Fallout: Equestria

Wasteland Ventures

Magic Codex

Compiled by Waak, Kireanikin, LaPa, Miksu & SourCherry
10 AP rule basis by Yondalor
Token HP & Status rule bases by LZ

Playtesting and Advice: LZ, Moonlight Grimoire, Mittens, Kittyfluff, Ray_Lionheart,
f1r3w4rr10r, Tierney Kelly, Eden, Kendallkun, Pesian, Raven, dumbhat, GODOG, Borealis

Cover and Graphics: SourCherry

Layout: Waak & SourCherry

Special thanks to:
Kkat - for the fanfiction that sprouted a community
Sunrise - for the original ruleset where all started

Version 2.2.0
Last compiled on February 10, 2021
Contact: *wasteland-ventures@googlegroups.com*

Contents

Chapter 1

Introduction

"They may have scorched the earth and reduced our lands to rubble, but the zebras could never quench the magic coursing through Equestria. Unicorns, pegasi, earth ponies, and beyond, we all possess the power to very literally change the world around us. The rest of Tenpony might say this is a waste of time, laugh at my choice of dedication, but they're short-sighted. My goal is to interview the masters of magic in all its forms, so we can preserve its essence for future generations. If you are reading this, I can only assume you're part of this future."

- Nebula Dance, Librarian, 2 BS&R

The Equestrian Wasteland has plenty of magical encounters to offer, be it in the form of unicorns mastering the arcane or pegasi coursing through the sky with grace. Some could argue even the Earth Ponies, the most mundane of equine kind, possess their unique form of magic. And in this case, they are true in their assumptions.

This document of **Wasteland Ventures** holds most common variants of magic found in the Equestrian Wasteland. For easier search, the magic spells and maneuvers have been listed in alphabetical order under each variant of magic.

Common themes found in almost magic are listed below, and can also be found under Chapter 8 of **Core Rules** of **Wasteland Ventures**:

AP Cost: All spells cost some Action Points. Outside of combat, this value tends to have no effect.

Area of Effect: How large an area the spell covers.

Duration: How long the spell lasts

Potency: determines the power of spells, taking into account the character's level and the school's associated SPECIAL attribute.

Range: How far the spell's target can be, if at all.

School: The "magic school" of the spell, followed by the associated SPECIAL attribute.

Strain Cost: determines the amount of fatigue gained by casting the spell.

Target: Determines if the spell can be casted on oneself, to others, or to an area.

Chapter 2

Aerial Maneuvers

Basic Maneuvers

"Listen up, squeak. Back in my day, any pegasus worth their mettle was expected to do most basic aerial maneuvers with their eyes closed. Pegasi today can barely flap their wings, and use fancy schmancy power armor to make up for their inability to fly properly. Am I old and crabby? Yes, but that doesn't mean I'm wrong¡'

- Lieutenant Citrus Breeze, Former Shadowbolt, 5 BS&R

Basic Maneuvers are the maneuvers every flying character can learn, or has learned already, once their adventure starts. The maneuvers are divided in three categories: **Agility**, **Charisma**, and **Endurance**. Agility maneuvers require reflexes and dexterity from the flier in order to pull off successfully, whereas Charisma maneuvers ask for certain grace and bravado like Wonderbolts of yore. Endurance maneuvers require two simple things: guts and thick skin to sustain the forces of the maneuvers.

Buccaneer Blaze [AGI]

School	Agility (AGI)
AP Cost	10
Strain Cost	4
Range	Huge Splash
Target	AoE
Area of Effect	Small Splash
Duration	Instant
Position After	On Ground

The flier flies around a cloud in top speed, gathering electricity and then dives towards enemy at neck-breaking speed. When the character comes to a halt, she releases an Area of Effect - lightning attack on a Small Splash Template.

The distance the character can dive to is within a Huge Splash Template from her starting position. This Electric AoE attack covers a Small Splash Template and deals 2+(3) damage to non-robots, while Robots take three times the damage and Power Armor takes twice the damage. **Potency** of the character will add more damage to the maneuver:

<10 Potency +0 DMG

10-19 Potency +2 DMG

20+ Potency +4 DMG

Cloud Manipulation [CHA]

School	Charisma (CHA)
AP Cost	5
Strain Cost	3
Range	-
Target	AoE
Area of Effect	Varies
Duration	Instant
Position After	In air

The flyer can manipulate clouds to different effects, such as causing momentary weather effects or striking all enemies with lightning-bolts. Thaumaturgy roll is used to determine success. Area of effect is determined by the flier's Potency as shown below:

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

Lightning bolts and hail deal 1+(3) damage.

Contrail [AGI]

School	Agility (AGI)
AP Cost	Movement
Strain Cost	2
Range	-
Target	Self
Area of Effect	-
Duration	2 Rounds
Position After	In air

The flier dashes fast enough to create a contrail behind them while flying low enough to distract their enemy. The flier gives all enemies they fly past a Distraction, its severity determined by the flier's Potency. Flier must fly in a straight line. The enemies will suffer from the distraction for 2 turns, and cannot use their Attacks of Opportunity against the flier during the maneuver.

<10 Potency Minor Distr.

10-19 Potency Medium Distr.

20+ Potency Major Distr.

Creeping Barrage [AGI]

School	Agility (AGI)
AP Cost	5 + Weapon
Strain Cost	3
Range	-
Target	AoE
Area of Effect	Line, [Potency]*2 meters
Duration	Instant
Position After	In air

The flier speeds up, flying towards the enemy and bombarding them with gunfire or magical energy, targeting enemies in a line at the maximum of Potency*2 meters (Potency hexes).

The Maneuver requires a successful Firearms/MEW roll in addition to the Thaumaturgy roll. The weapon in question must be a Full-Auto weapon.

If the Thaumaturgy roll fails, the flier ends up on the ground while knocked prone, having not spend any ammunition. If the Firearms/MEW roll fails, the flier has performed the maneuver, but misses the targets.

Defensive Spiral [END]

School	Endurance (END)
AP Cost	10
Strain Cost	5
Range	-
Target	AoE
Area of Effect	Varies (Potency)
Duration	1 round
Position After	In air

The flier circles low to the ground, the size of her circular motion determined by their Potency. The air pressure and gale from their maneuver protects all allies inside the circle, providing additional +1 DT to them. The affected area is centered on the flier's original position.

To perform this maneuver, the flier must successfully roll Thaumaturgy -20 or be flown off course for 10 meters (5 hexes) and get knocked prone in a random direction.

GM decides the direction a failed maneuverer flies towards with a roll of the dice, 1d6 for each main direction. If they crash against someone, they take damage according to Falling Objects and Falling rules.

<10 Potency Small Splash area

10-19 Potency Large Splash area

20+ Potency Huge Splash area

The flier can maintain this Spiral for a single turn, and must rest their wings for the next turn - they cannot perform maneuvers but can still otherwise act.

Defog Twirl [CHA]

School	Charisma (CHA)
AP Cost	4
Strain Cost	2
Range	Adjacent
Target	AoE
Area of Effect	Varies (Potency)
Duration	Instant
Position After	In air

Flier makes a dainty twirl near the ground, dispelling fog, poisonous clouds or put out small fires in an area determined by her Potency. Additionally, the flier may instead spread these effects to an equally sized area, in case of fire or smoke. This maneuver also removes Burning-status from all targets within the affected area. Thaumaturgy roll is required, and the area of effect must be adjacent to the character.

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

Dirt Drag [END]

School	Endurance (END)
AP Cost	10
Strain Cost	4
Range	Adjacent
Target	1
Area of Effect	-
Duration	Instant
Position After	In air, adjacent to target

The Flier grabs onto a target and drags the target along the ground for 8 meters (4 hexes) to the direction of their choosing, injuring them in the process.

This maneuver requires a successful opposed roll of flier's Thaumaturgy against the target's STR. If the target is successful, the flier ends up on the ground, in a grapple with the target. This maneuver deals 2+(2) damage to the target if flier is successful, and the flier's Potency provides additional damage:

<10 Potency +0 DMG

10-19 Potency +2 DMG

20+ Potency +4 DMG

Divebomb [END]

School	Endurance (END)
AP Cost	10
Strain Cost	4
Range	Adjacent
Target	1
Area of Effect	-
Duration	Instant
Position After	Adjacent to target

The Flier takes off up to the air and dives down, making a single powerful Melee or Unarmed attack with high chance of Knocking down the target.

This maneuver requires a successful Thaumaturgy roll as well as either Melee or Unarmed roll to pull off, depending on the weapon being used. If both are successful, the attack deals additional damage according to the caster's Potency. Flier gets a free Trip attempt after a successful hit, with a bonus of +20 on their Opposed roll.

<10 Potency +2 DMG

10-19 Potency +3 DMG

20+ Potency +4 DMG

Fantastic Flash [CHA]

School	Charisma (CHA)
AP Cost	5
Strain Cost	3
Range	10 m
Target	1
Area of Effect	-
Duration	2 Rounds
Position After	In air, adjacent to target

The flier makes a straight dashing line towards the target, and takes a sharp turn upwards leaving behind a flash of bright light on an area determined by their Potency.

Thaumaturgy roll is required to successfully perform. The targets in the affected area - excluding the flier, while centered on them - have to roll CHA or become Blinded for 3 turns.

If the Thaumaturgy roll fails, the character remains in air, but the effects of the maneuver do not happen. AP is depleted, but Strain is not.

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

Fire Trail [CHA]

School	Charisma (CHA)
AP Cost	3
Strain Cost	3
Range	-
Target	AoE
Area of Effect	Line
Duration	Potency/2 turns
Position After	In air

The flier stays close to the ground while flying, leaving behind a trail of fire that burns all that come into contact with it.

After successfully starting this maneuver, any movement the flier makes until the end of their turn leaves behind a burning section that lasts for **Potency**/2 turns. Anyone caught in it or passing through the flaming area take 1+(3) damage and have to succeed in END check or gain Burning status effect.

A successful Thaumaturgy roll is required to perform this Maneuver.

Hightail Sweep [AGI]

School	Agility (AGI)
AP Cost	5
Strain Cost	3
Range	Adjacent
Target	AoE
Area of Effect	Small Splash
Duration	2 Rounds
Position After	On the ground

The flier makes a quick flip on the spot, whipping up a dust cloud with their wings once they right themselves.

The maneuver creates a cloud adjacent to the target, the size of which is a Small Splash template. Anyone caught in the cloud suffers a distraction penalty as determined by the flier's Potency. After two turns, the cloud dissipates.

<10 Potency Minor Distr.

10-19 Potency Moderate distr.

20+ Potency Major Distr.

Plummet [END]

School	Endurance (END)
AP Cost	8
Strain Cost	4
Range	Adjacent
Target	1
Area of Effect	-
Duration	Instant
Position After	In air

The flier grabs their target and carries them high to the sky, then throws the target plummeting towards ground. Requires a successful opposed roll of the Flier's Thaumaturgy -10 against the target's STR. Targets beyond one Size Increment larger than the flier are impossible to lift. For instance, a Size 0 flier cannot lift a Size 2 target.

The target takes 3+(4) damage, and ends up Prone on the ground. The flier's **Potency** provides additional damage to the maneuver:

<10 Potency +0 DMG

10-19 Potency +2 DMG

20+ Potency +4 DMG

Sonic Rain-Nuke [END]

School	Endurance (END)
AP Cost	8
Strain Cost	4
Range	-
Target	AoE
Area of Effect	Large Splash
Duration	Instant
Position After	On the ground

Flier soars high in the air, then dives down to deliver a shock wave that explodes around her in a multi-colored mushroom cloud when a successful Thaumaturgy roll is made.

Initial blast deals 2+(5) damage, with the flier's Potency providing additional damage. Everyone caught in the attack may attempt to stay upright from the blast with a successful STR -1 roll, or be knocked prone from the attack. The flier being in the center of the blast does not take damage nor gets knocked prone.

If the flier is a ghoul, they inflict an additional 1 Rad at 3x40% alongside the damage. However, this will deplete their accumulated rads by half to a minimum of 1.

<10 Potency +0 DMG

10-19 Potency +2 DMG

20+ Potency +4 DMG

Sun Celebration [CHA]

School	Charisma (CHA)
AP Cost	5/6
Strain Cost	4
Range	-
Target	All enemies
Area of Effect	-
Duration	2 Turns
Position After	In air

Sun Celebration is a bit more difficult of a maneuver to pull off in the often-cloudy Wasteland: As her first action, the flier must disperse clouds from a Small Splash area with a Thaumaturgy check. Dispersing the clouds costs 5 AP, and the dispersed clouds gather back after 5 turns. This action costs no Strain.

As her second action, she positions herself in front of the sun in a bright display of glory, causing a Distraction to all who look upon her and fail a PER roll. The positioning costs 6 AP and 4 Strain, and this Distraction lasts for 2 Turns.

<10 Potency Minor Distr.

10-19 Potency Moderate Distr.

20+ Potency Major Distr.

Tactical Weather Manipulation [CHA]

School	Charisma (CHA)
AP Cost	3
Strain Cost	2
Range	-
Target	AoE
Area of Effect	Varies
Duration	Potency Rounds
Position After	In air

Flier can further worsen or improve the weather conditions, making visibility in an area one step further from the current condition. For example, a light drizzle of rain (-5 Visibility penalty) would become a downpour (-10 Visibility Penalty) if worsened, or clear skies (no penalty) if improved. The maximum area that is affected by this spell is determined by the caster's **Potency**. Thaumaturgy roll is required.

<10 Potency Small Splash area

10-19 Potency Large Splash area

20+ Potency Huge Splash area

Tornado [AGI]

School	Agility (AGI)
AP Cost	Attack
Strain Cost	4
Range	Potency*2 m
Target	1
Area of Effect	-
Duration	Instant
Position After	Start

The flier makes a circular flight around the target, striking them with Melee or Unarmed attacks. Flier returns to the same location where she set off at the beginning of the maneuver.

This attack costs the combined AP cost of all attacks the flier wants to commit, and only the attacks - the flier spends no AP to move to or from the target. However, Flier has -5 AP less to use during her next turn. Flier may use Special Attacks granted by her weapons during the maneuver.

This Maneuver does not provoke attacks of opportunity.

Twister [END]

School	Endurance (END)
AP Cost	10
Strain Cost	4
Range	Adjacent
Target	1
Area of Effect	-
Duration	Instant
Position After	Target's original position

The Flier grabs the target and spins them around, throwing them END*2 meters (END hexes) away in the direction of the flier's choosing, damaging them and anything they hit along the way. Target may not be larger than one size category to the flier. Smaller targets fly further, END + Size category of hexes.

Requires a successful opposed roll of flier's Thaumaturgy against the target's STR.

Deals 1+(3) damage to the target and anything they hit, and the flier's Potency provides additional damage bonus:

<**10 Potency** +0 DMG

10-19 Potency +2 DMG

20+ Potency +4 DMG

Weave Defense [AGI]

School	Agility (AGI)
AP Cost	3
Strain Cost	1
Range	-
Target	Self
Area of Effect	-
Duration	2 Rounds
Position After	In air

Flier weaves in the air as they fly, making them an even harder target to hit than by actively dodging. This maneuver requires a successful Thaumaturgy roll to pull off.

All enemies that target her during this maneuver's duration gain a Distraction penalty, the severity of which is determined by the flier's **Potency**:

<10 Potency Minor Distr.

10-19 Potency Medium Distr.

20+ Potency Major Distr.

Wonderbolt & Talon Maneuvers

"You better be taking notes for these ones. This is what ol' gran used to call a 'trump card'. Even pegasi cannot hope to do maneuvers this daring, not that I know of at least. No ma'am, this kind of finesse and power is what you get when, and only when you hire the finest talon mercs caps can afford."

- Grunhilda, Talon Mercenary, 5 BS&R

These maneuvers are for experts, requiring expertise and know-how to properly pull off without causing injuries to oneself. Unlike basic maneuvers, these maneuvers are divided into two categories, Wonderbolt and Talon, exclusive to pegasi and griffins respectively. Characters can start properly learning them after reaching level 10, and when learning or executing these maneuvers the flier can choose to go with **Agility**, **Charisma**, or **Endurance** style.

Blackwing's Mettle

School	Talon (AGI/END/CHA)
AP Cost	6
Strain Cost	6
Range	-
Target	Allies
Area of Effect	-
Duration	Potency/3 turns
Position After	In air

The flier takes to the sky, scouting the area for hostile targets' precise positions and relaying the info back to their team with a intricate flight pattern. A Thaumaturgy -10 roll is required to execute this maneuver.

The intricate flight pattern is automatically known by other player characters, but ally NPCs have to decipher the meaning with a successful PER-1 roll.

This Aerial Maneuver provides +10 to all combat skills to the allies, but doesn't benefit the flier. If the Thaumaturgy roll fails, the flier becomes a target for the opponents, with the enemy getting a +10 in combat skills to attack the flier.

Carrion's Blight

School	Talon (AGI/END/CHA)
AP Cost	9
Strain Cost	6
Range	-
Target	AoE
Area of Effect	Varies
Duration	3 Rounds
Position After	In air

The flier performs a quick dash up in the sky, causing a shift in air pressure. All targets within an area dependent on the flier's Potency, centered on the flier, suffer from considerable dizziness.

All targets must make an opposed END-2 roll against the flier's END. Afflicted targets have all their actions cost 2 AP more and suffer from Medium Distraction, for 3 turns.

If Flier is a ghoul, Radiation is also emitted, with 2 Rads at 2x60%. This also depletes their radiation reserves completely.

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

Commander Easyglider's Esprit de Corps

School	Wonderbolt (AGI/END/CHA)
AP Cost	10
Strain Cost	6
Range	-
Target	AoE
Area of Effect	Large Splash
Duration	Potency/4 rounds
Position After	In air

The Flier makes a series of stunning and complicated flying routines, either inspiring their allies or intimidating their opponents in a Large Splash template for 3 turns. Thaumaturgy -20 roll is required for successful maneuvering.

Before executing the maneuver, the flier must decide if they want to boost their allies or demoralize their enemies. On a success, the effects he has chosen happen.

- If the Flier boosts their allies, they gain +10 to all Skill and SPECIAL rolls.

- If the Flier demoralizes their enemies, the enemies get a -10 to all skills and SPECIAL rolls.

- If the Thaumaturgy roll is unsuccessful, everyone, including the Flier, in the Large Splash Area suffer a Minor Distraction.

Fleetfoot's Fix-it-up

School	Wonderbolt (AGI/END/CHA)
AP Cost	6
Strain Cost	6
Range	-
Target	Self
Area of Effect	-
Duration	Potency/2 rounds
Position After	In air

The flier steels her nerves and makes a daringly quick spiral, ignoring any crippled limb she has to carry the fight to the end. This maneuver requires a successful Thaumaturgy -30 check to execute.

On a success, the flier ignores one Crippled limb penalty of her choosing for an Potency/2 number of rounds. On a failure, the flier loses 2 HP from stressing her bruised body.

Gawd's Glorious Featherbedding

School	Talon (AGI/END/CHA)
AP Cost	10
Strain Cost	6
Range	-
Target	AoE
Area of Effect	Huge Splash
Duration	Potency/4 Rounds
Position After	In air

The Flier makes a grand display of agile and charming, enticing movements, giving allies a morale bonus to SPECIAL and Skill rolls.

On a success, the flier grants a bonus of +10 to all SPECIAL and Skill rolls for Potency/4 amount of turns to everyone in Huge Splash Template. A failed roll instead causes a Minor Distraction to all allies within Huge Splash Template.

General Firefly's Double Inside-Out Loop

School	Wonderbolt (AGI/END/CHA)
AP Cost	5+ Weapon
Strain Cost	6
Range	-
Target	1
Area of Effect	-
Duration	Instant
Position After	In air

The flier attacks their target once during the low-flight part of the first loop, picks up speed to perform the second loop where they descend onto the same target to trample them.

The maneuver requires a Thaumaturgy -20 roll to succeed. On a success, the flier makes a Melee or Unarmed attack with additional damage, and causes a status effect. The target of this attack may resist the status effect with a -2 END roll.

The flier may choose one of the following status effects to inflict when she decides to execute the maneuver: Bleeding, Blinded, or Stunned.

In addition, the damage gets a boost depending on the caster's Potency:

> **<10 Potency** +0 DMG
>
> **10-19 Potency** +1 DMG
>
> **20+ Potency** +2 DMG

Gilda's Feline Frenzium Furiatus

School	Talon (AGI/END/CHA)
AP Cost	See text
Strain Cost	6
Range	Varies
Target	1
Area of Effect	-
Duration	Instant
Position After	In air

The Flier dashes towards a target, flying around and striking them like a murder of crows or pride of lions, with the use of her beak and talons.

The flier can attack multiple targets within an area determined by her Potency, centered on her original position. She strikes with Unarmed attacks as many times as her AP pool allows, with all attacks costing 1 AP less (minimum 1) and dealing additional +(1) damage per strike. She may choose to attack one target or multiple, and after she is unable to attack she ends up adjacent to the last target of her maneuver. The remaining AP cannot be spent on any actions afterwards.

At the end of her turn, the flier can choose to continue the maneuver on her next turn. She must make an AGI/END/CHA roll to successfully keep the maneuver going, with a cumulative penalty of 1 after each successive round. If the roll is unsuccessful, she will fall to the ground and is knocked prone.

