

POWER RANGERS

ROLEPLAYING GAME



SPELLS

- *All spells require a Spellcasting skill check unless otherwise specified.*
- *Spells are in alphabetical order by original MLP spell name.*
- *Updated 3/30/2025 - All Elementary and Superior Tier spells have been added and flavored for PR.*
- *Still need to add Virtuoso tier spells*
- *Adjust spells to better fit PR (adjust cost, duration, descriptions, et cetera)*

Elementary Tier

<u>Spell Name</u>	<u>Circle of Magic</u>	<u>Cost</u>	<u>Duration</u>	<u>Range</u>	<u>Description</u>
Adapt	Enchantment	↓3	1 Day	30ft	<p>You cover a creature's basic needs to live in a different place.</p> <p>Target creature gains a feature that allows them to survive in an environment they normally couldn't. This could be cloud walking in Cloudsdale, gills to breathe underwater, heat resistance in a dragon lava tube home, night vision in a cave, or even a space suit in space.</p>
Automate	Utility	↓1	1 Scene	30ft	<p>You bring tools to life.</p> <p>An object you target performs the task it was designed for. A broom sweeps, a candle lights, a whisk whisks, for the duration of the spell. As long as you supervise the object, you can issue it directions that relate to the object's function. For example, if you automate a hammer, when it's done hammering one nail, you can direct it to the next. If you cast this spell multiple times, you take ↓1 Spellcasting per additional object that you automate.</p>
Barreling Beam	Beam	↓3	Instant	60ft	<p>Your beam is wide and strong enough to move creatures.</p> <p>Make a Spellcasting Attack Test against a target within range. On a</p>

					<p>success, you move your target up to 15ft away. If you are moving them into harm's way, such as over a cliff or into an electrified waterfall, you only push them up to the edge of the hazard unless your Spellcasting roll was a Critical Success. If you aren't pushing them into danger, then your target is knocked Prone on a Critical Success.</p>
Bloom Banquet	Utility	↓2	1 hour	1 plant	<p>You have a green thumb and can make nearby plants instantly bloom.</p> <p>You can accelerate the development of a flowering and/or edible plant within 30 feet of you to bloom flowers and provide ripe fruits and vegetables by the end of the spell's 1 hour duration. The spell can only accelerate natural growth, so if a plant is stifled due to insufficient soil or light, it can't grow to its full potential (unless, of course, you rectify those issues).</p> <p>When casting this spell, you must be wary. As an elementary spell, bloom banquet enables you to make a flowering or edible plant bloom, but it does not distinguish between helpful or harmful plants. If a tree grows poisonous fruit, that fruit is still poisonous when accelerated by this spell. It is suggested that, if you do not know the plant, you make a DIF 10 (or higher) Science (Botany) or Survival Skill Test to determine whether the plant is helpful or harmful before casting the spell.</p>
Brilliant Sight	Aid	↓1	1 Scene	30ft	<p>The eyes of a creature shine with the power to pierce through darkness. The target of this spell can see perfectly well in darkness, even</p>

					magical darkness. By adding ↓1 to the casting cost, you can empower the spell even further, granting the target the ability to see through fog and light obstructions in addition to darkness.
Frost (Chilly Filly)	Beam	↓1	Instant	10ft	<p>Brrrr! Give someone the cold shoulder... but in a good way.</p> <p>You dramatically decrease the temperature of a target within range by sending an icy glimmer of light from your hand. With this spell, you can reduce a creature's fever, making them feel a lot better. Need to cross that pond? Create an icy walkway over it. Save your friend's ice cream shop after the freezer breaks! In the heat of summer, you can also chill a pitcher of lemonade to perfection with a wave of your hand. Cool! The spell isn't powerful enough to actually cause harm, but anyone under its influence for too long begins to suffer from the same effects as a cold environment.</p>
Cloud Art	Utility	↓3	1 Scene	Line of Sight	<p>Make the sky your canvas and the clouds your paint.</p> <p>With a simple flourish of your hand, you can change the shape and size of the clouds in the skies. You can use this to draw something in the sky, or even write out a message. Once you've cast the spell, you can keep changing the clouds for the entire duration, but once the duration expires, the clouds slowly disperse back to their original state. You cannot use this spell to create clouds from nothing, so it must be at least a slightly cloudy day for you to cast this spell. The clouds do not need to be naturally formed clouds, however,</p>

