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| **Ignix – Spirit of Fire** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Eternal Flame | L | 10 | 1 H | * Your weapon bursts into magical flames * You control the brightness and the color of the flames * Your weapon gains +1 damage and ignite(2) * Can be made as dim as a candle, or as bright as a small campfire (5 hexes or so) * If no weapon, can still be used for light | * Accuracy +2 / x2 / +2 DL * Damage +1 / x3 / +2 DL * Defense +1 / x2 / +3 DL * Ignite +1 / x3 / +2 DL * Radius x2 / 3x / +3 DL |
| Fiery Blast | C | 10 | INST | * 2d6 fire bolt * Ignite(3) | * Accuracy +2 / x2 / +2 DL * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Option – becomes a blast effect with a 1 hex radius, but damage dice are reduced by 1 step / x1 / +0 DL |
| Fiery Blood | C | 10 | 1 H | * +2 Reflex | * duration 5x / 2x /+3 DL * Morph – affects power instead of reflex / x1 / +4 DL * Reflex +2 / x1 / +6 DL |
| Fire Orb | VS | 10 | 1 H | * Create a small orb of flame that can float up to 10 hexes away from the caster * The orb can fight, automatically hitting all adjacent enemies for 1 penetrating damage each round * The orb has defense 16, and dies in a single hit |  |
| Flame Hand | C | 10 | 6 R | * Hand bursts into flame * Ignites flammable objects * 2d4 Penetrating Damage * Ignite(3) | * Accuracy +2 / x2 / +2 DL * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x2 /+6 DL |
| Warmth | S | 10 | 1 H | * Resist Cold and Fire (1) * Immune to normal cold and fire * Up to 4 allies | * Duration x5 / x2 / +2 DL * Resist +1 / 2x / +4 DL * Targets x2 / 2x / +3 DL |
| **Tier 2** | | | | | |
| Fireball | C | 14 | Inst | * 2d6 flame attack in a 1 hex radius (Reflex negates) * Ignite(3) | * Ignite +1 / x3 / +3 DL * Increase Dmg Dice / x3 /+3 DL * Radius +1 / x2 / +4 DL * Save DL +2 / x5 / +2 DL |
| Fire elemental | C | 14 | 6 R | * Summons a level 1 fire elemental to fight for the caster * Inspired(1) | * Summon Level +4 / x3 / +4 DL |
| Flame Shroud | C | 14 | 4 rd | * You superheat the air around yourself * Anyone entering an adjacent hex must save or be stunned for 1 round and crippled until they leave the area (toughness 14) * Anyone starting their action in an affected hex takes 1d4 penetrating heat damage (no save) | * Duration x2 / x2 / +2 DL * Increase Dmg Dice / x3 / +3 DL * Save DL +2 / x5 / +2 DL |
| Melt | S | 14 | Inst | * Your hands heat up to the temperature of a furnace * You ignite flammable substances and melt most metals * Up to 8 cubic meters can be affected with a single cast * Items held get a save (Power) |  |
| Ring of Fire | C | 14 | inst | * All hexes adjacent to you are bathed in flame * Anyone in an effected hex takes 2d6 damage and ignite(3) unless they save Reflex 14 to dive out of the hex | * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Save DL +2 / x5 / +2 DL |
| Shield of Flame | C | 14 | 6 rd | * +1 initiative * +2 dodge * Any attacker that hits you takes 1d4 penetrating damage and ignite(3) | * Dodge +1 / x2 / +3 DL * Duration x2 / x2 / +2 DL * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 / +3 DL |
| **Tier 3 Spells** | | | | | |
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