	
Duration	1 minute (extend by adding MP every minute)
Range	
Other	
Prerequisite	Shift Wavelength, Detect Invisible

Night Vision

Allows you to see in the dark. Does not work in total darkness (like a deep cave or windowless dungeon). Best suited for “poorly lit” areas.

Time to Cast	5 seconds
Difficulty	5
MP cost	2
Power	
Duration	10 minutes
Range	10 meter radius
Other	
Prerequisite	Analyze Light

Dim

This area based spell turns an area dim. If not specified, the area is centered around the caster, but is fixed to the spot where cast and does not follow the caster. Characters outside the dimness can hardly see objects within the dimness (adds 15 to Perception difficulty), however, in a well lit area, they can easily see that there is a very visible “shadow”. In poorly lit areas, the “shadow” just kinda blends in.

Time to Cast	2 seconds
Difficulty	5
MP cost	2
Power	
Duration	10 minutes
Range	Max 5 meter radius, max 10 meters away from caster
Other	
Prerequisite	Night Vision

Blackbody

Prevent light from bouncing off an object. The object will appear completely black - like "black hole" black.

Time to Cast	5 seconds
Difficulty	15
MP cost	5 MP per hour
Power	
Duration	1 hour per 5 MP spent
Range	max 10 meter radius
Other	
Prerequisite	Dim

Enhance Light

This area based spell brightens all light within an area. If not specified, the area is centered around the caster, but is fixed to the spot where cast and does not follow the caster. All object within the area are easy to see (lowers Perception difficulty by 15 points).

Time to Cast	2 seconds
Difficulty	10
MP cost	5
Power	
Duration	10 minutes
Range	
Other	
Prerequisite	Night Vision

Mage Light

Creates an area of bright light that easily lights up a large room. The area is centered on the caster and will move wherever he moves.

Time to Cast	2 seconds
Difficulty	15
MP cost	10
Power	
Duration	15 minutes
Range	10 meters
Other	
Prerequisite	Enhance Light

Projection

Create a holographic projection with images controlled by the caster. Reasonably intelligent viewers will know that it is merely an illusion. Unreasonably stupid viewers may be fooled. They should roll Perception or Reason, whichever is higher, at a difficulty of 20.

Time to Cast	3 seconds
Difficulty	15
MP cost	5
Power	
Duration	5 minutes
Range	10 meters
Other	
Prerequisite	Mage Light

Create Vision

Creates an ultra-realistic hallucinatory effect within the minds of the target. Target must roll to resist using Perception or Reason, whichever is LOWER, at a difficulty of 30.

Time to Cast	5 seconds
Difficulty	20
MP cost	10
Power	
Duration	5 minutes
Range	10 meters
Other	
Prerequisite	Projection, Inception

Disguise

A simplified a specialized type of vision causes the caster or another target person to change their appearance in superficial ways in order to hide their identity. Viewers must roll Perception, at a difficulty of 30.

Time to Cast	3 seconds
Difficulty	10
MP cost	5
Power	
Duration	10 minutes
Range	3 meters
Other	
Prerequisite	Create Vision

Remote Projection

Lets you cast Projection in any remote location. Location must be known. Otherwise, try using Locate Object. Can be Useful for sending messages long distances. Audio comes separately (see Remote Voice).

Time to Cast	1 minute
Difficulty	20
MP cost	20
Power	
Duration	1 minute
Range	
Other	
Prerequisite	Remote View, Projection

Laser

Creates a sharp beam of concentrated light emanating from the caster's index finger (unless otherwise specified). If the finger moves, the beam moves too. The beam generates an intense heat which can cause burning wounds or ignition of flammable materials. The very specify frequency (which may be specified by the caster) of the light may interfere with other frequency related phenomenon.

Time to Cast	3 seconds
Difficulty	15
MP cost	15
Power	
Duration	30 seconds
Range	infinite beam length, origin must be within 10 meters
Other	
Prerequisite	Mage Light, Shift Wavelength

Polaroid

Etch a snapshot of your current view onto any flat surface (paper works well). Close your eyes. The last thing you saw is the moment that is captured. It takes 3 seconds to perform the etching, during which time your eyes must remain closed, and any changes during this period are not captured. Opening your eyes before 3 seconds destroys the image (and your MP is wasted).

Time to Cast	3 seconds
Difficulty	15
MP cost	10
Power	
Duration	
Range	visible range
Other	
Prerequisite	Laser, Solidify

Laser Light Show

Well, it's basically like this: <http://www.pinkfloydlasershow.com>. Soundtrack sold separately. It uses a lower powered laser beam that will not cause burns.

