

Hospiter

Hospiters have studied both healing and the martial arts.



As the battle raged around him, Marko crouched over the fallen warrior and pressed down on the gaping wound across his ally's chest. Blood spread through his splayed fingers.

Without time to properly treat the wound and knowing that he did not have the strength to recover the warrior to his feet, Marco quickly poured the last of his anima into the warrior, as his order's magi had trained him.

Marko's magic fused the wound, staunching the flow of blood and halting the warrior's journey towards death.

The action had taken just a few moments and soon enough the Marko regained his feet and surged forward to take the fallen warrior's place at the front rank of the battle.

Many armies have a small number of front-line combatants who have training in healing magic. These unique individuals are hospiters, and they work hard to extend the life expectancy of their allies while holding their own in the fight.

Hospiters' training in martial and magic makes them valuable in the midst of party. Hospiters fight effectively and can heal and boost their comrades.

Hospiters can use simple and normal melee weapons, but only simple ranged weapons. They are trained to wear light and medium armor.

Hospiters increase their melee damage dealing later than the fighting classes, but earlier than the magi classes.

Class Health Points

Class health points for hospiters are:

- 5 health points per level

Proficiencies

Hospiters can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	
Ranged Weapons	Simple		
Armor	Light	Medium	

Standard Power Progression

The hospiter's progression of standard powers is:

- Increased melee damage gained at Level 5, 9, 13 and 17
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for hospiters are:

- Strength for melee attacks and damage
- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Combat Specialties

The combat and magic specialties for hospiters are:

- Melee combat
- Healing and bolstering allies

Example Combat Powers

Examples of a hospiter's spell powers include:

- *Careful Strike*: Increased hit chance, less damage
- *Healing Touch*: Heal adjacent ally
- *Healing Flash*: Quickly heal adjacent ally
- *Staunch*: Stabilize dying target
- *Healing Word*: Heal distant ally
- *Powerful Blow*: Decreased hit chance, more damage
- *Life Link*: Share damage that ally takes
- *Restore Life*: Return dead character to life

The full list of hospiter spells and combat powers is on page 77 of this Player's Guide. Additionally, hospiters use spells from the Common Spells & Powers section on page 81.

Skills

Suggested hospiter skills include:

- Horseriding
- Arcana
- History and lore
- Combat medicine
- Healing

Powers: Attacks & Spells

All character classes have a series of progressively more potent powers that represent their unique abilities in and (in the case of some spells) out of combat.

Powers have the following elements that describe their use and effects:

- Action Time
- Condition
- Target
- Target(s)
- Attack
- Attack #
- Attacks
- Damage
- Damage #
- Attack Effect
- Hit Effect
- Miss Effect

Spell powers have these additional elements:

- Casting Time
- Interrupt Condition
- Cost
- Spell Effect
- Counter
- Duration
- Range
- Effect Area
- Materials

Finally, some powers (like *Shake It Off*) trigger ability tests:

- Test Effect
- Ability Test

Elements of Powers

Action Time

Unless otherwise noted, all powers are used as major actions. However, some actions have action times other than as a major action, such as a full action for a *War Cry* or *Wind-Up* powers or Interrupt for *Reflex Strike*.

Casting Time

By default, spells require a major action to cast.

Some spells, such as *Healing Flash*, have shorter casting times equivalent to move or minor actions.

Other more powerful spells have longer casting times, ranging from full actions to minutes and hours.

Interrupt Condition

Interrupt spells and powers are activated outside of the character's turn and have a specified interrupt condition. This condition must be met for the spell to be cast or the power to be used. Example interrupt conditions include:

- Cast as interrupt immediately after target makes an attack roll.
- You're hit with an attack that would reduce your HP to 0 or less.

Cost

Spell powers have an anima point cost that must be paid before the spell resolves. Usually the cost is specified next to the title of the spell.

