

## --- Arcana ---

NOTE: !!! In Concerns to arcana, GM discretion may always be applied. !!!

NOTE: !!! A word to the wise player. Creating a spell / effect can be an extensive process and can slow down combat / game play if your fellow players are waiting on you to craft your next spell. To remedy this it is advised that you have several pre-crafted spells that you can utilize in a pinch. Have all stats, rolls, details recorded and be ready to roll for success. Also be ready to modify any pre-crafted spell as it fits your needs. \*\*\* Not always applicable \*\*\*

NOTE: !!! As a Player you should always understand your craft. If you choose to practice arcana, take the time to read through this page completely. Your understanding of the rules and options will greatly advance your play as a Spell Caster.

### **History of Arcana:**

#### The Source

The wise old casters have theorized that all existence including mass, energy, life, magic, ect is over spill from a dimension known as the "Source". After being further divided and filtered in multiple ways, the free floating energies remaining after all existence is created is then accessed, shaped, and controlled into an effect. This was known as "Arcana" an old Draconic word for "Magic".

#### Major checkpoints in arcana history

Arcana was first practiced and controlled by the Great Elder Dragons of lore. It is believed that the original race became the dragons. For several thousand years, the dragon's hoarded arcana for their own use until the Fay came along and produced their own variant of it. Some rumor that the Fay were the decedents of the dragons, other say they too, like the original race, were from another plane all together. This caused a war between the two races that changed the world forever.

In efforts to win the war, and to prevent their destruction, the fay united and even bread with several of the other races for witch the Dragons controlled. The dragons united their fellow beasts! Both now shared their arcana and knowledge in order to gain victory. New races now were formed, the Humans, the Elves, the Dragons of today, many legendary Beasts. And as these races formed they formed new races causing the events known as the great expansions. Neither group would gain victory and after about 2000 years, the war would end, forgotten.

From the new races the gods arose, and claimed dominion over the forces of existence. The gained followers, and formed a new branch of arcana and study, "Divinity". They promised reward, made stronger their practitioners, and over time discovered that divinity offered a return to the gods. The power granted by followers, devout and worshiping, made the gods stronger. It gave the gods a legitimate claim over their domains, and the corresponding forces of existence. Through their worshipers, and through other later discovered methods, the gods had taped into the energies of the very fabric of existence, they called this ascension.

With their power and dominion solidified, the gods created new laws, rules, and exacted their will over the people, much as the dragons of lore once had. This too caused several great wars. Over time the gods all were united under STYX, and the Divine Law was written. The Gods had to back out of the peoples lives, and once again, the people, the races that had expanded even further, began to reclaim command over the energies of existence. Thus, arcana continued on.

Many people still followed the gods will however, and large masses of followers held dear that arcana, outside of the gods will, was a scourge and danger to the public. This view would cause several more wars and eventually set the divide between arcana and divinity, now called "piety". To some this divide still holds today.

Of those who studied arcana, great and powerful casters arose. The Grand wizard of the human King Auther, Merlin. The Sage of the stars, Aster. The Enchantress Iris. And the headmaster and founder of the Hindrii University of Mythic Arts, Headmaster Perlynn Hendrii. Up to this point all arcana was taught from master to student. However, the sorcerer Perlynn Hendrii had greater views for arcana. Headmaster Perlynn Hendrii managed to convince three kings of the uses of arcana. He explained that in a controlled setting, arcana could be learned safely. He also explained that those of great moral value, such as the wealthy class, would be better entrusted to utilize this power for the betterment of all involved. Thus, Headmaster Perlynn Hendrii, his fellow casters of the three courts, and his apprentices created the first institution where arcana was taught in mass. The rules were strict, the lessons were difficult, and the reward great. Over time more such institutions arose, but none ever reached the granger or mass of the Hindrii University of Mythic Arts.

Before arcana was near always learned in secrete, and those who practiced it were often persecuted. But now, with the support of upper royalty, arcana began to become more widely accepted. Orders of arcana began to appear, and His Royal Majesty of the Human Race, King Tivine gathered several of these orders under his command. He called their most powerful and placed them on a council, calling them the Magistrates of Magic, and granting them full authority of law, and the enactment of law, over all that is "magic". He then set out decrees to all corners of his lands. He declared that arcana, outside of the rule of his Magistrates of Magic was strictly forbidden and could be met with death. All arcana within the rule of the Magistrates of Magic would be known as "Magic" and thus be permitted, provided it was only ever used within the laws set forth by his Magistrates of Magic. The first code of "Magic Laws" were written and the distinction between good and evil uses for arcana were made. Over nearly 250 years this counsel rained and from their doctrine the term for evil arcana was deemed. "Forbidden Magic", arcana that was too dangerous or served no other purpose but for evil. Law became to punish the misuse of arcana with death. And over time, law became to to punish even the study of forbidden magic.

Ultimately, even more powerful sorcerers arose. One such patroned the complete study of all magics and argued the atrocity that was forbidding the study of magic. Belbare Grottsue, a student and teacher at the Hindrii University of Mythic Arts and apprentice of Headmaster Perlynn Hendrii himself. Belber was a gifted caster and yearned to learn. Belber advanced several magic studies and coached some of the greatest casters ever known. But for all the good Belber did, all the greatness he accomplished, and his efforts to unite all casters to study and advancement, would fall short in his image. Belber would become more widely know as the Forbidden Magic Sorcerer and Outlaw "Void". Know for the murder of Headmaster Perlynn Hendrii and sending the entire Tivine Council of Ministers of Magic into ceased oblivion. Head Master Darceal Brimlash would

take over as Headmaster of the Hendrii University of Mythic Arts still raining today.

With the Tivine Ministers of Magic removed, many orders, now without their heads fell to the end of their life. Other orders would arise in their place. Once such order was the 15 Sorcerer Towers, Lead and Founded by the plainer Sorcerer "Deathoc Ronald Dynesty", Son of Sire Gravemound Ryan Dynesty, Chief of the Grey Elves. Deathoc united the 14 strongest sorcerers of the time, with the exception of those few who would not be lead at this time, and began his research into the true source of magic. Some of the greatest advancements in magic ever made was achieved during the reign of Deathoc over The 15 Towers, for the trade of information was made possible between the 15 towers. Quickly, The Grand Sorcerer and Father of modern magic, Deathoc, rose his order to become the most powerful in all the lands. His Towers were spread through all the lands and his followers, the Sorcerers of each tower, were called from all the races.

But for all the good accomplished, Deathoc nearly wiped out all existence as we know it. He believed the the divides, caused by the Temple of Lanith, an instrument of the original race, were the limiter and the cancer of the world. He intended to undo these divides and return the world to its original splendor. To do this would nearly wipe out all life and restart, but Deathoc became so obsessed that he saw the cost as necessary. Ultimately, Heros with the assistance of a military order known as the Rose Fortress would stop Deathoc, and lock him away in a demi-plane sent to drift in the void for all eternity. The 15 Towers would remain unified but leaderless for nearly 600 years to follow, until Lady Keyta, Former Princess of the fay nation, former wife to Emperor Chestmore Leon Rose, Former Petal of RF-3 (The Magical Rose Fortress), and perhaps the most accomplished Hero known today would take her spot at the Grand Sorceress of The 15 Towers.