					so if they're created by another spell, a magical item, or some manner of technology, they will do.
Common Ground	Enchantment	↓2	1 Scene	Line of Sight	<p>You and a creature learn to communicate.</p> <p>You and another creature can talk to one another. If you do not share a language, you each become fluent in the other's first language. If the creature is too set in their ways to listen, you open their mind to your way of thinking. This does not guarantee the creature will agree with you, but they will understand you.</p>
Cozy Coat	Enchantment	↓1	1 Day	Line of Sight	<p>Neither rain nor mud shall touch a creature of your choice.</p> <p>The target of this spell can walk through the rain and remain perfectly dry and warm, entirely untouched by the elements. They can trudge through mud and keep their feet pristine, and in all other ways, bad weather simply does not touch them. This only works for non-magical bad weather, and it stops working once the weather gets truly extreme. It does not stop a creature from getting frostbite if they're out trudging through an arctic storm for example, but the creature will be the last to feel it by a margin of hours. Where this spell differs from Adapt (Core Rulebook, p.135) is that it grants immunity to a lower level of environmental issue. Adapt makes sure you don't suffer damage in an extreme environment, but you still feel cold and tired or have to trudge through the snow. Cozy Coat makes sure you are not wet or bogged down</p>

					in mud when the weather is just unpleasant, but doesn't protect you from damage in extremes.
Disguise	Aid	↓1	1 Scene	20ft	<p>Magically create a convincing costume.</p> <p>You put on a disguise that gives you an Edge on Deception and Infiltration Skill Tests when you pretend to be another creature of your Origin.</p>
Enchant	Enchantment	↓1	3 Rounds	Line of Sight	<p>A creature better understands how to perform a task.</p> <p>The target creature gains 1 in a Skill of your choice.</p>
Energy Beam	Beam	↓1	Instant	30ft	<p>You unleash a beam of colorful energy.</p> <p>Make a Spellcasting Attack Test against a target within range. On a success, you deal 1 Energy damage.</p>
Fluttery Wings	Aid	↓2	1 Day	Line of Sight	<p>You gift grounded creatures with beautiful wings.</p> <p>The target creature grows wings like a butterfly, gaining 15ft Aerial movement.</p>
Fool's Carrot	Enchantment	↓1	1 Scene	60ft	<p>Your heart's desire floats in front of you, mesmerizing you with the promise of all your dreams coming true!</p> <p>The target of this spell becomes enamored with a spectral object that is continually out of their reach yet remains the focus of their attention. The spectral object takes the illusionary form of something they really want. The target suffers ↓3 to all Skill Tests that don't involve trying to claim it, due to their constant distraction. However,</p>

					<p>whatever they do, it is impossible to ever catch the object. If, after a round, the target has reason to believe the illusion isn't real, they can attempt a DIF 10 Alertness Skill Test. If successful they see the illusion for what it is and can ignore it.</p>
Get to Know	Utility	↓2	1 Scene	Line of Sight	<p>You call upon whispered rumors, newspaper headlines, and any other information out there about your target.</p> <p>You learn enough about your target to gain an Edge on a Skill Test related to them. For example, if you Get To Know a gymnast like Kimberly (MMPR Pink), you could learn enough about the history of gymnastics to discuss it (gaining an Edge on a Culture Skill Test), enough about gymnastics routines to attempt to try it yourself, gaining an Edge on an Athletics Skill Test), or enough about Kimberly's personality to act like you know her (gaining an Edge on a Deception Skill Test).</p>
Glow	Aid	↓1	Instant	20ft Radius	<p>A light to lead the way.</p> <p>Casting this spell makes an object in your hand light up and glow with the equivalent light of a lantern (light for about 20ft all around). The spell lasts as long as you want it to, and you can extinguish it at will with a free action. Once extinguished, the spell must be cast again. While active, anyone trying to spot you gains Edge, especially at night.</p>
Glue (Granny Smith's Sugarpine)	Utility	↓1	Instant	Reach	<p>Glue two small things together. Great for holding doors open or closed, keeping pressure traps from being sprung, or pranking your friends.</p>