> **<10 Potency** 10 m / 5 hex
>
> **10-19 Potency** 20 m / 10 hex
>
> **20+ Potency** 30 m / 15 hex

Henrietta's Threatful Bravura

School	Talon (AGI/END/CHA)
AP Cost	10
Strain Cost	6
Range	Adjacent
Target	AoE
Area of Effect	Large Splash
Duration	1 Round
Position After	On the ground

The Flier takes a hovering position in the air, sending gusts of powerful winds in a Large Splash template adjacent to them, causing Medium Distraction. Those within the area of the maneuver can make an opposed END roll against flier's AGI/END/CHA to only suffer a Minor Distraction. Anyone going in or through the area of effect must also do the opposed roll. If Flier has the perk *Roar*, she can combine effects of both to cause the distraction last an additional turn, and on a critical success, cause a Major Distraction instead.

After executing this maneuver, the flier's next turn starts with 5 AP less, and with an inability to use her wings during this turn.

The targets' END resistance depends on the flier's Potency as follows:

> **<10 Potency** END -0
>
> **10-19 Potency** END -1
>
> **20+ Potency** END -2

Rainbow Dash's Sonic Rainboom

School	Wonderbolt (AGI/END/CHA)
AP Cost	10
Strain Cost	6
Range	-
Target	AoE
Area of Effect	Huge Splash
Duration	Instant
Position After	In air

The flier picks up speed from her current position, flying straight up fast enough to break the sound barrier and release a multi-colored sonic boom. The sonic boom causes clouds to disperse and deals damage to all in a Huge Splash template. This maneuver requires a successful Thaumaturgy -20 check to execute.

The attack deals 4+(5) damage, with the flier's Potency determining additional dice for the attack. If the flier is a ghoul, they instead perform the Sonic Radboom, which in addition to damage and cloud dispersing deals 2 Rads at 5x60%. This will deplete the flier's Radiation Tracker completely.

> **<10 Potency** +0 extra DMG die
>
> **10-19 Potency** +1 extra DMG die
>
> **20+ Potency** +2 extra DMG die

Spitfire's Icarian Sun Salutation

School	Wonderbolt (AGI/END/CHA)
AP Cost	10
Strain Cost	6
Range	16 meters
Target	AoE
Area of Effect	Small Splash
Duration	Instant
Position After	Adjacent to target

The flier flies so fast that they are set on fire, after which the flier will ram their opponent, spreading the fire at any adjacent characters to the target in a Small Splash Area. Thaumaturgy -10 roll is required for successful maneuvering.

When successfully performing this maneuver, the initial opponent takes 2+(5) damage, with additional damage provided by the flier's Potency. The target may also suffer a Burning status effect, with -1 END to resist. Any characters within range sans the flier and the initial target may also get Burning status but do not otherwise take damage. If the flier fails their Thaumaturgy roll, they get the Burning-status effect without any checks to resist.

<10 Potency +0 DMG

10-19 Potency +1 DMG

20+ Potency +2 DMG

Surprise's Sneak Sweep

School	Wonderbolt (AGI/END/CHA)
AP Cost	8
Strain Cost	3
Range	Huge Splash
Target	1
Area of Effect	-
Duration	Instant
Position After	Ground

The flier carries a single target, an ally or an enemy, to a more favorable position in the battlefield. The flier chooses one target within Huge Splash Template, making a Thaumaturgy -20 check.

On a success, the flier flies to the target, picks the target up and moves them up to her Potency*2 meters (Potency hexes) from the target's original position, ending up adjacent to the target after the maneuver. These movements do not provoke Attacks of Opportunity. On a failure, the flier ends up knocked prone next to her target, having not moved it at all. Targets beyond one (1) Size Increment larger than the flier are impossible to lift.

Chapter 3

Earth Pony Magic

"Contrary to what most unicorns or pegasi would tell you, us earth ponies are just as magical! Sure, we may not sneeze rainbows or fart lightning, but that doesn't mean our magic is nonexistent. What, you thought we could raise a barn in an afternoon without some arcane tricks up our sleeves¿'

- Sugar Bounce, Caravaneer, 4 BS&R

The magic of Earth Ponies is heavily tied to the earth and their community, and often channeled through their very own being. This proves to be their hindrance when it comes to new spells, as Earth Ponies do not "learn" new ways of magic. They instead discover them naturally as they gain experience in the wastes.

The Earth Pony magic is divided in three categories: **Charisma**, **Perception**, and **Strength**. Charisma-based magic involves soft words and care, while Perception-based magic links the senses of the Earth Pony with their natural affinity to the ground. Strength-based magic often asks for brute strength, often beyond mundane, to pull the task through.

Adrenaline Rush [STR]

School	Strength (STR)
AP Cost	5
Strain Cost	2
Range	-
Target	Self
Area of Effect	-
Duration	Potency/3 turns

The earth pony gets themselves into a frenzy of hormones to swap a Pain Threshold status effect for Enraged- status effect for a short while. A successful Thaumaturgy roll is required for casting this spell.

After the duration of the spell ends, the Pain Threshold status returns along with an additional -1 penalty on STR and END for Potency/3 turns.

This spell can only be done once per combat.

Cheer [CHA]

School	Charisma (CHA)
AP Cost	4
Strain Cost	3
Range	Potency*2 m
Target	Allies
Area of Effect	-
Duration	3 turns

Caster inspires up to 5 allies with a magically enchanted praise. A successful Thaumaturgy roll is required for casting this spell.

The caster chooses which one of the following boons she will give, if successful:

- +10 to a single non-combat skill, except Thaumaturgy
- +5 to a single combat skill
- +5 to Thaumaturgy-skill
- +10 to CHA rolls
- +10 to any Opposed Roll
- Move 2 meters (1 hex) for free

A new Cheer-bonus given to a character will replace the old one.

Comforting Words [CHA]

School	Charisma (CHA)
AP Cost	3
Strain Cost	3
Range	Potency/2 m
Target	1 Target
Area of Effect	-
Duration	Instant

The sensible Earth Pony uses their innate magic fueled into their voice to help a single ally to calm down from a Panic-Pain Threshold during combat situations. The character doesn't suffer from a Pain Threshold until they take further damage.

Outside of combat, this spell can be used to lower one's Insanity by 1 point, to a minimum of 0. If the target has acquired half or more of their maximum Insanity points, the caster suffers a -10 to their Thaumaturgy roll.

When used to overcome Insanity, this spell cannot be used again in 24 hours to lower Insanity, but can be used to calm down a target from Panic. A critically successful Thaumaturgy-roll causes the Insanity to lower by 2.

If the Insanity-lowering effect is used on an opponent, a CHA Opposed roll is required. If successful, the opponent temporarily becomes more lucid, but not necessarily docile.

> **Example:** Shining Example attempts to use Comforting Words to lower Maabara's Insanity, after she suffered a devastating blow to her psyche courtesy of in-game events. Maabara's maximum insanity is 6, and she currently has 4 points. Because Maabara has more than half of her maximum Insanity points, Shining Example's Thaumaturgy suffers a penalty of -10 to successfully perform this spell.

Crash this Barn [STR]

School	Strength (STR)
AP Cost	5
Strain Cost	4
Range	Adjacent
Target	AoE
Area of Effect	See text
Duration	Instant

The earth pony enchants the muscles on their hind legs and kicks a cover to remove it entirely from an area determined by Potency:

<10 Potency 4 meters/2 hex

10-19 Potency 6 meters/3 hex

20+ Potency 8 meters/4 hex

Only covers with 3 DT or under can be destroyed. Covers stronger than that suffer a -1 DT from this spell. A successful Thaumaturgy roll is required for casting this spell.

Note: This can also be utilized out of combat to knock holes into obstacles or kicking in doors. Same limits apply.

Earthly Warning [PER]

School	Perception (PER)
AP Cost	6
Strain Cost	2
Range	-
Target	Self
Area of Effect	-
Duration	Potency minutes

The Earth Pony receives small magical cues from the earth itself, giving her cryptic warnings of possible danger such as tail twitching or shaky hoof. A successful Thaumaturgy roll is required for casting this spell.

In combat, this spell gives an extra penalty of 5 to first dodge action.

Outside of combat, this spell gives a +1 to AGI to dodge falling objects or creatures about to crash you, as well as +1 to PER to detect ambushes and traps.

Example: Shining Example uses Earthly Warning to dodge an enemy's action, using 2 AP to dodge, normally giving the enemy -10 to attack. With Earthly Warning, Shining Example gets an additional 5 added to this penalty, making the enemy's attack penalty -15 instead.

Enchanted Hooves [STR]

School	Strength (STR)
AP Cost	5
Strain Cost	2
Range	-
Target	Self
Area of Effect	-
Duration	Potency minutes

The earth pony quickly familiarizes themselves with the terrain, avoiding the worst possible spots to step on. A successful Thaumaturgy roll is required for casting this spell.

On a success, the earth pony ignores the +1 AP cost of Difficult Terrain and Movement AP costs on Climbing and Crawling. In addition, the character can now charge in Difficult Terrain. A critical success lowers the AP cost of Climbing and Crawling with an additional -1.

Enhance Plant [CHA]

School	Charisma (CHA)
AP Cost	5
Strain Cost	2
Range	Touch
Target	See text
Area of Effect	-
Duration	-

The caster can enhance the qualities of a number of plants, such as giving a thorny plant longer thorns and making the plant more damaging, a poisonous plant enhanced with a more potent toxin or a fresh fruit tree to become more nutritious. A successful Thaumaturgy roll is required for casting this spell.

<10 Potency 4 plants

10-19 Potency 8 plants

20+ Potency 12 plants

The spell requires that the plant in question has been planted in soil, either in the ground or in a flower pot for the spell to work.

The mechanical effects of this spell should be discussed with the GM as it is case-by-case basis on what plants are in the area. It is to be noted that this spell cannot be used to make plants Rad-free.

Most of these magical effects are difficult to spot, but a successful -10 Thaumaturgy or -2 INT roll will reveal the enhanced nature of the plant. Once the spell is cast, the effect will remain on the plant indefinitely unless a Failsafe-spell is cast or the original caster decides to cancel the effect.

Character can only have a limited number of enchanted plants, and if she wishes to enhance a new plant after having reached her limit, a previously enhanced plant loses its enhancement, chosen by the caster.

Find Poison [PER]

School	Perception (PER)
AP Cost	1
Strain Cost	2
Range	Large Splash Area
Target	Self
Area of Effect	-
Duration	Potency*2 min

The caster gains a +10 bonus on their Survival for identifying poisons around them, be it poisonous creatures, tainted food or poisonous gases, and can pinpoint their location. In addition, they gain 10% to their poison resistance.

A successful Thaumaturgy roll is required for casting this spell.

Fortify [STR]

School	Strength (STR)
AP Cost	5
Strain Cost	4
Range	-
Target	Self
Area of Effect	-
Duration	Potency/2 turns

Earth Pony's body is enchanted to gain one of the following bonuses to aid them for a period of time:

- +1 DT to resist a single elemental damage source such as fire or ice

- +1 END to resist Status Effects

- +10 to Poison Resistance

- +10 to Rad Resistance

- +1 to STR/+10 to Unarmed for Grapple-actions

A successful Thaumaturgy roll is required for casting this spell. A new Fortify-bonus replaces the old one.

Healing Hooves [CHA]

School	Charisma (CHA)
AP Cost	10
Strain Cost	6
Range	Touch
Target	1 Ally
Area of Effect	-
Duration	Potency/2 turns

Earth pony draws the energies from the earth and directs it towards their ally, giving one of the following boons. The following list are instant effects, curing the associated penalties:

- Heal a physical status effect, such as Bleeding.

- Help an Unconscious ally back on their feet.

- Ally has SPECIAL damage healed.

- Ally has HP damage healed.

The amount of SPECIAL and HP damage healed depends on the caster's Potency as follows:

<10 Potency 1 point

10-19 Potency 2 points

20+ Potency 4 points

The following boons have a duration, and their penalties will return once the spell ends:

- Ally can ignore one Crippled-condition for the duration of the spell.

- Ally can ignore one Pain Threshold penalty for the duration of the spell.

A successful Thaumaturgy roll is required for casting this spell.

Improve Obstacle [PER]

School	Perception (PER)
AP Cost	7
Strain Cost	6
Range	Adjacent
Target	Cover/Obstacle
Area of Effect	-
Duration	3 Rounds

The Earth Pony channels their inner magic to enchant a Cover to be stronger than it was for 3 rounds, the applied strength depending on their Potency. A successful Thaumaturgy roll is required for casting this spell. A critical success on Thaumaturgy- skill roll upgrades the Cover by additional +1 DT.

The amount of DT that the Earth Pony can improve the cover with is dependent on their current Potency as follows:

<10 Potency +1 DT

10-19 Potency +2 DT

20+ Potency +3 DT

Inner Circle [CHA]

School	Charisma (CHA)
AP Cost	+2 AP to attached spell
Strain Cost	+2 Strain to attached spell
Range	-
Target	-
Area of Effect	Varies
Duration	3 turns

Allows the Earth pony to share the effects of the next self-targeting spell she casts with up to 5 allies. However, these allies must be close to the caster for this spell's effect to work, as the spell is centered on the caster. When using this spell in tandem with a spell, it adds +2 to the spells' original AP cost and Strain cost.

A successful Thaumaturgy roll is required for casting this spell.

The area of effect is determined by the caster's Potency:

<10 Potency Tiny Splash

10-19 Potency Small Splash

20+ Potency Large Splash

Mend [STR]

School	Strength (STR)
AP Cost	10
Strain Cost	6
Range	-
Target	Self
Area of Effect	-
Duration	24 hours

The caster mends themselves by pulling the nutrients from the soil beneath them and converting it into a healing energy with their magic, accelerating their healing process. A successful Thaumaturgy roll is required for casting this spell.

After the spell's effect has ended, the caster cannot recast this spell in the next 24 hours from that.

The number of extra HP tokens healed with Natural Healing is determined by the caster's Potency as follows:

<10 Potency 1 HP

10-19 Potency 2 HP

20+ Potency 3 HP

Overgrow [STR]

School	Strength (STR)
AP Cost	6
Strain Cost	6
Range	Potency*2 m
Target	-
Area of Effect	Large Splash area
Duration	5 Rounds

The caster channels their magic to the plants near them, enriching the plantlife to grow faster. A successful Thaumaturgy roll is required for casting this spell.

This spell causes a spot chosen by the caster to grow thick with underbrush and roots, making a Large Splash template area into a Difficult Terrain.

In addition, any creature between Size -2 and +2 has to make an Opposed STR roll when traversing through this area or be Knocked Prone by the plants. The plants use the caster's STR as their stat for rolling. If the creature fails in the Opposed roll, she drops Prone and becomes entangled with the plants; getting up from Prone costs 2 AP extra.

Sizes 3-4 trample over the plants while sizes -3 to -4 simply slip through. When the spell ends, the plants return to their normal size.

Plant Calling [CHA]

School	Charisma (CHA)
AP Cost	8
Strain Cost	4
Range	-
Target	1
Area of Effect	-
Duration	Potency/2 turns

The earth pony channels their magic to compel any nearby Plant mutant to help them for the duration of the spell. If the Thaumaturgy roll fails, no plant appears.

The plant acts on the enemy's turn, and acts independently from the caller, though the earth pony can give suggestions to the plant that the mutated bush may follow through with.

After the spell ends, the plant disappears.

Protection of the Earth [STR]

School	Strength (STR)
AP Cost	6
Strain Cost	3
Range	-
Target	Self
Area of Effect	-
Duration	Potency minutes

The caster draws power from the earth itself, glowing dimly with a forest-green aura, as if blessed by nature itself.

The caster becomes temporarily immune to physical status effects for Potency number of minutes. Critical Success adds an extra 2 minutes. A successful Thaumaturgy roll is required for casting this spell.

Rooted [STR]

School	Strength (STR)
AP Cost	7
Strain Cost	3
Range	-
Target	Self
Area of Effect	-
Duration	Potency/2 turns

The earth pony sinks their hooves into the earth for [Potency]/2 turns, making them immune to trip attempts against them, but cannot use movement or any actions that require limbs unless they end the spell. Enemies Size 3 and larger suffer a -10 to their Unarmed for their Trip attempts instead.

Scrutinizing Gaze [PER]

School	Perception (PER)
AP Cost	5
Strain Cost	3
Range	-
Target	Self
Area of Effect	-
Duration	4 turns / 4 hours

The earth pony focuses on her surroundings or one specific target, finding minute details and opportunities much easier.

The caster chooses the effect they want to bestow upon themselves. This spell has use in and outside of combat.

In combat, the duration of this spell is shorter, with following effects available to choose from:

- Ignore visibility penalties according to the caster's Potency

    <10 Potency 5 points

    10-19 Potency 10 points

    20+ Potency 15 points

- Gain +1 to END to resist Blinded-status effect for the duration of this spell
- Caster can add their Potency to their Critical Success Threshold
- Caster can add their Potency to their chance of crippling a target.

Outside of combat the duration of the spell is longer, with following effects available to choose from.

- +2 Initiative for the duration of this spell.
- Gain +1 PER to see through disguises and lies.
- Gain +1 LCK to find items when looting.
- Ignore visibility penalties according to the caster's Potency.

  <10 Potency 5 points

  10-19 Potency 10 points

  20+ Potency 15 points

- Gain a bonus on Lockpick, Sleight and Survival according to the caster's Potency.

  <10 Potency 5 points

  10-19 Potency 10 points

  20+ Potency 15 points

A new effect given with this spell replaces the old one.

Seismic Sight [PER]

School	Perception (PER)
AP Cost	See text
Strain Cost	3
Range	-
Target	Self
Area of Effect	-
Duration	[Potency] minutes

The caster enhances their hooves and becomes capable of sensing movement via earth's tremors as if they were directly touched. When this spell is active, the caster ignores any penalties to their Perception rolls against sneaking characters with their legs on the ground.

In addition, if this spell is active when combat starts, they get to do one action before rolling for initiative, as a response to a threat they sensed coming. As such, they ignore the AP cost for said action. This spell cannot be cast while in combat.

The caster has to have at least one hoof on the ground for the spell to work.

Smart Cookie's Invocation [PER]

School	Perception (PER)
AP Cost	7
Strain Cost	2
Range	-
Target	Self
Area of Effect	-
Duration	Varies

The Earth Pony makes the best use of the materials at hoof, often cutting corners to not waste anything.

The caster halves any Component and Skill requirement on their next task of crafting (or repair, if Item Condition rules are in effect). Potency determines how long this effect lasts, as follows:

<10 Potency 1 hour

10-19 Potency 2 hours

20+ Potency 3 hours

A successful Thaumaturgy roll is required for casting this spell.

Sound Mind [CHA]

School	Charisma (CHA)
AP Cost	8
Strain Cost	2
Range	-
Target	Self
Area of Effect	-
Duration	Potency*2 minutes

The caster's chance of gaining an Insanity point is halved from 20% to 10% for the duration of this spell. However, this spell can only be used once per day. A successful Thaumaturgy roll is required for casting this spell. A Critically successful Thaumaturgy roll gives extra 5 minutes.

Stone Shield [STR]

School	Strength (STR)
AP Cost	8
Strain Cost	6
Range	Adjacent
Target	-
Area of Effect	4 meters
Duration	-

The caster kicks the ground to release a small tremor in the earth, to raise up a platform to create a cover made from stone. This cover has a DT of 2. The caster's Potency gives the Cover extra DT as follows:

<10 Potency +0 DT

10-19 Potency +1 DT

20+ Potency +2 DT

If a character is standing on the spot the caster uses to make the cover, the character flies up into the air and might fall prone from the impact, adjacent to the cover. There is an Opposed STR roll to see if the target falls prone. In addition, the character takes 2+(3) damage, with Potency adding damage dice as follows:

<10 Potency +0 DMG die

11-20 Potency +1 DMG die

20+ Potency +2 DMG die

This spell can be used to create pathways where there are none or to otherwise manipulate terrain outside of combat. It can also be created to make small shelters, though the result is far from comfortable lodging. Said shelter is just barely big enough to house the player party, and sleeping in it doesn't incur Sleep Deprivation. A critical success when creating the shelter gives the characters the Well-Rested status if they rest in it, due to the shelter being more secure and better crafted.

A successful Thaumaturgy roll is required for casting this spell.

Threatening Gaze [PER]

School	Perception (PER)
AP Cost	7
Strain Cost	3
Range	See text
Target	1 Target
Area of Effect	-
Duration	2 turns

The earth pony puts on his fiercest gaze, as if trying to kill the target with their piercing glare alone.

The caster gives a single target in range a piercing, intimidating stare which will have one of the following effects of the caster's choosing:

- The target is immobilized with fear for the duration of this spell, unable to move. They are still able to attack an adjacent target, but cannot make Attacks of Opportunity.
- The target becomes so afraid of the caster they cannot attack her for the duration of this spell.
- Have a (10+Potency)% chance to make the target flee. Some NPCs might be immune to this effect, however.
- The target becomes unable to use items other than their weapons and armor for the duration of the spell.
- The target suffers a -10 to their Combat skill, due to shaking with fear.

The spell cannot be used on the same target twice.

A successful Thaumaturgy roll is required for casting this spell.