Other accomplished Sorcerers would appear to leave their mark. Among them, Petal and Sorceress Eos Artica Esper, Daughter to Lady Keyta, Would stabilize shifting planes and create the Godly Force protective barrier over the material plane. Sorcerer Braum Artica, The Grand Researcher of The 15 Towers, would become the authority of magical standards utilized today. The Petal and Machanomancer Cerus would become the founder of the practice of Machanomancy (fusing technology with Magic). The epic Hero and anti-mage Exis would intervene and stop another war between casters of different practices and create the study of anti-magic. And lastly the Grand Magus Rod Nept, who would become know as the keeper of the ancient knowledge. It was Rod Nept who safely enabled demi-planes, now colliding with the Material Plane to do so in a fashion that did not end all life.

#### Standards in Magic today

Today the leading order of magic, known as the "15 Sorcerer Towers", defines magic as "the control over the the energies that create all existence and the ability to command those energies to a desired effect." This order calls these desired effects "Spells". Undesired effects have been called Vex's and failed effects have been called nulls. All three words pull their roots from the Draconic Language. This same order has titled the four resources required to cast such spells as Verbal Que, Physical Motion, Runic Symbol, and Material.

By laying down these standards in terms, The 15 Sorcerer Towers have enabled modern instructional institutions and instructors of magic to teach in a method that breeds informational trade and growth in the field of magic. Thus in recent years, magic has progressed rapidly in ability and in depth. More and more gifted individuals have become practitioners of the art, and many are even adding their theories and research to the ancient art.

Since Lady Keyta became the Grand Sorceress of the 15 Sorcerer Towers, a set of standardized terms of title have been laid out for all Casters to follow.

Caster – Any Practitioner of Magic.  
Wizard – A non-caster who studies and understands magic.  
Archemist – A Caster who specializes in imbuing Magic.  
Archemist Enchanter – A Archemist who specializes in crafting relics.  
Mage – A Caster who specializes in one school of magic.  
Elementist – A Caster who specializes in multiple schools of magics (2 or more)  
Anti-Mage – A Caster who specializes and nullifying magic.  
Machanomancer – A Caster who specializes in fusing technology and magic.  
Battle-Mage – A Caster who specializes in fusing war and magic.  
Enchanter – A Caster who specializes in fusing seduction and misdirection and magic.  
Alpha-Mage – A Caster who specializes in animal / beast life and magic.  
Summoner – A unique Caster who specializes in fusing Piety and Magic.  
Sage – A unique caster who is linked with and draws power from a spirit.  
Sorcerer – A Caster who has advanced the study of magic, and received certification from The 15 Towers.  
Master Sorcerer – A Head Sorcerer to one of the 15 Towers or one of the 15 Tower forward bases.  
Grand Sorcerer – The Head of the 15 Towers.  
Adept – A student learning to become a caster.  
Apprentice – A student under special tutelage to a Master.  
Master – A skilled Caster who teaches magic.  
Grandmaster – A greatly skilled Caster who teaches Master Casters.

#### What is forbidden in terms of magic

The old Tivine Ministers of Magic defined Forbidden Magic as magic that was too dangerous or served no other purpose but for evil. Although the Ministers have long been destroyed this definition is still the basis for modern laws and rules of forbidding magic. Although most casters agree that some magic is to be forbidden, there is some argument as to what constitutes such magics. A word to the wise caster is to check your local laws before you cast your spells.

#### Definitions and Terms:

**Magic:** The control over the the energies that create all existence and the ability to command those energies to a desired effect.  
In order to control Magic, one must use verbal ques, physical motions, runic symbols, and/or sometimes even expend materials. Magic by itself is not too different from Piety, but with out the gods aid. Since you are commanding the energies solo of the gods, the DC's for the same effects are higher and the cast times are longer than if you had the help of the gods.  
**Spell:** Magic cast / released to a desired effect.  
**Vex:** Magic cast / released but to an undesired effect.

**Null:** Magic that fizzled / failed to cast to any effect other than a wave of harmless energy.

**Residue:** A side effect or tell of cast / released magic remaining after the spell is complete. Linked to elements cast.

**Verbal Que** [V]: Vocal sounds, words, or calls that assist in the casting of magic.

**Physical Motion** [P]: Movements that assist in the casting of magic.

**Runic Symbol** [R]: Ancient geometric shapes that shape energy and assist in the casting of magic. Each Runic Symbol is unique to the energy / effect it shapes. The higher the DC's of the spell the more intricate the rune tends to be. For this reason, many casters will prepare a set of runes in advance for their day. Of course, you can draw your runes on the fly, but you GM may require Focus / Will [GM] rolls in order to draw it correctly. And error could be catastrophic.

**Material** [M-#] or [M-0]: An Item that must be present and is often expended that assist in the casting of magic. ("Spell Casting Materials") NOTE: The -# to the right of the [M] denotes how many "Spell Casting Materials" are expended during the cast. If the [-M] is to the right of the #, then those materials are required but not expended.

**Imbue:** To place / store a spell / effect into a foci, potion, or dust, or scroll to be used later.

**Foci:** Any item or device allowing you to cast the imbued spell / effect through a declared mode of activation.

**Potion:** Any drinkable liquid that casts the spell effect onto the drinker.

**Dust:** Any powder that casts the spell effect onto the one who breathes it in.

**Scroll:** Any fabric or paper that casts the spell effect onto the viewer.

**Relic:** A foci, potion, or dust, or scroll with effects imbued in a permanent fashion

**Cast DC:** The total numerical value of a cast spell rolled.

**Casting DC:** The minimal numerical value that must be met for a spell to properly cast. Failure could result in a Vex or a Null.

**Save:** A roll allowing a target to avoid, ignore, or lessen the energy / effect of magic. Any multiplier inside the { } is to be added to the save roll.

{ } Focus / Will [GM] Save

{ } Initiative / Reaction\* [GM] Save

{ } Combat Arts [GM] Save

{σ} Resistance / Endurance [GM] Save

{ ???} Other Skill Save (the ??? will be replaced by the name of the "other" skill)

{ } No Save

**Key Symbols:**

(><) Defines an individual quality that is not effected by most armor. Unless the armor has a quality applied to defend against them.

(>1<) Defines a quality that applies to all qualities matched with it. This makes the entire spell unaffected by most armors.