Sap)					Enough pressure (the equivalent of a successful DIF 15 Brawn Skill Test) can unstick what is stuck, so be careful if you use this to mend clothes!
Greased Lightning	Enchantment	↓1	1 Scene	Line of Sight	This spell makes the target creature slippery to the touch and unable to be held or restrained. If already restrained or grappled, the creature gains Edge for any Skill Tests used to escape during the scene. All Speed-related Skill Tests to go fast are ↑1 for the duration, but all attempts to stop suffer a Snag.
Healing Band-aids	Aid	↓3	Instant	Reach	Your touch is able to heal wounds. The target creature Heals 2 damage.
Help Yourself	Utility	↓2	1 Scene	15ft	You call forth a magical helper. An illusory clone of yourself that seeks to help appears anywhere within the range of the spell. This clone is mostly intangible and immune to anything but magical damage. It uses the same statistics as the caster if required and disappears before the duration if ‘killed’. The clone can do nothing except Lend Assistance, which it can do once each round to anyone within 15 feet of the caster that the caster indicates for as long as the duration.
Hand of Grasping (Hoof of Returning)	Enchantment	↓1	Instant	Line of Sight	You are able to throw a spectral hand that magically grips onto an object and retrieves it. The hand can only lift objects up to 10 pounds in weight and must be able to be moved. You must make a DIF 12 Targeting or Spellcasting Skill Test to successfully hit the target, and the DIF increases by 2 for each 30 feet

					away the object is.
(Hot to Trot)	Enchantment	↓1	1 Scene	10ft	<p>Blowing towards a target creature within range, you warm them up. This warmth increases the creature's speed, allowing them to move 15ft further with each Movement action. While it shouldn't be used to win a race, it is a great way to quickly catch up to a friend across town.</p>
(Instant Grooming)	Aid	↓2	Instant	60ft	<p>You can instantly freshen yourself or another creature, including personal effects.</p> <p>You or a target creature is instantly groomed, washed, or otherwise cleaned. This is a particularly helpful spell when you need to look presentable after spending the day in muddy caverns, heavy downpours, or swimming through brackish water. You or the target look as if you just stepped out of a bath and any personal effects that you wear or carry, such as clothing, are also freshly cleaned and presentable. As an elementary spell, instant grooming does have its limitations. It cannot heal, so if you are suffering from a wound when you cast it on yourself, that wound remains and, if unbandaged, may bleed onto the now-refreshed clothing. Also, this spell cannot repair tears or replace any missing parts, such as buttons or ties (although such items can be repaired or replaced normally). Thus, if you or the target creature has been doing something that can potentially cause more damage than getting dirty, you'll need to check with the Game Master to determine the extent of the damage and what this spell will or won't fix. This spell can be cast backwards to make the target</p>

					horribly messy and dirty, but nothing a bath wouldn't fix. It is a mean prank, but it might make a useful disguise.
Lancing Beam	Beam	↓2	Instant	60ft	<p>You fire a long range beam of concentrated energy.</p> <p>Make a Spellcasting Attack Test against a target within range. On a success, you deal 1 Energy damage.</p>
Magular Spectacular	Enchantment	↓4	1 Scene	20ft	<p>Add some flair and pizzazz to everyday life by making everything look magical!</p> <p>Casting this draining illusion spell makes everything you do appear to be magical. Every time you make a Skill Test during the duration, no matter how ordinary, this illusion makes it look like you cast a spell. Running across a road looks like you teleported, picking a lock makes it appear you opened it with a wave of a wand, and attacking with a weapon makes it look like a magical blade. However, the spell grants no bonuses to any of your actions (and might offer a penalty if you are trying to be subtle). It also confers no new abilities. For instance, you can't teleport past a wall unless you could run round it or through a door. But for all its limitations, it does make you look exceptionally great and powerful!</p>
Pack Mule	Beam	↓2	3 Rounds	60ft	<p>Remind an opponent of the heavy burden they bear. Aren't they worn out already?</p> <p>The target of this spell suddenly feels overladen and encumbered. The caster makes a Spellcasting Attack Test against a target within range. On</p>