In some cases the spells have additional costs, such as variable cost (shown as X), or a cost based on some other factor, such as the anima points cost of the spell being countered or re-directed.

Condition

Many powers have conditions that must be met for the power to be used. Example conditions include:

- Target in melee range (for melee attacks)
- Target in ranged weapon range (for ranged attacks)
- Hit by the target since the character's last round
- Character on less than ½ health points
- No damage yet inflicted in the combat encounter

Target

Most powers affect a single target. If it specifies ally or enemy, then the power can only target allies or enemies.

Target(s)

Some powers have radius effects or alternatively allow the character to affect multiple targets.

Some radius powers only affect allies within the effect area (such as *Healing Wave* spells) while others only affect enemies.

Attack

The attack section details the attack bonus (Melee, Ranged, Magic), any other bonuses or penalties and the defense that is targeted: AD for Armor defense, ED for Evasion defense, MD for Magic defense, RD for Resilience defense.

Attack

A few rare powers allow attacks against multiple specific targets. These attacks are listed separately as they usually have different bonuses or penalties applied progressively.

Attacks

Attacks against multiple targets which have the same bonuses or penalties list all of the attacks together instead of separately.

Damage

The damage section defines how many damage dice are rolled and what bonuses or penalties are applied when an attack is successful. For melee and ranged attacks, the amount of damage dealt scales as the character gains levels.

Damage of 2d, 3d or 4d means roll twice, three times, or four times as many of the weapon's normal damage dice.

Many spells have variable damage, which is shown as X along with the type of dice, such as Xd6 or Xd8.

Furthermore, some spells change the type of damage dice based on the target of the spell, such as canonates' attacks against undead which deal Xd10 damage instead of Xd6.

Powers usually add the character's Melee, Ranged or Magic bonus to the final damage (or sometimes only this bonus damage is dealt):

- Melee bonus only
- Weapon + Melee (weapon damage + Melee bonus)
- 2d Weapon + Ranged (2d weapon damage + Ranged bonus)
- Xd6 + Magic bonus (d10s against undead)

Damage

If the attack power deals different amounts of damage for each of the separate attacks, such as powers with the Attack # component, then these amounts are detailed here.

Power Effect

The power effect section lists the primary or secondary result of some powers, such as:

- Attack powers with secondary effects
- Healing powers like *Rally*

In attack powers, the power effects section details the secondary effects of the power which happen whether the attack hits or misses. For example, some attack powers hamper the character or reduce their Defenses when used, regardless of whether they hit or not.

Spell Effect

Any spell that does anything other than direct damage has an effect. The spell effect component describes what the spell does when it is successfully cast, such as temporarily increasing the target's Attacks, Defenses, or healing.

If the spell attacks a target's Defenses (shown if it has an attack entry), then the spell effect only triggers if the spell attack is successful.

Hit Effect

Hit effects are often secondary effects that only happen when the power's attack roll is successful.

Example hit effects include:

- Target knocked prone, dazed, stunned or immobilized
- Target is pushed back for each successful hit
- Character and target swap positions

Miss Effect

Some attack powers and spells have alternate effects that occur when the attack roll misses the target. Those effects are listed in the miss effect section.

Ability Test

This section details the ability test, such as:

- Ability bonus vs. 15 + level (of creature or caster that applied the effect).

Test Effect

Powers with ability tests have an effect that triggers only if the test is passed.

Range

The range section defines the range of spell powers. In the case of single target spells, this is the maximum range at which the entity can be targeted. Example ranges include:

- 5'
- Self
- Touch or self
- 10' + 10' per level

For spells with an effect area, the range is the maximum distance at which a spell's effect area can be centered.

Effect Area

Area effect spells have a defined effect area, which is usually a radius from a specified position. All entities within this effect area are potential targets, depending on the power's target(s) details (such as 'All allies within effect area').

The effect area of spells is specified:

- Radius 5' per $\frac{1}{2}$ Level bonus

In this example, the spell effect starts in the square occupied by the caster, and the radial effect spreads from there.