\* Denotes a required field

The following is a set of charts for creating a spell:

*Element / Energy: [P]		To the right of each spell quality is a ( ) with the first letter of each elemental school of magic marked with in them. Use the element marked to determine which magic schools, and thus which Magic (School) Skill to roll. An averaged roll may be required, if pulling from multiple schools.	
Effect Existing Element / energy			
Move Element (any) [P]	DC = +3		
Shape Element (any) [P]	DC = +4		
Create Element / Energy			
Earth (E)			
Mineral	DC = +12	Residue: Irritated nose – like the feeling you have to sneeze.	
Plant	DC = +12	Residue: The aroma of freshly cut and crushed grass.	
Metal	DC = +15	Residue: The metallic taste.	
Friction	DC = +15	Residue: The feeling of tremors or quakes.	
Air (A)			
Oxygen	DC = +12	Residue: Oxygen high.	
Wind	DC = +12	Residue: Small dust devils or stream line winds, often from random directions.	
Sonic	DC = +13	Residue: Ears pop.	
Electricity	DC = +15	Residue: Static Charge on all that can.	
Fire (F)			
Combustion	DC = +12	Residue: Heat.	
Temperature	DC = +13	Residue: Steam may form.	
Light	DC = +15	Residue: Fume effect, like from the tip of a gas can.	
Shadow	DC = +15	Residue: Blue mist.	
Blast / Explosion	DC = +15	Residue: Red glow on close by objects.	
Water (W)			
Liquid	DC = +12	Residue: The sound of rain.	
Ice	DC = +13	Residue: Frost on near by objects.	
Vapor	DC = +13	Residue: Humidity.	
Pressure	DC = +15	Residue: Feel pressure in the area.	
Mental (M)			
Cognitive	DC = +12	Residue: Racing thoughts.	
Emotional	DC = +13	Residue: Foggy thoughts	
Ethereal	DC = +15	Residue: Purple mist.	
Physical (P)			
Life	DC = +12	Residue: Eerie, uneasy, hair raising feeling.	
Force	DC = +15	Residue: Dust floating.	
Poison	DC = +15	Residue: No Residue.	
Disease	DC = +15	Residue: No Residue.	
Chaos (X)			
Void	DC = +12	Residue: An uneasy silence and stillness may be left behind.	
Space	DC = +15	Residue: Aurora borealis.	
Gravity	DC = +15	Residue: Floating robes and nearby objects. Grass laid flat.	
Time	DC = +15	Residue: Sound may arrive all at once or arrive delayed or choppy.	

MAGIC "Turns" should be "Rounds"

\*Spell Range: (The distance covered, rounded up, to the center point of the spell.) [P]

Self	DC = +/- 0	
Touch	DC = +1	Direct Conduction contact must be obtained
Extended Touch	DC = +2	Use your weapon or another object to extend your Conduction contact
Ranged Extended Touch	DC = +5	Use arrows, ammunition, thrown objects, ect to apply your spell through conduction contact. This spell may only sit in the transferring object for a max of 10 seconds (5 turns) before it goes null.
Per 5'	DC = +3	

\*Effect Range: (The distance the spell effect is applied from the center point of the spell.) [P]

Touch	DC = +1
Per 5'	DC = +3

\*Spell Shape: (The method of delivery for a spell) [P]

Arrow	DC = +1	
! Arrows stop when hitting a target		
Line	DC = +2	
! Lines hit all targets w/in the line		
45 degree Cone	DC = +4	
! Cones stop when hitting targets creating a cone shaped zone of no effect of equal degrees behind the hit target.		
45 degree Cont. Cone	DC = +5	
! Cont. Cones hit all targets w/in the Cone		
90 degree Cone	DC = +6	
! Cones stop when hitting targets creating a cone shaped zone of no effect of equal degrees behind the hit target.		
90 degree Cont. Cone	DC = +7	
! Cont. Cones hit all targets w/in the Cone		
135 degree Cone	DC = +8	
! Cones stop when hitting targets creating a cone shaped zone of no effect of equal degrees behind the hit target.		
135 degree Cont. Cone	DC = +9	
! Cont. Cones hit all targets w/in the Cone		
180 degree Cone	DC = +10	
! Cones stop when hitting targets creating a cone shaped zone of no effect of equal degrees behind the hit target.		
180 degree cont. Cone	DC = +11	
! Cont. Cones hit all targets w/in the Cone		
Per 5' Wall	DC = +7	
! Walls travel forward from its origin only and stop when hitting targets creating a zone of no effect behind the target.		
Per 5' Cont. Wall	DC = +8	
! Cont. Walls travel forward from its origin only.		
Sphere, Self Centered	DC = +7	
! Sphere, Self Centered hits all targets w/in the area of effect. Except yourself in the very center.		
Sphere, Bomb	DC = +9	
! Sphere, Bomb is cast at a distance. Sphere Bombs hit all targets w/in the area of effect (Effect Range).		
Chain	DC = +10	
! Chains first hit a single target then continues to hit all targets with in the effect range at -2 dmg per jump with the lowest dmg being 0 HP. This "chain" continues on as so until no one is in range or 0 HP dmg is sustained.		
Contagious		
! Contagious spells can pass from one target to another		
Touch per 5% chance	DC = +2	
! 5% chance to jump from one target to the next by touch		
Body Fluid per 5% chance	DC = +1	
! 5% chance to jump from one target to the next by transfer of body fluids.		
Airborne per 5% chance	DC = +10	
! 5% chance to jump from one target to the next by breathing the same air.		
Ward	DC = +15	
! Wards will activate only if a declared condition is met with in that area. (ie movement of an object of 5+ lbs).		
Once the declared condition is met, the spell will be triggered in the preset direction. Ward is always used with another spell shape. Wards effectively put your spell on stasis for eternity until dispelled or the declared condition is met.		
Link per mile distance	DC = +15	
! Link will link a caster and their target by touch. Any spell / effect can be shared by both. Will end if maximum distance is breached.		

\*Spell Duration: (The number of turns the spell can apply its effect to a target. Does not apply to Damage) [P]

for the first turn	DC= +3
per additional turn past first	DC = +15

Spell Dormancy: (The number of turns / amount of time that must pass before the spell attempts to apply its effect) [R]

per turn	DC = +1
Per 5 turns	DC = +2
Per 10 turns	DC = +3
Per 30 turns (1 minute)	DC = +5
Per 1800 turns (1 hour)	DC = +20
Per 43,200 turns (1 day)	DC = +100

\*Effect Duration: (The number of turns the spell effect lasts.) [P]

Instant	DC = +1
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1 turn	DC = +2	
per additional turn	DC = +1	

  

per turn	DC = +1	
Per 5 turns	DC = +2	
Per 10 turns	DC = +3	
Per 30 turns (1 minute)	DC = +5	
Per 1800 turns (1 hour)	DC = +20	
Per 43,200 turns (1 day)	DC = +100	

  

Damage Scale: (Numerical damage sustained) [V]		*** Not always applicable ***
Minus 1	DC = -1	1 temp skill pt DC = +8
Plus 1	DC = +1	1 temp skill pt* DC = +11
1d4	DC = +2	1 temp skill pt [GM] DC = +15
1d6	DC = +3	1 temp base pt DC = +20
1d8	DC = +4	1 perm skill pt DC = +20
1d10	DC = +5	1 perm skill pt* DC = +26
1d12	DC = +6	1 perm skill pt [GM] DC = +35
1d20	DC = +10	1 perm base pt DC = +45
2+ of the same dice	DC = +1	*** Not always applicable ***

!!!) The specified DC will go up by 1 for every additional same dice applied.

!!!) For damage spells, roll to see which target area you hit.

!!!) If you want to apply Damage over time, Divide the total Damage DC added by half (Rounded up) of the total rounds (Effect Duration) that your damage will apply. DC Totals are all rounded up.

!!!) If you wish for damage to reapply every round of the Effect Duration, Multiply the total Damage DC by half (Rounded Up) of the total rounds (Effect Duration) that your damage will apply. DC Totals are all rounded up.

!!!) Damage does NOT stack!!!

  

Spell Qualities: (Additional Spell Effects)		
Afraid (M) (><) [V]	DC = +10	Major Afraid {AUTO }
Aging / Youthening (P)		Note!!!: When casting youthening / aging "forbidden" spells
per day [R] [M-2]	DC = +10	the DC stacks! This means that during the duration of a
per month [R] [M-10]	DC = +50	previous youthening / aging the DC to do additional
per year [R] [M-20]	DC = +100	youthening / ageing will stack with the first. ie) if you
per decade [R] [M-100]	DC = +500	have youthened a target for 1 year, The DC would be
		+100. Then If you try to youthen them again by another
		year while with in that first years time then the DC of the
		second spell would be +200 instead of +100 as the DC
		would stack. {CHOICE / AUTO }
Alarm (A) (><) [P] [V]	DC = +5	Makes a sound chosen { }
Alert (M) (><) [V]	DC = +2	More aware, {CHOICE / AUTO }
Anti-Magic zone (X) (><) [P] [R]	DC = +20	Create a zone to barrier vs magic. To over power an anti-
		magic one must roll 2 times the casted zone DC. { }
Anti-Piety zone (X) (><) [P] [R]	DC = +30	Create a zone to barrier vs piety. To over power an anti-
		piety one must roll 2 times the casted zone DC. { }
Anti-Scrying zone (X) (><) [P] [R]	DC = +10	Create a zone to barrier vs Scrying. To over power an anti-
		Scrying one must roll 2 times the casted zone DC. { }
Barrier per 5 Durability (A) (><) [P]	DC = +3	A field of force. { }
Bio-Illuminate (P) [M-1]	DC = +7	Cause a target or object to glow a color of your choice
		{AUTO }
Black Hole – Consume Matter (X) (><) [R] [M-50]	DC = +200	This Black Hole consumes all matter with in its radius. { }
Black Hole – Consume Magic (X) (><) [R] [M-30]	DC = +100	This Black Hole consumes all magic with in its radius. { }
Black Hole – Consume Piety (X) (><) [R] [M-30]	DC = +150	This Black Hole consumes all piety with in its radius. { }
Bleeding (P) [M-1]	DC = +5+(lv)	{AUTO } Bleeding injuries cause blood loss at a rate of 1 ltr per 20
-> Bleed lvl 1 (-1 HP per Round):	DC = +0	lost HP from a target area. Your body will contain 1 ltr of blood per
-> Bleed lvl 2 (-3 HP per Round):	DC = +5	50 lbs. When you have lost 1 liter of blood per 1 point in your VIT
-> Bleed lvl 3 (-7 HP per Round):	DC = +15	you will enter the "Blood Loss" stage. Bleeding lasts until healed,
-> Bleed lvl 4 (-15 HP per Round):	DC = +20	stabilized, you are killed, or Resistance / Endurance is
-> Bleed lvl 5: (-30 HP per Round):	DC = +25	successfully rolled at DC of 20 + 1 per bleeding injury +2 per
		bleed lvl added from each injury. Bleeding naturally heals if dmg
		that caused the bleeding is less than 100 HP loss and Bleed lvl is
		3 or below at a rate of 1 minute per 10 HP loss (of causing injury)
		+ 5 minutes per bleed lvl. Resistance / Endurance may only be
		rolled once per turn as a free action and not on the turn of
		acquired status.
Blind (P) [M-1]	DC = +13	{AUTO }X.75}
By-pass Armor (X) (>I<) [P]	DC = +15	spell can go through armor { }
Camouflage (M) [P]	DC = +25	Modify your light and sound emission to blend with your
		Surroundings. / {AUTO SIGHT or Listen}
Cease (X) (><) [P]	DC = +10	Instantly end any conjured or summoned time duration. { }
Change State of Matter [P] [M-1]	DC = +18	solid, Gas, liquid, aqueous, plasma? { }

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Close Mind (M) (><) [V]	DC = +5	Add temp +1 for 1 hr vs Mental attacks {CHOICE / AUTO }
Confusion (M) (><) [V]	DC = +18	{AUTO }
Conjure per lb (X) (><) [R] [M-2]	DC = +12	Conjure an object into existence, created out of pure magic from your imagination, for a limited time. The GM may have you roll knowledge or skill checks to see if you know enough about an object to conjure it at all. Conjured objects have resistances and durability like the real thing. Conjures can not summon living entities or create objects with enchantments due to the enchanted nature of a conjured items. Due to the lack of familiarity, rare materials and/or object upgrades can also increase the DC at the GM's discretion. Lastly, if the object is damaged past its durability, then it will cease to exist. It is wise to note that when conjuring objects like food or water it would be wise to remember that all benefits gained will cease to exist when the objects time runs out. { }
Control Mind (M) (><) [V] [R]	DC = +25	{AUTO X1.5}
Control Physical Form (P) [M-5] [R]	DC = +25	{AUTO X1.5}
Critical Effect Chance by 5% (X) [V]	DC = +10	{ }
Cure Disease (P) [M-1]	DC = +7	{AUTO ☐ X.5}
Cure Poison (P) [M-1]	DC = +6	{AUTO ☐ X.5}
Dazed (M) [V]	DC = +5	{AUTO ☐}
Deaf (P) [M-1]	DC = +9	{AUTO ☐}
Dehydrated (P) (F) (W) [M-1]	DC = +13	{AUTO ☐}
Detect Lie (M) (><) [5-M]	DC = +6	Detect Lie {AUTO X.75}
Disabled (P) (><) [V]	DC = +25	
Disorientate (M) (><) [V]	DC = +5	{AUTO }
Divination (X) (><) [R] [15-M]	DC = +25	Discern past or future within your area of effect. (Use spell range to define area viewed. Use Casting Range to define duration of time viewing) (To the caster, their consciousness will void input (including pain) from their present (as if brain dead and motionless) and see, hear, smell, taste, touch the events in the time that they are discerning but may not change or affect them. All events outside of this field of effect will be viewed as darkness or a void to the caster. The casters consciousness will be able to view their field of effect from any angle and in equivalent time. Until they choose to end the divination and their consciousness returns to the present without knowledge of any event to have taken place during the time they were viewing those events.) { }
per minute from present	DC = +10	
per hour from present	DC = +30	
Drain (P) [R] [M-3]	DC = +15	Transfers 25% of damage sustained by a target to another target as HP. May be selected up to four times for a max of 100% transfer. Distance must be added to the casting DC between the two targets for the lost HP to travel to its new receiving target. {AUTO ☐}
Dream Aspect (M) [V]	DC = +15	Effect a sleeper's dreams {AUTO }
Effect Material [P]		(Permanent effect = +15 DC) (Multiple uses of same effects stacks by X2) { }
Break % by 1 (E)	DC = +6	
Durability by 1 (E)	DC = +6	
Ignite Chance by 5% (F)	DC = +5	If material struck is ignitable
Melt (F)	DC = +14	
Resistance by 1 (E)	DC = +6	
Rust (A) (W)	DC = +8	Passive -1 applied to object or material.
Effect Physical Form (P) [P] [M-3]		{AUTO / CHOICE ☐}
Size by 6 inches	DC = +8	Applies to Living Target
Speed by 5 ft / round	DC = +8	Applies to Living Target
Natural Resistance by 1	DC = +8	Applies to Living Target
Entangle (E) [P]	DC = +7	{AUTO / CHOICE }
Exhausted (P) [V]	DC = +12	{AUTO }
Float (A) [R] [5-M]	DC = +8	Apply zero gravity to yourself or a target. You may not add / remove inertia or change direction via this spell. Save = AUTO-(choice): <b>Focus / Will</b> vs ¼ Casting DC { }
Fly (A) [R] [10-M]	DC = +12	Flight allows you or a target to move to the full extent of their dexterity in any direction at a movement speed of ( <b>Mag. X 5</b> ) (as per the caster's <b>Mag. score</b> ) Save = AUTO-(choice): <b>Focus / Will</b> vs ¼ Casting DC { }
Focused (M) (><) [V]	DC = +4	{AUTO / CHOICE }
Gale Force (A) [P] [V]	DC = +5	Push / Pull upto a lb of weight object in any direction by manipulating the air currents. DC can stack to move greater weights. Objects