					a success, the target suffers 2 to all Strength and Speed Skill Tests for the duration of the spell.
Quick Fix	Utility	↓1	3 Hours	Reach	<p>Sometimes you just need your equipment and possessions to last for one more day.</p> <p>You goad a broken mechanical device into life for the duration of the spell. The device must be in one piece, but need not have a power source or even have everything properly connected. The object is considered fully repaired for the duration of the spell. At the end of the duration, it falls apart into pieces and any further attempts to repair it suffer Snag.</p>
Rope Trick	Utility	↓1	Instant	20ft	<p>Casting this spell creates a magical lasso in the hands of the caster, which they can use like a normal rope to grab and entangle things. However, as it is magical, they can use their current Spellcasting skill to do so instead of a physical one. A successful attack with the lasso will Immobilize a target.</p>
Shower Power	Beam	↓1	Instant	30ft	<p>This jet of water works for a deep clean or for bowling over a persistent opponent.</p> <p>Need a hose? No water supply? Shower Power has you covered. This spell makes water blast from your outstretched hand. Make a Spellcasting Attack Test against a target within range. On a success, you let loose a powerful stream of water that can knock your target Prone. Or you can clean off a friend covered in muck, rinse off a muddy vehicle, or power wash that filthy building your buddy wants to turn</p>

					into their new cleaning supplies store.
Start a Party	Enchantment	↓3	Instant	Line of Sight	<p>Need to celebrate a big win, a small win, or just making it through the day? Start that party!</p> <p>You turn a large room into party central with all the trappings until sunrise or sunset. With a flick of your wrist and a wave of your hands, you can transform a boring space into somewhere that's ready for fun! Need decorations, festive food, and music for a big bash right now? This is the hocus-pocus for you. Elegant affairs, birthday chaos, graduation shindig, or even a wedding. You pick the theme when you cast Start-a-Party. The best part is, you don't need a reason. Maybe your best friend is a little down, the sun rose in the morning, or you just want to dance. Start that party! This spell conjures decorations, food and drink for as many people as can fit in the space. But they all disappear at either sunset or sunrise, whichever comes first.</p>
Summon Shield	Aid	↓1	2 Rounds	30ft	<p>You raise a defensive barrier between a creature and any incoming attack.</p> <p>The target creature within range gets a +2 bonus to Toughness and Evasion for the duration of the spell.</p>
Teleport	Unity	↓3	Instant	Line of Sight	<p>You disappear in a flash of light, reappearing somewhere nearby a split second later.</p> <p>You arrive in any space within range as long as there isn't a creature or object there. If the space is occupied you appear as close as</p>

					possible to your target in an unoccupied area.
Toasty Temps	Beam	↓ 1	Instant	10ft	<p>Like magical hot chocolate or your favorite, fuzzy blanket. This is a snuggle in a spell.</p> <p>You dramatically increase the temperature of a target within range by emitting a heated ray of light from your hands. On a chilly day, you can warm up a cold friend and help them avoid hypothermia. Melt the ice on a door that's frozen shut. Make that icy bridge a lot less dangerous. Start a cozy campfire to roast some marshmallows. You can even heat up a frosty toilet seat before using it if you want to! As the reverse of Frost (Chilly Filly), this spell isn't powerful enough to actually cause harm, but anyone under its influence for too long begins to suffer from the same effects as a hot environment.</p>

Superior Tier

<u>Spell Name</u>	<u>Circle of Magic</u>	<u>Cost</u>	<u>Duration</u>	<u>Range</u>	<u>Description</u>
Basic Shape Shifting	Enchantment	↓2	3 Rounds	Self	<p>Not as powerful as Polymorph, this shape-changing spell still creates the impression that you are someone, or something else.</p> <p>You change your target's appearance enough to pass as another type of creature. The creature you turn into is the same size as you are. You gain benefits the creature has naturally, such as a fly speed if it has wings or natural weapons if the creature has them (like fangs or claws).</p> <p>You gain Edge on Deception and Infiltration Skill Tests to maintain your deception and gain any of the special movement types of the creature.</p>
Bestow Expertise	Enchantment	↓2	1 Scene	Line of Sight	<p>You fill a creature's mind with wisdom and experience</p> <p>The target creature gains a Specialization of your choice for any Skill for the duration of the spell.</p>
Big Honking Boom	Enchantment	↓2	Instant	Line of Sight	<p>With a deep breath you are able to let out a massive shout that can knock over those around you or transmit a simple message to those nearby.</p> <p>You let out a massive shout that rattles windows and startles those around you. This magically boosted</p>