Time to Cast	1 minute
Difficulty	20
MP cost	10
Power	
Duration	3 minutes
Range	
Other	
Prerequisite	Laser, Shake Object

Laser Cutter

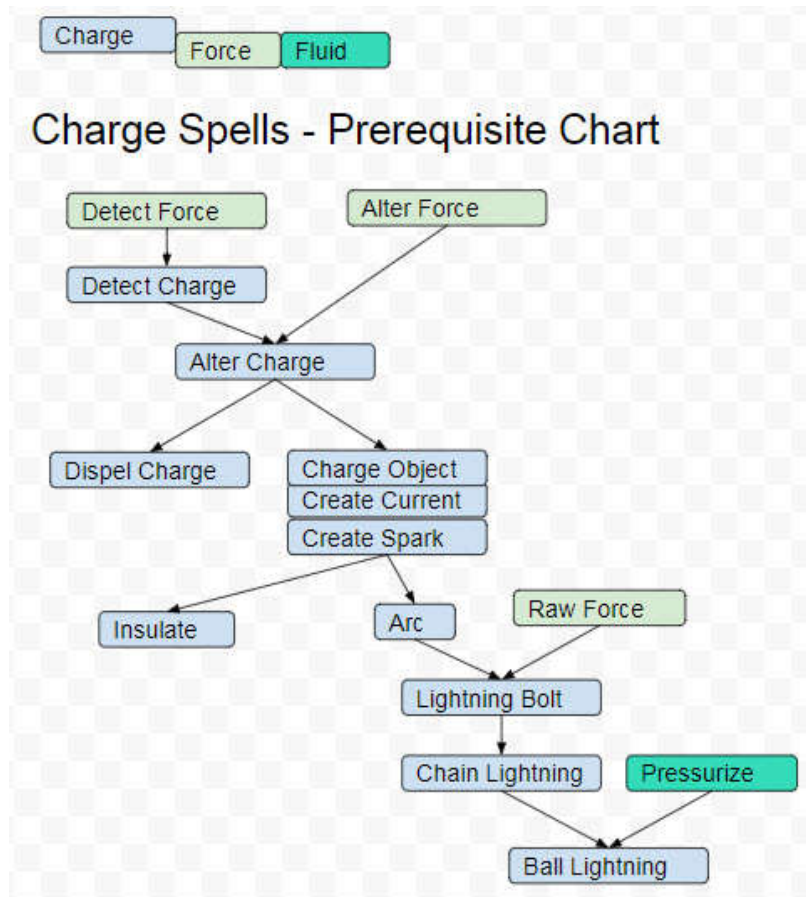
Creates a very high powered beam of concentrated light emanating from the caster's index finger (unless otherwise specified). If the finger moves, the beam moves too. The beam generates an extremely intense heat which can melt through pretty much anything. But, can only cut a short section at a time (5 seconds), then you will need to rest at least 30 seconds. This rest requirement can be negated by casting Heat Sink once per minute.

Time to Cast	10 seconds
Difficulty	20
MP cost	50
Power	
Duration	5 seconds
Range	3 meter max beam length
Other	
Prerequisite	Laser

Charge Spells

You control electrical charges and currents.

Measurement is a little tricky. We use a rough equivalency to “voltage” even though that is technically incorrect, because it is more commonly understood as a general amount of electricity. MP costs are roughly 1 MP per 10 volts. All amounts are at the GM's discretion.



Detect Charge

You can sense electrical fields, currents, and charged objects. You can tell if it is a weak or powerful charge (IE. is it dangerous to touch?).

Time to Cast	2 seconds
Difficulty	5
MP cost	2
Power	
Duration	
Range	2 meters
Other	
Prerequisite	Detect Force

Alter Charge

You can change the amount of charge on an already charged object. You can add charge, by expending MP. Draining a charge actually converts the charge into MP which can replenish your daily MP expenditure.

Time to Cast	5 seconds
Difficulty	10
MP cost	1 MP per "10 volts"
Power	
Duration	
Range	3 meters
Other	
Prerequisite	Detect Charge, Alter Force

Dispel Charge

Negate a charge by essentially shunting it to ground. The charge simply dissipates into the earth. This can be cast onto a person, and used as a “shield” against charge based attacks.

