

* means the spell can be cast as an instantaneous spell *

spell casting skills	cost	total	stats	ranks	rk B	st B	oth B	base description of spell
UNIVERSAL SPELL SPHERE		x	re sd	x	x	x	x	remember all spells are scalable to do more powerful effects
ARCANE BOLT	2pp		re sd					Magical energy does D10 damage if they fail the RR
BLUR	3pp		re sd					Caster's form appears blurred granting him +10 DB & +5 to Stalking & Hiding
COUNTERSPELL *	1pp		re sd					Instantaneous spell that counters another spell being cast
DETECT MAGIC	4pp		re sd					You can concentrate and detect magic in a 5' radius
DETECT TRAP	4pp		re sd					You can detect non-magical traps in a 5' radius
DISPEL MAGIC	4pp		re sd					Use this to cancel or dispell spells on a target
LANDING *	3pp		re sd					You can safely land from a fall from 20' or less, or subtract 20' from a fall
LIGHT	6pp		re sd					Create a source of light on the area touched it illuminates a 20' radius area
MINOR HEALING	3pp		re sd					Heal maneuver penalties, 5 bleeding damage, or 1/4 of target's concussion hits
MOVING WAYS	4pp		re sd					Run faster and with more skill
CLERIC SPELL SPHERE		x	in sd	x	x	x	x	
AIR WALL	5pp		in sd					Create a wall 10' high, 10' wide, and 1' thick of churning air
BLESS	4pp		in sd					Target receives +5 to OB, DB, RR, or Maneuvers
CALM	6pp		in sd					Target takes no aggressive/offensive actions unless attacked
CURE DISEASE	12pp		in sd					Stops the infection and/or spread of a disease
DIVINE HAMMER	5pp		in sd					Your weapon does double concussion hit damage when it strikes
DREAMS	3pp		in sd					Pick a topic and have a dream about it, expect symbolic imagery
ELEMENTAL BALL	6pp		in sd					Unleash a ball of pure violent energy that explodes in a 10' radius area
ELEMENTAL BOLT	4pp		in sd					You shoot a bolt of energy at a target
FIRE NERVES	4pp		in sd					Reduce concussion hits by 25% for the duration but they have -25 to actions
HOLY SYMBOL	12pp		in sd					Enchant your holy symbol and get +5 to RR, and it is a +1 power point adder
INTUITIONS	3pp		in sd					Have a vision of what will most likely happen in a minute if you do something
JOLTS	3pp		in sd					Target is stunned if he fails his RR
MAGE ARMOR	4pp		in sd					Soft light that surrounds you gives you +20 DB
MAJOR HEALING	4pp		in sd					Heal maneuver penalties, 10 bleeding, 1/2 of concussion hits, or 1 broken bone
NEUTRALIZE POISON	3pp		in sd					Stop damage or spread of one poison
PAST VISIONS	3pp		in sd					Get visions of things that happened in the past
RESTORATION	3pp		in sd					Heal 1D10 Constitution damage from a spell or undead
SHOCK	4pp		in sd					A target gets an electrical critical
STUN CLOUD	5pp		in sd					A 5' radius malevolent cloud does electrical damage
TURN UNDEAD	7pp		in sd					Undead turn and move away or disintergrate
MAGE SPELL SPHERE		x	re sd	x	x	x	x	
AIR WALL	5pp		re sd					Create a wall 10' high, 10' wide, and 1' thick of churning air
DARKNESS	7pp		re sd					Create a 5' radius globe of magical darkness
DISTRACTIONS	5pp		re sd					Target receives a -20 modifier to all actions
ELEMENTAL BALL	6pp		re sd					Unleash a ball of pure violent energy that explodes in a 10' radius area
ELEMENTAL BOLT	4pp		re sd					You shoot a bolt of energy at a target
FEAR	4pp		re sd					Target fears the caster and flees
FIRE NERVES	4pp		re sd					Reduce concussion hits by 25% for the duration but they have -25 to actions
FIRE WALL	4pp		re sd					Create a 10' high, 10' wide, and 1' thick wall of fire
ICY MIST WALL	4pp		re sd					Create a 10' high, 10' wide, and 1' thick wall of icy mist
INVISIBILITY	4pp		re sd					A single object or person is invisible until they make a violent move
JOLTS	3pp		re sd					Target is stunned if he fails his RR
LONG DOOR	4pp		re sd					Target teleports to a location up to 100' away
MAGE ARMOR	4pp		re sd					Soft light that surrounds you gives you +20 DB
PASSING	3pp		re sd					Caster may move through any non-magical inanimate material, 1' per round
PAST VISIONS	3pp		re sd					Get visions of things that happened in the past
PRESENCE	4pp		re sd					You are aware of all sentient beings within the spells range
QUIET WAYS	3pp		re sd					You create a 1' radius around the target in which no sound can travel through
SHOCK	4pp		re sd					A target gets an electrical critical
SLEEP	4pp		re sd					Target falls into a light magical slumber
WATER WALL	5pp		re sd					Create a wall 10' high, 10' wide, and 1' thick of moving water