The range of this spell, centered on caster, is determined by the caster's potency as follows:

<10 Potency Small Splash Area

10-19 Potency Large Splash Area

20+ Potency Huge Splash Area

Chapter 4

Unicorn Magic

#1 Assistant

School	General (Any SPECIAL)
AP Cost	-
Strain Cost	1
Range	-
Target	Self
Area of Effect	-
Duration	Permanent

A magical-enhanced critter assists the caster in mundane tasks.

At one point of caster's history, she has bonded with a critter with a magical connection. The critter is a loyal companion that will never leave the caster's side, although in combat it usually hides in the caster's inventory or otherwise vanishes from the spot. It can be summoned with this spell from everywhere, and will appear through a portal to where the caster is. The critter can help their master with a myriad of tasks, including but not limited to eavesdropping, fitting into tight spaces and courier tasks.

The critter will obey its master to the best of its abilities. The critter and its master can communicate with each other, even if they wouldn't share a common language. If the master and the critter don't share interests, and if the master treats her assistant badly, there is a chance that the critter might leave its master.

If this spell is acquired at some point during a campaign, it is up to the GM where, when and how a critter assistant emerges. The type of critter that is eligible to become an assistant depends on the campaign, but generally they are small and not exotic, such as birds, rodents, dogs, cats or lizards. The size category of the critter is either -1 or -2, depending on its species.

Ascended Spell: The caster can use their #1 Assistant to cast spells through them, from where the #1 Assistant is standing on. In addition, the #1 Assistant becomes braver with the Ascension, taking part in combat, though it cannot attack a target by itself, but it can position itself in the battlefield.

Alarm [END]

School	Protective (END)
AP Cost	5
Strain Cost	2
Range	Potency*2 m
Target	AoE
Area of Effect	Large Splash Area
Duration	Potency hours

Designates an area that triggers when a threatening force enters it.

The spell marks a specific area which alerts the caster to the presence of a threatening entity when it enters or passes through the area. If the caster is awake, she immediately recognizes that the spell has triggered. If she is sleeping, she must succeed in a PER check, negating any penalties from the sleep. Only one area can be under the effect of this spell, a new casting replaces the old one.

The spell's area can be made visible with **Detection-spell**.

Amplify [CHA]

School	Enchantment (CHA)
AP Cost	5
Strain Cost	2
Range	Potency*2 m
Target	Up to 4 targets
Area of Effect	-
Duration	Potency Rounds

Raise the sensitivity of the target's senses, or make them more perceptible by others.

The spell can be utilized in two ways: either increasing the sensitivity of one of the senses of the target (sight, sound, taste, smell, or touch) or allow others to perceive them better by one of the listed senses. At the casting of the spell, the caster chooses one sense she wants to Amplify, and in which way. The spell affects up to 4 targets and they may make an END opposed roll against the caster's CHA to resist the effects.

If used to boost a sense of the target, the target gains a bonus to their PER rolls according to the caster's Potency when using that sense.

If used to boost a source of sensory stimulus, such as voice, everyone gains a bonus to their PER rolls according to the caster's Potency when they're using that sense to perceive the target.

The spell can also have a secondary effect. For example, if the caster chooses to boost her own sound, she might gain a bonus to her Intimidation check determined by her Potency, or any other roll that is found suitable as follows:

<**10 Potency** +5 skill points

11-20 Potency +10 skill points

20+ Potency +15 skill points

Anesthetic [INT]

School	Medical (INT)
AP Cost	5
Strain Cost	3
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Potency min / rounds

Caster conjures a ball of anesthetic magical energy. When the energy ball hits a target, it falls immediately into a deep slumber.

The caster must make a Medicine check. If successful, the magical energy will touch the patient correctly, and she loses her sense of touch and pain. This also results in a loss of associated motor capabilities, effectively paralyzing the patient. Duration is Potency minutes on a willing or unconscious subject. During the spell's effect, the patient can be healed more efficiently, as she won't panic or tremble. Medicine checks against an anesthetized target gain a bonus of 20 and heal double the normal amount.

The spell can also be used offensively. In such cases, the target makes an END opposed roll against the caster (INT) to resist the spell. The spell causes Stunned status effect on an unwilling target, and the target suffers a Minor Distraction for Potency rounds. Conventional protective items such as armor won't save the target from the spell.

Note: Creatures immune to sleep and mind-affecting effects are immune to this spell.

Ascended Spell: When used offensively, the target suffers a penalty of -2 to their END roll to resist. In addition, the target will suffer from Medium Distraction instead of Minor Distraction for the duration of the spell.

Arcane Blast [INT]

School	Conjuration (INT)
AP Cost	4
Strain Cost	1
Range	Potency*4 m
Target	1 Target
Area of Effect	-
Duration	Instant

A bolt of pure arcane energy damages the target.

Arcane Blast is the basic offensive spell of unicorns, where they form a singular bolt of arcane energy at the tip of their horn and shoot it at their intended target. Generally unicorns stick to one element of their choice when utilizing this spell, though exceptions exist.

Every time the caster learns this spell, she chooses one element of her choice to master:

- Fire - Can inflict with Burning Status
- Ice - Can inflict with Freezing
- Arcane - Ignore 1 DT.
- Electricity - Can inflict Stunned status, and stun robots and Power Armor

When casting, the caster denotes what element she uses with her Arcane Blast. The AP cost for the spell is 4 and the Strain cost is 1. The attack deals magical energy damage equal to 1+(2), with additional damage added according to the caster's Potency. The caster must make a ranged attack roll with her **Thaumaturgy** skill in order to hit the target.

$<$**10 Potency** +0 DMG die

11-20 Potency +1 DMG die

20+ Potency +2 DMG die

Ascended Spell: The caster may fire several blasts, the amount being 1+1d4 in total. Each firing of a blast costs 4 AP, but doesn't cost Strain. If the caster knows multiple elements, she may choose two elements to cast at the same time.

Arcane Mark

School	General (Any SPECIAL)
AP Cost	1
Strain Cost	1
Range	Touch
Target	1 entity or surface
Area of Effect	Large Splash
Duration	Potency days

The caster engraves a mark of arcane energy onto a target or surface, which she can use later to assist other spells.

This spell can be used to either leave a magical mark on a selected surface or activate an existing one. Magical marks can be of any design, can be either visible or invisible to the naked eye, and last up to Potency days. The original caster will always be able to see the mark. The casting of the Arcane Mark spell upon the surface where the mark is hidden will also reveal other hidden marks. The spell is rangeless after the initial casting.

The mark can also be programmed to trigger other spell effects once a predefined triggering action or set of words takes place. One must first cast Arcane Mark as well as define the trigger condition, and after that she casts the spell that will be triggered. The triggering spell is active for the duration of the Arcane Mark. The triggering effect is single use and lasts for the duration of the spell or until triggered.

The caster can have up to 4 Arcane Marks at a time.

Note: While Cutie Marks are a form of unique arcane mark, no magic may create an artificial Cutie Mark nor cause one to appear before its time.

Note: If an Arcane Mark is placed on the ground or floor (or, if GM approves, onto some other similar large solid platform), it can be used as a target for long-distance teleport.

Ascended Spell: The number of Arcane Marks a caster can have simultaneously rises to 6, and Arcane Mark gives +10 to Thaumaturgy when casting a spell to bind to Arcane Mark.

Bend Surface [INT]

School	Conjuration (INT)
AP Cost	4
Strain Cost	2
Range	Potency*4 m
Target	1 surface
Area of Effect	-
Duration	Permanent

Bends the nearby surfaces, according to the caster's will.

The caster creates new low walls, ledges and obstacles from the materials available.

Upon casting, new surface up to Potency meters in one dimension can be created. The other dimensions are wide enough to either hide a pony or let one run along it.

Blood Weapons [END]

School	Dark Magic (END)
AP Cost	6
Strain Cost	2
Range	Potency*2 m
Target	1 corpse/self
Area of Effect	-
Duration	Potency rounds

Caster conjures ominous blood weapons out of the corpses of the fallen or herself.

This spell requires either a fresh corpse (dead for less than 2 hours) or health (HP) to function. Only corpses of creatures that depend on blood can be used. Upon casting this spell, the caster must decide what kind of weapons she conjures (knife, fire axe, etc.). Only melee, unarmed or thrown weapons can be conjured.

Spell conjures a number of determined weapons up to a maximum of 4. One corpse of a size 0 pony can produce up to 2 weapons, and in order to conjure more than that, more corpses are required. If no suitable corpses lay around, the caster may use her own life force to conjure weapons. For each weapon she conjures this way she loses 1 HP. The caster cannot kill herself upon casting this spell as once the caster's HP drops to a Pain Threshold, no weapons can be conjured.

Conjured weapons float in the air near the caster by default. The caster must command them to attack or move away from her. Commanding these weapons is equal to the AP cost of the weapon in question, and Thaumaturgy roll is required to hit with the weapons. If not commanded, the weapon floats idly and does nothing. The weapons deal damage equal to their normal counterparts, but are destroyed if they are dropped by the caster after a Called Shot against said weapons.

This spell has 50% chance to inflict 1 Insanity on the caster.

Ascended Spell: In addition to dealing damage, the weapons have a chance of causing a Minor Distraction when they hit a target. An Opposed END roll is required to see if the target of a Blood Weapon becomes distracted when successfully attacked. The caster can also make a shield out of the blood she uses, with the shield blocking 2 DT. A disarming Called Shot can destroy this shield. The shield is attached to the caster's leg and thus it cannot be used to fire a weapon.

Bonds Of Friendship

School	General (Any SPECIAL)
AP Cost	4
Strain Cost	1
Range	Potency*4 m
Target	Up to 4 allies
Area of Effect	-
Duration	Potency rounds

Creates a magical bond between the caster and her friends.

Upon casting this spell, the caster creates invisible magical connections between her and her friends, choosing up to 4 allies to be affected. Afterwards, when targeting these allies with a spell with a *Touch* range, there is no need to be actually touching them. Instead, if they are within the range of Bonds of Friendship, they are considered being next to the caster.

Ascended Spell: Instead of choosing one target, the caster can choose to affect all allies she's in contact with Bonds of Friendship with the *Touch* spell.

Bone Mending [INT]

School	Medical (INT)
AP Cost	10
Strain Cost	2
Range	Touch
Target	Varies
Area of Effect	-
Duration	Instant

Restores broken bones and crippled limbs.

Caster may concentrate on her target in order to restore their bones and crippled limbs. The spell requires a successful Thaumaturgy roll in order to work properly.

Upon casting on a target, the spell removes one Crippled condition from any limb.

If the targeted limb is severed, the Strain cost is increased by 4, attaching the limb and curing the Crippled condition at the end of the spell.

The number of characters the caster can Bone Mend with one casting is determined by their Potency:

<10 Potency 1 character

11-20 Potency 2 characters

20+ Potency 3 characters

Ascended Spell: Instead of choosing one limb, the caster can cure all Crippled limbs with one casting. The Strain cost is determined by the most severe limb condition.

Bypass [CHA]

School	Enchantment (CHA)
AP Cost	8
Strain Cost	4
Range	Touch
Target	1 weapon
Area of Effect	-
Duration	Potency hours

Enchants a weapon to ignore designated targets.

Upon casting Bypass on a weapon, the caster determines the spell's precise functionality. In other words, caster tells the weapon which targets to ignore. For example, the caster may enchant a weapon to ignore an ally. Only one specific type can be selected. There are several types of ignorable targets: ponies by race, age or size, characters by alignment (ally, friendly, hostile), objects by type, material or size, walls of type or material, and so on. The GM determines if the enchantment is valid.

The effect can be removed prematurely by destroying the weapon or with Failsafe-spell. Only one Bypass can be active on a weapon at a time.

Ascended Spell: You may choose two target types for the weapon to bypass instead of one. Likewise, the AP cost of the spell is now 6.

Call Object [INT]

School	Conjuration (INT)
AP Cost	See description
Strain Cost	See description
Range	Touch/Potency*100 m
Target	1 object
Area of Effect	-
Duration	Instant

Summon a predefined object to you.

In order for this spell to function, the to-be-summoned object must be predefined. This is done by touching the object with the caster's horn, and costs no AP or Strain. After that the object can be summoned to the caster from anywhere within the range of the spell, unless it is prevented by magical means.

The cost of the spell varies depending on the size of the object to be summoned. If the object is up to Potency centimeters in its largest dimension, the spell costs 4 AP and 1 Strain. If the object is up to Potency*10 centimeters in its largest dimension, the spell costs 6 AP and 3 Strain. If the object is up to Potency meters in its largest dimension, the spell costs 10 AP and 6 Strain.

The spell lasts on the object until summoned by the caster, after which the spell must be renewed for the item to be summoned again.

Ascended Spell: Instead of one object, the amount of objects you can summon is determined by potency. Otherwise, the spell works normally.

<10 Potency 2 Objects

11-20 Potency 3 Objects

20+ Potency 4 Objects

Calm Mind [INT]

School	Medical (INT)
AP Cost	5
Strain Cost	2
Range	Potency*2 m
Target	1 entity
Area of Effect	-
Duration	Instant

Alleviates mental pain and panic, as well as negates effects of Fear- and Mind Probe- spells.

This spell calms the person from a panic attack or worst fears, as well as actively negating harmful spells and conditions that target a person's mind. If cast on a character currently under effects of Fear, Mind Probe, Panic, Mind-control or other similar mind-altering effect, the spell immediately cancels the hindering spell or effect. However, the target will suffer from Minor Distraction from the sudden change for 1 rounds.

Ascended Spell: When casting the spell, the caster can decide if they cast the spell normally, or as a Large Splash Area centered on caster. When cast as AoE, this spell affects any who are within the Splash Area. In addition, the targets of this spell may roll END to resist the Minor Distraction.

Clean [INT]

School	Medical (INT)
AP Cost	4
Strain Cost	2
Range	Potency*4 m
Target	1 entity/AoE
Area of Effect	Varies
Duration	Instant

Cleanses toxins and removes radiation.

The spell removes toxins from the target's system and cures diseases. On a successful Thaumaturgy roll, it removes effects of poisons from the target and removes Rads equal to the caster's INT/2. The spell can also be used to clean matter or an area, upon which the radiation removal happens to the area and not to the critters inside it. The spell costs 4 AP and 2 Strain.

If used to clean an area, the size is dependent on the caster's Potency:

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

Note: This spell can be used to counter the effects of Vile Crystals -spell.

Cloak of Elements [END]

School	Protective (END)
AP Cost	4
Strain Cost	1
Range	Potency*2 m
Target	Up to 4 entities
Area of Effect	-
Duration	Potency minutes

Grants protection against elemental damage.

This spell creates a protective layer around the target(s), protecting them against elemental harm. Upon casting, the caster chooses one type of energy from the following: cold, electricity or fire. The spell adds a bonus of 20 to SPECIAL rolls to resist Status effects from that element.

Ascended Spell: The target gains additional 1 DT against the element in addition to the +20 to resist the status-effects. When hit by an elemental attack, the target may decide to ignore the additional 1 DT from this spell and instead cause 1 HP elemental damage of the same type to go back to the source of damage. This 1 dmg ignores DT and is magical in nature.

The element bouncing can only be done once per turn.

Combat Pre-cognition [PER]

School	Perception (PER)
AP Cost	3
Strain Cost	1
Range	Potency*2 m
Target	1 Creature
Area of Effect	-
Duration	3 Rounds

Gain various, minor buffs during combat.

The spell provides a series of various, minor buffs that the caster can choose one from in the heat of battle, for the duration of the spell. These include:

- +10 to Combat Trick checks

- +5 to Accuracy with any weapon or spell, against any hostile

- Move 2 meters (1 hex) without AP cost

- One reroll of any Skill / SPECIAL roll until the end of the spell or when used. The new roll comes into effect, be it better or worse.

NOTE: Other buffs may be suggested by the caster, but must be approved by GM.

Come to Life [END]

School	Transmutation (END)
AP Cost	Varies
Strain Cost	Varies
Range	Touch
Target	1 object
Area of Effect	-
Duration	Potency minutes

An inanimate object is granted life.

Caster touches an inanimate object with her horn; the inanimate object will gain life for the duration of the spell. Upon casting, the caster must make a successful INT roll if she wishes to command the animated object. If the roll fails, the object has a mind of its own and won't directly obey anyone's orders.

The size of the object determines the cost and difficulty of the spell. Size category -2 or smaller items cost 6 AP and 1 Strain, and incur no penalty. Every size category greater than those add 2 AP and 1 Strain to the cost, and cumulative -10 penalty to the INT roll.

Size -2 or smaller	6 AP, 1 Strain, no penalty
Size -1	8 AP, 2 Strain, -10 Penalty to INT roll
Size 0	10 AP, 3 Strain, -20 Penalty to INT roll
Size +1	12 AP, 4 Strain, -30 Penalty to INT roll
Size +2	14 AP, 5 Strain, -40 Penalty to INT roll
Size +3 or bigger	16 AP, 6 Strain, -50 Penalty to INT roll

The complexity of the object also affects the cost of the spell. Simple objects, that would be capable of performing one or two simple activities, such as chairs or books, add no additional cost to the spell. More complex objects that are capable of more simple functions or functions that would aid the caster in combat, such as carts or melee weapons, add 1 additional Strain to the cost of the spell. Very complex items, such as firearms or model robots, add 2 additional Strain to the cost of the spell.

NOTE: There is no upper limit on how many objects a caster can animate, but she is only able to control 4 objects directly and accurately.

NOTE: Attended objects, such as enemy's weapon, can be animated but if the caster fails their INT roll, the owner of the item automatically gains control of the animated item.

Ascended Spell: The caster can reroll their INT roll when trying to gain command of the object, but the second roll stays in effect. In addition, the caster has a +10 to Diplomacy, Barter and Intimidation rolls if the INT roll was unsuccessful, for the purpose of asking the independent animated object to do specific things.

Compulsion [CHA]

School	Enchantment (CHA)
AP Cost	6
Strain Cost	3
Range	Potency*4 m
Target	1
Area of Effect	-
Duration	Potency minutes

Magically make suggestions and alter the behavior of a creature.

Spell allows the caster to influence another creature, giving it commands that will alter its behavior. Controlling other beings is difficult, and as such the caster must state her intentions (verbally or with body language) with as few words as possible, preferably short and to-the-point sentences or movements.

Upon casting the spell, the target may make a CHA or INT roll against the spell's effect. The penalty to the roll is determined by the caster's Potency, and in combat the penalties are halved:

<10 Potency -10 penalty

10-19 Potency -20 penalty

20+ Potency -30 penalty

If the target fails, she enters a state of inactivity, staring forward blankly unless a command is given. If the command is simple or non-hazardous, the command is carried out without a problem (for example, opening a door). If the command is complex or dangerous to the target, she may roll to resist the spell again twice, and take the better result. In addition, if the target becomes threatened or shocked, it gains a new resist roll to shake off the effects of the spell.

The target will perform the desired command to the letter (for example, if ordered to open door, the target will open the door once). The maximum duration of the spell is Potency minutes, during which the caster may issue new commands without casting the spell again.

NOTE: This spell has no effect on mindless targets, such as robots or plants.

NOTE: This spell is countered with Calm Mind.

Ascended Spell: The caster may now give the target of Compulsion more complex commands, such as multi-stage instructions.

Detection [PER]

School	Perception (PER)
AP Cost	7
Strain Cost	1
Range	Self
Target	AoE
Area of Effect	Huge Splash
Duration	Instant

Detects objects, magic or creatures the caster wants to locate.

Upon casting the spell, the caster chooses an entity she wants to locate - which are then highlighted in her vision for a few moments - even through solid obstacles if within the Area of Effect.

The spell can also be used to find magic items, magical creatures and traces of magic within the caster's vicinity.

Ascended Spell: Items highlighted with this spell become visible to allies. AP cost of the spell is lowered to 5.

Devouring Darkness [END]

School	Dark Magic (END)
AP Cost	8
Strain Cost	1
Range	Potency*4 m
Target	AoE
Area of Effect	Large Splash
Duration	Potency turns

Devours all light from the area, turning the place into darkness.

Upon casting Devouring Darkness, all light sources within the spell's radius are quenched. Any natural light disappears and the area becomes pitch black. To the outside the area looks very dark, like a strong shadow, and figures and other features are still visible, meaning that characters outside of the area of effect are not affected by the visibility penalty. To those inside the area the place becomes totally dark and they can barely see anything, resulting in the Visibility -40 penalty to hitting any targets, including adjacent ones.

In addition, upon casting the spell all creatures inside its Area of Effect lose 1 HP. DT, neither from armor or natural doesn't protect from this HP loss.

This spell has 30% chance to inflict 1 Insanity on the caster.

Ascended Spell: Creatures outside of the spell, aside from caster, suffer a -10 Visibility Penalty when trying to hit targets inside the spell's area of effect. Creatures inside the spell take 2 HP damage and 1 Insanity upon casting.

Discord [CHA]

School	Enchantment (CHA)
AP Cost	10
Strain Cost	5
Range	Potency*6 m
Target	Up to 4 targets
Area of Effect	-
Duration	Potency rounds

Cause discord and friction between targets.

The spell changes each target's mood and attitude towards negative. Loving becomes indifferent, indifferent become quarrelsome, and quarrelsome become hostile.