Gale Force Enhanced (A) [P] [V] [M-1] DC = +15		can move at a speed equal to 2 ft per your VIT with reasonable control per turn for the duration of your spell.
		Push / Pull with great and rapid force upto a lb of weight object in any direction by forceible manipulating the air currents. DC can stack to move greater weights. Objects can move in a straight line or vertical arc only at a speed per turn in feet equal to your MAG score.
Glide (A) [R] [2-M]	DC = +5	
Gravity – 10% Increase		(The force of gravity pulls towards the earths core at approx 10 m/sec squared)
/ Decrease (X) (><) [R]	DC = +12	
Gravity – 10° Change		(With 0 degrees being directly down towards the earths core)
of Direction (X) (><) [R]	DC = +10	{ }
Hampered (P) [M-1]	DC = +10	{AUTO 0}
Haste / Slow (P) per turn		
per round [M-5]	DC = +20	{AUTO / CHOICE }
Head Ache (M) (><) [V]	DC = +8	{AUTO 0}
Heal (P) [M-1]	DC = +10	Reverse the damage scale, Applies to living target
		{AUTO 0X.5}
Heat / Cool by 5 degrees (F)	DC = +5	{ }
(W) [P]		
Heightened (M) (><) [V]	DC = +8	{AUTO / CHOICE }
Hungry (P) (E) [M-1]	DC = +6	{AUTO 0}
Illusion (M) (><) [P] [V]		Illusions are magic energies used to divert the senses
Taste	DC = +5	causing observers to perceive something other than
Smell	DC = +7	actual. Illusions can NOT directly cause pain, perceived
Hearing	DC = +10	or real, or cause damage in any way! Otherwise,
Sight	DC = +13	attaching other spell qualities (M) to the illusion at ½ their
Touch	DC = +15	DC cost (minimal of 1) is allowed. The quality save will be replaced by the save of the illusion. Finally the GM may impose other negatives upon those effected by an illusion even if the quality is not added to the spell if he/she deems necessary. Save will reveal the illusion to be a fake {INTENTIONAL X1.25}{AUTO X.75}
Invisible (X) (><) [P] [R] [M-15]	DC = +5	spell does not emit / reflect visible light {AUTO / CHOICE 0}
Insubstantial (X) (><) [P] [R]	DC = +10	spell can go through walls and other solid obstacles
[M-25]		{AUTO / CHOICE 0}
KO (P) [M-2]	DC = +20	{0X.75}
Linked (M) (><) [R] [M-3]	DC = +10	Link a target or object to another target or object
		{AUTO / CHOICE }
Linked Instructions [P] [M-2]	DC = +05	Give your spell limitations or directly apply qualities and other parts of the spell to other qualities or parts of the spell. I.e) linking the element to the damage, or a ward to trigger only one quality of the spell as per preset instructions.
Luck Adjusted (C) (><) [R] [M-10]	DC = +30 + intensity	Add or remove to a target's Luck. Applies to all roles throughout the duration. Luck is adjusted by intensity.
-> Major Good Luck:	DC = +35	Roll 4 times, Take the Top Rolled total
-> Moderate Good Luck:	DC = +20	Roll 3 times, Take the Top Rolled total
-> Minor Good Luck:	DC = +0	Roll 2 times, take the Top Rolled total
-> Minor Bad Luck:	DC = +0	Roll 2 times, take the Bottom Rolled total
-> Moderate Bad Luck:	DC = +20	Roll 3 times, take the Bottom Rolled total
-> Major Bad Luck:	DC = +35	Roll 4 times, take the Bottom Rolled total
Lustful (M) (><) [V]	DC = +10	{ X.75}
Major Morph (P) [V] [M-20]	DC = +45	Use to poly morph into different animal or race. All stats will be that of your new animal or race. GM may apply negatives to characters who are unpracticed as that animal or race. {AUTO / CHOICE 0}
Memory (M) (><) [V]		
Erase per min	DC = +20	{AUTO }
Rewrite per min	DC = +22	{AUTO X1.25}
Repair per min	DC = +15	(May also be used to resurface memories) {AUTO }
Mend (E) [M-4]	DC = +5	Reverse the damage scale, Applies to an nonliving target { }
Mental Link (M) (><) [V] [R]	DC = +12	Link Surface Thoughts for conversation.
[M-5]		{AUTO / CHOICE }
Mental Stab (M) (><) [V]	DC = +5	If successful Focus / Will is temp -1 for 1 hr vs all mental attacks {AUTO }
Minor Morph (P) [V] [M-10]		Cannot use to poly morph into different animal.
Gills	DC = +7	Breath underwater or above water. {AUTO / CHOICE 0}
ect...	DC = ?	{AUTO / CHOICE 0}
Mute (P) [M-1]	DC = +5	{AUTO 0}
Necro-Animation (P) (X) (><)	DC = +40	Animate a corpse / (Target must be healed to 0 HP) / NOTE:
[R] [M-50]		Once a body has been Necro-animated it can no longer hold a soul ever again. This is because the void of which would usually hold a soul will be filled and warped by the magic required for Necro-Animation { }.
Numbness (P) [M-1]	DC = +5	{AUTO / CHOICE 0}
Obsession (M) (><) [V]	DC = +10	{AUTO }
Off balance (P) [V]	DC = +5	{AUTO }

Planer Crossing (X) (><) [R] [50-M-50]	DC = +200	Cross into other plains { }
Planer Manipulation (X) (><) [P] [R] [M-75]	DC = +400	Shape the barriers of a plane or modify simple energies { }
Plainer Creation (X) (><) [P] [R] [M-100]	DC = +700	Create Dimi-Planes or modify complex energies. / (Take twice to modify stable planes) { }
Poison Arcana (P) (><) [M-50] -> Rate of every round -> Rate of every 2 rounds -> Rate of every 5 rounds -> Rate of every 15 rounds -> Rate of every 30 rounds (1 min) -> Rate of every 5 min -> Rate of every 15 mins -> Rate of every 1 hr -> Rate of every 5 hr -> Rate of every 12 hr -> Rate of every 24 hrs (1 day)	DC = +25+(rate) DC = +125 DC = +110 DC = +90 DC = +70 DC = +50 DC = +40 DC = +30 DC = +20 DC = +10 DC = +5 DC = +0	Modify the way the damage chart and/or qualities apply their effects (ie how they proc). Damage chart is reduced to 25% (rounded down) and effects get cut to 25% chance. Rate applies to how often the poison applies its 1/4 damage chart and effect at 25% chance. Poison Arcana lasts until healed.
Prone (P) [M-1]	DC = +7	{AUTO }
Pseudo-creation animation. (E) (P) (><) [P] [25-M]		Give a pseudo life to an object { }
Small Animation per function	DC = +7	
Life-sized Animation per function	DC = +10	
Animated Limb	DC = +50	(Minimal DC at GM Discretion)
Animated Familiar	DC = +75	
Read Surface Thoughts (M) (><) [V]	DC = +10	Read Surface Thoughts. {AUTO / CHOICE }
Recall stored item (X) (><) [R] [M]	DC = +10	Recall an object placed in a sub-dimensional-space. If recalling during combat or other high stress conditions, the GM may require a focus / will to be rolled. { }
Redirect (A) (P) [P] [M-50]	DC = +45	Allows for spell damage and / or effects to be redirected to a new target
Reflect (A) (P) [P]	DC = +30	Allows for spell damage and / or effects to be returned to sender.
Reflect W/ love (A) (P) [P] [M-25]	DC = +35	Allows you to add the difference your spell DC was over theirs to the DC of the spell as it is returned.
Relaxed (M) (P) [V]	DC = +10	{AUTO / CHOICE }
Relocate Damage (A) (P) [V] [M-25]	DC = +35	Allows you to deal 25% of the damage you would of took onto any other target. Can be stacked up to deal even over 100% damage return.
Resurrect (P) (X) (><) [V] [R] [M-250]	DC = +70	Revive from death (Target must be healed to 0 HP) { }
Return Damage (A) (P) [V] [M-25]	DC = +25	Allows you to deal 25% of the damage you would of took back onto your attacker. Can be stacked up to deal even over 100% damage return.
Scan (M) (X) (><) [R] [10-M]	DC = +10	{ <b>Magic (Mental)</b> }
Scan – Quantum (M) (X) (><) [V] [P] [R] [50-M]	DC = +50	Scan around you to locate and Identify your surroundings. By using proper doses of Infer-red, Ultra-Violate, X, Thermal, Sub-Sonic, Sonic, Super-Sonic, Radio, and Electromagnetic radiations in addition to scanning surface thoughts, emotions, and energy signatures one can detect much more than normal magic can alone. (Mix Scan-Quantum with other skills to expert effect.) { <b>Magic (Mental)</b> }
Scrying (X) (><) [R] [10-M]	DC = +20	Discern the present, at a distance, within your area of effect. Discern Sight, Hearing, Smell and gain location awareness. To scry, you must know intimately or possess a personal effect to that of which you wish to discern. In the circumstance where you wish to scry upon a location you must have been there before and be able to recall it in detail. (GM may have you use an <b>Apt.</b> Based roll to verify). (Use spell range to define area viewed). Use Effect Duration to define duration of time viewing (To the caster, their consciousness will void input (including pain) from their present (as if brain dead and motionless) and see, hear, smell, taste, touch the events in the time that they are discerning but may not change or affect them. All events outside of this field of effect will be viewed as darkness or a void to the caster. The casters consciousness will be able to view their field of effect from any angle and in equivalent time. Until they choose to end the scrying and their consciousness returns to the present without knowledge of any event to have taken place during the time they were viewing those Events.) { }
Sensitive (P) [M-1]	DC = +7	{AUTO / CHOICE }
Sickened (P) [M-1]	DC = +8	{AUTO }
Silent (A) (P) (><) [M-1]	DC = +8	Spell does not make noise { }
Sleep (M) [V] [M-1]	DC = +12	Put to sleep {AUTO }



Soothe / Pain (P) [V] [M-3]	DC = +1	{AUTO / CHOICE }
Pain Equivalent to Dmg. Scale:		
Minus 1	DC = -1	
Plus 1	DC = +1	
1d4	DC = +1	(You can have up to 2 of the same dice applied without penalty, After
1d6	DC = +2	that the DC will go up by 1 for every additional same dice applied.)
1d8	DC = +3	
1d10	DC = +4	
1d12	DC = +5	
1d20	DC = +6	
3+ of the same dice	DC = +1	
Starved (P) (E) [M-1]	DC = +13	{AUTO 0}
Store item per lb (X) (><) [R]	DC = +7	Place an object in a sub-dimensional-space to be recalled
[3-M]		later. Not safe for living targets. { }
Stressed (M) (P) [V]	DC = +12	{AUTO }
Stunned (P) [V]	DC = +15	{AUTO 0X.75}
Suffocation (A) (P) [M-1]	DC = +18	{AUTO 0}
Summon (P) (X) (><) [V] [R] [10-M-10]		Summoning via Magic is much more difficult than by Piety.
Summon per turn	DC = +15	With the slightest of error, Magic forces can warp
Summon permanently	DC = +55	magical creators when summoning them, or even kill any
		living creator. Summon can NOT summon a Divine
		by force. Such creators must be willing to be summoned
		and if unwilling my instead choose to summon you or
		simply ignore the summon. In addition any creature being
		summoned gets an automatic save. If successful they
		may choose to answer the summons or ignore.
		{AUTO X1.5}
Telekinesis (M) [P] [R]	DC = +5	Move upto a lb of weight object. DC can stack to move greater weights.
		Objects can move with great control at a speed equal to 1 ft per
		your APT per turn for the duration of your spell.
Teleportation (X) (><) [R] [30-M]		Teleportation is achieved via creating a portal between plains and
Per yard	DC = +1	moving matter rapidly as energy from one end of the portal to the
Per quarter mile	DC = +8	other. Teleportation requires a turn to pass before you may
Per mile	DC = +35	teleport again. Very Similar to the "Warp" Quality.
Per 5 miles	DC = +140	(!!! DO NOT USE SPELL RANGE when calculating this spell
Per 25 miles	DC = +560	DC unless your spell must travel to hit a target that you are
		teleporting in which case add that distance as spell range.)
		(Up to any amount with in) { }
Thirsty (P) (F) (W) [M-1]	DC = +6	{AUTO 0}
Tired (P) (M) [V]	DC = +6	{AUTO 0}
Ultra Waves (A) [V]	DC = +50	Use super-sonic and sub-sonic sound waves to destroy a target.
		{AUTO 0}
Useless (P) [M-1]	DC = +12	{AUTO 0}
Vacuum (A) [R] [10-M-5]	DC = +25	Remove all air from a target causing suffocation to begin.
		{AUTO 0}
Vocal Amplification (A) [V]	DC = +8	Double the volume of your voice. { }
Warp (X) (><) [R] [P] [10-M]		Warp is achieved by bending space / time itself. You do not become
Per 3 yards	DC = +1	energy to travel but rather bring two once far points very close to
Per quarter mile	DC = +6	eachother for an instant to allow normal motion between them.
Per mile	DC = +33	The points then rapidly return to their normal position in space /
Per 5 miles	DC = +145	time making it appear as if you teleported. Warp requires a turn to
Per 25 miles	DC = +600	pass before you can warp again. Very similar to the "Teleportation"
		Spell Quality.
		(!!! DO NOT USE SPELL RANGE when calculating this spell
		DC unless your spell must travel to hit a target that you are
		teleporting in which case add that distance as spell range.)
		(Up to any amount with in) { }
Water Walk (W) [P]	DC = +6	{ }
Winded (P) [M-1]	DC = +8	{AUTO 0}
Wind light (A) (><) [P] [M-1]	DC = -2	Spell can be carried by the wind { }
Preventing cure / heal methods: [R]		
by herbs, medicines,	DC = +10	As if X1.5 casting DC for curing attempts by herbs,
first aid:		medicines, first aid
by piety:	DC = +20	As if X1.5 casting DC for curing attempts by piety
by magic:	DC = +15	As if X1.5 casting DC for curing attempts by Magic
Time Focused or "Cooked" past required time duration.		
One Turn Focused	Lower DC by 1	
Two Turn Focused	Lower DC by 3	
Three Turn Focused	Lower DC by 5	
ect... to a maximum number of turns equal to your Magic base score.		