Time to Cast	2 seconds
Difficulty	5
MP cost	none
Power	
Duration	effect lasts one minute, then if a charge source exists, it will begin to build charge back
Range	
Other	
Prerequisite	Alter Charge

Charge object

Causes a charge to build on an object.

Charge Object, Create Current, and Create Spark are learned as a package (Difficulty 10).

Time to Cast	
Difficulty	
MP cost	
Power	
Duration	
Range	
Other	
Prerequisite	Alter Charge

Create Current

Causes a charge to build on and flow out of an object, creating an electrical current. Works well on metal objects. Works weakly on water (double MP cost).

Charge Object, Create Current, and Create Spark are learned as a package (Difficulty 10).

Time to Cast	5 seconds
Difficulty	15
MP cost	1 MP per volt
Power	
Duration	1 minute
Range	3 meters
Other	
Prerequisite	Alter Charge

Create Spark

Causes a charge to build up in a small area, so that a spark is discharged. Works best on pointy objects of any material. Sparks can be used to ignite highly combustible objects such as tinder or flammable gasses and liquids. A spark cast onto an opponent provides a shock but does no damage.

Charge Object, Create Current, and Create Spark are learned as a package (Difficulty 10).

Time to Cast	5 seconds
Difficulty	10
MP cost	10
Power	
Duration	
Range	5 meters
Other	
Prerequisite	Alter Charge

Insulate

Causes an object to become immune to change in charge. If it is already charged, it will retain its charge. If it is uncharged, no charge will affect it. Can be cast onto a person to shield them from charge based attacks.

Time to Cast	5 seconds
Difficulty	15
MP cost	15
Power	
Duration	1 hour
Range	5 meters
Other	
Prerequisite	Create Current

Arc

Creates a rapid succession series of high powered sparks. Can be cast on an opponent to deal d6 damage. This is considered a melee attack.

Time to Cast	5 seconds
Difficulty	15
MP cost	15
Power	d6 dmg
Duration	1 round
Range	3 meters
Other	
Prerequisite	Create Spark

Lightning Bolt

Creates a very powerful arc that shoots from the caster as a projectile weapon.

Time to Cast	5 seconds
Difficulty	20
MP cost	20
Power	d10 damage
Duration	1 round
Range	10 meters
Other	
Prerequisite	Arc, Raw Force

Chain Lightning

Creates a very powerful arc that shoots from the caster as a projectile weapon, and bounces around to anyone within a 3 meter radius of the target. Deals d10 dmg to primary target, plus d6 dmg to all subsequent targets. You don't get to choose secondary targets. If your friend is within 3 meters of the primary target, he is getting zapped. **WARNING:** Do not cast within 3 meters of target.

Time to Cast	5 seconds
Difficulty	25
MP cost	25
Power	d10 dmg
Duration	1 round
Range	10 meters
Other	
Prerequisite	Lightning Bolt