Targets may make a CHA or INT roll with a penalty to resist the spell. If the spell is successful, the targets react to each other more negatively. Also, targets have 20% chance to gain 1 Insanity if the spell is successful. The exact penalty is determined by the caster's Potency:

<10 Potency -10 penalty to roll

10-19 Potency -20 penalty to roll

20+ Potency -30 penalty to roll

This spell can be used to lower NPC Disposition by 1 per casting. It can also be made to influence targets' mood towards a particular individual more negative.

NOTE: Mindless creatures and robots are immune to the effects of this spell.

Ascended Spell: The chance to cause Insanity onto the targets is doubled, likewise, the AP cost is lowered to 7. Strain cost of the spell is 3.

Eldritch Knives [INT]

School	Conjuration
AP Cost	8
Strain Cost	3
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Instant

Conjure a swarm of magical knives that are thrown against the target.

Caster summons a swarm of magical blades out of thin air, directing them against a single opponent which she can see. Eldritch Knives ignore the *Shield-spell* entirely.

The attack with the blades is considered a Full-Auto attack with a value of 10F, and requires two successful Thaumaturgy rolls to hit the target twice - Full-Auto rules apply. Each hail of blades deals 1+(3) in damage, with Potency determining the amount of additional dice this attack gets:

<10 Potency +2 dice

10-19 Potency +4 dice

20+ Potency +5 dice

Ascended Spell: The spell becomes a 15F full-auto, and the caster can deal elemental damage of her preferred type, but cannot cause status effects with this spell.

Enhancement [INT]

School	Medical (INT)
AP Cost	6
Strain Cost	2
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Potency minutes

Boosts the SPECIAL stats of the target

The target of the spell has her physical or mental capabilities boosted for a period of time.

The caster chooses one SPECIAL stat to boost, excluding LCK. Said stat gains a bonus of 2 for Potency minutes. A target may benefit from only one SPECIAL bonus from Enhancement at a time.

Outside of combat, this spell can be used to heal SPECIAL damage, with caster's Potency determining the maximum amount of healed SPECIAL penalties. Permanently healing a target adds +3 to Strain cost. Multiple SPECIALs can be healed simultaneously, such as healing 1 point of STR damage, and 2 points of AGI damage. Critical success on the spell's Thaumaturgy roll allows 1 additional point of SPECIAL damage to be healed.

<10 Potency 1 SPECIAL point

10-19 Potency 2 SPECIAL points

20+ Potency 3 SPECIAL points

Note: SPECIAL loss from Sleep Deprivation, Hunger and Thirst are not affected by this spell. SPECIAL loss from Radiation cannot be taken away permanently with this spell, but can be removed for the duration of the spell, after which the effects return.

Ascended Spell: Instead of buffing a target's SPECIAL by 2, you buff them by 3 instead. When healing SPECIAL damage, you can heal additional 2 points of damage.

Equestria's Love [END]

School	Protective (END)
AP Cost	4
Strain Cost	2
Range	Self
Target	-
Area of Effect	-
Duration	Potency hours

Grants protection against environmental hazards.

This spell creates a protective aura on the caster that protects against common environmental hazards, such as heat or cold.

Those affected by the spell are immune to non-damaging effects such as rain and mild frostbite. Against damaging long-term effects, such as severe frostbite, extreme heat, or electrical currents, the spell grants a bonus of 1 to END. It does not grant protection against uncommon hazards, such as radiation, Taint or Pink Cloud.

Ascended Spell: The spell gains an area of effect, a Small Splash template centered on caster. Likewise, all inside the spell gain +1 END against Taint. Against Pink Cloud, targets can ignore 1 HP loss caused by the hazard.

Failsafe [END]

School	Protective (END)
AP Cost	6
Strain Cost	2
Range	Potency*4 m
Target	AoE
Area of Effect	Varies
Duration	5 rounds

Dispels magical effects.

All magical effects in the targeted area are temporarily suppressed on a successful Thaumaturgy roll for 5 rounds. All magical abilities, such as Aerial Maneuvers, Alchemy, or Spirit Magic, cannot be used in the target area. The affected area is determined by the caster's Potency:

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

Ascended Spell: Once per Round outside of their turn, caster may make one magical effect automatically fail within the spell's range with a successful Thaumaturgy roll. She will then start her next turn with 6 AP less, and 2 Strain less due to use of this spell.

Fear [END]

School	Dark Magic (END)
AP Cost	6
Strain Cost	2
Range	Potency*4 m
Target	1
Area of Effect	-
Duration	5 rounds

Fear is a nasty spell of the mind; it shows the target their deepest fears, leaving the target in a trance to watch their worst nightmare unfold, after which they come back from the brink a little worse for wear. Only the target can see the dark illusion. The spell automatically detects target's fears and works according to them.

Upon a successful casting, the caster rolls a 1d100, adds her Potency to the roll and refers to the table below:

Result:

1-40 Moderate Distraction

41-60 Inflict 1 Insanity

61-80 Inflict Blinded- status effect

81-100 Inflict Stunned- status effect, might cause physical alterations such as fright-whitened mane

The spell's effects on the target can be removed through regular means of removing said effects. This spell has 40% chance to inflict 1 Insanity on the caster.

Friendly Critter's Help [END]

School	Protective (END)
AP Cost	8
Strain Cost	4
Range	Self
Target	-
Area of Effect	-
Duration	Potency rounds

A wasteland critter comes to the caster's aid

The caster has a bond with the surrounding wilds, able to call help from it by concentrating. However, the caster cannot directly determine what kind of critter will come to her aid.

Upon casting the spell, the GM allows one monster from the Monster Manual or his own creation to join the caster's side, which then follows simple commands of the caster for the duration of the spell. If the creature is still present after the effect of the spell ends, it resumes its normal routines - it may walk off or turn hostile, for instance. This spell can summon sentient creatures, by compelling them to help you, even if they normally would not.

If the caster has the *Fluttershy's Apostle - perk*, the non-sentient creatures that appear with the use of this spell will not turn hostile unless injured. Likewise, non-sentients summoned with this spell do not adhere to the restrictions of the beforementioned perk.

Note: Robots and plants do not heed the call of the caster.

Growth [END]

School	Transmutation (END)
AP Cost	See description
Strain Cost	See Description
Range	Potency*2 m
Target	1/AoE
Area of Effect	Varies
Duration	Varies

Causes seeds to sprout, or causes a living plant to physically mature rapidly.

The spell has three difficulty levels: light, medium and strong. Stronger versions affect a larger area and number of targets at the cost more time and Strain.

Light version causes Potency days' worth of growth. It affects up to 30 seeds or 3 plants. Spell costs 3 AP and 1 Strain.

Medium version causes Potency weeks' worth of growth. It affects up to 300 seeds or 30 plants. Spell costs 6 AP and 3 Strain.

Strong version causes Potency months' worth of growth. Otherwise it works like the medium version. Spell costs 9 AP and 5 Strain.

NOTE: Spell doesn't work on targets capable of reasoning (for example ponies, zebras or griffins).

Heart Attack [END]

School	Dark Magic (END)
AP Cost	10
Strain Cost	5
Range	Potency*4 m
Target	1 Target
Area of Effect	-
Duration	Instant

Forces the target's heart to stop.

The target of the spell suffers a heart attack - effectively stopping their heart on the spot.

If the casting of the spell is successful, the target rolls for END with a penalty to their roll being determined by the caster's Potency. If successful, the target recovers but suffers Moderate Distraction penalties for 3 rounds.

<10 Potency -10 penalty to roll

10-19 Potency -20 penalty to roll

20+ Potency -30 penalty to roll

If a failure, the target falls unconscious and is considered dying, perishing within 3 rounds unless successfully treated with a Hard Medicine-skill check or with a spell from the Medicine- magic school. If a character is successfully healed, they will have as much HP tokens as they had prior to the Heart Attack spell. However, the character will have Minor Distraction penalty for 3 rounds.

This spell inflicts 1 Insanity on the caster.

Invisibility [CHA]

School	Illusion (CHA)
AP Cost	7
Strain Cost	3
Range	Touch
Target	1
Area of Effect	-
Duration	Potency rounds

Makes the target invisible for a short duration.

The target of the spell is surrounded by a magical aura, rendering her completely invisible to others for a moment. If anyone tries to see or hit the target of Invisibility spell, they suffer PER penalty and Visibility penalty of 50, respectively. Locating the invisible entity is possible with other senses provided they create large enough sensory stimuli, such as knocking a can over or having a strong odor.

Ascended Spell: The ascended version of this spell allows for the caster to turn targets invisible according to their potency as follows:

<10 Potency Up to 2

10-19 Potency Up to 4

20+ Potency Up to 6

Life Surge [END]

School	Dark Magic (END)
AP Cost	10
Strain Cost	3
Range	Potency*2 m
Target	1
Area of Effect	-
Duration	Instant

Take the life force of another for yourself.

The magic aura of the caster envelopes the target briefly, leeching the life force from the latter to the former.

The caster deals damage to the target equal to 1 + (2) and regains HP equal to HP loss inflicted. Target's DT applies, and excess HP healed is not stored. Potency determines additional damage dealt, as follows:

<10 Potency +0 Die

10-19 Potency +1 Dice

20+ Potency +1 Base, +1 Dice

If the target would go to or below 0 HP due the spell, they fall unconscious at 1 HP for 5 rounds and cannot be the target of Life Surge until healed.

This spell has a 70% chance to inflict Insanity on the caster.

Ascended Spell: The ascended version of this spell allows the caster to ignore all DT of their target.

Light

School	General (Any one SPECIAL)
AP Cost	1
Strain Cost	-
Range	Self
Target	AoE
Area of Effect	Small Splash
Duration	1 Hour

A tinted light emanates from the caster's horn, matching caster's magic. The light is powerful enough to illuminate the room, but also makes the caster an easy target in the dark.

This spell is known by all unicorns, with the exception of One Trick Pony -trait, and does not take a spot on their known spells list.

The caster's horn becomes a dazzling beacon of light, brightly illuminating an area equal to Small Splash Template around the caster. The area within is well-lit, not hampering one's visibility, and beyond that up to Huge Splash Template the light condition becomes dim light. Once activated, the spell lasts for up to an hour, but is dispelled if the caster becomes unconscious.

Mage's Bulwark

School	General (Any SPECIAL)
AP Cost	5
Strain Cost	2
Range	-
Target	Self
Area of Effect	Tiny Splash
Duration	Potency minutes

The caster creates a glimmering force that pushes any adjacent character back by two hexes. In addition to knocking back characters, the Mage's Bulwark gives additional DT against Melee and Unarmed weapons, including bows but not against explosives.

The amount of additional DT gained depends on the caster's Potency:

<10 Potency +1 DT

10-19 Potency +2 DT

20+ Potency +3 DT

Ascended Spell: In addition of pushing back adjacent targets, the spell can also cause Freezing- status effect on them. An Opposed roll using the caster?s preferred (General School's) SPECIAL is used to determine if the Freezing status is inflicted.

Note: *Quartercorn*-perk allows the target to use END instead of the caster?s preferred SPECIAL to resist.

Magic Mirror [PER]

School	Perception (PER)
AP Cost	2
Strain Cost	1
Range	-
Target	Self
Area of Effect	-
Duration	Potency hours

Makes a mirror to reflect a vision from a pre-determined place the caster has been to.

The caster conjures a little mirror on the spot she's standing, and by using the conjured mirror, she can see into places she has visited before. However, to be able to gaze upon the location, the place must have a reflective surface in it; specific size not required.

Once a mirror has been conjured, it will be tangible and can be carried in inventory. The mirror disappears after Potency hours or when a new mirror is conjured. Only the caster can use the mirror with the intended purpose, to others it looks and acts like a regular mirror. *Detection-spell* reveals the true nature of the mirror as a magically created item.

Note: Failsafe cast near the reflective surface the caster is using to look into the area will crack the mirror and force the spell to end.

Magic Trance [CHA]

School	Enchantment (CHA)
AP Cost	10
Strain Cost	1
Range	-
Target	Self
Area of Effect	-
Duration	Instant

Clears the caster's mind, providing a one-time bonus for the next spell cast.

The caster puts aside any distraction, putting all her concentration on the next spell she will cast.

After the caster has entered her trance, she can choose to do one of the following with the next spell:

- The next spell costs 2 Strain less (minimum of 1).

- The spell's Area of Effect is one category larger, to a maximum of Huge Splash area.

- Opposed Rolls gain +10 to caster's benefit.

- The spell's range has additional 4 meters (2 hex) in length.

However, if the caster receives any damage from outward sources between the castings of Magic Trance and the next spell, be it mundane or magical, she must succeed a Thaumaturgy check to maintain concentration. On a failure, the trance breaks, any bonus chosen is lost, and the caster's head has a 20% chance of being Crippled from the magical backlash.

Magical Fireworks [CHA]

School	Illusion (CHA)
AP Cost	6
Strain Cost	2
Range	Potency*4 m
Target	AoE
Area of Effect	Small Splash
Duration	1 Round

Creates a blinding light show with noise, causing a distraction in an area.

The caster conjures a dazzling display of imaginary fireworks, crackers and cherry-bombs in an area of her choosing, thus creating a distracting event for anyone within Small Splash area of the location.

Any creature caught in the Area of Effect suffer **Moderate Distraction** penalty for 2 rounds.

Ascended Spell: The caster may choose to either have the Area of Effect encompass a Large Splash Template, or cause a **Major Distraction** in the original Area of Effect.

Memory Manipulation [PER]

School	Perception (PER)
AP Cost	10
Strain Cost	5
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Potency minutes

Allows the caster to implant, copy or remove memories of another.

This spells allows the caster to extract a memory from the target. The target must be willing or unconscious, and the caster must touch the forehead of the target the entire duration of the spell. The spell costs 10 AP and 5 Strain. During the spell, both the target and the caster will be incapable of perceiving their surroundings.

Finding and viewing the target's memories doesn't require additional rolls or actions, but the target is allowed to resist with a CHA or INT roll when their memories are being actively tampered with. The caster may remove or copy the target's specific memories but Memory Manipulation cannot be used to make new or fake memories. Additionally, the caster's own memories or ones from memory orbs can be shown to the target with this spell.

When removing a memory, it disappears completely from the target's head, and recovering it is nigh impossible. When copying a memory, an appropriate vessel is required to house the memory. If no vessel is provided, the memory will be stored amongst the caster's own with 10% chance of Insanity. Appropriate vessels are gems and empty memory orbs.

The target's resistance roll is modified by the caster's Potency as follows:

<10 Potency -10 penalty to roll

10-19 Potency -20 penalty to roll

20+ Potency -30 penalty to roll

Memories are not always in pristine condition, and traumatic memories can cause Insanity to rise for both the target and caster alike.

Mental Bulwark [END]

School	Protective (END)
AP Cost	5
Strain Cost	1
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Potency*10 minutes

Protects against mental probing and mind-affecting effects.

This spell creates a mental barrier that protects the target against mental probing and mind affecting effects. If the target ends up under hostile mind attack (such as illusions or Memory Manipulation), the attacker must roll twice and take the worse result. If the target would be mentally affected (such as addiction to chems), she may roll twice and take the better result.

If the character under the effect of this Spell is about to get an Insanity point, they can roll twice to resist. However, they have to take the second roll.

The spell doesn't work on effects that are already active upon casting of Mental Bulwark.

Mind Probe [PER]

School	Perception (PER)
AP Cost	5
Strain Cost	2
Range	Potency*4 m
Target	1 Target
Area of Effect	-
Duration	Instant

Gazes into the thoughts and feelings of the target, possibly learning new information.

The caster looks briefly into the target's mind, gathering information they look for.

Before casting, the caster determines what kind of information they are looking for from the target of the spell. Upon success, the caster learns a truthful answer to the information they seek. If the target doesn't know the information or answer to the question, the result is blank.

If not specified, the results of Mind Probe reveals the target's next action. Only caster is aware of the information gathered with this spell.

Mirage [CHA]

School	Illusion (CHA)
AP Cost	4
Strain Cost	1
Range	Potency*4 m
Target	AoE
Area of Effect	Varies
Duration	Potency rounds

Disguise an area to resemble another, for example a field into a thick, scary forest or a desolate ruin into a garden. The general shape of the terrain remains the same, even when the details change. The spell cannot disguise creatures.

This spell can be used to create a Difficult Terrain where there is none or hide treacherous spots where they are, and the size of the area is determined by the caster's Potency as follows:

<10 Potency Tiny Splash area

10-19 Potency Small Splash area

20+ Potency Large Splash area

This spell can be broken with a Failsafe-spell. Any perks and abilities that relate to the specific terrain are functional in the illusion.

Panacea [INT]

School	Medical (INT)
AP Cost	4
Strain Cost	2
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Potency hours

A spell to cure ailments and ills, for at least a little while...

The target of the spell will not suffer from withdrawal effects of drugs and alcohol for the duration of the spell. The spell does not, however, completely remove withdrawal from drugs, only alleviates the withdrawal effects for a short period.

Likewise, the spell can be used to give 1 target additional bonus against physical status effects for the duration of this spell, the bonus being determined by the caster's Potency:

<10 Potency +10 END roll

10-19 Potency +20 END roll

20+ Potency +30 END roll

Ascended Spell: The spell can remove withdrawal effects completely, though only one addiction per casting. Target under the effect of this spell can, when getting hit with a physical status effect, roll twice and take the better result.

Petrify [END]

School	Transmutation (END)
AP Cost	8
Strain Cost	4
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Potency rounds

Turns the target to stone and back.

The target turns to stone, unable to act or move for the duration of the spell or when either Petrify or Failsafe is cast upon him. Target can however, resist being turned to stone with an opposed END roll.

In addition to being turned to stone, the target gains DT against damage from firearms, MEWs, Unarmed or bladed Melee weapons according to her Potency. However, from explosives and blunt Melee weapons he will have no extra DT, instead suffering extra damage determined by her potency as follows.

<10 Potency +2 DT, +1 base dmg, +2 dice

10-19 Potency +3 DT, +2 base dmg, +1 die

20+ Potency +4 DT, +3 base dmg

Phantasmagoria [CHA]

School	Illusion (CHA)
AP Cost	6
Strain Cost	4
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Varies

The target starts to hallucinate either auditory or visual imagery, causing confusion on the target.

Each time the target hits a character successfully, they must roll LCK to see if they hit the actual target. The duration of this spell depends on the caster's Potency as follows:

<10 Potency 2 turn

10-19 Potency 3 turns

20+ Potency 4 turns

Ascended Spell: The spell becomes a Tiny Splash area instead of affecting 1 target. Likewise, the Strain cost of the spell becomes 3.

Phase [END]

School	Transmutation (END)
AP Cost	8
Strain Cost	3
Range	-
Target	Self
Area of Effect	-
Duration	Varies

The caster becomes phased between two dimensions, making them intangible.

Upon casting Phase, the caster phases out of the current dimension with only a faint outline of them being left behind. They are able to step through solid objects for the duration of the spell, and they only take damage from magical attacks, such as Arcane Blast and MEWs.

This spell does not turn the caster invisible, but they become ethereal, which gives them a bonus of +10 on Sneak.

The spell's duration is determined by the caster's Potency as follows, and has different duration for inside and outside of combat.

<10 Potency 2 rounds, 2 min

10-19 Potency 4 rounds, 4 min

20+ Potency 6 rounds, 6 min

Pocket Sand [INT]

School	Conjuration (INT)
AP Cost	3
Strain Cost	2
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	5 rounds

Causes a distraction with a cloud of sand.

A barrage of fine sand blows against the target's face, causing a distraction and slight discomfort.

The target of the spell gains Medium Distraction penalty to all attacks, against any target, if they fail an AGI check.

Ascended Spell: Caster can modify their spell with one of two effects: The spell now inflicts a Major Distraction on the target if they fail the AGI check, or the spell now affects a Small Splash area instead of 1 target, but with Minor Distraction.

Power of Friendship

School	General (Any SPECIAL)
AP Cost	6
Strain Cost	3
Range	Potency*4 m
Target	Up to 4 allies
Area of Effect	-
Duration	Potency rounds

The next single-target healing or protective spell has its effect shared amongst caster's friends.

This spell will modify the effect of the next Healing or Protective spell's effect. The caster's next single-target healing or protective spell will instead affect all of the targets of Power of Friendship. The spell remains active for Potency rounds or until a qualifying spell is cast.

Rad-Guard [END]

School	Protective (END)
AP Cost	6
Strain Cost	3
Range	AoE
Target	AoE centered on self
Area of Effect	Small Splash
Duration	Potency minutes

Protects the caster and her surroundings against radiation.

Casting Rad-Guard creates an aura surrounding the caster that provides protection against radiation. The amount of Rad Resistance gained depends on the caster's Potency as follows:

<10 Potency 10% Rad Resistance

10-19 Potency 20% Rad Resistance

20+ Potency 30% Rad Resistance

Ascended Spell: Caster can choose to spend double their AP and Strain Cost to either add 10% to the Rad Resistance they give, or modify the spell's AoE to Large Splash.

Regeneration [INT]

School	Medical (INT)
AP Cost	10
Strain Cost	3
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Instant

The spell heals the target instantly, sealing wounds quickly and efficiently. The spell feels like slight tingling on the target's skin.

Restoration seals the target's wounds instantly, restoring their health. This spell also heals Bleeding-status effect should the target be inflicted with it. Likewise, if the target is Unconscious or Dying, they recover from those statuses.