					<p>shout can be heard through even the strongest ear protection and from up to a mile away. Those who are standing next to you are knocked prone for 1 round unless they succeed at a DIF 12 Brawn Skill Test. Your message can only be one word, and does not carry any inflection to it.</p>
Danger Bell	Aid	↓3	4 hours	120ft	<p>Your spell warns you of upcoming danger.</p> <p>When you cast this spell, an invisible magical chime appears and follows you. As soon as a hostile creature or trap comes within 120ft of you, the bell rings. It rings once for a trap, twice for a hostile creature, three times for all three! If the player character is asleep, the ringing instantly magically awakens them, and they have full knowledge of how many rings there were. No one else can hear the chime.</p>
Invisible (Don't Notice Me Field)	Enchantment	↓3	1 Scene	30ft	<p>You make a creature hard to detect.</p> <p>The target of this spell (who must be in range) becomes silent and invisible. They gain Edge on Infiltration Skill Tests related to not being seen, and creatures looking for them suffer Snag on Awareness Skill Tests to notice them. This spell stops working if the target of the spell harms another creature, or if the target is affected by even strong magic (as defined by the GM).</p>
Explosive Beam	Beam	↓3	Instant	60ft	<p>You aim your beam at an area instead of a creature, affecting all creatures in that area.</p> <p>Pick a space within range. Make a Spellcasting Attack Test against each</p>

					target in a 15ft diameter circle of the chosen space. You deal 1 Energy damage to each target successfully attacked.
Fireball	Beam	↓3	Instant	30ft	<p>BURN EVERYTHING with a ball made of fire. It's a classic for a reason.</p> <p>Make a Spellcasting Attack Test against a target within range. On a success, you launch a ball of fire from your hands and deal 2 Fire damage to the target. Okay, yes, this is obviously good in combat. However, it also has other applications where burning things to the ground is necessary. Start a bonfire. Turn that giant thicket of thorns in your way into ash. Help demolish that condemned building. Get rid of evidence...</p>
Flower Power	Enchantment	↓3	1 Scene	Line of Sight	<p>With a sweet aroma and stunning flowers, this instant garden of blossoms hides dangerous prickles.</p> <p>A beautiful plant with layers and layers of big, bright blooms sprouts from the ground and takes over a 5-foot by 5-foot by 5-foot cube area that the spellcaster chooses. Small, sharp thorns, hidden by lush, green leaves and cheerful, colorful flowers, cover the stems. Each time a creature brushes up against this plant, or for each round they are in the area it suddenly grows, they suffer 1 Sharp damage. Anyone in the area of effect must also make a DIF 12 Acrobatics Skill Test to get out of the way or be trapped inside the briars. Trapped characters can be cut out by allies or make a DIF 10 Brawn Skill Test each round to climb out, taking another 1 Sharp damage for each</p>

					<p>attempt they make. At the end of the spell's duration the plant withers away.</p> <p>This deceptively charming shrub works well for blocking the way, decorating for an event, or gumming up a machine that needs to be stopped. Just be careful when using it as decor.</p>
Glowing Aura (Glitter mane)	Utility	↓2	1 Scene	Reach	<p>With a snap of your fingers, you can create a glowing aura of brilliantly swirling colors. With each movement, sparkles fall to the ground creating a glowing path for others to follow that also illuminates your surroundings.</p> <p>This spell creates a glowing aura around you, leaving a trail of bright sparkles wherever you go! The sparkles can illuminate the area around you and also be a marker showing where you went. Trying to cover up or hide the sparkles is difficult and any attempt to do so is at ↓2 to the test. The area around you during the spell duration is lit up like daylight for 15ft around you. The light is so bright and sparkly, it makes you a little hard to look at and all attempts to target you with spells, ranged attacks or melee weapons suffer ↓1.</p>
Hitch a Ride	Utility	↓3	1 Day	20ft	<p>When you have to get somewhere, you ride in style.</p> <p>You summon a magical vehicle that appears in an unoccupied space within the spell's range. It is large enough for you and 9 other Common sized creatures to travel comfortably. This vehicle drives itself, has a d10 Driving skill, is Specialized in</p>

