

General Invocations – Emmet White

Note: When cast without a piece of technology as a focus, all spells function at half damage, duration, and range.

Level One

Blinding Flash

Range: 10 feet (3m) radius; up to 60 feet (18.3m) away.

Duration: Instant.

Saving Throw: Standard; -1 if 3 P.P.E. points are pumped into this spell.

P.P.E.: One.

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its 10 foot radius (3m). Victims are blinded for one to four melees, and are -10 to strike, parry and dodge. The chance of falling is 50% every 10ft (3m). The magic can be cast up to 60 ft (18.3m) away. Saving throw is standard; those who successfully save vs magic are not blinded. **Note:** Does not affect robotic, bionic or cybernetic eyes.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.

Duration: 12 melees (3 minutes) per level of experience.

Saving Throw: None.

P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to light up a 12 foot (3.6 m) area per each level of its creator's experience. Because it is *daylight*, it can ward off vampires and most other types of undead and demons who fear or are hurt by sunlight, keeping them at bay just beyond the edge of light. The creator of the globe can mentally move it along with himself, or send it up to thirty feet (9.1 in) ahead. The maximum speed at which the globe can travel is equal to a Spd attribute of 12.

See the Invisible

Range: 200 feet (61 m).

Duration: One minute (4 melee rounds) per each level of experience.

Saving Throw: None.

P.P.E.: Four

The character can see Astral beings, entities, Elementals, ghosts, objects, forces and creatures that can turn invisible or are naturally invisible. Even if the creature has no form per se, the mystic will be able to discern the vaporous image or energy sphere that is the being.

Sense Magic

Range: 120ft (36m) area

Duration: 2 minutes (8 melees) per level of experience.

Saving Throw: None

P.P.E.: Four

This magic ability enables the character to sense or feel the presence of magic. Like a Geiger counter, the individual can tell if he is near (within 20ft) or far (toward the limit of the range). The ability can also indicate whether a person or object is enchanted/under a magic spell (this does not include psychic powers), is in the process of invoking magic, or if magic is being used in the range area. **Note:** Men of Magic and most supernatural beings do not register as magic except when actually casting a spell/using magic.

Level Two

Cloak of Darkness

Range: Self plus a 5 foot (1.5 m) radius around the character.

Duration: Four minutes per level of experience.

Saving Throw: None.

P.P.E.: Six

This magic cloaks the spell caster in a field of darkness that follows him or her everywhere. The mage can see perfectly from within the darkness, but those outside the radius of magic cannot see in. At night, it renders the cloaked individual virtually invisible, although he can still be detected by infrared and/or heat sensors, thermo-imaging optics, motion detectors and similar sensor systems. Furthermore, the aura of darkness may noticeably obscure a particular part of the background/area around him, making it obvious to visual detection, especially in daylight or when bathed in light - the magic darkness cannot be dispelled by ordinary light. Consequently, this cloaking spell is ideal in darkness for hiding, escape and setting up an ambush.

In combat, opponents who attack a character cloaked in darkness from any distance (beyond the 5 feet/1.5 m area of magic) are -3 to strike, unless guided by thermo-optics or similar heat based optic systems, and even then are -1 to strike. Those who step into the darkness for hand to hand combat will see their quarry without difficulty; no penalty unless they step outside the 5 foot (1.5 m) radius of effect.

Level Three

Armor of Ithan

Range: Self or other by touch.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noise-less, full suit of mystic armor upon the spell caster. Or the magic armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient. Named after the magic armor of the Dwarven King (than, this mystic armor has an M.D.C. of 10 per level of the spell caster's experience. Magic fire, lightning, and cold do half damage to it.

Breathe Without Air

Range: Self or others by touch.

Duration: 12 melees (3 minutes) per level of experience.

Saving Throw: None.

P.P.E.: Five

This invocation enables the character to function normally without air, whether it be underwater or in a vacuum, or in an area with little or no oxygen. Unfortunately, the magic does not protect the character from magic toxins or other types of magic. but does protect against natural and man-made gases. Two characters can be given this enchantment simultaneously provided the mage is touching each at the time the spell is invoked.

Energy Bolt

Range: 150 feet (45.7 m).

Duration: Instantly.

Damage: 4D6 S.D.C.

Saving Throw: Dodge of an 18 or higher.

P.P.E.: Five

The incantation creates an energy bolt that the mage can mentally direct by simply looking at his intended target. The bolt may appear to fire from a hand or finger or the eyes, but needs no physical gesture, such as pointing. S.D.C. damage is normally four six-sided dice (4D6), but is increased to 6D6 under the influence of a ley line and 8D6 at a ley line nexus; P.P.E. cost is still only five despite the increased damage capability. One energy bolt can be fired at one target per each spell invocation.

Fuel Flame

Range: 120 feet (36.6 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Five

The magic feeds any existing lire, doubling it in size. It can affect a 100 foot area (30.5 in) up to 100 feet (30.5 m) away.

Ignite Fire

Range: 40 feet (12.2m).

Duration: Instant (counts only as one attack; fire lasts until it is put out).

Saving Throw: None.

P.P.E.: Six.

The spell causes spontaneous combustion, igniting any material that can burn. This means the mage could set a chair on fire, a jacket, dry leaves, hair, and so on. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car, can NOT be ignited. Furthermore, the target to be set on fire must be clearly visible. Maximum area of effect is 3ft (0.9m). If somebody's clothes or hair are set on fire, they have two melees (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible as all energy is used on dousing the flame. Damage from the small fire is 2D6 S.D.C. per melee (beginning after the first 2 melees).

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Five

A magic invocation that makes the individual temporarily impervious to fire. Normal, magical and Mega-Damage fires do no damage to the enchanted individual or to anything he is wearing or is on his person

Magic Shield

Range: Self or other.

Duration: Two minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: Six

This spell creates a pale white field of energy in the shape of a large, round shield with 60 M.D.C. The shield can be used by the spell caster or be given to someone else. It functions as a normal shield to parry melee attacks (sword blades, clubs, etc.), with a bonus of +1 to parry. The shield wielder can also attempt to parry energy blasts and projectiles, but the user has no bonuses and suffers a -8 penalty to parry. The shield takes one quarter damage from all attacks it parries and disappears when all M.D.C. are used up, the spell duration elapses, or if the user loses contact with the shield.

Telekinesis

Range: 60 feet (18.3 m).

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: Dodge.

P.P.E.: Eight

The Telekinesis invocation temporarily empowers the spell caster with the psychic ability to move objects with thought. This power can be used to move or hurl objects, bring them to him, open doors, flick switches, press buttons, and so on.

Rules and Limitations:

Maximum Total Weight: 60 pounds (27 kg).

Attacks Per Melee: Equal to the number of hand to hand attacks per melee that the character may have.

Bonuses to Strike: +3 with Telekinesis; physical and skill bonuses to strike do not apply when telekinesis is used.

Bonuses to Parry: +4; physical and skill bonuses to parry do not apply to Telekinesis.

Damage from Hurling Objects:

Small: 6 ounces (0.2 kg) to 1 lb. (0.45 kg): 1D4.

Small: 1.5 to 2.5 lbs.: 1D6.

Medium: 3 to 4.5 lbs.: 2D4.

Medium: 5 to 10 lbs.: 3D4.

Large: 11 to 25 lbs.: 3D6.

Large & Heavy: 26 to 60 lbs.: 4D6.

Add 1D6 for each additional 20 lbs. (9 kg) of weight.

Other Restrictions

- Object being manipulated must be visible.
- Telekinesis can be combined with hand to hand combat, but does not add extra attacks per melee round.
- Influence from ley line energy doubles the amount of weight and range possible.
- Ley line nexus energy triples the amount of weight and range.

Level Four

Deflect

Range: Self.

Duration: One melee "action" per level of experience. Thus, a 3rd level mage can try three magical deflections, a 6th level mage six deflections. Each attempt to deflect counts as one of the spell caster's melee attacks/actions. If the mage chooses to take some action other than Deflect, he loses that Deflect option. Thus, if five Deflect actions were left and the mage throws a punch, he loses one Deflect, leaving him with four. Each action taken after the Deflect spell is cast uses up one available Deflect action.

Saving Throw: None.

P.P.E.: Ten

This spell allows the spell caster to attempt to magically parry and deflect incoming ranged-weapon attacks such as arrows, bullets, lasers, particle beams, rail guns, fire balls, called lightning, etc. The spell caster gets to roll a normal 20 sided die +4, for his or her parry (plus any P.P. attribute bonus; other parry bonuses do not apply). If successful, the attack is deflected by a small energy field, and harmlessly hits the ground 1D4x10 yards/meters away. Such a deflection may hit an ally or innocent bystander if used in a crowded area.

This spell can also deflect missiles, even volleys, but the spell caster might get caught in the blast radius and innocent bystanders are likely to get hurt. When missiles or powerful energy blasts (those that inflict 1D4x10 M.D. or more damage) are deflected, the character must roll a 20 sided die again, but without benefit of a bonus, to see whether or not the attack is deflected away without harm to others, or whether it strikes an innocent bystander. A roll of 1-4 means the attack is deflected into the ally nearest the mage. A roll of 5-8 means it hits an innocent bystander. A roll of 9 or higher means the attack is deflected without harm to others, unless the area is densely populated or crowded, then innocents are almost certain to be injured. Area affect at-tacks like exploding rockets, missiles, and grenades, or rail gun bursts may strike and injure or kill dozens of people; G.M.s should use their discretion in such determinations. No, the spell caster cannot accurately deflect the attack into a specific enemy target or location.

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight.

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the caster's hand(s) to the intended target; point and shoot: +2 to strike. Each electrical blast counts as one melee action and is limited by the character's total number of attacks. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Energy Field

Range: Self or others up to 60 feet (18.3m) away.

Duration: One minute (4 melees) per level of experience or until it is destroyed.

Saving Throw: None.

P.P.E.: Ten.

The magic creates a protective field of energy that can be placed around the mage, others, or an object. The maximum area of protection is about 8ft (2.4m), which means it can protect a small room full of people (about 6 to 8 individuals). The energy field appears as a semi-transparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 M.D.C., but is doubled at a ley line and tripled at a ley line nexus.

Fire Bolt

Range: 100 feet (30.5 m) plus 5 feet (1.5 m) per level of experience.

Duration: Instant.

Damage: 4D6 M.D.

Saving Throw: Dodge.

P.P.E.: Seven

The spell caster creates and directs a bolt of M.D. fire that is +4 to strike. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can pick which).

Magic Net

Range: 60ft (18.3m)

Duration: 2 melees per level of the spell caster

Saving Throw: Special

P.P.E.: Seven

This spell creates a net composed of magic fibers which will snare 1-6 human sized victims within a 10ft area. Normal weapons cannot cut through the net; only mega-damage weapons, magic weapons, and magic can effect this net. Even then it requires a full two melee rounds to cut or blast out (a dispel magic barriers will dispel it instantly). Anyone caught in the magic net is helpless and unable

to attack or defend. The spell caster can cancel the net at any time. Savings Throw: Although there is no save vs magic, intended victims can try to dodge being snared by rolling a 16 or higher.

Shadow Meld

Range: Self.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None,

P.P.E.: Ten

This unique magic enables the spell caster to step into shadows, becoming totally invisible, even to a "See the Invisible" spell. The shadow must be at least five feet (1.5 m) tall or long to become an effective hiding place. The shadow serves as a superior means of hiding or moving unseen. The mage can move, walk, or run through the length of shadow or from shadow to shadow. While in shadow/darkness, the character prowls at a 60% proficiency (or at +15% to normal skill, whichever is higher).

Intense light will dispel the shadow, leaving the mage revealed. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than 10 torches or 300 watts, will only create more shadows.

While hidden in shadow, the character is still susceptible to magic, psionic and physical attacks, although attackers are -5 to strike him (because they cannot see him). Area affect magic does not suffer any penalty. Infrared/thermo-optics are the only means that can be used to see somebody in a shadow.

