

SHOCKWAVE

Resolution Casting Roll

Casting Time 2 Standard Actions

Zone of Effect 2+Lv1 Linear Squares

Duration Unit

Duration Single Event

Range Cast Bonus+Lv1 Squares

Cost #of Squares x5 Qi

The Caster can project a concussive shockwave. If successful the Target or Targets are knocked back (Prof. Lv1)squares and take 1d10+1d4 per Lv1 damage. If the damage exceeds the Targets CON.+Lv1 he is knocked prone. The minimum width of the wave is 2 squares, but the Caster is not required to create a wave of maximum size.

SONIC FLUX

Resolution Casting Roll

Casting Time 2 Extended Actions

Zone of Effect 1 Square per Lv1 Area

Duration Unit Standard Action

Duration Casters Discretion

Range (WILL/2 + Lv1)Ft.

Cost 1 per Square+1 per Sound Lv1 +# of Act.

The Caster can reduce/increase all sound within an area by one Sound Lv1 per Prof. Lv1. The affected area is unmoving and the Caster must actively sustain it. While sustaining the affected area the Caster can only Observe and Communicate.

SONIC MANIPULATION

Resolution Casting Roll

Casting Time 2 Extended Actions

Zone of Effect

Duration Unit Standard Actions

Duration Caster's Discretion

Range (WILL + Lv1)Squares from Source

Cost (5 + 3 per Action Sustained)Qi

The Caster can focus sound waves allowing him to hear sounds that would normally be inaudible, such as distant or faint conversation. The spell can also be used to "Throw" sounds, making them seem to come from different directions. The Caster can "Funnel" sound to a specific receiver allowing him to whisper over longer distances. The spell can also be used to create acoustic effects like echoes.