

# The Standard Book of Spells

A book containing Beginner-level Kinesis spells

## Clean Surface

*Beginner-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *pullundo*  
**Range:** Wandtip

Wave your wand over a surface to erase magical and mundane markings from it. Cleans 1 square metre per turn that the spell is maintained.

When erasing magical runes, there is a chance for the rune to trigger.

## Halt

*Beginner-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *stabit*  
**Range:** Close  
**Resist:** Speed

Stop an object or being in their tracks. An inanimate object clatters to the floor and lies still, whilst a living being must succeed on a Resist check, or move only half their movement speed this turn cycle.

## Launder Clothes

*Beginner-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *savatch*  
**Range:** Close

Emit a cone of energy from your wand 2m in length.

Any being within this cone finds their clothes have been cleaned and dried, leaving them comfortably warm and smelling faintly of lavender.

## Levitation

*Beginner-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *wingardium leviosa*  
**Range:** Sight

Cause an object of 100g or less to levitate whilst concentration is maintained. You may move the object in full 3D space at a speed of 1 metre per second.

The maximum mass this spell is capable of lifting

multiplies by ten for every additional spell level used to cast it.

## Mage Hands

*Beginner-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *titillatio*  
**Duration:** 5 minutes  
**Range:** Close

The caster produces an ethereal pair of hands that lasts for the duration of the spell, or until they move more than 10m away from the caster. You can use a minor action to control the hands. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial, but cannot use them to attack or carry items heavier than *Light*. Hands may be moved at a speed of 10m per turn, in addition to their action.

## Mark Surface

*Beginner-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *stylum*  
**Range:** Wandtip

Use your wand as anything from a thin marker to a thick paintbrush. The tip of the *brush* can be up to 0.5m away from the tip of your wand, but follows the motion of your wand exactly. The *paint* is a magical adhesive that sticks to any surface, and may be of any colour you choose.