Example:

A Level 4 warlock casts *Fire Blast* (a Level 3 spell). The Caster's $\frac{1}{2}$ Level bonus is 2, so the *Fire Blast* has a radius of 10'. The spell effect starts from the caster, and then stretches 10' from there.

If using a grid, this stretches 2 squares from the caster – not including the square occupied by the caster – giving a total effect radius of 5 squares by 5 squares.

If using descriptive combat, this effect would reach the second rank of monsters (or unfortunate allies) around the caster.

Other alternative effect area types include:

- *Lightning Chain* has a total length of 10' + 10' per $\frac{1}{2}$ Level bonus
- 5' square + 5' square per caster level

Effect Range

Spells that give characters ongoing enhancements, such as *Detect Magic*, have an effect range that details the range of the ongoing effect.

Duration

If a spell's effect is not resolved immediately when cast, then the ongoing duration of the spell's effect is defined in rounds (rnd), minutes (min), hours (hr) or longer.

- Until the end of the target's next turn
- 1 rnd + 1 rnd per level
- 1 min + 1 min per level

If the spell effect lasts for multiple rounds, then it expires at the end of the caster's turn on the final round.

Counter

The counter aspect of a power defines circumstances in which the spell effect is immediately ended.

Special

Special aspects of powers allow unique requirements or effects not covered in the other areas, such as:

- Multiple attacks against the same target that only end on a miss

Materials

Scrolls, wands and potions require specific materials in their creation.

Power Glossary

- **½ Level:** The ½ Level bonus of the character who is using the power.
- **Ability Test:** An ability test during combat, including the relevant ability and difficulty.
- **Adjacent (two targets):** Standing within 5' of each other.
- **Adjacent (three or more targets):** Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- **Ally/Allies:** Allies are the other creatures, adventurers or game characters who fight on the same side as the character (but not the character itself).
- **Arc (90°):** Effect area, which extends from the character out to the radius or range, but its angle is constrained to 90°.
- **Arc (180°):** Effect area, which extends from the character out to the radius or range, but its angle is constrained to 180°.
- **Attack:** A melee, ranged or magic attack.
- **Attacker:** The creature that has made the attack.
- **Aura:** Ongoing radial effect area that is centered on a creature. A creature can only have one active aura.
- **Bonus:** Any modifier that increases an attack roll.
- **Caster:** The character who is using the spell.
- **Caster Level:** The level of the character who is using or originally used the spell power.
- **Character:** The character who is using the power.
- **Combatant:** Anyone in the combat encounter, including all allies, enemies, and unaligned.
- **Contiguous:** Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- **Creature:** Any entity, including all allies and enemies.
- **Creature Level:** The level of the creature who is using or originally used the power.
- **Critical Weapon Damage:** The highest possible damage a weapon and power could deal.
- **Damage:** The amount of damage that is being dealt.
- **Dealer:** The creature that has made the attack.
- **Day:** The period of time between long rests, usually starting at dawn.
- **Defense:** The specific defense being targeted.
- **Defenses:** All four of the creature's Defenses (AD, ED, MD, RD).
- **Encounter:** A single challenge in the game; combat, trap, adversarial game character, puzzle, or non-trivial ability test.
- **Enemy/Enemies:** Monsters, adventurers, or game characters who fight in opposition to the character.
- **Engaged:** The creature has been the target of a melee attack by someone other than the character since the end of the character's last turn.
- **Hit:** An attack roll that is successful (it is equal or higher than the defense against which it is rolled).
- **Initiative:** The order that player characters and game characters act in each round, from highest to lowest.
- **Melee Range:** Within the melee range of the character's weapon.
- **Miss:** An attack roll that is unsuccessful (it is lower than the defense against which it is rolled).
- **Off-Hand:** Character's secondary hand, used for shield, two-handed weapons, alternate weapons or potions.
- **Once Per Turn:** Powers that can be used once per turn reset at the start of the character's turn.
- **Other:** Anyone except for the character using the power or spell.
- **Origin:** The starting location of an action.
- **Overlap:** Character's line of sight must pass through the closest target and all subsequent targets.
- **Penalty:** Any modifier that decreases an attack roll.
- **Pierce:** A type of weapon or projectile that can enter and pass through the body of a target.
- **Position:** The area occupied by a creature.
- **Pushed Back:** Target is moved in a straight line away from the character (including diagonally if using a grid), in a direction decided by the character's player.
- **Radius:** Area of a spell's effect, counted in 5' increments from the caster, but not including the spell's origin. Thus, a 5' radius spell has an actual diameter of 15'.
- **Range:** The distance at which a spell can reach a target or where the effect area can be centered.
- **Ranged Weapon Range:** Within the furthest range increment of the character's ranged weapon (penalties may apply).
- **Retreat:** Move back to the origin of the move or power.
- **Round:** 5-10 seconds. All player characters, game characters and monsters have a turn during a round.
- **Self:** The character casting the spell.
- **Slung:** The character's easily accessible second weapon.
- **Step:** The incremental effect of a spell.
- **Target(s):** The target or targets of the spell. Usually allies or enemies, but creative players might try to target non-combatants or inanimate objects (GM discretion applies here).
- **Touch:** A target close enough to be touched (the same as the character's melee range, i.e. within 5').
- **Turn:** The actions of a single player character, game character or group of monsters during a round.
- **Unaware:** The target is not aware of the position of the character, such as through invisibility or Stealth.
- **Undead:** Creatures with the characteristic 'Undead'.
- **Wielding:** The character's currently held weapon.
- **Worn:** A piece of clothing (other than armor) currently worn by the character.
- **You:** The character or caster who is using the power.