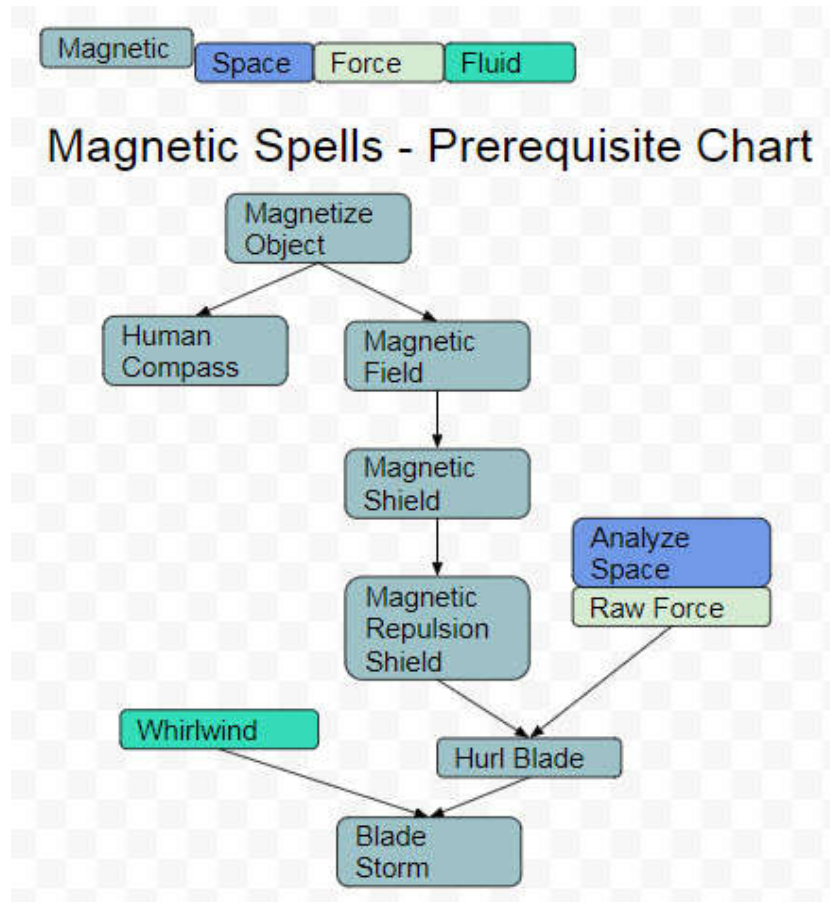
Ball Lightning

Creates a very powerful ball of charge that shoots from the caster as a projectile weapon, and deals d10 dmg to anyone within a 3 meter radius of the target. **WARNING:** Do not cast within 3 meters of target.

Time to Cast	10 seconds (2 combat rounds)
Difficulty	25
MP cost	25
Power	d10 dmg
Duration	1 round
Range	30 meters
Other	
Prerequisite	Chain Lightning, Pressurize

Magnetic Spells

You can deflect or attract metal objects. The exact type of metals affected may vary per campaign at the discretion of the GM; normally either “ferrous metals only” (iron and steel), or “all metals” (including gold, silver, bronze, etc.)



Magnetize Object

The number of MP expended during casting determines the strength of the magnetic field. Metallic objects will stick to it at strength equal to the number of MP spent and will hold 10 lbs per power level.

Time to Cast	3 seconds (Major action)
Difficulty	3
MP cost	1 per power level
Power	varies
Duration	permanent
Range	3 meters
Other	
Prerequisite	none

Human Compass

Metallic ions within your body alert you to the direction of magnetic north.

Time to Cast	3 seconds
Difficulty	3
MP cost	1
Power	
Duration	one day
Range	
Other	
Prerequisite	Magnetize Object

Magnetic Field

Create a magnetic field of any desired shape and of various strength determined by the number of MP expended during casting (Determines the strength of the magnetism and the armor rating of the magnetic field.) The effect of this spell is somewhat at the discretion of the GM. If you want to be more explicitly defensive, please use Magnetic Shield.

Time to Cast	3 seconds (Major action)
Difficulty	10
MP cost	1 per power level
Power	Varies
Duration	1 hour or can be cancelled at will of caster
Range	3 meters
Other	
Prerequisite	Magnetize Object

Magnetic Shield

Creates a magnetic force field around the caster or another person of the caster's choosing. When attacked by a metallic melee weapon, any successful attack rolls will yield half damage (roll/2, rounded up) and will cause the weapon to stick to the defender, disarming the attacker. Weapon may be retrieved by a strength roll vs field power as a Major action

The number of MP expended during casting determines the strength of the magnetic field.

Time to Cast	3 seconds (Major action)
Difficulty	15
MP cost	1 per power level
Power	varies
Duration	1 hour
Range	3 meters
Other	
Prerequisite	Magnetic Field

Magnetic Repulsion Shield

Metallic melee or projectile weapons bounce off and go flying, dealing zero damage. Melee attacks have a 10% chance of damaging the attacker instead.

Time to Cast	3 seconds (Major action)
Difficulty	20
MP cost	20
Power	
Duration	1 hour
Range	10 meters
Other	
Prerequisite	Magnetic Shield

Hurl Blade

Hurls a cluster (up to 10) of small bladed weapons (sold separately) at an opponent. Can be used with any type of metal knife, shuriken, caltrops, shards, or similar object. Improvised objects dmg at the discretion of the GM.