**STOP!!!**

Please add up your total so far! This will be your sub-total!

Then add 2 per 10 DC of the sub-total as a difficulty increase of the more powerful spells. This is your Casting DC and you will base your time to cast and your focus DC's off of this casting DC.

Many spells take a number of turns to cast. **Casting takes 1 turn + 1 turn per 30 DC.**

Note !!! Since casting is over multiple turns a Focus / Will roll may be required at a DC of ¼ the casting DC any time your concentration may be interrupted. Additionally, If sustaining dmg. a Focus / Will roll may be required at a DC of ½ the casting DC + (3 per pt of Dmg sustained).

#### **Identify Magic Spell or Item:**

To identify a magic spell or item, roll your associated knowledge or skill check.

#### **Surviving Magic attacks:**

Spells can be **Defended** off by rolling 1d20 + **Mag.** (in rare case **Str.** may be used) + **Defend** + Temporary Modifiers vs the cast DC. Rolled as a free action during the attackers turn. The GM may declare that **Defend** is not applicable vs. certain spells.

Spells can be **Dodged** by rolling 1d20 + **Dex.** + **Dodge** + Temporary Modifiers vs the cast DC. Rolled as a free action during the attackers turn. The GM may declare that **Dodge** is not applicable vs. certain spells.

Spells can be dispelled / nullified by rolling 1d20 + **Mag.** + (**Same magic skill as caster**) + temporary modifiers vs the cast DC X1½. The spell / effect being dispelled / nullified must first be identified (as a free action) and fully understood to dispel / nullify. This process is commonly referred to as Anti-Magic and uses both physical motion and verbal cue. Rolled as a free action during the attackers turn. The GM may declare that a dispel / nullify is not applicable vs. certain spells.

Spells can be deflected by rolling 1d20 + (**Mag. & Dex. Averaged**) + (**Desired Magic Skill**) + temporary modifiers vs the cast DC.

If aiming the deflect at any target you must first succeed on the initial deflect then roll 1d20 + (**Mag. & Dex. Averaged**) + (**Desired Magic Skill**) + temporary modifiers vs the targets defense / dodge ect as applicable. If failing this aim or not attempting, then the spell will deflect at random (25% Ground, 25% Air, 25% any close target rolled equally, 25% other possible outcome. The spell / effect being deflected must first be ¼ identified (as a free action) and understood to deflect. This process is commonly referred to as Anti-Magic and uses both physical motion and verbal cue. Rolled as a free action during the attackers turn. The GM may declare that deflect is not applicable vs. certain spells.

#### **Imbue Magic:**

Imbuing magic is a careful process mixing **Brewery / Distillery** and Magic. It is more of a science than an art and allows one to place / store a spell / effect into a foci, potion, dust, or scroll to be used later. Skilled masters of Imbue Magic are often called "Alchemist" (Arcana Chemest). Truly skilled masters of Magic (Imbue) may even be called "Enchanter" as they make relics of power.

#### **Materials Listed / Defined:**

Spell Base: A captured complete spell.

Incomplete Base: A Captured but incomplete spell.

Empty Magic Essence: Contained in a small vial and formed of Water and Magic Energy. Used to store Magic energy / aspects of spells

Potency: The remaining casting DC once every aspect has been distilled from the base. May be added to any Spell base to increase the casting DC of that spell / prayer.

Declaring 1 mode of Activation.

#### **The following is a set of instructions for imbuing a spell:**

First, create your "Empty Magic Essence"

"Empty Magic Essence" is contained in a small vial and formed of Water and Magic Energy. Each essence costs in Alchemy Materials ½ the Max Casting DC that it can hold in MGT., and Minutes. **Magic (Imbue)** DC of 5 to create 1.

Second, obtain your spell to add to the "Empty Magic Essence" and "Capture" it into the "Empty Magic Essence". The DC to do this is 10 + ½ the spells casting DC. (Record the Casting DC). This will form a "Spell Base". Failure to capture a spell could cause the spell to be released from that point. The result is up to your GM.

Third, create any "Empty Magic Essence" you may need for the distillation process. Each essence costs in Alchemy Materials ½ the DC of the aspect that you are distilling in MGT., and Minutes. **Magic (Imbue)** DC of 5 to create 1.

!!! If you do not wish to "distill" your "Spell Base" then you can skip the third and fourth steps.

Fourth, With the use of an alchemy lab, "Distill" any certain aspect of a spell from a "Spell Base" or "Incomplete Spell Base" into an "Empty Magic Essence" specific for that aspect. Each isolated aspect and the remaining "Spell Base" will be known as an "Incomplete Spell Base" until reformed. The DC to do this is equal to the casting DC remaining in the base. Failure to meet the DC will only ruin and negate the aspect you were attempting to distill. Once every aspect has been pulled from the base the base will contain "Potency".