Hospiter Spells & Powers

CHP	5 health points per level		
Melee	Simple	Normal	
Ranged	Simple		
Armor	Light	Medium	



Hospiters have both spells and combat powers.

In addition to these powers, hospiters also draw spells from the common spells & powers list.

The duplicate *Melee Attack*, *Ranged Attack* and *Rally* powers on the hospiter list supersede those in the common list.

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 5:	2d Weapon + Melee
Level 9:	3d Weapon + Melee
Level 13:	4d Weapon + Melee
Level 17:	5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

Augment (1 Anima)

Spell Effect	Increase one of the target's ability bonuses by your Magic bonus: <ul style="list-style-type: none"> • Strength bonus • Dexterity bonus • Con bonus This does not affect the target's HP, but does increase relevant Attacks and Defenses.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Careful Strike

Condition	Target in melee range.
Attack	Melee + 2 vs. AD
Damage	Weapon + Melee – 2
Level 5:	2d Weapon + Melee – 4
Level 9:	3d Weapon + Melee – 6
Level 13:	4d Weapon + Melee – 8

Healing Flash (1 Anima)

Casting Time	Move action
Spell Effect	Heal Magic bonus HP.
Target	Single target
Range	Touch or self

Healing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target	Single target
Range	Touch or self

Quicken (1 Anima)

Spell Effect	Target can use one minor action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

+ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Remove (1 Anima)

Spell Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Target	Single target
Range	Touch or self

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Staunch (1 Anima)

Action Time	Move action
Spell Effect	Stabilize dying target.
Target	Single target
Range	Touch

Level 2

Brace (2 Anima)

Spell Effect	Reduce each of target's separate amounts of damage taken by caster's Magic bonus.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Hasten (2 Anima)

Spell Effect	Target can use one move action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Healing Word (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target	Single target
Range	10' + 10' per level

Powerful Blow

Condition	Target in melee range.
Attack	Melee – 2 vs. AD
Damage	Weapon + Melee + 2
Level 5:	2d Weapon+Melee +4
Level 9:	3d Weapon+Melee+6
Level 13:	4d Weapon+Melee+8

