

<p>DC:8</p> <p>Anima Enchant</p>	<p>Bring an inanimate, unmoving object to life to follow your commands.</p> <ul style="list-style-type: none"> - Duration: 4 Rounds - Range: 5m - Max Weight of Object: 200lb - Base Stats: (♠2♣2♥2♦0) HP:4/4 ♣0 - Stats change based on animated object; rigid objects without moving parts get +♠♣ and -♦. - Acts on your Turn, but not on the turn it is animated 	<p>DC:8</p> <p>Ballistic Fire Shock Ice Shadow Light</p>	<p>Bolt</p> <p>Shoot a destructive magical bolt</p> <ul style="list-style-type: none"> - Range 4m - ATK roll: 7 - Deals 3d+2/3 	<p>DC:4</p> <p>Any</p>	<p>Cantrip</p> <p>Perform a minor, simple, non-damaging trick</p> <ul style="list-style-type: none"> - Minor Action - Easily resisted by aware targets - Requires no roll to cast if DC<=7 and ♥/♦>=4
	<p>+2: Duration +4 Rounds (ENC: +5 Minutes)</p> <p>+4: Animate multiple targets within range (up to 200lb total)</p> <p>+2: +100lb</p> <p>+2: Range +5m</p> <p>+4ANI: Cartoonish flexibility, +2♠or♣, full movement speed</p> <p>+2ANI: ♦+1, can follow more complex instructions, may have personality/awareness</p>		<p>+2: Range+2</p> <p>+3: ATK +♠</p> <p>+2: DMG = 5d+2/4</p> <p>+3: AOE 2m Radius</p> <p>+3: Add Effect from Element</p> <p>+4BAL: Minor Action (with a free hand)</p>		<p>+2ILU: Minor, obviously magical illusion. Fades if larger than 2m.</p> <p>+4DIS: Temporarily disable, suppress, flicker a magic effect</p> <p>+3BAL: Fireworks or magic darts</p> <p>+3SLD: Make a handheld tool, or a hand which can lift 3lb (Range 2m)</p> <p>+4ANI: Make an object <2m move, spasm, or briefly dance</p> <p>+2WAT: Lift, gather, move, summon 1 gallon water</p> <p>+2FIR: Create a spark or match-sized flame</p> <p>+4ERT: Make <3m ground/wall traversible or patterned</p> <p>+2SHK: Make spark, act as battery, short electronics</p> <p>+3ICE: Chill something or freeze <1 quart water</p> <p>+2LIT: Make a dim, even light over 5m</p> <p>+2SHD: Make a shadow move, or suppress a small light</p>
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<p>DC:8</p> <p>Enchant Distort</p>	<p>Disenchant</p> <p>Break or disrupt an ongoing magical effect</p> <ul style="list-style-type: none"> - Range 4m - DC7 vs ♥ for effect to resist 	<p>DC:10</p> <p>Illusion Distort</p>	<p>Nightmare</p> <p>Inflict a terrible waking nightmare on a target (with 3 ♥ or less)</p> <p>Each turn, Target must resist (♥♦DC10) (3 higher breaks spell). Failure causes Stun and EX1</p> <ul style="list-style-type: none"> - Duration: 3 rounds - Range 6m - EX1 to cast 	<p>DC:10</p> <p>Illusion Channel Enchant</p>	<p>Shapechange</p> <p>Alter your appearance to resemble someone/something humanoid you have seen before (DISADV if from memory/imagination)</p> <ul style="list-style-type: none"> - Duration: 5 Minutes - Grants ADV on impersonation
	<p>+3: DC+3</p> <p>+0: Range=Touch, Bonus+3</p>		<p>+2: AOE+2m</p> <p>+2: Hits ♥+2</p> <p>+3: Duration +1 round</p> <p>+3: DC+3 to resist</p> <p>+3DIS: Target takes 2dmg on failure to resist</p>		<p>+2: Duration = 20min</p> <p>+3: Imitate a non-humanoid</p> <p>+3: Change size-category +/-1</p> <p>+4ENC: Duration = 1 day, can't be dispelled</p> <p>+4ILU: Perfect Impression of a human; + ADV on Impersonation</p> <p>+4CHN: Gain 1 Skill, 1 Ability, or 2 Stats from targets</p>
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<p>DC:8</p> <p>Solidics Ice Earth</p>	<p>Solid Shape</p> <p>Create a solid, inanimate, controllable shape, up to 1m (fits in a 1x1x1m box)</p> <ul style="list-style-type: none"> - Range: 4m - Duration: 3 Rounds - Supports <400lb, Lifts <50lb - Move/command shape as Minor Action - HP: 4 per 1m - Can create Weapon: (♠♥) 3d+2/3 (DISADV for telekinetic use) 	<p>DC:8</p> <p>Distort Channel Gravity</p>	<p>Wall Running</p> <p>Minor Action: Comfortably move, walk, fight, etc on non-ground surfaces (wall, ceiling, etc)</p> <ul style="list-style-type: none"> - Duration: 1 Round - Can be renewed each turn to remain standing; if not re-cast, Acrobatics Expert vs fall damage (DC10) 	<p>DC:10</p> <p>Anima Enchant</p>	<p>Writhing Raiment</p> <p>Animate something on your person - something made of a loose and flexible material (scarf, long hair, chains, robe, etc) to protect you.</p> <ul style="list-style-type: none"> - Duration: 3 Rounds - Grants ADV on Defense vs melee/thrown attacks (from targets of the same size) - Raiment must stay on your person; max 1 raiment at a time
	<p>+2: Range+1m</p> <p>+2: +1m Size (ERT: +2m)</p> <p>+3: +2hp per 1m</p> <p>+0: Duration = 1day, can no longer control shape</p> <p>+4: Minor Action</p> <p>+3ERT: Double Duration</p> <p>+4ICE: Weapon (♠♦) 2d+6/4</p> <p>+2SLD: Lift +100lb, Support+300lb</p>		<p>+4: Free Action</p> <p>+3: +1 Round Duration</p> <p>+3: Walk on surfaces unable to support your weight</p>		<p>+2: Duration +2 Rounds</p> <p>+4: EX1; Duration +2 Hours (ENC: +6 Hours)</p> <p>+4: Disarm opponent on rolling +5 vs a Melee attack</p> <p>+2ENC: Grant ADV on Climb, Acrobatics</p> <p>+3ENC: ♣+3 if cast on cloth armor (robe, dress, etc)</p> <p>+2ANI: Raiment can take a Minor Action on your turn</p> <p>+3ANI: Raiment can hold/use an item (♠1♠2)</p>
Spell:001 V.001		Spell:001 V.001		Spell:001 V.001	Spell:001 V.001