Inquisition Magic

# Using Magic

Characters may cast a spell as their action during the action phase.

To do so, pick a spell and a target. Roll a *Hit Roll* and a *Wound Roll* using the stats from the spell. *Cover* is ignored by spells; some spells also ignore *Armor* or *Save* rolls.

# Spells

Spells have five main stats: Target Type, Range, Attacks, Hit and Damage. Additionally, they have a School they belong to and a Damage Type.

There are five Target Types:

* **Ally** – This spell may only target allies and yourself.
* **Enemy** – This spell may only target an enemy
* **Template** – This can be *Cone* or *Blast* or other templates
* **Aura** – This spell simply affects everything in a certain range around you
* **Effect** – This spell has an effect and/or doesn’t fit into any other category

For *Ally* and *Enemy*, the range simply defines how far away the target may be. For *Cone* based spells there is no range. For *Blast* based spells, the range defines how far you may put the center of the blast. For Aura spells, the range is the radius of the aura, centered on you. For Effects, it may vary.

Attacks work exactly like normal ranged attacks, except that *Hit* and *Damage* are already the dice rolls and don’t need to be converted.

You may only learn and use a spell if you have mastered its school to the required level.

#### Quickcast

When you cast a spell that is one level below your mastery of that school, you may roll a dice after casting it – on a 5+, it did not use your action for this action phase, and you may perform another action of any kind. This can be only done once per round. When your mastery is two levels higher than the spell’s requirement, you only need a 4+.

#### Spell Mastery

Many spells become stronger as your mastery of the school increases. When you are a higher mastery level, simply apply the bonuses as described in the spell’s description.

# Schools

There are four schools of magic:

* Summoning – Command beasts from beyond to aid you in battle
* Destruction – Use elemental power to unleash destruction on your enemies
* Divine – Use the power of good to support and protect your allies
* Primal – Unlock the most primal powers in you to make you unstoppable in battle

# Spell List

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| School | Rank |  | Effect |  |
| Summoning | I | Summon Familiar | Summon |  |
| I | Fell Touch | Attack |  |
| II | Life Drain | Attack |  |
| III | Summon Greater Familiar | Summon |  |
|  |  |  |  |
|  |  |  |  |  |
| Destruction | I | Fireball | Attack |  |
| I | Ghostfire | Attack |  |
| II | Rain of Destruction | Attack |  |
| III | Fires of Eternity | Attack |  |
|  |  | Attack |  |
|  |  |  |  |  |
| Divine | I | Healing Touch | Support |  |
| I | Holy Light | Attack |  |
| II | Protection | Support |  |
| III | Not Today | Support |  |
|  |  |  |  |
|  |  |  |  |  |
| Primal | I | Primal Force | Buff |  |
| I | Hunter’s Instinct | Buff |  |
| II | Nature’s Strength | Buff |  |
| III | On The Hunt | Buff |  |
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# Summoning

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Summon Familiar | | | | | - | Summoning I | |
| - | Effect | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *Summon a familiar with a weak ranged attack (20cm range, 1A, 3D, 4+ Hit, Cold) and 1 HP.*  *On Mastery III, you may allocate one hit per round against you to your familiar and handle the attack against it. You may only have one Familiar at a time.* | | | | | | | |
| Mastery II: +1 HP for Familiar | | | Mastery III: see description | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Fell Touch | | | | | Cold | Summoning I | |
| 10cm | Enemy | 1 | | 2+ | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Deliver an icy attack against anyone who comes too close to you* | | | | | | | |
| Mastery II: +1 to Wound | | | Mastery III: +1 to Wound | | | | |

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| Life Drain | | | | | Chaos | Summoning II | |
| 15cm | Enemy | 3 | | 5+ | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *Drain the enemy’s life essence from them and take it for yourself. Every hit deals a wound and restores one HP for you on a 4+. No health restored on wounds beyond 0 HP.* | | | | | | | |
| Mastery II: - | | | Mastery III: +1 to Hit | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Summon Greater Familiar | | | | | - | Summoning III | |
| - | Effect | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *Summon a stronger familiar with either a ranged attack (30cm range, 2A, 3D, 4+ Hit) or a melee attack (2A, 4D, 3 Strength) and 2 HP. You may only have one Greater Familiar.*  *You may allocate two hits per round against you to your familiar and handle the attack against it.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |

# Destruction

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Fireball | | | | | Fire | Destruction I | |
| 20cm | Enemy | 1 | | 3+ | | | 3+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Hurl a ball of fiery heat towards your target.* | | | | | | | |
| Mastery II: +10cm Range | | | Mastery III: +1 to Wound | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Ghostfire | | | | | Fire | Destruction I | |
| - | Cone | 1 | | 3+ | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *A spray of blueish fire burns your foes alive* | | | | | | | |
| Mastery II: +1 to Hit | | | Mastery III: +1 to Wound | | | | |

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| Rain of Destruction | | | | | Fire | Destruction II | |
| 20cm | Blast X | 1 | | 4+ | | | 2+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Rain a shower of burning meteors in the target area.* | | | | | | | |
| Mastery II: - | | | Mastery III: +10cm to Range | | | | |

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| Fires of Eternity | | | | | Fire | Destruction III | |
| 15cm | Blast X | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *An eruption of flames burns nearby enemies alive. All enemies in the target area are* Burning *on a 2+.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |

# Divine

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Healing Touch | | | | | - | Divine I | |
| 20cm | Ally | 1 | | 3+ | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *Heal the targeted ally by 1 HP on a successful hit.* | | | | | | | |
| Mastery II: +10cm to Range | | | Mastery III: Heals +1 HP | | | | |

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| Holy Light | | | | | Fire | Divine I | |
| 20cm | Enemy | 1 | | - | | | 3+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Burn the targeted enemy with the power of the divine.* | | | | | | | |
| Mastery II: +1 to Wound | | | Mastery III: +1 Attack | | | | |

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| Protection | | | | | - | Divine II | |
| 15cm | Ally | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *The targeted ally is protected by* Forceshield. | | | | | | | |
| Mastery II: - | | | Mastery III: Now applies *Forceshield(2)* | | | | |

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| Not Today | | | | | - | Divine III | |
| 10cm | Aura | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *Channeling all your power, you protect all allies around you from harm. Allies in range get a 2+ save roll. You cannot cast this spell after moving in this round.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |

# Primal

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Primal Force | | | | | - | Primal I | |
| - | Effect | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *Unleash your inner beast and gain +1 Strength for this round.* | | | | | | | |
| Mastery II: - | | | Mastery III: Gain the bonus for two rounds | | | | |

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| Hunter’s Instinct | | | | | - | Primal I | |
| - | Effect | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *You predict all your prey’s moves – reroll all 1s during ranged* Hit Rolls this round*.* | | | | | | | |
| Mastery II: - | | | Mastery III: Gain the bonus for two rounds | | | | |

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| Nature’s Strength | | | | | - | Primal II | |
| - | Effect | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *You’ve lived through deadly wildlife, you’re not that easy to kill. Get a 5+ save roll for one round.* | | | | | | | |
| Mastery II: - | | | Mastery III: Gain the bonus for two rounds | | | | |

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| On the Hunt | | | | | - | Primal III | |
| - | Effect | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *The trap is sprung; the hunt is on! You get a +5cm bonus to move and may attack a second time if you kill an enemy this round, once per round. Lasts two rounds.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |