## Generic Spells

### Basics

Recast Recharge (Wizard, Sorcerer 4):

If your spell hits an enemy, cast it again without using up another spell slot. You can use this ability once per combat, and there are no restrictions on what level spell it is used on.

Novel Power (Wizard, Sorcerer 10):

* **Evolve:** 
  + If you are a wizard, pick a sorcery type. Learn two sorcerer spells and two sorceries of your choosing (level two or below). From now on, you may learn spells from that sorcery as well as your magical element. Level restrictions & spell slots still apply.
  + If you are a sorcerer, pick a magical element. Learn two wizard spells and two elemental spells of your choosing (level two or below). From now on, you may learn spells of that magical element as well as your sorcery. Level restrictions & spell slots still apply.
* **Mutate:**
  + Pick a school of alchemy. Whether it is of the Warlock type or Druid type does not matter. Learn Basic Alchemy and two Grade C Alchemy Abilities from your chosen school.
* **Ascend:**
  + If you are a wizard, pick another element. Learn two elemental spells of that element. From now on, you may learn spells of that magical element. Level restrictions & spell slots still apply.
  + If you are a sorcerer, pick another sorcery. Learn two sorcerer spells of that element. From now on, you may learn from that sorcery. Level restrictions & spell slots still apply.

### Level 1 Spells

* **Illuminate**: Create a light that illuminates a chosen area in a thirty-foot radius. It lasts for one minute and cannot be moved.
* **Unseen Servant**: Create a small, invisible creature of your choice that acts according to your will. It lasts for five minutes and becomes active one turn after your cast the spell. When attacking enemies, the unseen servant deals 1d4 damage and has +3 to hit.
* **Detect Magic**: Detect the presence and type of magic around you in a fifty-foot radius. This spell does not tell you specific details on the magic being cast, just that it exists. Alchemy is not detected by this spell.
* **Detect Alchemy**: Detects the presence and type of alchemy around you in a fifty-foot radius. This spell does not tell you specific details on the alchemy being cast, just that it exists. Magic is not detected by this spell.
* **Translate Speech**: For two minutes, become able to verbally communicate with any intelligent creature of your choosing (DM has discretion on what is considered “intelligent”). Nonverbal creatures will be able to understand you if their intelligence is high enough. *Translation is NOT telepathy.*
* **Translate Writing**: For three minutes, become able to read any text of your choosing. This does not apply to Sacred Runes.
* **Illusion**: Roll deception. If a 10 or more is rolled, Create a visual hallucination for one minute. Maximum size is a 5x5 cube, maximum distance of 30 feet away.
* **Aura Blast:** Deal 1d10 energy damage to a single creature using a ray, orb, or shockwave. Once one creature is damaged, the aura blast dissipates.
* **Soul Tremors:** Deal 1d8 energy damage to all creatures (allies included) within a hundred-foot radius.
* **Shockwave**: Deak 1d6 energy damage to all enemies within a fifty-foot radius.

### Level 2 Spells (5+)

* **Fortify**: Grant everyone in the party advantage on their next roll.
* **Energize:** Grant one member of your party (yourself not included) the ability to perform two actions on their next turn.
* **Chromatic Orb**: Roll to hit. On hit, deal 2d10 energy damage to a single creature using an orb fired from your body. Once one creature is damaged, the orb dissipates.
* **Chameleon**: Disguise yourself as another type of creature until you long rest or decide to cancel the spell. Does not require concentration. You cannot imitate specific beings, but you may choose to belong to another one of the eight available races.

### Level 3 Spells (11+)

* **Rejuvenate**: Gain back all of your used spell slots including the one used to grant Rejuvenate. This may also be used on an ally to restore their missing spell slots. *This may only be used once per long rest*.
* **Obliterate**: Roll to hit. On hit, deal 3d12 energy damage as a beam. This hits all creatures, allies or enemies, in a straight line.
* **Evaporate:** Turn yourself and any number of allies into a gaseous form for three turns. During these three turns, you all have 50 movement speed (regardless of what it was before), are able to move in any direction, and may not attack, cast or use other abilities. *You may not use Evaporate on allies that do not consent*.

### Level 4 Spells (16+)

* **Freeze Time:** Regain this turn, and take two additional turns. You now have a total of three actions (as well as three bonus actions) that you can take before it is the next person’s turn in combat.
* **Vampire’s Witchcraft**: Deal 5d12 damage to the next creature that you can touch. Regain 5d12 health. *Once Vampire’s Witchcraft is cast, it cannot be uncast. Mistakes may occur. Vampire’s Witchcraft ends at the next long rest.*
* **The Oh Shit Spell:** Deliver your party from combat, with no consequences, to a neutral dimension. While you technically have not succeeded in combat, you are also no longer in danger of being attacked. From there, you may negotiate with the DM as to your placement once the spell ends.

## 

## Wizard Spells

### Level 1 Spells

* **Energy Blade:** Summon a lightsaber to fight with. The lightsaber deals 1d10 energy damage and vanishes after the end of combat. Only you may fight with the lightsaber.
* **Energy Armor:** Increase your AC by 1 for the rest of combat. *This may be cast multiple times.*

### Level 2 Spells

### 

### Level 3 Spells (11+)

* **Contact**: Mentally commune with a demigod, alien, shade, archdemon, or archangel of your choosing. They must be open to your communication. *This being must either be on the physical plane or in a realm that you have visited before.*
* **Fly:** Gain the ability to fly for five minutes. You fly at a speed of up to sixty feet per turn.
* **Perfect Storm:** Deal 3d10 damage to an enemy of your choice. This is composed of 1d10 each of fire, radiance, and ice damage.

### Level 4 Spells

## 

## Sorcerer Spells

### Level 1 Spells

* **Telekinesis:** Pick one object that is not larger than you to move with your mind. It must be within thirty feet, and you may move it at six inches per second. You may not move animals or NPCs, nor can you move objects in complicated ways.

### Level 2 Spells

### Level 3 Spells

### Level 4 Spells