Fifth, "reform" or "Modify" a "Spell Base". For an "Incomplete Spell Base" to be deemed a "Spell Base" each aspect must be present to complete a spell per the above spell crafting charts and rules. You can mix any number of "Incomplete Spell Base" to combine their effect into a new spell as necessary. But be advised, not all aspects work well with each other. Once all aspects are added and your spell is "reformed" or "Modified" then add you last "Incomplete Spell Base" known as "Potency" to your desired casting DC. The DC to do this is ½ the new total casting DC of your completed spell. At this stage there is very little room for error and messing up will destroy / negate every aspect of that base. This process will take ¼ the new total DC in minutes. !!! If you do not wish to "reform" or "Modify" your "Spell Base" then you can skip this fifth step.

Sixth, Gather and prepare the foci, potion, dust, or scroll you wish to imbue.

Foci: A Foci is any item or device allowing you to cast the imbued spell / effect through a declared mode of activation.  
The cost of Foci may vary depending on the item.  
Potion: A Potion is any drinkable liquid that casts the spell effect onto the drinker. The cost of a Potion in Archemy Materials is (25 Mgt +10 Mgt per dose to make)  
Dust: A Dust is any powder that casts the spell effect onto the one who breathes it in. The cost of a Dust in Archemy Materials is (30 Mgt +15 Mgt per pinch to make)  
Scroll: Any fabric or paper that casts the spell effect onto the viewer. The cost of a scroll may vary depending on the fabric or paper chose but to prepare it into a scroll costs in Archemy Materials (10 Mgt +10 Mgt per charge to make)

Seventh, Imbue your "Spell Base" onto the foci, potion, dust, or scroll.

Foci: The DC to imbue is (20) + (1/2 the casting DC of the "Spell Base" that you wish to imbue, rounded down) One may note that certain gems or artifacts may effect the DC or the spell / effect applied on a Foci as per your GM. This process takes a number of minutes equal to the imbue DC. Like when you first captured a spell, Failure to imbue a spell could cause the spell to be released from that point. The result is up to your GM.  
Potion, Dust, Scroll: The DC to imbue is (1/4 the Potion's cost rounded down) + (1/4 the casting DC of the Spell Base, also rounded down). This process takes a number of minutes equal to the imbue DC. Like when you first captured a spell, Failure to imbue a spell could cause the spell to be released from that point. The result is up to your GM.

Your Spell imbue is complete!

NOTE: !!! To imbue relics:

Relic: A foci, potion, or dust, or scroll with effects imbued in a permanent fashion. This process is known as an enchantment. To create the spell you do everything as if it were normal **Magic (Imbue)** except, at the imbue stage you must add CVF, VVF, RVF or PVF. Doing so doubles the time it will take for Magic (Imbue). The DC to imbue will increase by 25.

Add CVF for any enchantment that does not deliver dmg dice nor effects Skills [GM] or Base Scores.

Add VVF for any enchantment delivering dmg dice be it positive or negative.

Add RVF for any enchantment effecting Skills [GM]

Add PVF for any enchantment effecting Base Score.

To create CVF, VVF, RVF or PVF.

Calm Vital Force: A concoction of 2 parts Archemy Materials to 1 part Skill Pt. Used as 1 CVF per 5 DC Enchant.

Crafting CVF is a process resulting in you bleeding 1HP per skill pt drawn from your person. Drawing your blood in a fashion to draw with it skill pts is dangerous process where failure can result in 1d4 Dmg (50%) 2d4 Dmg (25%) 3d4 Dmg + Bleeding (15%) 4d4 Dmg + Bleeding + KO (5%) or instant kill (5%). Drawing and distilling the blood is difficult **Magic (Imbue)** DC of 35 + (1 per pt drawn). This process takes 10 minutes to set up plus 1 minute per HP drawn. Skill points are chosen at random (Roll) for each point drawn.

Violent Vital Force: A Concoction of 2 parts archemy materials to 2 parts Skill Point\*. Used as 1 VVF per 10 DC

Enchant. Crafting VVF is a process resulting in you bleeding 2HP per skill pt drawn from your person. Drawing your blood in a fashion to draw with it skill pts\* is dangerous process where failure can result in 1d8 Dmg (50%) 2d8 Dmg (25%) 3d8 Dmg + Bleeding (15%) 4d8 Dmg + Bleeding + KO (5%) or instant kill (5%). Drawing and distilling the blood is difficult **Magic (Imbue)** DC of 35 + (2 per pt drawn). This process takes 10 minutes to set up plus 1 minute per HP drawn. Skill\* points are chosen at random (Roll) for each point drawn.

Refined Vital Force: A Concoction of 2 parts archemy materials to 3 parts Skill Point [GM]. Used as 1 RVF per 15

DC Enchant. Crafting RVF is a process resulting in you bleeding 3HP per skill pt drawn from your person. Drawing your blood in a fashion to draw with it skill pts is dangerous process where failure can result in 1d12 Dmg (50%) 2d12 Dmg (25%) 3d12 Dmg + Bleeding (15%) 4d12 Dmg + Bleeding + KO (5%) or instant kill (5%). Drawing and distilling the blood is difficult **Magic (Imbue)** DC of 40 + (3 per pt drawn). This process takes 10 minutes to set up plus 1 minute per HP drawn. Skill [GM] points are chosen at random (Roll) for each point drawn.

Pure Vital Force: A Concoction of 2 parts archemy materials to 1 part Base Pt. Used as 1 PVF per 20 DC Enchant.

Crafting PVF is a process resulting in you bleeding 5HP per Base Score drawn from your person. Drawing your Blood in a fashion to draw with it Base Score is a dangerous process where failure can result in 1d20 Dmg (50%) 2d20 Dmg (25%) 3d20 Dmg + Bleeding (15%) 4d20 Dmg + Bleeding + KO (5%) or instant kill (5%). Drawing and distilling the blood is difficult **Magic (Imbue)** DC of 40 + (5 per pt drawn). This process takes 10 minutes to set up plus 1 minute per HP drawn. Base points are chosen at random (Roll) for each point drawn.

Your Relic imbue is complete!

Limiters:

- The Verbal / Physical / Runic / Material requirements.
- The requirement to understand a spell / effect. Years of Study?
- The focus it takes to cast.
- The time and DC it takes to cast spells compared to prayers.
- The amount of disdain from piety users towards the practitioner of Magic.
- The near universal band and disdain for any practitioner of the forbidden arts. (Spells that are considered innately evil or simply too dangerous to practice.
- The risk of catastrophic backfires (Vex) when a DC is not Met
- The residue of some stronger casting
- The cost of spell or archemy materials

ALL POINTS DRAWN AT RANDOM

28\*

28 HP

EVENT: Keyta asks Brand to stitch up the source rift better. Sends Edwaun to assist. This will grant Brand the ability to cast source magics in the form of special abilities. (May also open, access / channel, and close source  
Source rifts are MASSIVE power boosts when channeling. **Cutting channel time restrictions by 2 turns per 5 points in the art, and adding 25 per 5 points in the art per turn to your casting roll.**  
Magic poisoning and other adverse effects can occur when channeling the source. Especially with prolonged exposure or failed castings.

Source casting is highly regulated by the powers of the 15 towers and even banned completely in many countries for the inherent danger that comes with source [REDACTED] ing.