					Driving itself, and has a Ground and Aerial movement of 60ft. The design of the vehicle is up to the caster. Common designs include wagons, hot air balloons and barges, but you can also create something wild and magical like a flying dolphin, a dragon or a bus in the shape of a cat.
Illusion Confusion	Enchantment	↓2	1 Scene	60ft	<p>Need a distraction? Illusion Confusion is the fix for any stick, tricky situation.</p> <p>This upgraded version of Fool's Carrot draws your target away from their current location and sends them on a wild goose chase for 15 minutes. Illusion Confusion creates an intriguing specter that flits just out of the corner of the target's eye and makes curious sounds to lure the target after it. It tends to appear as something vague that the target desires. If, after a round, the target has reason to believe the illusion isn't real, they can attempt a DIF 15 Alertness Skill Test. If successful, they see the illusion for what it is and can ignore it. Otherwise they follow it at a brisk walking speed for 15 minutes.</p> <p>If the caster wants to affect multiple targets, they can do so as long as they are within 10ft of each other. Doing so means the caster suffers an additional ↓1 to their Spellcasting skill for each extra target. This spell works really well for getting a guard away from their post or for making sure a surprise birthday party doesn't get discovered by the guest of honor before it's time.</p>
Mystery	Enchantment	↓3	1 Scene	Line of	Sometimes you just have a feeling

Sense				Sight	<p>that something mysterious is going on, but you cannot quite put your finger on it. With this spell, you get a special shiver down your spine that lets you know something hidden is nearby!</p> <p>The spell helps boost your ability to detect hidden features or clues that may be nearby. It is not perfect, as you have to interpret what the clue means yourself, but this spell helps highlight hidden objects or find people who may have the knowledge you seek. Once activated the spell lets you know if there is an important clue within your vicinity and if so, gives you ↑3 to your Alertness, Infiltration, and Streetwise skills to try to find it. The spell only works for one scene if outside, or for one location if inside (going outside or inside ends the spell). Once the spell ends, you are left to your own devices in figuring out what or where the clue is.</p>
Painter's Hand (Painter's Hoof)	Utility	↓1	1 Day	60ft	<p>Call forth any-hued paint from the hand of a creature, to express yourself or to hunt down a fleeing villain.</p> <p>A friendly and willing creature of your choice within the range of the spell can draw using their hand, in any color they wish to manifest, including a many-hued blend of colors. The creature can change the consistency, vibrancy, and volume of paint at will. The paint is always odorless and tasteless, neither toxic nor nourishing.</p> <p>You can ↓2 Spellcasting instead to target an unwilling creature, in which case you must succeed on a</p>

					Spellcasting Attack Test against that creature. When successfully using the spell this way, you are the one who decides what sort of paint manifests. At the end of the duration, the paint fades away.
Pollution Solution	Utility	↓3	Instant	20ft radius area	<p>Say goodbye to gross, and go from muddy mess to a pristine pond or fume-filled fog to crystal clear currents of air.</p> <p>Remove impurities, poison, or pollution from the air or water 20 feet around the caster. This makes water drinkable and air breathable. Any creature that needs the air or water to survive can now live there happily. Pollution Solution works on anything up to the size of a small pond or large room (up to the GM's discretion). This spell is excellent for adventurers who need water but can only find a muddy hole, or for the heroes that need to defend against the attacks of monsters like Polluticorn.</p>
Right Key Wrong Key	Utility	↓3	Instant	30ft	<p>Switch the function of two keys, while changing nothing else about them.</p> <p>Two keys both within the range of the spell change functions. Both keys must open one or more physical locks. When you cast the spells, the keys glow bright red for a few seconds, but do not actually increase in temperature. From that moment on, any locks opened by the one key are instead opened by the other, and vice versa. Both keys stay in the same shape as they did before, but still work on the lock. So an exchanged keycard is able to open a Yale or a bolt lock for instance.</p>

					<p>You may use this spell on two locks instead, in which case it works exactly as above, except the locks must have at least one or more keys that open them. This is especially useful if you're the sort who carries around pairs of locks and keys for just this purpose, though keeping track of them could become a hassle real quick.</p> <p>At the casting of the spell, you may choose for its effect to be temporary instead of permanent, in which case you can change the duration from Instant to 1 Day.</p>
Smoke Beam	Beam	↓2	3 Rounds	60ft	<p>Black out watchful eyes when you need a quick distraction.</p> <p>You cloud a creature's vision, temporarily giving them the Blinded Condition.</p>
Sparkle Blast	Beam	↓2	3 Rounds	Line of Sight	<p>Your beam expands into a sparkly cloud that makes it difficult to see through.</p> <p>Pick a spot within your line of sight. When you cast this spell, a shimmering cloud of sparkling particles appears in a 30-foot cube. Any creature caught within the cube (except the caster, but not their allies) has their vision obscured and they are Blinded until they leave the affected area. The shimmering sparkles do not move, even if you cast the spell in the air on a windy day, but the cloud disappears after 3 rounds.</p> <p>While this spell creates shimmering sparkles by default, you may, with the Game Master's</p>