Slow Decay (2 Anima)

Casting Time	1 hour
Spell Effect	Slow decay on a corpse, halving the rate of decomposition.
Target	Single target
Duration	1 day + 1 day per level
Range	Touch

Level 3

Bolster (X Anima)

Cost	1 anima for each +1
Spell Effect	Increase target's Melee bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Healing Wave (3 Anima)

Spell Effect	Heal Magic bonus HP.
Target(s)	All allies within range
Effect Area	Radius 5' per ½ Level from you

Life Link (3 Anima)

Spell Effect	Damage dealt to target is halved. You take damage equal to the amount that target's damage was reduced. The damage you take can't be reduced or transferred.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Seize Initiative (3 Anima)

Casting Time	Interrupt
Spell Effect	Targets add caster's Magic bonus to their Initiative.
Targets	All allies within range
Effect Area	Radius 5' + 5' per ½ Level from you

Steady (X Anima)

Cost	1 anima for each +1
Spell Effect	Increase target's Ranged bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Strengthening Word (2 Anima + X Anima)

Cost	2 anima + 1 anima for each +1
Spell Effect	Increase targets' Melee bonus by X.
Target(s)	All allies within range
Duration	End of targets' next turn
Effect Area	Radius 5' + 5' per ½ Level from you

Level 4

Buttress (4 Anima)

Spell Effect	Reduce each of target's separate amounts of damage taken by caster's Magic bonus.
Target	Single target
Duration	1 rnd + 1 rnd per level

Cleanse (4 Anima)

Spell Effect	Remove all ongoing conditions/spell effects (e.g. daze, bane, poison, immobilize, etc).
Target	Single allied target
Range	Touch or self

Healing Burst (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target(s)	All allies within range
Effect Area	Radius 5' per ½ Level from you

Healing Stream (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP at the start of the target's turn. Target must be within range each round.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 5

Reflex Strike

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 9:	Weapon + Melee
Level 13:	Weapon + Melee
Level 17:	2d Weapon + Melee
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Reinforce (5 Anima)

Spell Effect	Damage dealt to the target is reduced to 0.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Stasis (5 Anima)

Casting Time	1 hour
Spell Effect	Halts decay on a corpse, preserving it.
Target	Single target
Duration	1 wk + 1 wk per level
Range	Touch or self

Level 6

Evasive Parry

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 10:	Weapon + Melee
Level 14:	2d Weapon + Melee
Level 18:	3d Weapon + Melee
Power Effect	You gain +2 to AD and ED until end of your next turn.

Level 7

Feign Death (7 Anima)

Spell Effect	Target's heart stops beating and they appear dead. Target regains consciousness (with no ill-effects) when the duration expires.
Target	Single target
Duration	1 min + 1 min per level
Range	Touch or self

Level 8

Restore Life (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: <ul style="list-style-type: none"> Day(s): 1 AP Week(s): 2 AP Month(s): 3 AP Season(s): 4 AP Year(s): 5 AP Decade(s): 6 AP Centuries: 7 AP Caster's Wisdom temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP.
Target	Single target
Range	Touch or self

Level 9

Fortify (9 Anima)

Spell Effect	Damage dealt to the target is reduced to 0.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Insubstantiate (9 Anima)

Spell Effect	Target insubstantial (move through solid objects at half speed and damage taken from attacks against AD and ED is halved).
Target	Single target
Duration	1 rnd + 1 rnd per level
Target	Touch or self

Level 10

Recover (X Anima)

Casting Time	10 minutes
Cost	1 anima per level of the target
Spell Effect	Restores a conscious character to maximum HP.
Target	Single target
Range	Touch or self

Common Spells & Powers

All magi classes (warlock, healer, canonate, necromancer, and mystic) and hybrid classes (hospiter) can use these common spells and powers of their class level.

