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.

For every level of mastery you have, you may learn one spell of that school.

# 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.

Effects don’t stack unless it’s in the spell’s description.

#### 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+.

#### 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.

#### Specialization

You may choose to learn a spell twice to specialize on that spell. Each spell provides a different bonus if you do so.

# 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

# Spell List

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| --- | --- | --- | --- | --- |
| School | Rank |  | Effect |  |
| Summoning | I | Summon Familiar | Summon |  |
| I | Fell Touch | Damage |  |
| I | Dark Visions | Support |  |
| II | Life Drain | Damage |  |
| III | Summon Greater Familiar | Summon |  |
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| Destruction | I | Fireball | Damage |  |
| I | Ghostfire | Damage |  |
| I | Frostfire Blast | Damage |  |
| II | Rain of Destruction | Damage |  |
| II | Ethereal Touch | Damage |  |
| III | Heatwave | Damage |  |
| III | Chain Lightning | Damage |  |
| III | Ray of Frost | Damage |  |
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|  |  |  |  |  |
| Divine | I | Healing Touch | Support |  |
| I | Burning Light | Damage |  |
| II | Protection | Support |  |
| II | Holy Wrath | Support |  |
| III | Not Today | Support |  |
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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 | | | | |
| *Specialization: You may have one additional Familiar active* | | | | | | | |

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| Fell Touch | | | | | Cold | Summoning I | |
| 5cm | 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 | | | | |
| *Specialization: Fell Touch gets an additional attack* | | | | | | | |

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| Dark Visions | | | | | Cold | Summoning I | |
| 15cm | Blast | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *All enemies hit get a -1 malus to Aim.* | | | | | | | |
| Mastery II: - | | | Mastery III: Malus is now -2 | | | | |
| *Specialization: The target area is now Blast X* | | | | | | | |

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| Life Drain | | | | | Chaos | Summoning II | |
| 15cm | Enemy | 3 | | 6+ | | | - |
| 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.* | | | | | | | |
| Mastery II: - | | | Mastery III: +1 to Hit | | | | |
| *Specialization: Life Drain now hits with Cone X, but only gets 1 Attack instead of 3* | | | | | | | |

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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, 3 Aim) or a melee attack (2A, 4D, 3 Strength) and 2 HP. You may only have one Greater Familiar.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |
| *Specialization: You may have one additional Greater Familiar active* | | | | | | | |

# 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 | | | | |
| *Specialization: You may attack two different enemies within 10cm from another* | | | | | | | |

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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 Hit | | | | |
| *Specialization: Ghostfire now hits in a Cone X area* | | | | | | | |

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| Frostfire Blast | | | | | Fire/Cold | Destruction I | |
| 20cm | Enemy | 1 | | 3+ | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Hurl a blast of fire and ice towards your target. A critical hit inflicts both burning and chilled.* | | | | | | | |
| Mastery II: +10cm Range | | | Mastery III: +1 to critical hit | | | | |
| *Specialization: All hits from a Frostfire Blast are critical hits* | | | | | | | |

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| Rain of Destruction | | | | | Fire | Destruction II | |
| 20cm | Blast | 1 | | - | | | 5+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Rain a shower of burning meteors in the target area. Always hits.* | | | | | | | |
| Mastery II: - | | | Mastery III: +10cm to Range | | | | |
| *Specialization: Rain of Destruction becomes Blast X* | | | | | | | |

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| Ethereal Touch | | | | | Phys | Destruction II | |
| Melee | Enemy | 2 | | 2+ | | | 3+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Grasp into an enemy and rip their organs out. Has Penetration.* | | | | | | | |
| Mastery II: - | | | Mastery III: +1 to Wound | | | | |
| *Specialization: You may attack two enemies at once or one with +1 attack* | | | | | | | |

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| Heatwave | | | | | Fire | Destruction III | |
| - | Cone X | 1 | | - | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *An eruption of flames burns nearby enemies alive. Every enemy hit is* Burning*.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |
| *Specialization: Enemies hit take two hits from Burning* | | | | | | | |

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| Chain Lightning | | | | | Lightning | Destruction III | |
| 30cm | Enemy | 1 | | 2+ | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *On a successful hit, target another, not-yet-hit enemy within 10cm and repeat.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |
| *Specialization: All Enemies hit are Shocked* | | | | | | | |

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| Ray of Frost | | | | | Cold | Destruction III | |
| 30cm | Special | 1 | | - | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Special template: You hit all enemies in a straight line, 3cm wide. After the wound roll, roll for each enemy: on a 4+, inflict Chilled.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |
| *Specialization: All enemies hit are Chilled* | | | | | | | |

# Divine

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| Healing Touch | | | | | - | Divine I | |
| 10cm | 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: Guaranteed Hit | | | | |
| *Specialization: Healing Touch now heals 2 HP* | | | | | | | |

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| Burning Light | | | | | Fire | Divine I | |
| 15cm | Enemy | 1 | | - | | | 4+ |
| Range | Target | Attacks | | Hit | | | Wound |
| *Burn the targeted enemy with the power of the divine.* | | | | | | | |
| Mastery II: +1 to Wound | | | Mastery III: +15cm Range | | | | |
| *Specialization: Burning Light gains +1 Attack* | | | | | | | |

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| Protection | | | | | - | Divine II | |
| 15cm | Ally | - | | 2+ | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *The targeted ally is protected by Forceshield(1).* | | | | | | | |
| Mastery II: - | | | Mastery III: Guaranteed Hit | | | | |
| *Specialization: Protection now applies Forceshield(2)* | | | | | | | |

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| Holy Wrath | | | | | - | Divine II | |
| 15cm | Ally | - | | - | | | - |
| Range | Target | Attacks | | Hit | | | Wound |
| *The targeted ally gets a +1 bonus to all Wound rolls in this round.* | | | | | | | |
| Mastery II: - | | | Mastery III: Also gives +1 to Hit rolls | | | | |
| *Specialization: Holy Wrath also applies Forceshield(1)* | | | | | | | |

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| Guardian Angel | | | | | - | 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. Cannot be cast again in the next two rounds.* | | | | | | | |
| Mastery II: - | | | Mastery III: - | | | | |
| *Specialization: Increase the range to 15cm* | | | | | | | |