Time to Cast	5 seconds (Major action)
Difficulty	20
MP cost	2 MP per object in cluster
Power	each object in cluster deals normal dmg
Duration	1 round
Range	10 meters
Other	
Prerequisite	Magnetic Repulsion Shield, AND ONE OF Raw Force OR Analyze Space

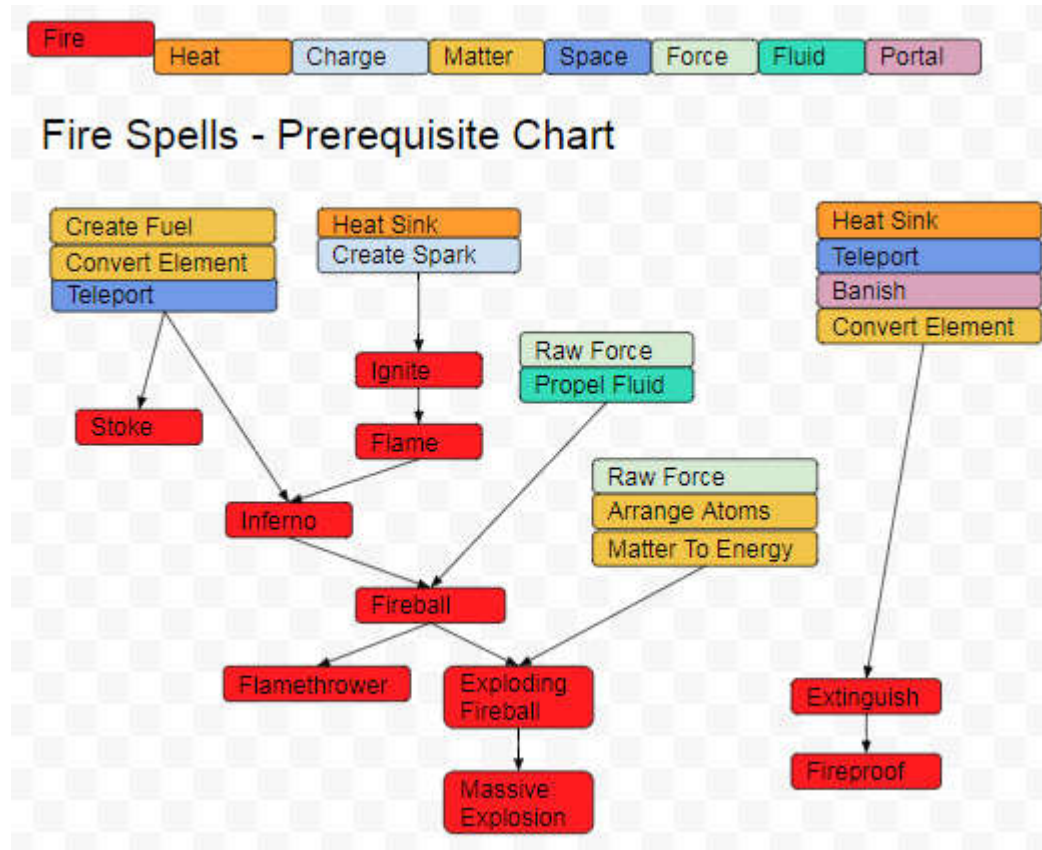
Blade Storm

Creates a whirlwind of clustered (up to 10) small bladed weapons (sold separately) around a single opponent. Can be used with any type of metal knife, shuriken, caltrops, shards, or similar object. Improvised objects dmg at the discretion of the GM. Each sharp weapon hits the opponent numerous times while buffeting in the wind, dealing 3x their usual damage per round.

Time to Cast	10 seconds (2 rounds)
Difficulty	25
MP cost	5 MP per object in cluster
Power	each object in cluster deals 3x normal dmg
Duration	3 rounds
Range	10 meters
Other	
Prerequisite	Hurl Blade, Whirlwind

Fire Spells

Magic is really not the most effective way to produce fire. Most fire effects can be accomplished a lot easier without magic. However, once mastered, Fire magic can yield spectacular results.



Stoke

Causes any existing fire to suddenly burst into a much larger fire, possibly burning or igniting any bystanders.

Anyone within a 3 meter radius takes d4-1 damage, anyone in a 1 meter radius is ignited, taking d4 damage per round until extinguished.

Time to Cast	1 second
Difficulty	10
MP cost	15
Power	d4
Duration	lasts about a minute if no fuel added
Range	10 meters
Other	difficult to smother, but may be terminated at caster's will.
Prerequisite	One of Teleport, Create Fuel, or Convert Element

Ignite

Ignite works by either gathering a lot of heat, or providing a spark. Technically, this is not actually a separate spell, you just use one of the other spells, Create Spark or Heat Sink. You actually get this spell for free, when you learn one of those.

It can be used to ignite any highly flammable fuel, such as torch oil, or dry tinder.

Time to Cast	1 second
Difficulty	5
MP cost	see crosslisted spell
Power	
Duration	instant
Range	2 meters
Other	
Prerequisite	One of Create Spark OR Heat Sink

Flame

Flame provides a small flame, about the size of a candle. It can be used as a substitute for a candle, or to start a larger fire.