The spell restores HP according to the caster's Potency, and a Critical Success on the Thaumaturgy roll heals additional 2 HP.

<10 Potency 4 HP

10-19 Potency 6 HP

20+ Potency 8 HP

Ascended Spell: The spell's Range increases by additional 6 meters/3 hexes. The spell's AP cost is now 8 and the Strain cost is 2.

Remake [END]

School	Transmutation (END)
AP Cost	Varies
Strain Cost	Varies
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Instant

Magically revert an object to its original condition.

The spell requires that at least 50% of the targeted object is still there in order to function. In order to repair an item, the caster must succeed on a Mechanics skill roll (or some other appropriate skill roll), and she gains a bonus to her roll equal to her Potency*2. Success immediately repairs all damage done to the object and reverts it to its original, good condition. Missing pieces will reappear, broken parts will mend themselves, and worn materials become whole.

The mending happens instantaneously and the effect is permanent, but future damage and wear affect the item normally. This spell cannot target living matter.

The base cost of the spell is 4 AP and 1 Strain, when used in combat. The condition of the object adds to the cost of the spell as follows:

- Relatively new but broken: no additional cost.

- A lot of wear and a few bullet holes: 2 AP and 1 Strain.

- Severely battle damaged: 5 AP and 2 Strain.

- Rusted into a solid, barely recognizable chunk: 10 AP and 4 Strain.

- Turned to ash: 14 AP and 8 Strain.

Resilience [CHA]

School	Enchantment (CHA)
AP Cost	4
Strain Cost	1
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Potency days

Protects an item from wearing and tearing.

Magically enchants an item to survive the test of time. It protects the item from age-related wearing and tearing or decay. Item with this spell cast on it, will not lower their Item Condition from environmental effects, including Taint or Pink Cloud. However, the item condition can drop if actively harmed. Likewise, items enchanted with this spell will not melt and fuse to their target when exposed to Pink Cloud or Taint.

Ascended Spell: The effect of this spell becomes a Tiny Splash Area centered on caster, however the Strain cost rises to 2. Likewise, the caster is no longer required to touch the item she wants to enchant.

Restoration [INT]

School	Medical (INT)
AP Cost	6
Strain Cost	6
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Instant

The target's frail mind is sewed back together.

Upon casting the spell, the target may recover from Insanity she has suffered. The caster has to succeed in a Hard Medicine check to remove Insanity from the target, and gains a bonus equal to her Potency to the roll. The amount of Insanity the caster can remove depends on their Potency:

> **<10 Potency** 1 Insanity
>
> **10-19 Potency** 2 Insanity
>
> **20+ Potency** 3 Insanity

During combat, this spell can also be used to remove Mind-Controlled status effect from target.

Ascended Spell: The amount of Insanity the caster can heal is doubled, and the check becomes Difficult instead of Hard.

Shadow Form [END]

School	Dark Magic (END)
AP Cost	5
Strain Cost	3
Range	Self
Target	-
Area of Effect	-
Duration	Potency minutes

Caster becomes a cloud of dark fog, allowing her to move more freely and be immune to mundane attacks.

Spell transforms the caster into a dark cloud of smoke. While the spell is active, she is able to slip through small cracks and crevasses with ease, or enlarge herself to fill the entire room to intimidate creatures. The spell costs 5 AP and 3 Strain, and can be canceled at will.

While in Shadow Form, the caster moves double her normal speed. She is immune to physical damage, but MEWs, spells and other magical damage deal damage normally. She herself is unable to use any items while in this form, but may cast spells. If intimidating or frightening a foe while in this form, she adds her Potency to the roll as a bonus.

The caster can inhabit the same space as another character, and any character in the same space as Caster will start to suffocate, losing 2 HP each turn. If the character goes to 0 HP due to this HP loss, they will go unconscious from lack of air.

If the caster enlarges themselves during combat, the maximum they can enlarge themselves to is Large Splash Area. In this size, they will not cause targets to suffocate, due to their form not being condensed enough. Likewise, enemies gain a +10 to hit them.

Taking the form is physically and mentally taxing on the caster, which some would equal to milder forms of torture. Upon casting and every minute thereafter, the caster has a 50% chance to gain 1 Insanity.

Shape Magic [END]

School	Transmutation (END)
AP Cost	3
Strain Cost	1
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	Potency minutes

Forms a tangible object from your magic for a limited time.

The caster creates a semitransparent object from her own magic, which she can then utilize as she needs. Summoning this object costs 3 AP and 1 Strain.

The caster can have up to 4 different mundane objects simultaneously conjured by Shape Magic. Because of their arcane nature, the objects do not create sounds when hitting normal objects.

Note: Objects created by Shape Magic are considered Improvised Weapons if used in combat. Damage and AP cost depends on the size of the conjured object. These improvised weapons use either melee or unarmed.

Note: One cannot shape firearms, MEWs or explosive weapons with the spell due their mechanical complexity.

Shield [INT]

School	Conjuration (INT)
AP Cost	8
Strain Cost	2
Range	Potency*2 m
Target	Self/AoE
Area of Effect	Varies
Duration	Potency rounds

Creates a magic moldable shield of magical energy that protects against bullets and similar projectile attacks and Magic Energy Weapons. The shield is thin, transparent and matches the color of caster's magic.

Shield can be wrapped around any target area within Potency*2 meters of the caster, covering maximum of 6 meters in its largest dimension. The caster chooses upon casting the spell whether the shield's position is fixed (doesn't move) or in relation to the caster (for example, always in front of the caster). Creatures and objects can go through Shield, but damaging projectiles interfere with it.

Shield has a DT determined by caster's Potency, and 5 HP tokens. The DT from Shield stacks with worn equipment, the exact amount determined by Potency as follows:

<10 Potency 1 DT

10-19 Potency 2 DT

20+ Potency 3 DT

Attacks that deal more damage than the combined DT value damage the shield first. When the Shield's HP is reduced to 0, the spell ends, and the excess HP loss is dealt normally. The spell works both ways; attacks made from both sides of Shield are affected. Caster can manifest only one Shield at a time, but she can use other spells while Shield is active.

Ascended Spell: The Shield's HP is 10, and having it active gives a minor boost to the aiming of the next spell, giving +5 to Thaumaturgy to any character inside the Shield. This boost is then spent, and doesn't apply to any additional spell casting, even if the shield is active.

Silver Shroud [CHA]

School	Illusion (CHA)
AP Cost	3
Strain Cost	1
Range	Self
Target	AoE
Area of Effect	Small Splash
Duration	Potency minutes

Grants a veil that hides the allies within range, centered on caster.

The caster provides an illusionary aura around herself, rippling and distorting their form for anyone else watching.

The spell grants the caster and up to 4 allies - within Small Splash template from her - a Sneak bonus equal to her Potency.

Ascended Spell: Characters within the spell's radius either gain +5 to their Sneak Critical chance or remain invisible for their next turn after leaving the spell's radius. This is determined by the caster and either boon affects all in the radius.

Simulacrum [CHA]

School	Illusion (CHA)
AP Cost	10
Strain Cost	4
Range	Potency*4 m
Target	-
Area of Effect	-
Duration	Potency/2 rounds

Create a powerful, lifelike illusion of almost anything alive.

The spell allows the caster to create a particularly accurate illusion of a creature, both sentient and not. The duplicate can only take form of something the caster has encountered or seen before. The illusion is, unlike most illusions, a solid creature.

The illusion obeys the caster without question and possesses no will of its own, nor is it capable of speech. The caster can cast spells through the illusion, as long as they are within a Large Splash area of it. Other creatures can make an Opposed CHA roll against the caster's CHA to see through the illusion.

Illusions made by the spell can be used to deal damage. The illusion may either move 6 meters/ 3 hexes or attack on its own once per turn at no AP cost for the caster, dealing either damage or a status effect of the caster's choice to a single target. The damage is determined by the caster's Potency. However, the damage the duplicate deals is always non-lethal and if they manage to get their target to 0 HP, the target falls unconscious but isn't dying. The illusion's attacks are magical in nature.

The illusion's DT, damage and status effects it can cause depend on the caster's potency as follows:

<**10 Potency** 0 DT, 1+(2) damage, Encumbered

10-19 Potency 1 DT, 2+(2) damage, Blinded or Encumbered

20+ Potency 2 DT, 3+(2) damage, Bleeding, Blinded or Encumbered

The illusionary duplicate has 10 HP, and once it's HP goes to 0, the illusion disappears into thin air, leaving behind only debris. Likewise, the illusion will disappear if the spell's duration runs out.

Soft Light [CHA]

School	Enchantment (CHA)
AP Cost	3/5
Strain Cost	3/5
Range	Self
Target	Self/Up to 4 targets
Area of Effect	-
Duration	Potency minutes

This spell subtly blends the illusionary and behavior-affecting aspects of magic, causing the caster to appear in the best possible light.

The caster's appealing and positive traits seem more pronounced, while character's less pleasant qualities seem to be more trivial. The spell adds a bonus of 5 + Potency to Barter and Diplomacy checks, and improves NPC disposition by one step. Spell costs 3 AP and 3 Strain.

Common version of the spell affects only the caster. One may instead affect up to 4 other creatures, which then all benefit from the spell. However, this increases the spell's AP and Strain costs by 2.

Soul Jar [END]

School	Dark Magic (END)
AP Cost	-
Strain Cost	3 Strain/hour or 24 total
Range	Touch
Target	1 Object/Creature
Area of Effect	-
Duration	Permanent

The act of placing a piece of one's soul into an object to obtain immortality -in a sense- rendering the object in question to be nearly impervious to damage. However, the process is beyond painful and could render a person mad.

The caster chooses an object into which she transfers her, or another being's mind and soul. Casting Soul Jar is a long, 8 hour process that requires immense concentration and must be done uninterrupted. As such, it cannot be casted during combat. Soul Jar has no AP cost, but it costs 3 Strain per hour, or 24 Strain in total. If the caster is in any way interrupted during casting, the spell fails.

This spell's costs can be divided by assisting casters that have this spell, but the brunt of the Strain cost is always on the initial caster. Likewise, the effect of this spell doesn't apply to the assisting casters.

If the spell succeeds, caster's soul fragments and part of the soul inhabits the item in question, thus acting as a vessel for the caster to "live" in after her body perishes.

The caster has no control over the item before or after her perishing, but they can express themselves if the item in question is capable of producing sound, image or text. A book used as a soul jar might have text appearing into it from thin air, and a megaphone might start talking by itself. Though they cannot move by themselves, they can still cast spells, though with a -30 penalty to Thaumaturgy if they cannot produce a sound with which to verbally cast a spell.

The caster becomes basically immortal, although destroying the container of her soul with powerful magic will immediately kill her. If the destroyer's Potency is greater than the caster's Potency (who originally cast Soul Jar), the soul container is destroyed and the soul goes with it. If the Potencies of the destroyer and the original caster are equal, there is a 50% chance of the container being destroyed.

The caster can at a later date transfer her soul into a receptive and willing body. This requires casting Soul Jar again, targeting the new host.

This spell has 100% chance to inflict 1 Insanity on the caster. Assisting casters have a 50% chance being inflicted with 1 Insanity.

Spy Connections [PER]

School	Perception (PER)
AP Cost	3
Strain Cost	1
Range	Potency*6 m
Target	Up to 4 targets
Area of Effect	-
Duration	Potency minutes

See the general attitude between two or more ponies.

The spell manifests as thin lines between the targets, each color coded to show the social relationship between them. Among the most usual are hatred, envy, neutrality, friendship and love. Only the caster can see the formed lines, though *Detection-spell* will make people aware that a spell is being used on the targets.

However, to gain this information between two targets they have to stand within the range of the spell from each other. On top of that, the caster must be able to see the line in question to decipher the connection.

Standstill [CHA]

School	Enchantment (CHA)
AP Cost	6
Strain Cost	3/6
Range	Potency*2 m
Target	Up to 4 targets
Area of Effect	-
Duration	Potency/2 Rounds

Forces an object to stay on its original position on the time of the casting.

Any object or creature affected by the spell stays on the position it was at at the time of casting and cannot be moved - not by brute force or telekinesis.

The target's bodily functions work as normal, allowing them to breathe and perceive their surroundings as much as they're able to without being able to move their heads. The objects can be moved once more when the spell ends, the caster ends the spell, or when Failsafe is successfully cast.

The target under the effects of this spell can attempt to break out of the spell once per round, with a -2 STR or -2 END roll. Breaking out of the spell does not spend AP or Strain.

Steady Walk [END]

School	Transmutation (END)
AP Cost	4
Strain Cost	1
Range	Potency*2 m
Target	1 Target
Area of Effect	-
Duration	See text

Allows the target to interact with intangible substances, such as clouds and water, as if they were solid.

Steady Walk allows the target of the spell not only to walk on clouds and other non-tangible surfaces such as water and smoke, but to touch and interact with them as well. It lets the target use cloud technology, even if she's not a pegasus or a griffin. The spell costs 4 AP and 1 Strain. However, the target doesn't get wings, so they are unable to fend for themselves if they drop from a high altitude.

The caster's Potency determines how long the spell's duration is:

<10 Potency 1 Hour

10-19 Potency 2 Hours

20+ Potency 4 Hours

Ascended Spell: The target of the spell becomes maximum of 6 targets and the range becomes Potency meters.

Storm Cloud [INT]

School	Conjuration (INT)
AP Cost	7
Strain Cost	3
Range	Potency*6 m
Target	AoE
Area of Effect	Tiny Splash
Duration	Potency rounds

Summons a small storm cloud that ravages the area.

A small yet volatile storm cloud forms on the point the spell is casted at, having a mind of its own afterwards.

The cloud travels a maximum of 10 meters (5 hexes) towards the nearest creature, ally or foe, and once above a target, then discharges lightning bolts on all targets on a Tiny Splash template. Characters within a Small Splash template of the cloud get a Minor distraction from the lightning bolts. The damage is determined by potency as follows:

<10 Potency 3+(1) dmg

10-19 Potency 4+(2) dmg

20+ Potency 6+(3) dmg

Ascended Spell: The spell's Splash area is Small Splash instead of Tiny, and the spell can cause 1 target within the area to become Stunned. The target gets an Opposed roll of Caster's INT versus the target's END.

Target [CHA]

School	Illusion (CHA)
AP Cost	3
Strain Cost	1
Range	Potency*6 m
Target	1 Target
Area of Effect	-
Duration	3 rounds

Creates an illusionary target onto an opponent for the caster.

The spell creates a magical target marker onto the target, which illuminates and assists in attacks made by the caster. Only the caster benefits from the spell. The spell reduces visibility-related penalties by 20 and Called Shot penalties by 10 on attacks and similar actions against the target made by the caster.

Telekinesis

School	General (Any SPECIAL)
AP Cost	2
Strain Cost	1
Range	Potency*2 m
Target	Varies
Area of Effect	-
Duration	See text

The easiest and most basic spell, Telekinesis is usually the first spell learned by a unicorn. They envelope a target with a colorful grasp, and can then physically move or manipulate the target.

This spell is known by all unicorns, with the exception of One Trick Pony -trait, and does not take a spot on their known spells list. Telekinesis is divided in two categories, Power and Precision. Power Telekinesis is the art of moving and manipulating a single heavy object, and Precision focuses on manipulating multiple small objects at once.

Upon learning the spell, the character chooses one of the two styles for which they specialize in. The style they specialize in gets full Potency in casting, and the other gets half of the Caster's Potency, to the minimum of 1 and rounded down.

When casting the spell in combat, Strain and AP cost apply only at the turn the spell is cast on. On consecutive turns the caster doesn't suffer from additional Strain or AP cost. However, if they wish to cast another spell, they have to end their Telekinesis for 0 AP cost. If they want to continue levitating objects afterwards, they need to spend the AP and Strain cost again. They can, however, mouth-operate a weapon while holding items in telekinesis without a problem. If the caster enters a Pain Threshold while levitating objects, the telekinesis ends.

When using Telekinesis to deal attacks with weapons, the weapon's skill is utilized to deter-mine if the attack hits, for instance guns utilize Firearms. When using Improvised weapons, Thaumaturgy is used to determine if it hits. If the Thaumaturgy roll for the Improvised weapons fails, the weapon goes awry by 2 me-ters (1 Hex) of intended target.

Outside of combat, the spell only costs Strain, and lasts until the caster ends the spell, rests, or falls unconscious.

Power Style:

In Power style telekinesis, the caster can levi-tate an object which is the same size or larger than they are forgoing accuracy for mass. This style allows the caster to levitate themselves, without their gear interfering levitation, with 1 Strain spent per 2 meters (1 Hex) of move-ment. In combat, self-levitation is considered Difficult Terrain.

When levitating weapons with telekinesis, weapons with Strength Requirement of 7 or higher fall under Power Style, and can still be only lifted one at a time. Firing a weapon with this style doesn't get penalties despite the Power style being less focused on careful ma-nipulation.

Potency determines the maximum size the caster can levitate:

<10 Potency Size 2

10-19 Potency Size 3

20+ Potency Size 4

Precision Style:

In Precision style telekinesis, the caster can levitate multiple objects, as determined by her Potency, which are smaller than the caster in size, with great accuracy.

When levitating weapons with Precision style, the weapons must have a total of 7 Strength requirement at maximum, and only two weapons can be levitated at the same time.

To ready or switch between various weapons, Precision style unicorn can Ready weapon from Weapon Slots at no AP cost.

Potency determines the maximum amount of items the caster can levitate:

<10 Potency 4

10-19 Potency 8

20+ Potency 12

Note: Unicorns with *One-Trick Pony* -trait gain full Potency in both styles, emphasizing their mastery of limited arsenal. Likewise, a unicorn with One Trick Pony -trait can, in Precision style, levitate up to 4 weapons simultaneously, but cannot go over the total of 7 STR requirement.

Telepathy [PER]

School	Perception (PER)
AP Cost	5
Strain Cost	2
Range	Potency*6 m
Target	Up to 4 creatures
Area of Effect	-
Duration	Potency minutes

Share thoughts and senses with others.

The caster and any target she chooses to cast this spell with share a link of thoughts, able to communicate with just their mind.

The spell does not give the caster an access to the target(s) memories and knowledge - only current thoughts are transferred between any and all under the effect of the spell.

Ascended Spell: The number of targets the caster can use telepathy with grows to a maximum of 8, the AP cost of the spell becomes 3.

Teleport

School	General (Any SPECIAL)
AP Cost	6
Strain Cost	Varies
Range	Varies
Target	1/Multiple
Area of Effect	-
Duration	Instant

Caster vanishes and reappears somewhere else almost instantaneously. She can take her friends with her and travel a distance in mere seconds, or use the space manipulation technique against her enemies and their items.

Strain cost is 1 per 10 meters (5 hexes) of teleporting, the maximum distance determined by Potency:

<10 Potency 20 meters

10-19 Potency 40 meters

20+ Potency 60 meters

The caster may choose any character or item within Tiny Splash of them to bring them through the teleport. Each additional item or character raises the Strain cost of the spell by 1.

If the caster attempts to teleport to a point they have no sight of or are not familiar* with the area they are aiming for, the caster has to roll LCK in addition to the normal Thaumaturgy roll. In case they succeed in the Thaumaturgy roll but fail the LCK roll, they do teleport but end up slightly off the mark. For instance, teleporting through a wall to the middle of a room they haven't been to may cause the caster to be somewhere else in the room, such as on a shelf, in a cabinet, or adjacent to the occupant of the room.

*A familiar destination is a place where the caster has visited before, on one or several occasions, and spent at least an hour of her time. Areas near any of the caster's Arcane Marks placed on ground or solid platforms are always considered familiar destinations.

Especially long distance Teleport (beyond above mentioned meters determined by Potency) requires an Arcane Mark -spell, no matter the distance, to assist the caster. When teleporting to an Arcane Mark's location, the caster loses 10 Strain. Otherwise, the regular rules for Teleport apply.

Thrown Voice [CHA]

School	Illusion (CHA)
AP Cost	3
Strain Cost	1
Range	Potency*4 m
Target	AoE
Area of Effect	Large Splash
Duration	Instant

Series of random words spoken from a point designated by caster, also volume.

The caster forms a little bubble and throws it to the targeted area, where it will spray out few words - distracting others with a Minor Distraction. If the caster has *One Trick Pony -trait* with this spell selected, they cause Moderate Distraction instead.

The spell affects anyone within Large Splash of the targeted area, provided they are not engaged in combat. If they are engaged in combat, they have an opposed roll PER versus the caster's CHA. If they successfully win the opposed roll, they ignore the effect of this spell.

This spell can be used to confuse others and direct their focus elsewhere outside of combat.

Toughened Frame [END]

School	Protection (END)
AP Cost	5
Strain Cost	1
Range	Potency*2 m
Target	1
Area of Effect	-
Duration	Potency/2 rounds

Target's body hardens to resist fracturing of bones.

This spell thickens and hardens the target's bones and musculature to lessen oncoming cripple chance for the duration of this spell. Likewise, this spell allows the target to take half the damage from falling. The amount of cripple chance negated to a minimum of 5 % is as follows:

<10 Potency 10 %

10-19 Potency 20 %

20+ Potency 30 %

Ascended Spell: The target of this spell can ignore 1 Minor Cripple per day, if the Minor Cripple happens during this spell being active. Likewise, the spell's AP cost is 3 instead of 5.