					<p>permission, change the effect of your spell to something more appropriate for your Ranger theme, nature or personality. So, one creature may create a sparkling cloud, another may create a dense fog, and another may create a bowlless “fish bowl,” complete with a little sandcastle and fish swimming around the heads of those caught inside it!</p>
The Stare	Beam	↓3	3 Rounds	60ft	<p>Make a Spellcasting Attack Test against a target within range. On a success, the target gains the Frightened condition (↓2 on Smarts and Social Skill Tests when in sight of you and cannot move closer to you).</p>
Summon Armor	Aid	↓2	1 Scene	30ft	<p>You encase a creature in a magical form fitting, protective shell.</p> <p>Target creature gains a +2 bonus to Toughness and Evasion for the duration of the spell.</p>
Take Record	Utility	↓2	1 Scene	Range of your senses	<p>You record what you witness.</p> <p>You create an account of your experience that can be preserved and shared. This could take the form of an illusion recreating the scene you recorded, a book detailing the events, an epic painting or some other visual method for conferring what was recorded to others. The recording is from your point of view and may not always be as objective as you believe.</p>
Teleporting Beam	Beam	↓2	Instant	60ft	<p>Your beam magically relocates whatever it hits.</p> <p>Make a Spellcasting Attack Test against a target creature or object within range. On a success, you</p>

					move your target instantly to any space within range of your Beam without a creature or object in it.
Together bind	Enchantment	↓2	1 Scene	Line of Sight	<p>Bind two creatures together mystically, establishing a bond of telepathy and awareness.</p> <p>Two willing creatures within line of sight become mentally linked. For the duration of the spell, they know exactly where the other is located, and can communicate with each other telepathically. Once the spell is cast, you do not need to remain within line of sight of either creature, nor do they need to remain within line of sight of each other.</p> <p>Alternatively, one creature can be unwilling as long as you are the other creature. You must make a Spellcasting Attack Test against the unwilling creature. Establishing the link does not give any sort of control over the actions of the other creature, it just makes you aware of each other's location at all times and gives you the ability to communicate telepathically.</p>
True Sight	Utility	↓2	3 Rounds	80ft	<p>You can see the unseen and the truth of your surroundings.</p> <p>While the spell is active, you can make Alertness Skill Tests to notice things that are invisible or magically hidden. You might also notice secret doors and hidden items concealed by magic. You may also see the true nature of things, such as the true form of a shapeshifted being.</p>
Water running	Aid	↓2	1 Scene	Line of Sight	Water running allows for creatures to make quick escapes across bodies of liquid or even while submerged.

					<p>Your feet glow with a soft green light and give you the ability to control whether you sink or stand on top of water. It does not give complete control over running across water but enough that you can treat it like running on ice. While submerged, you are able to move through the water as if it were air, though the spell does not let you breathe underwater. Attempts to make sharp turns or come to a complete stop are at ↓1 to Acrobatics Skill Tests.</p>
Wayfinder	Aid	↓2	1 Scene	No limit	<p>An external indicator directs you to your destination.</p> <p>Pick a creature, place, or thing that you are familiar with. If you succeed at a Spellcasting Skill Test, you become magically aware of the shortest route to the current location of this creature, place or thing. For this spell, the DIFF depends on your familiarity with who or what you are looking for. A mug you use everyday would be DIF 5. A creature whom you've never met but who's name you know would be DIF 15. An ancient lost civilization would be DIF 25-30, if it was even possible at all.</p> <p>During the spell's duration you also know if the focus is being moved and the spell automatically recalculates the route. When the duration of the spell ends you do not forget the directions, but those directions will only apply to where the focus was when the spell ended. Additionally, if you are focused on a person or object, you also become aware if they have come to harm (been damaged or lost Health) during the duration of the spell but the</p>

					details of this harm are unclear.
Zip it!	Enchantment	↓1	1 Scene	Line of Sight	<p>I think it's time for quiet time!</p> <p>The target this spell is cast on finds themselves unable to talk for the duration of the spell, although the caster can end the spell at any time. If the target is unwilling (and who wouldn't be?) the spell costs an additional ↓2 to cast.</p>

Virtuoso Tier

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