Time to Cast	1 second
Difficulty	5
MP cost	7
Power	deals 1 point dmg per round
Duration	lasts about 30 seconds (10 rounds) if no fuel added
Range	10 meters
Other	easily smothered by any character; may be terminated at caster's will.
Prerequisite	Ignite

Inferno

A much larger version of Flame. Sufficient quantities of fuel are magically added to sustain a vigorous fire. There are several magical ways to accomplish this fuel addition, either by teleporting or otherwise moving existing fuel, or by using Create Fuel or Convert Element to transform another material.

Time to Cast	1 second
Difficulty	10
MP cost	15
Power	deals d4+1 dmg per round until extinguished
Duration	lasts about a minute if no fuel added
Range	10 meters
Other	difficult to smother, but may be terminated at caster's will.
Prerequisite	Flame, AND one of Teleport, Create Fuel, or Convert Element

Fireball

A fireball is essentially an inferno, propelled by a force. It acts like a projectile, in that it is essentially “thrown”.

Time to Cast	3 seconds (Major Action)
Difficulty	15
MP cost	20
Power	deals d4+1 dmg per round until extinguished
Duration	lasts about a minute if no fuel added
Range	30 meters
Other	difficult to smother, but may be terminated at caster's will.
Prerequisite	Inferno, AND one of Raw Force OR Propel Fluid

Flamethrower

Similar to Fireball, but instead of a projectile, it acts more like a melee weapon that can be swung across an area. Damage may be spread over several targets.

Time to Cast	3 seconds (Major Action)
Difficulty	15
MP cost	20
Power	deals total d6 dmg (divided by # targets)
Duration	one combat round
Range	3 meters
Other	
Prerequisite	Fireball

Exploding Fireball

Well, it's a fireball - plus, it explodes!

Time to Cast	3 seconds (Major Action)
Difficulty	20
MP cost	25
Power	deals d12 dmg for one round, to all targets within a 3 meter radius
Duration	about one second, then explosion
Range	30 meters
Other	
Prerequisite	Fireball, AND one of Raw Force, Arrange Atoms, OR Matter To Energy

Massive Explosion

Bigger and Better than the Exploding Fireball

Time to Cast	6 seconds (2 turns, 1 to concentrate, one to complete cast)
Difficulty	25
MP cost	40
Power	deals d12 dmg for one round, to all targets within a 10 meter radius, +d6 additional dmg to those within a 3 meter radius
Duration	about one second, then explosion
Range	30 meters
Other	
Prerequisite	Exploding Fireball

Extinguish

You can put out a medium sized fire. By casting Extinguish several times (TBD by GM) in succession, you can even put out a large fire.

Extinguishing fire can be accomplished with a number of methods.

- Remove the fuel or the oxygen, using Banish or Teleport or Convert Element.
- Dissipate Heat using Heat Sink

Time to Cast	1 second
Difficulty	5
MP cost	3
Power	Extinguishes flames within a 3 meter radius
Duration	instant
Range	10 meters
Other	
Prerequisite	ONE of Heat Sink OR Banish OR Teleport, OR Convert Element

Fireproof

Fire does not harm you, and your clothes will not ignite.

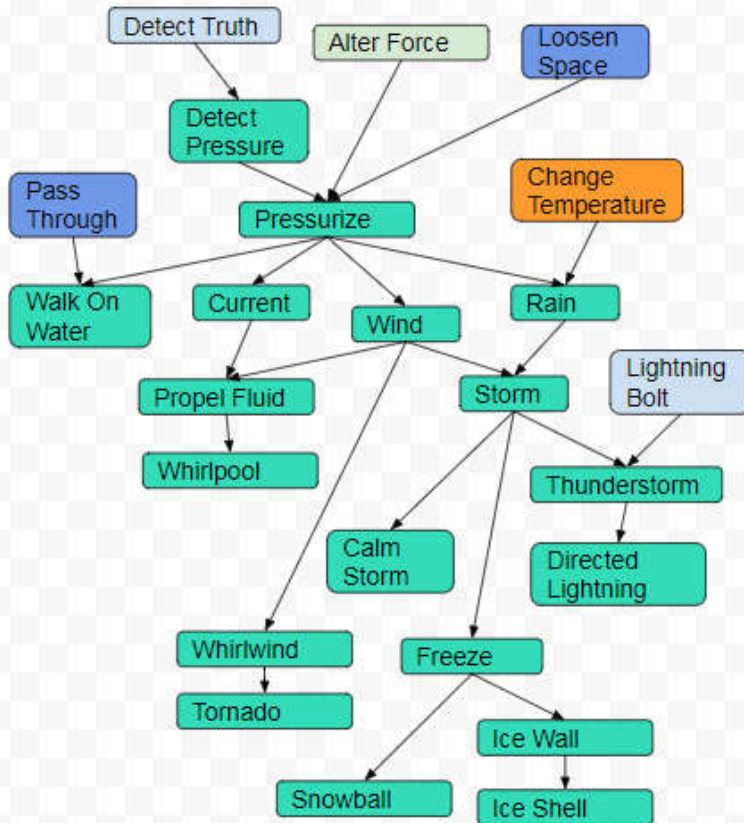
Time to Cast	1 second
Difficulty	5
MP cost	3
Power	
Duration	instant
Range	2 meters
Other	
Prerequisite	Extinguish