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 6:	2d Weapon + Melee
Level 12:	3d Weapon + Melee
Level 18:	4d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

Cast Scroll (1 Anima)

Spell Effect	Cast a spell from a scroll.
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Create Light (1 Anima)

Casting Time	1 minutes
Spell Effect	Create magical light on an object.
Target	One object
Duration	1 hr + 1 hr per level
Effect Range	Radius 10' + 10' per ½ Level

Detect Magic (1 Anima)

Spell Effect	You detect traces of magic.
Target	Self
Duration	1 min + 1 min per level
Effect Range	Radius 5' + 5' per ½ Level from you

Empower (1 Anima)

Casting Time	Move action
Spell Effect	Target gains +2 to next attack or ability roll.
Target	Single target
Range	10' + 10' per level

+ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Create Water (2 Anima)

Casting Time	10 minutes
Spell Effect	Creates 1 liter of water.

Identify Magic (2 Anima)

Casting Time	10 minutes
Test Effect	You discern the magical enchantments of an object or area. 1 enchantment per caster level (lowest level enchantment first).
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Range	1 object or area

Level 3

Create Food (3 Anima)

Casting Time	10 minutes
Spell Effect	Create one meal.

Create Scroll (2 Anima + X Anima)

Casting Time	2 hours
Cost	2 anima + anima cost of the spell being written on the scroll. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a scroll of any spell that the caster can cast.
Usage	Scroll is used by a casting <i>Cast Scroll</i> when holding the scroll (major action).
Materials	Magic paper worth 1gp.

Dismiss Magic (3 Anima)

Test Effect	Dispel the spell effect.
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Target	A spell effect with a duration not longer than a week (such as bane, mire, fire trap, earthquake, wall of ice)
Range	10' + 10' per level

Level 4

Extend (3 Anima + X Anima)

Casting Time	Casting time is one increment of the current duration of the target spell. If the current spell duration is 5 rounds, then <i>Extend</i> takes 1 round to cast and extends the target spell effect to 5 minutes.
Cost	3 anima + 1 anima per level of the target spell. Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Extends duration of a spell effect by one step. Rounds → Minutes Minutes → 10 Mins 10 Mins → Hours Hours → Days Days → Weeks Weeks → Months Months → Seasons Seasons → Years Years → Decades Decades → Centuries Centuries → Millennia
Target	Spell effect on an object (GM's discretion)
Range	Touch

Halt Magic (4 Anima)

Casting Time	10 minutes
Target	1 object or area with a permanent magical enchantment
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Test Effect	Temporarily remove the permanent magical enchantment. Enchantment resumes when duration expires.
Duration	1 min + 1 min per level
Range	Touch

Level 5

Create Potion (4 Anima + X Anima)

Casting Time	4 hours
Cost	4 Anima + Anima cost of the spell being infused into the potion. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a potion of any spell that the caster can cast which has a single target and a touch or self range (such as a healing or detection).
Usage	Potion is used by consuming the contents when held (minor action).
Materials	Empty bottle or other suitable receptacle.

Dispel Magic (5 Anima)

Casting Time	1 hour
Target	1 object or area with a permanent magical enchantment
Test Effect	Dispel the permanent magical enchantment.
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Range	Touch

Level 7

Create Wand (6 Anima + X Anima)

Casting Time	4 hours per charge
Cost	6 Anima + Anima cost of each charge of the spell being inserted into the implement. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a wand holding multiple charges of any spell that the caster can cast.
Usage	Wand is used by activating the wielded implement (major action).
Materials	Physical implement worth 1gp per charge it holds.

Level 9

Create Magic Equipment (8 Anima + X Anima)

Casting Time	1 day per +1 of the enchantment (during forging or crafting of the equipment)
Cost	8 Anima + 8 Anima for each +1 of the enhancement. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Imbue a permanent magical enhancement into an unenhanced weapon or armor.
Materials	Unenhanced weapon or armor.