Level Five

Fly

Range: Object by touch.

Duration: 6 minutes per level of experience.

Saving Throw: None

P.P.E.: Fifteen

The arcanist can magically bestow the power of flight only to an inanimate object not made of *metal or plastic*. He or she can then use that object to fly. This is the origin of the myths about the witch and her broom and of flying carpets. The object must be big enough to hold onto or, preferably, large enough to sit on. If the item is small, the mage must hold on for dear life, and if his grip should give way, he will fall to his doom. To avoid muscle strain and tragedy, it is best that the object can be comfortably sat upon. The maximum length and width of the enchanted item must not exceed six feet (1.8m). This maximum size is enough to accommodate three additional adult passengers or six children.

Note: The magic will not work if the object has any metal or plastic on it, including nails. Maximum altitude is 1000ft (305m). Maximum speed is 35mph (56 kph); the object can be made to hover stationary.

Superhuman Strength

Range: Self or others by touch.

Duration: 2 melee rounds (30 seconds) per level of experience.

Saving Throw: None.

P.P.E.: Ten

The incantation magically gives the character a Supernatural P.S. of 30 and a P.E. of 24, as well as adds 30 S.D.C. for the duration of the magic. Supernatural strength, endurance and bonuses last for the duration of the magic.

Level Six

Call Lightning

Range: 300 feet (91.5 m); line of sight.

Duration: Instant.

Damage: 1D6 M.D.C. per level of the spell caster.

Saving Throw: None.

P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91.5 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does one six-sided die (1D6) of M.D. per level of the spell caster.

Fire Ball

Range: 90 feet (27.4 m).

Duration: Instant.

Damage: 1D4 M.D. per level of the spell caster.

Saving Throw: None except dodge, but the victim must know the at-tack is coming and must roll an 18 or higher.

P.P.E.: Ten

The spell caster creates a large Fire Ball which hurls at its target at an awesome speed, inflicting 1D4 Mega-Damage per each level of the spell caster. The Fire Ball is magically directed and seldom misses

Impervious to Energy

Range: Self or others by ritual.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty

The spell caster can make himself impervious to all forms of energy including fire, heat, electricity, lasers and so on. Energy attacks do no damage whatsoever. Physical attacks, guns, knives, clubs, explosives, and even punches, etc., do normal damage.

Level Eight

Forcebonds

Range: Touch.

Duration: 30 minutes per level of experience.

Saving Throw: Special.

P.P.E.: Twenty-Five

The spell, Forcebonds, transforms ordinary S.D.C. materials (chains, leather strips, rope, or even strips of cloth, string, yarn or rubber bands) into magical restraints that glow with mystic force. This enchantment is made to bind and restrain captives in the same way as M.D.C. handcuffs, manacles or cord. The captive must already be subdued, or have surrendered and been tied with some ordinary material. A single captive can be bound at the wrists and/or ankles, or at the wrists with two bands round the arms and upper torso, pinning the arms tight to the body (or to a chair, pole, tree, etc.). To tie the hands, arms and legs requires two spells.

Forcebonds requires a combined supernatural P.S. of 45 to pull free or break the magical bonds (takes 2D4 minutes of trying to do so), or 100 M.D. to destroy them, Dispel Magic Barriers and Negate Magic can be used to make them disappear, but the Forcebonds get a +2 to save. An Anti-Magic Cloud will dispel them instantly. Characters with the Escape Artist skill will find Forcebonds extremely difficult to escape from; reduce the success rate by half, and each attempt takes three times as long. When bound by this magic, the Escape spell functions as the Escape Artist skill at a 50% maximum proficiency. An escape can be tried once every five minutes (needs a roll of 01-50% on percentile dice to succeed). Teleporting away, while hound, will take the character to a new location, but he is still bound. Metamorphosis into a mist works wonderfully. Metamorphing into any animal or insect with legs and a body is futile, as the animal will remain tied up by the magical Forcebonds.