Fluid Spells

Control of air, water, weather, etc.

Fluid Truth Charge Space Heat

Fluid Spells - Prerequisite Chart



Detect Pressure

Allows you to sense relative pressure, pressure fluctuations, and pressure change in any fluid that you are immersed in, or within range of.

Time to Cast	3 seconds
Difficulty	5
MP cost	1
Power	
Duration	
Range	100 meters
Other	
Prerequisite	Detect Truth

Pressurize

Allows you to change the pressure of an area or of the contents of a sealed container. Works by altering space and force, does not change the amount of matter present. If cast in an unsealed area, effect lasts only 30 seconds (5 rounds).

Time to Cast	2 seconds
Difficulty	10
MP cost	10
Power	up to double (or half) the original pressure
Duration	
Range	5 meters
Other	
Prerequisite	Detect Pressure, Alter Force, Loosen Space

Walk On Water

Allows the caster to walk on the surface of any body of water.

Time to Cast	5 second
Difficulty	20
MP cost	5
Power	
Duration	10 minutes
Range	contact
Other	
Prerequisite	Pressurize, Pass Through

Current

Create or control a current within water or other liquid.

Time to Cast	2 seconds
Difficulty	10
MP cost	10
Power	strong enough to move a boat
Duration	5 minutes
Range	10 meters
Other	
Prerequisite	Pressurize

Wind

Create a strong wind blowing in a particular direction.

Time to Cast	2 seconds
Difficulty	10
MP cost	10
Power	up to strong gale force wind
Duration	5 minutes
Range	50 meters
Other	
Prerequisite	Pressurize

Propel Fluid

Move a fluid in a particular direction.

Time to Cast	2 seconds
Difficulty	15
MP cost	10
Power	
Duration	1 to 10 seconds
Range	10 meters
Other	
Prerequisite	Current, Wind

Whirlpool

Create a vortex current in a large body of water.

Time to Cast	5 seconds
Difficulty	15
MP cost	10
Power	strong enough to pull down a strong swimmer, or capsize a small boat
Duration	5 minutes
Range	10 meters
Other	
Prerequisite	Propel Fluid

Whirlwind

Cause a strong whirlwind, strong enough to whip up a lot of dust etc., not as strong as a tornado.

Time to Cast	2 seconds
Difficulty	15
MP cost	10
Power	up to strong gale force wind
Duration	5 minutes
Range	50 meters
Other	
Prerequisite	Wind

Tornado

Cause a very strong whirlwind, strong enough to wreck a house or pick up heavy objects and hurl them 10 meters. Anyone unlucky enough to be inside the tornado has a 10% chance of injury (d6 dmg) every round.

Time to Cast	5 seconds
Difficulty	25
MP cost	30
Power	10% chance of d6 dmg per round
Duration	5 minutes
Range	50 meters
Other	
Prerequisite	Whirlwind

Rain

Create a mild to moderate shower of rain, snow, or hail.

Time to Cast	2 seconds
Difficulty	10
MP cost	10
Power	
Duration	15 minutes
Range	50 meters
Other	
Prerequisite	Pressurize, Change Temperature

Storm

Create a very heavy downpour of rain, snow, or hail. Anyone in the storm functions at -2 Agility.

Time to Cast	5 seconds
Difficulty	20
MP cost	20
Power	
Duration	10 minutes
Range	50 meters
Other	
Prerequisite	Wind, Rain

Calm Storm

If you are in a storm, you can make it stop.

