

Astral Spell Casting Stat = Your charisma + Your proficiency

Astral Spell Casting Save DC = 8 + your proficiency

Echelon Bolt

Lv1 Astral Light Spell

Range: Medium vs One

As an action, strike an enemy with a bolt of light. Make a special attack against target, on a hit this attack deals 3d6 light damage.

Rise Impact

Lv1 Astral Spell

Range: Short vs One

As a bonus action, bolster the power of an entity within range. Targets next basic weapon attack deals an additional 2d6 + weapon stat damage.

Mercy Gracing

Lv1 Astral Spell

Range: Short vs One

As an action, target an entity and choose one of the following effects:

- End an effect on the target that a save can end.
- Target restores 2d6 + 4 hit points.

Three Seals of Light

Lv1 Astral Light Spell

Range: Medium vs One

Concentration: Up to an hour

As an action, channel your spirit through a spectral talisman and seal away unholy power. Target must make a charisma saving throw,

On a failure, target is immobilized and cannot cast any dark art spells, and if it is undead or an outsider, cannot use any skills or abilities as well. (save ends)

While you concentrate on this spell, target cannot make saving throws to end its effects.

Spear of Heaven

Lv1 Astral Light Spell

Range: Long vs One

As an action, conjure and throw a spear of spirit energy. Make a special attack against target, on a hit target takes 2d6 light damage.

This spell only consumes spirit power on a hit.

Solar Flames

Lv1 Astral Fire Spell

Range: Medium vs One

As an action, call down the flames of the sun onto your foe, target must make a constitution save,

On a fail, target takes 3d6 + 2 fire damage.

Psychic Gunbarrel

Lv1 Astral Psychic Spell

Range: Short vs Small wave

As an action, let loose a wave of psychic force, targets must make intelligence saving throws,

On a failure, target takes 2d6 psychic damage, if there is only one target, then it takes an additional 3d6 psychic damage.

On pass, target takes half damage.

Water Blessing

Lv1 Astral Water Spell

Range: Medium vs Medium wave

As an action, call upon the sea of heaven to drown your foes. Targets must make a constitution saving throw, On a fail, target takes 3d6 water damage and can not use fire or lightning spells until the end of its next turn.

On a pass, target takes half damage.

Purification Rite

Lv1 Astral Ritual

Components: Salt + Purified water + Ofuda; Total value = 36L

Duration: Ten minutes

Target: One person or item

The target must participate in this ritual, at the end of the ritual exorcise any spirits haunting the target. End the 'haunted' effect on target.

Dreaming Bells

Lv1 Astral Wind Spell

Range: Medium vs Small area

As an action, ring the celestial bells and soothe the souls of those who hear them. End the 'Doom' effect on all targets.

Blue Flame of Samadhi

Lv1 Astral Fire Spell

Range: Medium vs One

As an action, cover a foe with burning blue fire. Make a special attack against the target, on a hit the target takes 2d6 fire damage and must make a constitution saving throw.

On fail, target doubles the wind damage it takes next.

Guardian Snow Angel

Lv1 Astral Frost Spell

Range: Self

Duration: 1 hour

As an action, summon a spectral guardian made of snow, gain 8 temporary hit points. If you are struck by a melee attack while you have these hit points, the attacker takes 1d4 frost damage and suffers the effects of extreme cold until the end of their next turn.

Rains of Graces

Lv1 Astral Water Spell

Range: Short vs Medium Aura

As an action, call down blessed rains upon you and your allies. Targets restore 2d4 + 2 hit points.

Light Ray

Lv1 Astral Light Spell

Range: Medium vs One

As an action, shoot a ray of dazzling light that softens the blows of an enemy. Target must make a charisma saving throw, and on a failure, target cannot deal any damage until the end of its next turn.

Spirit Gift

Lv1 Astral Spell

Range: Medium vs One

As an action, your burning aura infuses an ally with spiritual power.

Target gains 2 points of temp spirit power.

Item Sealing Talisman

Lv1 Astral Spell

Range: Self

As an action, use your spirit turn an item into an ofuda (paper talisman). This item + ofuda counts as its own temporary inventory slot. You may freely end this spell on the ofuda you create with a touch.

You cannot restore the spirit power you use to create an ofuda while the item remains within that ofuda. If the ofuda remains outside of your influence for more than 10 minutes, then the ofuda transforms back into the item and the spell ends.

Deaths Ward

Lv1 Astral Spell

Range: Medium vs One

As an action, place a ward on an entities life. For the next 10 minutes, whenever the target makes a death saving throw, they may choose to automatically pass the save.

Slow

Lv1 Astral Time Spell

Range: Medium vs One

As an action, slow an object or creature down to a fraction of its original speed.
Target creature must make a charisma saving throw, on a failure target must skip its next action.

Inference

Lv1 Astral Spell

Casting Time: 10 minutes

Touch an object when you cast this spell, upon completion you see visions of important events this object was involved in, up to 24 hours ago.

Astral Calling

Lv1 Astral Spell

Range: Unlimited

Send a message of twenty five words or less to a creature that you know. The creature hears the message in its mind, recognizes the sender as you if it knows you, and can answer you in a like manner. This spell allows a creature with an intelligence of at least 1 to understand this message.

You can send this message any distance and across planes of reality but if the target is on a different plane than you there is a 5 percent chance that the message doesn't arrive.

Mana Burst

Lv2 Astral Spell

Range: Long vs One

As an action, turn the very essence of existence into a weapon, target takes 3d6 damage as it itself detonates.

Level One Spell Breaker

Lv2 Astral Spell

Range: Medium vs One

As a reaction, when a target within range casts a Lv1 spell, that spells effects are negated and the caster must make an charisma saving throw,

On a failure, target cannot cast any Lv1 spells (save ends).

Emergency Teleport Sigil

Lv2 Astral Ritual

Casting Time: 1 hour

Components Cost: 50r worth of raw materials

As a one hour ritual, you may prepare a teleportation sigil. The teleportation sigil is a large alchemical circle with a crystal spike jutting out from the center. This crystal is used up when the spell is used.

While this sigil is active you may not restore the spirit power you spent on this sigil.

As an action you may teleport yourself and any willing entities within short range around you to a sigil you have prepared, after which it is deactivated and must be re-prepared.

Circle of Warding

Lv2 Astral Ritual

Casting Time: 10 minutes

When you begin casting this spell, draw a circle up to 30' in diameter. (Minimum 5')

When you cast this spell, the circle activates and creates a sphere round itself. No spells, magical effects, ethereal, or insubstantial beings may pass through the circle while it is active.

The circle stays active for 1 hour, or until the original caster ends it with a bonus action.

Anyone may touch the circle and spend a spirit power to increase its duration by an hour.

If the duration of the circle is equal to or exceeds 24 hours then the circle stays permanently until it is dispelled or removed.

Mist of the Dying Clock

Lv2 Astral Time Spell

Range: Medium vs Small Area

As an action, fill the area with a sparkling mist inviting temporal stagnation, all targets must make a charisma saving throw.

On a fail, target must skip its next action.

Stop

Lv2 Astral Time Spell

Range: Medium vs One

As an action, stop an object or creature in time. Target creature must make a charisma saving throw.

On a fail, target must skip its next turn.

Angel's Shroud

Lv2 Astral Spell

Range: Short vs One

As an action, touch an entity and wrap them with spectral wings into the ethereal plane. Until the start of your next turn, target is invisible and insubstantial, allowing them to move through solid objects. If the target starts its turn while it is inside a solid object it takes 6d8 bludgeoning damage as it is violently ejected the way they went in.