Transformation [END]

School	Transmutation (END)
AP Cost	10
Strain Cost	4
Range	Touch
Target	1 Creature
Area of Effect	-
Duration	Potency minutes

Add features like horns, wings, claws and other nifty animal parts into a creature.

The caster can, with a touch of their horn, grant the target a single new feature, be it wings, horns, paws etc. These new features can grant basic skills like ability to fly or burrow, but doesn't grant the target magical abilities like Aerial Maneuvers or Unicorn magic.

The spell can also be used to give minor alterations to one's physical appearance, such as changing the facial structure, mane color, or coat color. Characters have a penalty to their PER roll to see through the magically made disguise as follows:

<10 Potency -10 penalty

10-19 Potency -20 penalty

20+ Potency -30 penalty

The spell can be utilized to dispel another *Transformation* spell, in order to return the target to their original form. Likewise, a *Failsafe*-spell can remove the spell's effects on a target.

Vile Crystals [END]

School	Dark Magic (END)
AP Cost	8 / 12
Strain Cost	2 / 6
Range	Potency*2 m
Target	1 Target/AoE
Area of Effect	Small Splash
Duration	Permanent, see descr.

These ominous crystals nullify all magic in the worst of ways, leaving unicorns and Earth ponies magicless and pegasi and griffins grounded and unable to control clouds. It is unknown if the crystals grow larger over time.

The caster causes dark crystals to sprout from another unicorn's horn, earth pony's legs, or a pegasus'/griffin's wings like strange crystal growths. Attempts to use magic or wings leads to a jolt of pain, as well as there being a constant feeling of something integral missing.

Each time a victim of Vile Crystal attempts to use magic or fly, she must succeed on an opposed END roll to maintain focus through the pain. Outside of combat, she has to succeed in an END roll to be able to use their innate abilities. If the roll is successful, she can cast a spell or fly on that round or for 10 minutes outside of combat. Despite the result of the roll, she must spend the appropriate cost for that action, as well as take 1 HP of damage that ignores DT.

The spell can be targeted to a creature or to an area. If targeted on a single creature, it costs 8 AP and 2 Strain. If targeted on an area, it costs 12 AP and 6 Strain. When casting on an area, the targets affected can roll END-2 to resist the spell's effect. This END-2 roll happens each round characters remain or pass through the affected area.

The spell's effects are permanent unless healed through the use of Clean-spell.

This spell has 60% chance to inflict 1 Insanity on the caster.

Wall of Mist [INT]

School	Conjuration (INT)
AP Cost	6
Strain Cost	2
Range	Potency*2 m
Target	1 Target
Area of Effect	Tiny Splash
Duration	Potency/2 rounds

The caster conjures a thick copper-colored fog around a target in a Tiny Splash area. Creatures outside of the Tiny Splash area have a visibility penalty determined by the caster's Potency, while the target of the spell suffers no such penalty. If any other character moves inside the Spell's area of effect, they still suffer the visibility penalty, as if they were outside of it. The Wall of Mist moves with the target, tethered to them with arcane energy.

The caster's Potency determines the penalty as follows:

<10 Potency -5

10-19 Potency -10

20+ Potency -15

Ascended spell: The Area of Effect of this spell increases to Small Splash, and upon learning this Ascended spell the caster may choose one of the following elements to apply to the mist:

- **Fire:** Burning heat engulfs the mist - any entities passing through the area may gain Burning -status effect.
- **Ice:** Darts of ice swirl within the mist - any entities passing through the area may gain Freezing -status effect.
- **Arcane:** Arcane radiation glows in the mist - anyone standing or passing through the area are inflicted with 2x40% Rads.
- **Electricity:** Electricity crackles within the mist - any entities passing through the area may gain Stunned -status effect.

Want it, Need it [CHA]

School	Enchantment (CHA)
AP Cost	10
Strain Cost	2
Range	Touch
Target	-
Area of Effect	-
Duration	Potency minutes

Enchants an object and makes all creatures crave it.

All intelligent creatures (except the caster) who observe the spell's object grow an insatiable craving to possess it. They will resort to any non-lethal means to acquire it and hold onto it. The effect on the initial target is Potency minutes, but affected creatures may make a CHA check with a penalty of 3 to shake off the effect prematurely.

If the object that has *Want it, Need it* cast on it is destroyed, the spell's effect ends.

Chapter 5

Zebra Magic

Alchemy Recipes

All-Nighter

Type	Drink
Skill req.	Survival 25
Ingredients	Coffee x1, Green Herb x2, Pure Water x1, Hot plate, mug
Effect	Staves off sleep deprivation
Target	1 target
Duration	24 hours
Side-Effect	AGI -1, INT -1

A warm drink that keeps you awake for hours on end! Useful when you have to stay awake during your guard shift or to get through a rigorous study session.

This dark, enhanced caffeinated drink lets the drinker stave off the effect of sleep deprivation for a day. Though once the effect fades, the drinker will suffer side effects from the withdrawal.

Antivenom

Type	Injection
Skill req.	Survival 25
Ingredients	Venom Sac x4, Syringe x2
Effect	Removes natural poisons
Target	1 target
Duration	Instant
Side-Effect	-

A syringe of green-tinted antivenom made by alternating the function of a venomous creature's poison by the use of zebra magic.

One patch of ingredients makes 2 doses of antivenom. It cures all natural poisons from a body, but is useless against alchemically produced poisons.

Assassin Powder

Type	Powder
Skill req.	Survival 85
Ingredients	Blue herb x4, Manticore Poison Gland x1, Venom Sac x1
Effect	Target dies in 5 turns
Target	1 target
Duration	5 rounds
Side-Effect	-

This potent, powdery poison is often mixed into coffee to hide its bitter taste. Favorite of Zebra operatives during the war who needed to assassinate an important figurehead without it being obvious. Effects of poison mimic those of sudden heart attack.

One patch of ingredients will yield one very small pouch of white powder, enough to kill one target. The poison will take effect 1 turn after being digested and in 4 turns from that the target dies of a heart attack. Potent Antivenom can be used to cure the effects of this poison, if administered before the duration of the poison is up.

Balefire Potion

Type	Bomb
Skill req.	Survival 75
Ingredients	Irradiated Material x3, Red Herbs x3, Moonshine x1
Effect	Explosion that deals 2x60% at 2 Rads
Target	Large Splash
Duration	Instant
Side-Effect	-

This volatile cocktail will send your enemy and his closest - literally! - friends to kingdom come via a mushroom cloud!

One patch of ingredients makes one potion. This thrown explosive, infused cocktail has 2 x 60% chance to deal 2 Rads, in a Large Splash template area. Targets hit with this bomb use their radiation resistance as per usual.

Beat-No-More

Type	Potion
Skill req.	Survival 50
Ingredients	Green Herbs x4, Dirty Water x1
Effect	Raises AP cost of opponent's actions by 1
Target	Weapon
Duration	3 Rounds
Side-Effect	-

Melee and Unarmed weapons coated in this potion cause your enemy to slow down like they've become sluggish on a successful hit.

One patch of ingredients makes enough poison to coat one weapon.

All AP costs of the opponent raise by 1 for three rounds after being hit by the coated weapon.

The poison remains on the weapon for 3 successful attacks, after which the poison has been spent and must be reapplied. Each hit with the poisoned weapon refreshes the duration of the effect back to 3. In other words, this poison doesn't stack with itself.

Bitter Drink

Type	Drink
Skill req.	Survival 25, Recipe found
Ingredients	Green Herbs x2, Red Herbs x2, Bottle x1
Effect	Heals 1 HP per round for 4 rounds
Target	1 target
Duration	4 rounds
Side-Effect	-

This bitter tasting shot is an old Zebra war legion recipe to keep them going during long, adverse marches, originally used by wandering nomads of old.

One patch of ingredients makes one dose of the potion.

When digested, this potion heals 1 HP per round for 4 rounds.

Blood-stopping Goo

Type	Potion
Skill req.	Survival 30
Ingredients	Green Herbs x2, Flour x1, Pot x1
Effect	Heals Bleeding, attaches severed bodyparts
Target	1 target
Duration	Instant
Side-Effect	-

This thick, green slime seals wounds both big and small. It almost looks like a custard of some kind.

One patch of ingredients makes for one dosage of this potion.

When applied to a wound, the goo seals it, removing Bleeding status. This potion also attaches severed body parts with a successful Very Hard (-30) Medicine-check.

Bone-Strengthening Brew

Type	Potion
Skill req.	Survival 80
Ingredients	Green herbs x5, Blue Herbs x5, Red Herbs x2, Unicorn Ghoul horn x1
Effect	Heal Major Crippled with rest
Target	1 target
Duration	Permanent
Side-Effect	-

This sea-green potion when drunk, strengthens the bone structure of one's body to withstand forces they previously weren't able to.

One batch of ingredients makes 1 Potion.

This potion allows the drinker to heal Major Crippled condition with rests, though it requires a total of 16 hours worth of rest to do so.

Bounce

Type	Potion
Skill req.	Survival 50
Ingredients	Green herbs x4, Blue Herbs x3
Effect	User gains extra DT to resist falling dmg
Target	1 target
Duration	4 hours
Side-Effect	-

This slimy liquid turns the drinker's body just slightly elastic, making them more resistant against falling, much like a bouncy ball.

One patch of ingredients makes for 1 Potion.

The potion gives the drinker extra 2 DT to resist falling damage.

Breath of the Phoenix

Type	Drink
Skill req.	Survival 80
Ingredients	Green Herbs x4, Blue Herbs x2, Phoenix Feather x3
Effect	User's Healing Rate heals even outside resting
Target	1 target
Duration	Permanent
Side-Effect	-

This flame-orange drink with a distilled phoenix feather allows the one who drinks the potion allows one to heal naturally even during normal activity.

One batch of ingredients makes 1 Potion.

Drinker's Healing Rate works even when not resting. However, the drinker doesn't heal during combat.

Bug-bane Oil

Type	Oil
Skill req.	Survival 25
Ingredients	Green Herbs x2, Oil x1, Salt x1, Abraxo Cleaner x1
Effect	Insect creatures take extra 3 DMG
Target	Weapon
Duration	3 Rounds
Side-Effect	-

This bubbly, colorless oil has a slightly sweet odor, is used by many families to get rid of pests. Keep out of reach of foals.

One patch of ingredients makes for one bottle of oil.

Melee or Unarmed weapon coated in this oil cause insect-like creatures to take additional 3 damage when hit with the coated weapon.

The poison remains on the weapon for 3 successful attacks, after which the potion has been spent and must be reapplied.

Cloudwalk Talisman

Type	Talisman
Skill req.	Survival 60
Ingredients	Green Herbs x3, Blue Herbs x3, Griffin/Pegasus feather x1
Effect	User is capable of walking on clouds
Target	1 target
Duration	4 hours
Side-Effect	-

This lightweight talisman is infused with a griffin or pegasus feather allows the wearer to walk on clouds much like the species the feather is from.

One patch of ingredients makes for 1 talisman.

The wearer of the talisman can walk on clouds, smoke and even on water for 4 hours. After 4 hours the effect fades from the talisman and the wearer. Should the wearer be standing on a cloud as this happens, they will fall through the cloud like a rock.

Fixer-Upper

Type	Potion
Skill req.	Survival 50
Ingredients	Green Herbs x3, Red Herb x1
Effect	Cures one chosen status condition
Target	1 target
Duration	Instant
Side-Effect	-

This potion changes color depending of the ailment it is meant to cure. Easy to make and always in short supply, at least according to the Legion's hoofsoldiers.

One patch of ingredients makes one vial.

This potion can cure any status condition, bar the effects of addiction and Rads. However, it can only do so one at a time, meaning that any well-prepared zebra will need a heap of ingredients. The various Poison effects are considered a single status effect, meaning that different poisons are cured as effectively.

Flesh Talisman

Type	Talisman
Skill req.	Survival 60
Ingredients	Green Herbs x3. Red Herbs x3, Abomination flesh piece x1
Effect	Wearer sprouts 4 tentacle-like appendages
Target	1 target
Duration	4 hours
Side-Effect	-

This pulsing, flesh-colored talisman allows its wearer to grow flesh tentacles from their body, which they can control like a limb.

One patch of ingredients makes for one talisman.

The tentacles that this talisman grows behave much like a regular limb. In combat, they do a standard unarmed attack.

They can be used to grab onto things and enemies, and give a +5 bonus per two tentacles to Unarmed when using or defending from Grapple-actions (maximum bonus +10).

They cannot operate firearms or melee weapons, but they can be used to fling explosives. The tentacles can be crippled, and once a tentacle is crippled, it drops off from the body. After the duration is up, the tentacles wither and drop off.

Flight Talisman

Type	Talisman
Skill req.	Survival 60
Ingredients	Green Herbs x3, Blue Herbs x3, Bloodwing wing x1
Effect	Wearer can sprout bat-like wings and fly
Target	1 target
Duration	4 hours
Side-Effect	-

This dark, ghastly talisman allows its wearer to grow bat-like wings and fly through the sky. Unfortunately, it doesn't give you echolocation.

One patch of ingredients makes for 1 talisman.

The wearer of the talisman grows bat-wings and can fly with a speed of 1 AP per 2 meters (1 hex). However, the wearer cannot use Aerial Maneuvers or operate clouds. The effect will disappear after 4 hours.

Greater Healing Potion

Type	Potion
Skill req.	Survival 60
Ingredients	Blue Herbs x3, Green Herbs x2, Healing potion x1
Effect	Heals 6 HP
Target	1 target
Duration	Instant
Side-Effect	-1 STR, -1 AGI for 5 rounds

This bubbly green potion will heal you. Unfortunately it is juuuust a smidge poisonous. It kind of screws up your eyes and muscles.

One patch of ingredients makes for one bottle.

Person who drinks this potion is healed by 6 HP immediately, but suffers STR -1 and AGI -1 for 5 rounds afterwards.

Healing Potion

Type	Potion
Skill req.	Survival 45
Ingredients	Green Herbs x3, Bottle X1
Effect	Restores 3 HP
Target	1 target
Duration	Instant
Side-Effect	

A standard healing potion used by many legionaries and nurses alike.

One patch of ingredients makes 1 potion.

When drunk, the person heals 3 HP immediately.

Healing Powder

Type	Potion
Skill req.	Survival 25
Ingredients	Green Herbs x2, Bottle x1
Effect	Restores 2 HP
Target	1 target
Duration	Instant
Side-Effect	-2 PER for 5 rounds

This primitive powder is the ancestor of the modern Healing Potion, that gained new appreciation after the war for its easy recipe and small amount of ingredients.

Single batch of ingredients makes 2 Healing Powders.

This powder, when rubbed on an open wound or sore reseals it, healing 2 HP. However, the procedure is rather painful, hampering the user's PER by -2 for 5 rounds.

Infused Bandages

Type	Potion
Skill req.	Survival 25
Ingredients	Green Herb x2, Pure Water x1, Bandages x2
Effect	Heals 1 HP and removes Bleeding
Target	1 target
Duration	2 rounds
Side-Effect	-

These bandages have been soaked in a magically enhanced healing brew, which accelerate healing and stop one from bleeding dry. A zebra nurse's favorite!

One patch of ingredients makes 2 Infused Bandages.

This magically infused bandage heals 1 HP and removes Bleeding-status effect.

Itching Oil

Type	Oil
Skill req.	Survival 25
Ingredients	Green Herbs x1, Red Herbs x1, Oil x1
Effect	-1 AGI
Target	1 target
Duration	3 Rounds
Side-Effect	-

This oil causes itching blisters to appear on the foe's skin, that will halt them as they try to relieve the itch.

One patch of ingredients makes for one bottle of oil.

Melee or Unarmed weapon coated in this oil cause the opponent to start itching uncontrollably, giving them AGI -1.

The poison remains on the weapon for 3 successful attacks, after which the potion has been spent and must be reapplied. Each hit with the poisoned weapon refreshes the duration of the effect back to 3. In other words, this poison doesn't stack with itself.

Killing Joke Remedy

Type	Potion
Skill req.	Survival 85, Poison Joke Remedy Recipe
Ingredients	Green Herb x8, Blue Herb x8, Rare Evergreen Forest ingredients
Effect	Reverses the effects of Killing joke, if target is still alive
Target	1 target
Duration	Instant
Side-Effect	-

This rare miracle of a brew will reverse the effect of one of the deadliest plants in the Wasteland; killing joke.

Drinking or - should the person be missing a mouth - being doused with this potion immediately reverses killing joke's effects if the character is still alive. If the target is dead, the potion doesn't work.

Kiss Of the Phoenix

Type	Potion
Skill req.	Survival 50
Ingredients	Green Herbs x4, Blue Herbs x2, Phoenix feather x1
Effect	Repairs a crippled limb, reattach a limb with Medicine roll
Target	1 target
Duration	Instant
Side-Effect	-

This potion, when poured over a broken - or downright severed - limb repairs the broken appendage.

Repairs a crippled limb from crippled condition.

In addition to this, the potion allows a reattachment of limbs - by causing sinew, muscle and bone fuse back together - with a successful Hard Medicine check (penalty of -20).

Major Flame Bane Potion

Type	Potion
Skill req.	Survival 80
Ingredients	Green Herbs x3, Blue Herbs x3
Effect	+2 END to resist Burning-status
Target	1 target
Duration	5 minutes
Side-Effect	-

This glowing blue potion gives its drinker a considerable resistance against heat and fire.

One patch of ingredients makes for one potion.

This potion after drunk, will give additional +2 to END to resist Burning-status effect for 5 minutes.

Major Grounding Potion

Type	Potion
Skill req.	Survival 80
Ingredients	Green Herbs x4, Blue Herbs x2
Effect	+2 END to resist Stun-Status
Target	1 target
Duration	5 minutes
Side-Effect	-

This brownish green - rather unappetizing looking really - grounds the drinker against electricity.

One patch of ingredients makes for one potion.

This potion gives +2 to END to resist Stun-status for 5 minutes.

Major Warming Potion

Type	Potion
Skill req.	Survival 80
Ingredients	Green Herbs x, Red Herbs x4
Effect	+2 END to resist Freezing-Status
Target	1 target
Duration	5 minutes
Side-Effect	-

This red, bubbling potion increases the drinker's resistance against Nuclear Winter!

One patch of ingredients makes for one potion.

This potion gives +2 to END to resist Freezing-status for 5 minutes.

Mask Talisman

Type	Talisman
Skill req.	Survival
Ingredients	Green Herbs x2, Red Herbs x4, Changeling Chitin Piece x1
Effect	Masks the wearer into looking like another creature
Target	1 target
Duration	20 minutes
Side-Effect	-

Green and blue talisman that warps the wearer's appearance into whatever creature they wish to look like. Doesn't mask body odor though...

One patch of ingredients makes for one talisman.

This talisman changes the outward appearance of the talisman's wearer for 20 minutes. Should the wearer disguise as a commonly hostile creature, such as a feral ghoul, said creatures will leave the wearer alone unless provoked. Creatures around the wearer can make a PER -2 roll to see through the disguise.

The wearer can only shapeshift to creatures up to 1 size increment away from their normal size; a pony or zebra (size 0) can only shapeshift to creatures in size categories -1, 0 and 1.

Mindflay Potion

Type	Bomb
Skill req.	Survival 70
Ingredients	Red Herbs x3, Blue Herbs x3, Rage x1, Bottle x1
Effect	Causes an Enraged-Status effect
Target	Small Splash
Duration	3 Rounds
Side-Effect	-

This volatile potion explodes into a rage-inducing gas when coming into contact with air and gunpowder.

One patch of ingredients makes for one potion.

This potion-like bomb turns gaseous when the thrown container shatters, releasing rage-inducing gas on a Small Splash area. This effect lingers on the battlefield for 3 turns, causing any who come into contact with it gain Enraged- status effect, negated by an END-roll.

Minor Flame Bane Potion

Type	Potion
Skill req.	Survival 40
Ingredients	Green Herbs x2, Blue Herbs x2
Effect	+1 END to resist Burning-Status
Target	1 target
Duration	2 minutes
Side-Effect	-

Swishing down this sparkling potion gives the drinker a nice boost against burns.

One patch of ingredients makes for one potion.

This potion gives +1 to END to resist Burning-status.

Minor Grounding Potion

Type	Potion
Skill req.	Survival 40
Ingredients	Green Herbs x3, Blue Herbs x1
Effect	+1 END to resist Stun-Status
Target	1 target
Duration	2 minutes
Side-Effect	-

This swirling green potion grounds the drinker somewhat against Electricity. Sticking a metal fork into a power socket is still a bad idea.

One patch of ingredients makes for one potion.

This potion gives +1 to END to resist Stun-status.

Minor Restoration Potion

Type	Potion
Skill req.	Survival 30
Ingredients	Green Herbs x2, Bottle x1
Effect	Cures 1 Crippled Limb
Target	1 limb
Duration	Instant
Side-Effect	-

Greenish potion that when poured on a limb, heals it. It feels slightly tingly on skin.

One patch of ingredients gives one potion.

Cures one Crippled body-part instantaneously. Potion is then used up.

Minor Warming Potion

Type	Potion
Skill req.	Survival 40
Ingredients	Green Herbs x1, Red Herbs x3
Effect	+1 END to resist Freezing-Status
Target	1 target
Duration	2 minutes
Side-Effect	-

This softly glowing red potion gives you a warm, fuzzy feeling inside. But it doesn't make you pass out in the snow!