Time to Cast	3 seconds
Difficulty	10
MP cost	10
Power	
Duration	
Range	50 meters
Other	
Prerequisite	Storm

Thunderstorm

Create a wild storm with very heavy downpour of rain, snow, or hail and lightning which will strike at random. 5% chance of lightning striking any particular bystander (for d20 dmg).

Time to Cast	10 seconds
Difficulty	20
MP cost	25
Power	
Duration	10 minutes
Range	50 meters
Other	
Prerequisite	Storm

Directed Lightning

Same storm as Thunderstorm, except you have some control over where and when the lightning strikes. Once per turn you may attempt to control the lightning to strike at a certain spot with the following accuracy d20 roll: (The GM will determine the exact location of the strike.)

Roll	Accuracy
20	Hits target dealing 20 points dmg, plus try another attempt
16-19	hits target for d20 dmg
11-15	hits target and anyone in a 3 meter radius for d10 damage
6-10	hits within 3 meters of target and deals d6 dmg
2-5	total miss
1	critical fail, strike hits you for d10 dmg

Time to Cast	10 seconds
Difficulty	20
MP cost	25
Power	
Duration	10 minutes
Range	50 meters
Other	
Prerequisite	Wind, Rain

Freeze

Freezes any object solid. Living beings upon whom this is cast must roll Agility at Difficulty 10, to avoid being frozen. Regardless of Agility success, they will take d4 dmg. The freezing effect is not lethal; cardiopulmonary function is not affected.

Time to Cast	5 seconds (major action)
Difficulty	20
MP cost	10
Power	d4 dmg
Duration	1 minute
Range	10 meters
Other	
Prerequisite	Storm

Ice Wall

Creates a wall of ice, suitable to shield you and your friends from incoming projectile attacks. The wall can withstand up to 25 HP worth of damage, then it shatters.

Maximum size is 8 square meters, which is roughly equivalent to one of the following options:

- 4 squares, as tall as a man
- 3 squares, up to the ceiling
- a double-thick (50 HP) blocking of a narrow passage

Time to Cast	3 seconds
Difficulty	15
MP cost	10
Power	25 HP
Duration	2 minutes
Range	10 meters
Other	maximum size 8 square meters
Prerequisite	Freeze

Ice Shell

Creates an icy suit of armor with armor rating = 1/2 MP used. Normal Strength rules apply; Armor Rating must not exceed Strength attribute.

Time to Cast	5 seconds
Difficulty	20
MP cost	varies (2x Armor Rating)
Power	1/2 MP used
Duration	10 minutes
Range	contact
Other	
Prerequisite	Ice Wall

Snowball

Technically, they are more like ice chunks. But ya, you attack with ice.

Upon successful cast, roll 3 attacks of d3 dmg. (distributed between 1 to 3 targets).

Time to Cast	5 seconds
Difficulty	20
MP cost	5
Power	3d3 dmg
Duration	1 round
Range	10 meters
Other	
Prerequisite	Freeze

Attack Spells

These spells are particularly good for combat attacks:

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Plasma Projectile	d6+4 dmg	109
Crystal Bolt	d4 or d6 dmg	117
Explode Object	d6 dmg for one round, to all targets within a 3 meter radius	126
Fast Attack	extra attacks	159
Chronoclone	extra attacks	170
Accelerated Attack	double damage	180
Raw Force	d4 dmg omni-directional, d10 dmg uni-directional	208
Explosive Force	d12 dmg in 3 meter radius	209
Earthquake	d3 dmg per turn	238
Arc	d6 dmg	277
Lightning Bolt	d10 dmg	278
Chain Lightning	d10 dmg	279

Ball Lightning	d10 dmg	280
Hurl Blade	each object in cluster deals normal dmg	287
Blade Storm	each object in cluster deals 3x normal dmg	288
Flame	1 point dmg per round	292
Stoke	d4	290
Inferno	d4+1 dmg per round until extinguished	293
Fireball	d4+1 dmg per round until extinguished	294
Flamethrower	total d6 dmg (divided by # targets)	295
Exploding Fireball	d12 dmg for one round, to all targets within a 3 meter radius	296
Massive Explosion	d12 dmg for one round, to all targets within a 10 meter radius, +d6 additional dmg to those within a 3 meter radius	297
Tornado	d6 dmg	309
Flash Freeze	d4 dmg	315
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Defense Spells

The following spells are useful for defense during combat:

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Thievery Spells

Here are some handy spells for sneaky thieffy type characters.

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