

INSINUATE

Resolution WILL vs WILL CRR

Casting Time 2 Extended Actions

Zone of Effect Single Individual

Duration Unit Minutes

Duration Single Event

Range Conversation

Cost (Subject's WILL)Qi

The Caster can influence or "nudge" a Subject to perform a specific action. The action cannot be directly harmful to the Subject or another. The Subject will perform the action without reflection until asked about it by another. The GM can modify the CRR based on the Subjects resistance to the action or feeling's toward the Caster. This Modifier is added to the Spell Cost.

MAGICK MISSLE

Resolution Casting Roll

Casting Time 2 Standard Actions

Zone of Effect Single Individual

Duration Unit Phase

Duration Single Event

Range (WILL+Lv1) Squares

Cost 2 pts per d6 Qi

The Occultist can focus a bolt of Qi and project it at a target. "To Hit" is not affected by range, movement, or position. It is affected by armor, cover, and visual limitations. If the Caster hits he inflicts 1d6+Cast Bonus + 1d6 per Prof. Lv1. A miss costs 2 pts of Qi and there is never a chance of Friendly Fire.

RECTIFY

Resolution Casting Roll

Casting Time 2 Short Actions

Zone of Effect Individual

Duration Unit

Duration Single Event

Range (Lv1)Squares

Cost 5 Qi

The Caster can negate the affects of toxins and drugs, and combat conditions like "Dazed" and "Stunned". The spell can also undo physical and mental states caused by Critical injuries such as impaired limbs and blindness, but it does not restore lost Hit Points. Rectify can be used to neutralize noxious substances that contaminate food and drink or coat objects. It may also be used to make water potable.