

Pyra

LVL	Ability	Description	COST	DMG
1	General Use	To be used for any situation (within reason).	0	0
1	Fire Ball	Cast a fire ball 5m. LVL 1 Flame DMG	1	1D
2	Fire Strike	Cast a Bolt of Fire 5m. LVL 1 Flame DMG. AoE 5m half damage.	3	1D+2
3	Smoke Screen	Flood the area with smoke. Only you can see through it. *	2	0
3	Flamethrower	A cone of fire burst forth 3m. AoE +2m every 1m. LVL 1 Flame DMG.	4	2D
4	Pyra Shield	Protection from Flame DMG.	2	1D
4	Ignite	Anything you touch will be set ablaze. Creatures receive LVL 2 Flame DMG. Weapons gain LVL 1 Flame DMG half DMG. **	5	2D+2
5	Immolate	The area ignites around you. AoE 2m radius. LVL 2 Flame DMG	8	3D

* Unless an ability says other wise

**Temporary – Time Undisclosed

Glacio

LVL	Ability	Description	COST	DMG
1	General Use	To be used for any situation (within reason).	0	0
1	Snow Ball	Cast a snow ball 5m. LVL 1 Frost DMG	1	1D
2	Ice Needle	Cast an icicle spike 8m. Pierce DMG. LVL 1 Frost DMG.	3	1D+1
3	Carve	Forge a weapon or tool of ice. * Weapon DMG is half original. **	2	0
3	Blizzard	A cone of snow burst forth 3m. AoE +2m every 1m. LVL 1 Frost DMG.	3	1D+2
4	Glacio Shield	Protection from Flame DMG.	2	1D
4	Artifice	Create a spike trap with ice. AoE Ice Needles 3m radius.	5	1D+1 x4
5	Ice Wall	Craft a walls of ice. ***	8	3D

* Temporary – Time undisclosed

** Unless an ability says other wise

*** Maximum is 4 per spell use

Volta

LVL	Ability	Description	COST	DMG
1	General Use	To be used for any situation (within reason).	0	0
1	Zap	Anything you touch will be electrocuted. Creatures receive LVL 1 Flash DMG Weapons gain LVL 1 Flash DMG half DMG. *	1	1D
2	Thunder Bolt	Cast a bolt of Flash 5m. LVL 1 Flash DMG.	2	1D
3	Magnet	You attract and repel metal 3m.	1	0
3	Flash Chain	Chains of Flash burst forth 3m. Chain to creatures 1m apart from last. LVL 1 Flash DMG.	3	2D
4	Volta Shield	Protection from Flash DMG.	2	1D
4	Recharge	Whenever you are electrified you heal half DMG.	0	0
5	Flash Port	You can teleport in a flash 10m.	5	1D

* Temporary – Time undisclosed

Necra

LVL	Ability	Description	COST	DMG
1	General Use	To be used for any situation (within reason).	0	0
1	Curse	Creatures you touch are Cursed. LVL 1 Curse DMG.	1	1D
2	Life Drain	Creatures you touch feel drowsy. LVL 1 Curse DMG. You heal Half DMG.	3	1D+2
3	Doppelganger	You duplicate yourself. All its stats are halved. You take LVL 1 Curse DMG.	3	1D
3	Reanimate	Reanimate an undead creature to follow you. *	3	0
4	Voodoo	Use poppets to manipulate creatures. **	4	0
4	Minion	Any creature becomes your follower.	5	0
5	Pact	Thanks, Satan. DMG +1D. *** DEF +1D. *** You take LVL 2 Cursed DMG.	8	1D

* Corpse must be present

** Must acquire bio-substance for poppet

*** Temporary – Time Undisclosed

Vita

LVL	Ability	Description	COST	DMG
1	General Use	To be used for any situation (within reason).	0	0
1	Healing Hands	Heal any creature you touch. Heal DMG.	1	1D
2	Light Beam	A beam of light pierces out 5m. LVL 1 Holy DMG. DMG -1 every 1m.	2	1D+2
3	Air Walk	Walk on air. *	3	0
3	Share Health	Give your own health to another creature. You receive LVL 1 Holy DMG. Creature heals DMG.	3	2D
4	Blessing	Remove or prevent curses on anyone you touch.	3	0
4	Revive	Revive any creature to stable condition. You become incapacitated.	5	0
5	Spectral	You become intangible and no one can sense you.	8	0

* Temporary – Time Undisclosed