This potion gives +1 to END to resist Freezing-status.

Plant-bane Oil

Type	Oil
Skill req.	Survival 25
Ingredients	Green Herbs x2, Oil x1, Turpentine x1, Salt x1
Effect	Plant creatures take additional 3 DMG
Target	1 Opponent
Duration	3 Rounds
Side-Effect	-

This mud-colored, greasy-looking oil has been used to fend one's self from the harmful effects the many walking plants may bring you. Also useful for getting rid of weeds out of your garden, if applied carefully.

One patch of ingredients makes for one bottle of oil.

Melee or Unarmed weapon coated in this oil cause plant-like creatures to take additional 3 damage when hit.

The poison remains on the weapon for 3 successful attacks, after which the potion has been spent and must be reapplied.

Poisonous Oil

Type	Oil
Skill req.	Survival 25
Ingredients	Blue Herbs x2, Venom Sac x1, Oil x1
Effect	Causes opponent to hallucinate, Minor Distraction penalty
Target	1 Opponent
Duration	3 Rounds
Side-Effect	-

This oil gives a rainbow of colors when light hits it the right way. When it gets into the bloodstream it causes the person to start to see things that are not there.

One patch of ingredients makes for one bottle of oil.

Melee or Unarmed weapon coated in this oil cause the opponent hit by the poisoned blade to hallucinate, giving them a Minor Distraction penalty of -10 to all attack rolls.

The poison remains on the weapon for 3 successful attacks, after which the potion has been spent and must be reapplied. Each hit with the poisoned weapon refreshes the duration of the effect back to 3. In other words, this poison doesn't stack with itself.

Potent Antivenom

Type	Injection
Skill req.	Survival 75
Ingredients	Manticore Poison Gland x1, Beat-No-More x1, Syringe x2
Effect	Cures natural and alchemical poisons from target
Target	1 target
Duration	Instant
Side-Effect	-

This bubbly, clear liquid purges one's body of all toxins, be it natural or hoof-made. The bane of all assassins and spies.

One patch of ingredients gives 2 syringes.

When administered to the bloodstream, this alchemical substance immediately purges all harmful poisons and venoms out of the body. However, it does not heal illnesses.

Potion of Weathering

Type	Potion
Skill req.	Survival 85
Ingredients	Green Herbs x3, Blue Herbs x3, Red Herbs x3
Effect	No penalties from extreme weather
Target	1 target
Duration	24 Hours
Side-Effect	-

A deep green mixture with red swirls that makes their drinker very comfortable even in abnormally hot or cold temperatures without damage to the body.

One patch of ingredients makes for 1 potion.

Drinker is protected from the adverse effects of extreme temperatures, making the drinker not suffer from SPECIAL penalties caused by staying in these temperatures. The potion lasts for 24 hours, after which the effect fades and character will take SPECIAL damage normally if they stay in the adverse conditions.

Quickhoof Potion

Type	Potion
Skill req.	Survival 85
Ingredients	Red Herbs x6, Blue Herbs x6, Twittermite Wing x4, Fresh Jackalope Horn x1
Effect	Increases one's Initiative by 2
Target	1 target
Duration	Permanent
Side-Effect	-

This foul-smelling potion leaves a tingle in your mouth and your entire nervous system on high alert forever.

One patch of ingredients gives 1 Potion.

Once digested, this potion gives its drinker a permanent +2 to Initiative. However, drinking more than one of this potion is fatal, due to the nervous system suffering a breakdown from over-stimulation.

Rad-Gone

Type	Pill
Skill req.	Survival 60
Ingredients	Green Herbs x4, Timberwolf Bark x1, Tin Can x1
Effect	Removes 2 Rad Tokens
Target	1 target
Duration	Instant
Side-Effect	-

Home-made Rad-Away, just like Mama used to make 'em!

One patch of ingredients gives 1 large pill.

Once digested, this pill will remove 2 Rad tokens from the user's body.

Rad-Less

Type	Potion
Skill req.	Survival 60
Ingredients	Green Herbs x3, Red Herbs x1, Pure Water x1, Flesh from non-mutated animal x1
Effect	+20 Radiation Resistance
Target	1 target
Duration	5 minutes
Side-Effect	-

A zebra version of RadSafe, a rust-red potion that temporarily lessens the body's intake of harmful magical radiation! Walking through an irradiated crater is like a picnic in a park!

One patch of ingredients makes for 1 potion.

Gives +20 Radiation Resistance to the drinker for 5 minutes.

Sleeping Powder

Type	Powder
Skill req.	Survival 25
Ingredients	Green Herbs x2, Red Herbs x2
Effect	Causes target to fall asleep on a failed END check
Target	1 target
Duration	20 minutes
Side-Effect	-

This white, slightly shimmering powder, when inhaled or digested causes the person to sleep like a log! ... Some terms of conditions may apply.

Once used the target falls asleep for 20 minutes. The target can resist by rolling an END check with no modifiers to keep themselves awake.

A hit that deals damage will wake them up from the slumber, and those that have been prematurely woke up suffer a Minor Distraction penalty to all actions until the usual sleep duration is up.

Smoke Bombs

Type	Bomb
Skill req.	Survival 30
Ingredients	Red Herbs x1
Effect	Smoke gives +20 to Stealth and Visibility penalties
Target	Small Splash
Duration	2 Rounds
Side-Effect	-

These four vials of bluish-gray smoke create a smokescreen when shattered, giving you ample time to run away! Just don't trip while making your daring get-away.

One patch of ingredients makes 4 vials.

The smokescreen lasts for 2 Rounds, giving +20 to Stealth and provides a -20 Visibility penalty against attacks towards you.

Spirit Renewal Potion

Type	Drink
Skill req.	Survival 50
Ingredients	Blue Herbs x2, Pure Water x1, Chocolate x1
Effect	Recovers 5 Strain
Target	1 target
Duration	Instant
Side-Effect	-1 PER

This refreshing alchemical drink revitalizes those that dabble with all things magic! Has a nice rich flavor.

One patch of ingredients makes for 1 bottle.

Creatures that use Strain recover 5 Strain after drinking this potion.

Superior Smoke Bomb

Type	Bomb
Skill req.	Survival 60
Ingredients	Red Herbs x4
Effect	Smoke Bomb with longer duration and AoE
Target	Large Splash
Duration	4 Rounds
Side-Effect	-

An improved and well-tested Smoke bomb that lingers longer on the battlefield.

Like Smoke bomb, giving +20 to Stealth and -20 Visibility penalty to attacks, and lingers for 4 Rounds.

Thinner Oil

Type	Oil
Skill req.	Survival 30
Ingredients	Green Herbs x3, Venom Sac x1, Oil x1
Effect	Causes Opponent to get Bleeding status
Target	1 target
Duration	3 Rounds
Side-Effect	-

This blood-thinning oil - that doesn't use paint thinner - causes the enemy hit by a weapon coated with the oil to bleed excessively.

One patch of ingredients makes 1 bottle of oil.

Melee or Unarmed weapon coated in this oil cause the opponent hit by the poisoned blade to lose 1 HP once per turn for 3 rounds.

The poison remains on the weapon for 3 attacks, after which the potion has been spent and must be reapplied. Each hit with the poisoned weapon refreshes the duration of the effect back to 3. In other words, this poison doesn't stack with itself.

Vitality Booster

Type	Drink
Skill req.	Survival 85
Ingredients	Blue Herbs x5, Sparkle-Cola x1, Mintals x1
Effect	Doubles your Healing Rate
Target	1 target
Duration	24 hours
Side-Effect	-1 PER, -2 CHA

This tasty, zesty drink was developed after the war to boost one's natural healing capabilities, though at a cost.

One batch of ingredients makes for 1 bottle of Vitality Booster.

This booster doubles your Healing Rate for 24 hours, but causes one to suffer from -1 PER and -2 CHA when under its effect.

Wall Crawling Paste

Type	Paste
Skill req.	Survival 60
Ingredients	Green Herbs x2, Blue Herbs x1, Flour x1
Effect	Makes your hooves stick to walls and ceilings
Target	1 target
Duration	5 minutes
Side-Effect	-

This gray goop allows you to crawl on walls and ceilings like Spider-Zebra! Because everyzebra knows that Batmare is for chumps!

One patch of ingredients makes for 1 jar of paste, which is can be used on 4 hooves.

By smearing this on hooves, this goop allows you to walk and crawl on walls and ceilings for 5 minutes. A critical success on brewing enhances the duration to 10 minutes.

World-Weathering Potion

Type	Potion
Skill req.	Survival 80
Ingredients	Green Herbs x4, Blue Herbs x4, Red Herbs x4, Yao-Guai Blood x1
Effect	+10 Poison and Rad resistance
Target	1 target
Duration	Permanent
Side-Effect	-

The Wasteland is cruel to everyone; ponies, zebras, griffins... This potion makes the tide a little calmer.

One patch of ingredients makes 1 potion.

After drunk, this potion changes the character's DNA. It gives +10 to Poison and Radiation resistances permanently.

Spirit Magic

Spirit of Diamond

General Appearance	A sparkling griffin-like creature with sharp features
General Personality	Calculating, pleasant, shallow, regal
Values	Sparkling items, gems, neatness, greed
Resents	Lack of maintenance, caps, dirt
Karma Standing	0
Damage Type	Physical, basic attack has reach of 2 m/1 hex

Enchantments:

- **[Armor] Damage Reflection enchantment:** Armor/Clothing has a [Spirit Power]*5% chance to reflect magical energy damage (MEWs and some spells) back to the attacker.

- **[Armor] Damage Resistance enchantment:** Armor/Clothing grants additional DT equal to the following:

    − Spirit Power <4 = +1 DT
    − Spirit Power 5-8 = +2 DT
    − Spirit Power >9 = +3 DT

- **[Weapon] Durability enchantment:** Weapon is practically indestructible for [Spirit Power] number of days. Cannot be used with explosives or mines.

- **[Weapon] Penetration enchantment:** Weapon cuts through flesh and materials better. It deals additional damage according to the table below. Bladed melee and unarmed weapons only.

    − Spirit Power <4 = +1 DMG
    − Spirit Power 5-8 = +2 DMG
    − Spirit Power >9 = +3 DMG

- **[Weapon] Piercing enchantment:** Weapon additionally ignores DT equal to the following:

    − Spirit Power <4 = +1 DT Negation
    − Spirit Power 5-8 = +2 DT Negation
    − Spirit Power >9 = +3 DT Negation

Spells:

Gem Barrier

AP Cost	8
Range	Huge Splash
Target	-
Area of Effect	-
Duration	Spirit Power/2

A large mineral cluster that acts as a Total Cover (-30 Attack penalty). The barrier's size is equal to [Spirit Power] number of 2x2x2 meter blocks, which can be assembled as desired within range, including separate from each other.

The Gem Barrier's DT is 3. The barrier disappears from the area after [Spirit Power]/2 number of turns.

Shard Missile

AP Cost	3
Range	Spirit Power*8 meters
Target	1 Target
Area of Effect	-
Duration	Instant

A sharp piece of crystal is shot through the air to harm a target. The shard missile deals 1+(2) damage, and ignores DT according to Spirit Power:

- Spirit Power <4 = +1 DT Negation
- Spirit Power 5-8 = +2 DT Negation
- Spirit Power >9 = +3 DT Negation

Spirit of Flame

General Appearance	Equine-dragon hybrid with flaming mane and molten skin
General Personality	Short-tempered, passionate, holds a grudge
Values	Revenge, strong emotions, explosions
Resents	Cold, hidden emotions, tempered attitude
Karma Standing	-10
Damage Type	Fire; basic attack deals fire dmg, can cause Burning

Enchantments:

- **[Armor] Cold Resistance enchantment:** Armor/Clothing grants DT against cold equal to the following:
    - Spirit Power <4 = +2 DT
    - Spirit Power 5-8 = +3 DT
    - Spirit Power >9 = +4 DT

- **[Armor] Fire enchantment:** Armor/Clothing may inflict Burning to melee attackers who hit the wearer, for [Spirit Power] of attacks made against the wearer.

- **[Weapon] Flaming enchantment:** Weapon is considered to deal fire damage, and may inflict Burning -status effect on a successful hit. Against targets with Burning -status effect, the weapon gains additional [Spirit Power] damage dice.

Spells:

Fireball

AP Cost	4 AP
Range	Spirit Power*4 meters
Target	AoE
Area of Effect	Small Splash Area
Duration	4 Rounds

A fiery projectile that deals damage to everything in s Small Splash area, and sets the area on fire for 4 Rounds. Anyone who gets hit or steps into this fire have to roll END to resist getting a Burning- status effect.

The fireball deals 1+(4) damage on the targets upon impact, and 1+(2) damage for foes that step into the fire afterwards. Spirit Power provides additional damage:

- Spirit Power <4 = +1 DMG
- Spirit Power 5-8 = +2 DMG
- Spirit Power >9 = +3 DMG

Ignite

AP Cost	3
Range	Spirit Power*4 meters
Target	1 Target
Area of Effect	-
Duration	3

Ignites the target aflame, and the target may roll END to resist the resulting Burning-status. In addition, this spell causes, upon successful hit, a Minor Distraction for the duration of the spell. Spirit Power provides a penalty to the target's END roll as follows:

- Spirit Power <4 = -1 END
- Spirit Power 5-8 = -2 END
- Spirit Power >9 = -3 END

Burning Passion

AP Cost	6
Range	Spirit Power*2 meters
Target	1 Ally
Area of Effect	-
Duration	1 Round

The caster surrounds their ally with a warm, encouraging glow, giving them a +10 on their next SPECIAL or Skill roll. This +10 can go over the 85 skill cap for the purpose of negating penalties.

Spirit of Friendship

General Appearance	A group of fog-like forms of various races of equine and griffin
General Personality	Varies depending on the part of spirit talking
Values	Genuine friendship, peaceful solutions, protective behavior, mercy
Resents	Backstabbing, deceitfulness, unnecessary violence, chaos
Karma Standing	+50
Damage Type	Physical: blows with hooves and claws

Enchantments:

- **[Armor] Weathering enchantment:** Gives a [Spirit Power]*2 amount of a bonus to Poison and Radiation resistances.

  Only functions when made for/given to an ally.

- **[Armor] Communication enchantment:** [Spirit Power] number of allies can be talked to in telepathic link.

  Allies are unable to answer back by using this telepathic link

- **[Armor] Calming enchantment:** Once per day when activated, NPC disposition goes up by 1 level for [Spirit Power] number of minutes.

- **[Armor] Disenthrall enchantment:** Once per day when activated, [Spirit Power] number of allies get a +10 bonus on their rolls to resisting Illusion school of spells.

Spells:

Tempered

AP Cost	5
Range	Large Splash
Target	[Spirit Power] allies
Area of Effect	Large Splash
Duration	Spirit Power/2 Rounds

Gives a [Spirit Power] number of allies either +2 to STR (to a maximum of 15) or +1 DT for the duration of this spell. This spell does not stack with itself.

Blink

AP Cost	4
Range	[Spirit Power]*4 m
Target	1
Area of Effect	-
Duration	Instant

Caster effectively teleports adjacent to their chosen target. If they so desire, they can cast the spell and bring one adjacent ally with them by spending additional 2 AP.

Reminiscence

AP Cost	6
Range	Large Splash
Target	1 Target
Area of Effect	-
Duration	-

This spell manipulates the target's current feelings of aggression by reminding them of their loved ones and people important to them. This spell has a [Spirit Power]*5 chance to succeed in getting the target to flee the fight and return to whoever they find dear.

Characters with very evil Karma (-50) are immune to the effects of this spell if they have no one they truly care about. Likewise, this spell can backfire if the target in question instead believes the caster to be too big of a threat, or view them as evil. A character with the spell backfired on them gains a +1 to STR and END for [Spirit Power]/2 turns and will not back down from the fight.

Causing the target to flee still rewards the party with EXP, though they will miss out on items the target was carrying.

Spirit of Life

General Appearance	A large, lumbering dog-like beast with bright eyes and a healthy appearance
General Personality	Lively, protective, selfless, vindictive
Values	Mercy, righteousness, good will, spontaneous behavior
Resents	Useless violence, murder, unnecessary destruction
Karma Standing	+50
Damage Type	Life drain: basic attach heals 1 HP on itself

Enchantments:

- **[Armor] Reprieve enchantment:** Once a day when dealt a fatal blow, the user's HP drops to 1 HP instead. The armor absorbs lethal blows for [Spirit Power] number of times, after which a new bargain must be made.

- **[Armor] Restorative enchantment:** When dealt a crippling blow, the user's limb is immediately cured. The armor absorbs crippling blows for [Spirit Power] number of times, after which a new bargain must be made.

  It can only absorb one crippling blow every minute.

- **[Weapon] Drain enchantment:** Each successful hit with this weapon that deals damage heals the user with 1 HP. This enchantment works [Spirit Power] number times per day.

Spells:

Healing Surge

AP Cost	5
Range	Spirit Power*4 meters
Target	All
Area of Effect	Small Splash
Duration	Instant

The caster sends out a wave of healing energy around them that heals everyone within Small Splash area.

This spell targets everyone in range, friend or foe with HP determined by the Spirit Power as follows:

- Spirit Power <4 = 2 HP
- Spirit Power 5-8 = 3 HP
- Spirit Power >9 = 4 HP

Pain Relief

AP Cost	3 AP
Range	Spirit Power*4 meters
Target	1 Target
Area of Effect	-
Duration	Spirit Power/2 Rounds

Pain Relief allows target to ignore penalties from crippled limbs for [Spirit Power]/2 turns in combat. Outside combat, this spell gives +10 to Medicine-check to treat a Major Cripple.

Petrify

AP Cost	4
Range	Large Splash
Target	1 Target
Area of Effect	-
Duration	Spirit Power/2 Rounds

The target of this spell is petrified for a period of time, unable to act and are considered unconscious. Once per turn, the petrified target can use an Opposed END roll to break out of the petrified status.

Re-casting this spell on the petrified target also breaks the spell put on them, as does Unicorn's *Failsafe-spell* or *Petrify-spell.*

Spirit of Light

General Appearance	Radiant orb of pure light
General Personality	Neutral, quiet, calm, pure
Values	Optimism, magic, clear mind
Resents	Darkness, secrets, chem usage
Karma Standing	0
Damage Type	Laser: basic attack ignores 1 DT

Enchantments:

- **[Armor] Invisibility enchantment:** The rune reflects light from the user, making them invisible for [Spirit Power] amount of minutes per day. When active, the enchantment gives the user a bonus of to Sneak as determined by Spirit Power:

  - Spirit Power <4 = +10 Sneak
  - Spirit Power 5-8 = +15 Sneak
  - Spirit Power >9 = +20 Sneak

  The invisibility effect is activated by a word or phrase uttered by the user, the word decided by the character using the armor.

- **[Armor] Blinding enchantment:** The armor radiates a bright light, giving the enemies a Distraction penalty when trying to hit the target. This also gives the user a penalty to Stealth, both determined by the Spirit Power:

  - Spirit Power <4 = -10 Sneak; Minor Dist.

  - Spirit Power 5-8 = -15 Sneak; Medium Dist.
  - Spirit Power >9 = -20 Sneak; Major Dist.

  Creatures that look directly at the enchanted armor must succeed on an END check or suffer Blinded Status effect.

- **[Weapon] Light enchantment:** Projectiles fired with this weapon explode on impact with a bright light, inflicting Blinded Status on all in a Tiny Splash template. Successful END check negates the effect. If not already blinded, the check must be made again for each attack.

  Spirit Power provides a penalty to resist the status as follows:

  - Spirit Power <4 = -1 END
  - Spirit Power 5-8 = -2 END
  - Spirit Power >9 = -3 END

  Ranged weapons only.

Spells:

Astral Copy

AP Cost	5
Range	-
Target	Self
Area of Effect	-
Duration	Spirit Power/2 rounds

The caster creates multiple astral copies of himself. These copies occupy the same space the caster does, making hitting them harder for their enemies. The number of copies depends on the Spirit Power:

- Spirit Power <4 = 2 copies
- Spirit Power 5-8 = 4 copies
- Spirit Power >9 = 6 copies

Enemies that target the caster have a 50 % chance of hitting the right target, caster, instead of a copy after rolling their combat skill

to see if they hit the target at all. If they fail, they hit one of the copies and destroy it instantly.

Night Vision

AP Cost	3
Range	-
Target	Self
Area of Effect	-
Duration	Spirit Power minutes

This spell allows caster to see as well during the night as they would during the day, for duration of [Spirit Power] minutes, removing any penalties the caster would get from dim light, darkness and total darkness.

If there is a sudden change in light to the brighter status, the user gains a Medium Distraction. Unicorn's *Detection-Spell* can reveal this spell.

Razzle Dazzle

AP Cost	5
Range	Spirit Power*4
Target	AoE
Area of Effect	Small Splash area
Duration	4 Rounds

The caster creates a sparkling cloud in a Small Splash area, within the range of [Spirit Power]*4 meters. Creatures, both friend and foe, that are inside this cloud must roll an Opposed PER roll against the caster. Those that fail their roll are Blinded for the duration of this spell. Creatures that come into contact with this spell after its summoning must roll a -1 PER to resist the effect. After the spell ends, the cloud disappears and the Blinded-status effect ends.

Spirit of Lightning

General Appearance	Crackling, fast-moving bird of prey made of thunder
General Personality	Unpredictable, stormy, sharp, direct, proud
Values	Speed, easy and fast solutions, pain, competition
Resents	Prolonging solutions, mercy, cowardice, selflessness
Karma Standing	-30
Damage Type	Electricity: basic attack deals electric dmg, can cause Stun

Enchantments:

- **[Armor] Electricity Resistance enchantment:** Armor grants bonus to END to resist Stunned -status effect, according to Spirit Power as follows:

  - Spirit Power <4 = +1 END
  - Spirit Power 5-8 = +2 END
  - Spirit Power >9 = +3 END

- **[Armor] Lightning enchantment:** Armor may inflict Stunned -status effect to melee attackers who hit the wearer, for [Spirit Power] times per day.

- **[Weapon] Arching enchantment:** A successful hit with the weapon causes an arch of electricity to form between the target and any other target within Small Splash Radius, the secondary targets taking 1+ [Spirit Power]/2 damage dice worth of damage.

- **[Weapon] EMP enchantment:** Weapon deals additional damage against robots and power-armor, according to Spirit Power:

– Spirit Power <4 = +3 DMG
– Spirit Power 5-8 = +4 DMG
– Spirit Power >9 = +5 DMG

This additional damage does not work on non-robotic enemies, such as plants.

Spells:

Greased Lightning

AP Cost	5
Range	Spirit Power*2 meters
Target	1
Area of Effect	-
Duration	1 Round

The target gains additional free movement as determined by the Spirit Power bargained by the shaman, as follows:

- Spirit Power <4 = 2m (1 hex)
- Spirit Power 5-8 = 4m (2 hex)
- Spirit Power >9 = 6m (3 hex)

Lightning Strike

AP Cost	6 AP
Range	Spirit Power*4 meters
Target	1 Target
Area of Effect	-
Duration	Instant

The caster summons a lightning strike down their enemy. The bolt of lightning deals 2+(2) damage. Upon successful hit, it can cause a Stun- status effect on the target as well, with an END-roll to resist.

Spirit Power adds additional damage to the strike as follows:

- Spirit Power <4 = +1 DMG
- Spirit Power 5-8 = ´+2 DMG
- Spirit Power >9 = +3 DMG

Thunder Volley

AP Cost	7
Range	Spirit Power*4 meters
Target	[Spirit Power]/2 targets
Area of Effect	Large Splash
Duration	Instant

The caster sends a ball of lightning that bounces between maximum of [Spirit Power]/2 number targets in a Large Splash area. This lightning ball can hit a same target multiple times, but not twice in a row. Each hit causes 1+(4) damage to the target.

Spirit of Machines

General Appearance	A pristine unearthly set of power armor
General Personality	Logical, analytical, calculative, introvert, materialistic
Values	Order, mechanics, science, creativity
Resents	Chaos, spontaneous acts, passion, obsessive use of magic
Karma Standing	0
Damage Type	Physical: bullets and shrapnel, has reach of 2 meters/2 hex

Enchantments:

- **[Armor] Auto-Shield enchantment:** Creates a Partial Cover on the wearer against the first attacker towards them in a turn. This cover has DT equal to the following:

    - Spirit Power <4 = DT 1
    - Spirit Power 5-8 = DT 2
    - Spirit Power >9 = DT 3

- **[Armor] Featherweight enchantment:** While wearing the armor, wearer gains additional [Spirit Power]*2 kg Carry Weight.

- **[Weapon] Auto-Reload enchantment:** Reload cost is considered to be 0 AP for [Spirit Power]/2 times a day.

- **[Weapon] Perfection enchantment:** Once a day, weapon gains [Spirit Power]/2 extra dice (d6) to a damage roll.

Spells:

Engineer's Inspiration

AP Cost	4
Range	-
Target	1 Target/self
Area of Effect	-
Duration	Instant

The caster bestows an inspiration to fare better with one task. The spell gives a bonus to the next Mechanics, Lockpick or Survival roll, the exact bonus being determined by Spirit Power:

- Spirit Power <4 = +10 bonus
- Spirit Power 5-8 = ´+20 bonus
- Spirit Power >9 = +30 bonus

Organize

AP Cost	3
Range	-
Target	1 Target/Self
Area of Effect	-
Duration	Spirit Power*2 hours

This spell causes the target's inventory to magically sort itself, as well as aid the target in finding what they're looking for in their inventory. For the duration of this spell, accessing items from inventory costs 1 AP less.

Targeting

AP Cost	4
Range	Spirit Power*2 meters
Target	1 Target
Area of Effect	-
Duration	1 round

The caster creates a magical marker onto the target, which assists the caster and their allies in attacks against them. Any Called Shot attack made against the marked target in this run may ignore Called Shot penalties as determined by Spirit Power:

- Spirit Power <4 = Ignore 5
- Spirit Power 5-8 = Ignore 10
- Spirit Power >9 = Ignore 15

Malfunction

AP Cost	5
Range	Large Splash
Target	1 mechanical construct
Area of Effect	-
Duration	Spirit Power/2 Rounds

Causes mechanical constructs, such as weapons, power armor or robots, to potentially malfunction.

When targeting Firearms, MEWs or explosives, this spell increases the enemy's crit fail chance by [Spirit Power] amount when using said weapon.

When targeting robots, turrets, power armor, electric doors, lights or other machinery, the item in question can malfunction on a [Spirit Power]*4 chance. If successful, the robots and turrets will go incapacitated, but turn back hostile if struck, while creatures in power armor have to spend 7 AP on their next turn to reboot the suit's system and move again.

If Item condition rules are in effect, this spell also has a [Spirit Power]*2 chance to lower the weapon or power armor item condition.

Spirit of Nature

General Appearance	Stag with horns decorated with leaves and flowers, followed by animals
General Personality	Regal, detached, short-tempered, generous, gentle
Values	Vegetarianism, kindness towards critters, humility
Resents	Machinery, abominations, radiation, needless killing of critters and plants
Karma Standing	+10
Damage Type	Physical: Roots and flowers utilized to attack

Enchantments:

- **[Armor] Naturality enchantment:** The wearer of the armor can ignore up to [Spirit Power] number of Status Effects, sans Crippled, per day.

- **[Armor] Rad-Purge enchantment:** Armor/Clothing can ignore [Spirit Power]/2 number of rolls of Radiation damage per day.

- **[Weapon] Purity enchantment:** Weapon gains additional [Spirit Power]/2 damage dice against Abominations.

  Non-Abominations take regular damage.

- **Weapon Ensnaring enchantment:** Successful attacks have a 20% chance to ensnare the target, increasing their AP cost for Movement actions by 1 for [Spirit Power] number of turns.

Spells:

Purification

AP Cost	3
Range	-
Target	Spirit Power items
Area of Effect	-
Duration	24 hours

The caster purifies a [Spirit Power] amount of food or drink free from radiation per day.

Friendly Critter's Help

AP Cost	8
Range	Self
Target	-
Area of Effect	-
Duration	Spirit Power*2 Rounds

Calls a sentient creature to the caster's aid, helping them for [Spirit Power]*2 rounds. Otherwise works similarly to the unicorn spell of the same name.

Natural Protection

AP Cost	8
Range	Large Splash
Target	[Spirit Power] allies/self
Area of Effect	-
Duration	Spirit Power*2 minutes

This spell gives [Spirit Power] number of allies and self +10 % Rad Resistance for the duration of this spell

Spirit of Poisons

General Appearance	Old, grumpy and annoyed zebra
General Personality	Twisted, dark humor, disoriented
Values	Use of alcohol, poisons and chem, secrecy, jealousy, addiction
Resents	Mercy, healing, curing addictions, seriousness
Karma Standing	-50
Damage Type	Poison: basic attack has 2x40% chance to poison

Enchantments:

- **[Armor] Poison Resistance enchantment:** Armor/Clothing grants Poison Resistance equal to [Spirit Power]*2.

- **[Armor] Toxicity enchantment:** Once per day upon command, all enemies in Large Splash Template, centered on you, are poisoned for [Spirit Power]/2 of turns. Poison effect is random.

- **[Weapon] Toxicity enchantment:** The weapon infects the enemy with poison when hit, for [Spirit Power] number of turns.

  Cannot stack with itself.

- **[Weapon] Corrosion enchantment:** Attacks made by this weapon ignore DT as follows:

  - Spirit Power <4 = 1 DT Negation
  - Spirit Power 5-8 = 2 DT Negation
  - Spirit Power >9 = 3 DT Negation

  If Item Condition rules are in effect, the target's armor condition may drop by 1 level if the target fails a LCK check. If the target has no armor, this effect doesn't apply.

Spells:

Miasma

AP Cost	6
Range	Spirit Power*4 meters
Target	-
Area of Effect	Small Splash
Duration	Spirit Power Rounds

The caster creates a poisonous gas cloud in a Small Splash area, inflicting poison on a 1x [Spirit Power]*10 % chance. The shaman decides what kind of poisonous effect the gas has. This poison cloud affects enemies and allies alike.

The cloud can travel via wind, but only at a pace of 4 meters/2 hex per round.

Toxic Friend

AP Cost	5
Range	Tiny Splash
Target	1 Target/Self
Area of Effect	-
Duration	Spirit Power minutes

The caster blesses themselves or an ally with a silver tongue, with nefarious intents. The target of this spell gains a bonus to Diplomacy for the purpose of negatively influencing someone, the exact bonus depending on Spirit Power:

- Spirit Power <4 = +10 Diplomacy
- Spirit Power 5-8 = +20 Diplomacy
- Spirit Power >9 = +30 Diplomacy

Using this spell can lower Karma, if used for particularly evil acts.

Venom

AP Cost	4
Range	Spirit Power*4 meters
Target	1 Target
Area of Effect	-
Duration	Spirit Power/2 Rounds

The caster coats a target in a toxic substance, possibly poisoning them with a 3x [Spirit Power]*10 % chance. The poisoned enemy will lose 1 HP token each round at the start of their turn, for the duration of this spell.

The effect of this spell can be countered with Antidote and Potent Antidote.

Spirit of Riddles

General Appearance	A zebra with overly green stripes and green shabby suit. Speaks in rhyme
General Personality	Unpredictable, secretive, mischievous, smart-ass
Values	Riddles, intellect, traps
Resents	Obviousness, directness, cheating
Karma Standing	-10
Damage Type	Confusion: basic attack can cause Medium Distraction

Enchantments:

- **[Armor] Dazzle enchantment:** Any successful attack against the wearer causes the attacker to suffer from Major Distraction. Can be inflicted up to [Spirit Power] times per day.

- **[Weapon] Delirium enchantment:** Successful attacks with a weapon can cause Medium Distraction up to [Spirit Power] times per day.

Spells:

Compulsion

AP Cost	6
Range	Spirit Power*4 meters
Target	1
Area of Effect	-
Duration	Spirit Power*2 minutes

Spell allows the caster to influence another creature, giving it commands that will alter its behavior. Controlling other beings is difficult, and as such the caster must state her intentions (verbally or silently) with as few words as possible, preferably short and to-the-point sentences.

Mechanically, this spell works just like the spell of the same name for Unicorns, except the target of the spell has to roll either CHA or END against the spell's effect, the penalty to said roll determined by Spirit Power as follows:

- Spirit Power <4 = -10 penalty
- Spirit Power 5-8 = -20 penalty
- Spirit Power >9 = -30 penalty

Construe

AP Cost	4
Range	-
Target	1
Area of Effect	-
Duration	Instant

The caster bestows an insight to solve complicated calculations, mysteries or riddles. The spell gives a bonus to the next Medicine, Science or Thaumaturgy roll, the exact bonus being determined by Spirit Power:

- Spirit Power <4 = +10 bonus
- Spirit Power 5-8 = ´+20 bonus
- Spirit Power >9 = +30 bonus

Jargon

AP Cost	4
Range	Large Splash
Target	Up to 5 targets
Area of Effect	-
Duration	Spirit Power*10 minutes

Makes the user and their allies' speech sound gibberish or otherwise difficult to understand to outside people for the duration of the spell. The allies can communicate between each other without issue.

Outsiders can decipher the speech with a successful INT roll, penalty of which is determined by Spirit Power:

- Spirit Power <4 = -10 penalty
- Spirit Power 5-8 = -20 penalty

- Spirit Power >9 = -30 penalty

Trap Defense

AP Cost	10
Range	Small Splash
Target	-
Area of Effect	Line, [Spirit Power]*2 meters
Duration	[Spirit Power]/2 rounds

By uttering a word of their choice, the caster creates a row of ethereal mines. This row can either start or pass through an area within 4 meters (2 hexes) from the caster, with one mine every 2 meters (1 hex).

The enemy may try to spot the mines before stepping through the area with a PER -2 roll.

Each mine has the stats of a frag grenade [3+(3)], with Tiny Splash radius.

If the space the spell is used in is too narrow to accommodate all the mines one could put down, the excess mines are discarded. For example, if a corridor is 10 meters (5 hexes) wide, and the shaman can put down 6 mines, only 5 mines appear to fill the corridor in a row.

Spirit of Waves

General Appearance	A whirling torrent of water with a vaguely equine figure inside
General Personality	Vicious when angered, generous, fickle
Values	Exploring, courage, healing, quick thinking
Resents	Cowardice, indecisiveness, greed
Karma Standing	+30
Damage Type	Water: basic attack deals cold DMG, may cause Freezing

Enchantments:

- **[Armor] Cold enchantment:** Armor/Clothing may inflict Freezing to melee attackers who successfully hit the wearer, for [Spirit Power] of attacks made against the wearer per day.

- **[Armor] Heat Resistance enchantment:** Armor/Clothing grants DT against fire equal to the following:
    - Spirit Power <4 = +2 DT
    - Spirit Power 5-8 = +3 DT
    - Spirit Power >9 = +4 DT

- **[Weapon] Cold enchantment:** Weapon is considered to deal cold damage, and may inflict Freezing -status effect on a successful hit. Against targets with Freezing -status effect, the weapon gains additional [Spirit Power] damage dice.

- **[Weapon] Clearness enchantment:** For [Spirit Power]/2 times per day, the attacks made with the weapon ignore all Visibility penalties.

Spells:

Waterbreathing

AP Cost	3
Range	Touch
Target	1 / self
Area of Effect	-
Duration	[Spirit Power]*2 minutes

Allows the caster or the target to breathe underwater for the duration of the spell.

Ice Pillar

AP Cost	10
Range	Large Splash
Target	1
Area of Effect	-
Duration	[Spirit Power] turns

A sharp ice pillar bursts from the ground, dealing 2+(2) amount of damage to an enemy standing over it. The force of the erecting pillar sends the enemy flying afterwards, moving them 4 meters (2 Hexes) into a random direction.

Spirit Power provides additional damage to the initial attack:

- Spirit Power <4 = +0 DMG
- Spirit Power 5-8 = +2 DMG
- Spirit Power >9 = +4 DMG

After appearing, the pillar occupies the area it spawned on and can be used for Partial Cover and has 1 DT. It remains on the area for the rest of the spell's duration. In a hot environment, duration will shorten to 1 turn.

Shivers

AP Cost	6
Range	[Spirit Power]*2 meters
Target	1
Area of Effect	-
Duration	[Spirit Power]/2 turns

Causes the target to shiver as if they were exposed to cold, giving them a Minor Distraction for the duration of the spell.

Waterjet

AP Cost	5
Range	Small Splash
Target	1
Area of Effect	-
Duration	Instant

Shoots a torrent of water out of the Rune or Spirit Prison, pushing back the target for [Spirit Power]*2 meters while dealing 1+(2) damage. Spirit Power adds more damage to the torrent as follows:

- Spirit Power <4 = +(0) DMG
- Spirit Power 5-8 = +(2) DMG
- Spirit Power >9 = +(4) DMG

Both the caster and enemy make an opposed STR roll. If the enemy is successful, the caster is moved instead. However, the enemy is still damaged as normal.

Spirit of Whispers

General Appearance	A silver shrouded figure in a cloak, noticeably frail in appearance
General Personality	Secretive, quiet, chaotic, mischievous
Values	Secrets, quick thinking, confidence, good luck
Resents	Brawn, honesty, over-careful planning, self-doubt
Karma Standing	0
Damage Type	Taunt: basic attack can cause Enraged

Enchantments:

- **[Armor] Shroud enchantment:** Provides [Spirit Power]*2 bonus to Sneak attempts.

- **[Armor] Bootleg enchantment:** Armor gives a [Spirit Power]*2 bonus to Barter when trying to sell one's items.

- **[Weapon] Silencer enchantment:** The enchantment negates [Spirit Power]*2 amount of penalties to Sneak rolls after a Surprise or Sneak Attack.

- **[Weapon] Frenzy enchantment:** Upon a successful hit for [Spirit Power] times per day, the weapon may inflict Mind Controlled -status effect on the target.

Spells:

Forced Speak/Quiet

AP Cost	4
Range	Touch
Target	1 Target
Area of Effect	-
Duration	Spirit Power minutes

The caster magically forces a creature to either speak or remain silent for the duration of this spell. The target of this spell can attempt an Opposed CHA or END roll to attempt to resist the spell once per round in combat and once per minute outside of combat. The exact penalty on the target's roll is determined by the Spirit Power:

- Spirit Power <4 = -10 penalty
- Spirit Power 5-8 = -20 penalty
- Spirit Power >9 = -30 penalty

If the target manages to resist the effect of this spell, they gain an immunity to this spell for an hour.

When used to interrogate, this spell does **not** compel the target to tell the truth, just that they are magically compelled to speak.

Phantasmagoria

AP Cost	6
Range	Spirit Power meters
Target	1 Target
Area of Effect	-
Duration	Varies

The caster alters the chemical balance of the target's brain, giving them subtle auditory or visual hallucinations that distrupt the target when they attack. When the target attempts to attack, they have to roll LCK to see if their target hit the intended target rather than a hallucination. The duration is dependent on Spirit Power:

- Spirit Power <4 = 2 turns

- Spirit Power 5-8 = 3 turns
- Spirit Power >9 = 4 turns

Shuteye

AP Cost	6
Range	Large Splash
Target	1 Target
Area of Effect	-
Duration	Spirit Power/2 Rounds

This spell forces the target to fall asleep for the duration of this spell in combat. Outside of combat, GM can dictate the appropriate amount the target is asleep. If the target is attacked, they will startle awake and suffer a minor distraction for their next turn.

Target can try to resist this spell with an END roll with a penalty dictated by Spirit Power:

- Spirit Power <4 = 0 penalty
- Spirit Power 5-8 = -10 penalty
- Spirit Power >9 = -20 penalty

Thrown Voice

AP Cost	3
Range	Spirit Power*2 meters
Target	-
Area of Effect	Large Splash
Duration	Instant

The caster creates a sound, dictated by the caster, and throws it forward. Any enemies within Large Splash area from where the sound happened gain a Minor distraction for duration dictated by Spirit Power:

- Spirit Power <4 = 2 rounds
- Spirit Power 5-8 = 3 rounds
- Spirit Power >9 = 4 rounds

Spirit of Winds

General Appearance	A wispy, light-colored griffon that occasionally disappears from sight
General Personality	Playful, shy and occasionally mischievous
Values	Freedom, Wanderlust, a good prank
Resents	Obstruct of freedom, stagnation, seriousness
Karma Standing	0
Damage Type	Wind: basic attack knocks enemies back 2m (1 hex)

Enchantments:

- **[Armor] Tornado enchantment:** Armor/Clothes causes Minor Distraction on Small Splash Template centered on wearer [Spirit Power] times per day.
- **[Armor] Gliding enchantment:** Wearer may ignore the 1 extra AP cost of Difficult terrain for [Spirit Power] times per day.
- **[Armor] Swiftness enchantment:** Wearer gains extra 2 meters (1 hex) in jumping distance for [Spirit Power] times per day.
- **[Weapon] Gale enchantment:** Successful attack has a 50 % chance of causing the target to get knocked prone.

Spells:

Terror

AP Cost	6
Range	Small Splash
Target	1 Target
Area of Effect	-
Duration	Spirit Power/2 Rounds

Ghostly wind twirls around the target, greating ghastly imagery and sounds and giving the target a Medium Distraction for the duration of this spell. This spell doesn't stack with itself.

Wind Shield

AP Cost	5
Range	-
Target	Self
Area of Effect	-
Duration	3 Rounds

A gust of magical air surrounds the caster, protecting them from magical attacks, explosives and MEW damage. This spell gives the caster additional DT against magic, explosives or MEWs for the duration of this spell as dictated by Spirit Power:

- Spirit Power <4 = +1 DT
- Spirit Power 5-8 = +2 DT
- Spirit Power >9 = +3 DT

Gale Discus

AP Cost	5
Range	Large Splash
Target	-
Area of Effect	-
Duration	Instant

Caster summons a barrage of barely visible disks to hurl at an enemy. These disks ignore *Dodge-combat action*, and the attack is considered to be a Full-Auto attack with a value of 10F - Full-Auto rules apply. Each hail of disks deals 1+(3) damage, and Spirit Power adds more damage dice to the attacks:

- Spirit Power <4 = +2 dice
- Spirit Power 5-8 = +4 dice
- Spirit Power >9 = +6 dice