

General Invocations - Ryloth

Level 1

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 ten 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 60ft (18.3m) away. Saving throw is standard; those who successfully save vs magic are not blinded. **Note:** Does not effect robotic, bionic or cybernetic eyes.

See Aura

Range: 100 feet (30.5 m).

Duration: One melee.

Saving Throw: None. Only the psychic powers of *Mind Block* or *Alter Aura* will mask the presence of psychic abilities, the level of P.P.E., or possession.

P.P.E.: Six.

All things, organic and inorganic, have an aura. The aura has many features and distinctions, and can be used to see or sense things invisible to the eye. Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what, or power level).
- The presence of psychic abilities. Low (Minor) or high (Major or Master).
- High or low base P.P.E.
- The presence of a possessing entity (does not indicate Psychic Possession or mind control).
- Health: Sick, injured or completely well.
- The presence of an unusual human aberration which indicates a serious illness or that the character is not human and may be a mutant, D-Bee, or demon, but does not reveal which.
- **Note:** One *cannot* use this spell to determine another character's alignment.

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 2

Befuddle

Range: 100ft (30.5m)

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

Saving Throw: Standard

P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are — 2 to strike, parry and dodge; attacks per melee are reduced by one-half and all skills suffer a penalty of —20%. Each invocation affects only one person each time it is cast. A successful save vs magic means the intended victim suffers no impairment.

Level 3

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person).

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

Saving Throw: None.

P.P.E.: Six

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal vision nor nightvision can detect invisibility; only beings who can naturally, psionically or magically "see the invisible" are able to see an invisible person. Infrared and heat detectors can also pinpoint an invisible character.

Although the invisible character is imperceptible to the eye, he still retains physical mass. This means he cannot go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, including combat, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. **Note:** If cut, only the blood is visible, and so is anything sprayed on the character.

Orb of Cold

Range: Throw: 200 feet (61 m).

Duration: One melee round; 1D4 minutes for numbness.

Damage: 3D6 M.D. plus numbness penalties.

Saving Throw: Dodge; standard.

P.P.E.: 6

The caster summons a globe of magically charged ice (the size of a softball) into his hands to hurl at an enemy. The character must roll to strike, getting his usual P.P. bonus (if any) and a magical bonus of +1 to strike - the orb disappears in one melee round (15 seconds) if it is not thrown. If the orb hits, it shatters, inflicting impact and cold damage to one target. If it misses, it is gone, unless the G.M. thinks it may hit something or somebody else. Those struck take 3D6 M.D. and must make a save vs magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one melee attack, is -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 10%. These penalties are not cumulative, and last for 1D4 minutes.

Level 4

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 spell caster's hand(s) to the intended target; point and shoot; +2 to strike.

Each electrical blast counts as one melee attack action and is limited by the character's total number of attacks. This means a character with four attacks per melee round uses up two attacks to cast the spell, leaving him with two electrical attacks possible that melee round. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Fireblast

Range: 50 feet (15.2 m).

Duration: Instant.

Damage: 3D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight

Fireblast is a simple offensive spell in which the mage shoots Mega-Damage flames from his or her hands. The blast is only one foot (0.3 m) wide, but extends for the full 50 feet (15.2 m). Everything in its path will take damage unless those in its path can dodge or is so massive (i.e. a tank, giant robot, wall of an M.D.C. building, etc.) That it stops the blast from traveling its full range. The blast can be stopped by doors, walls, etc., but only if the spell's damage does not destroy the object first. Otherwise, the flames keep going. This is a great spell for clearing out passageways.

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.

Weight of Duty

Range: One victim up to 200 feet (61 m) distant or two by touch.

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

Saving Throw: Standard

P.P.E.: 10

Weight of Duty affects all characters it is cast upon. A standard save vs magic can be made against this magical mental assault (a high M.E. or other mental save bonuses do not apply). The spell only affects intelligent, mortal beings with an honorable alignment or a strong sense of duty and responsibility (supernatural beings and creatures of magic are immune). Those who fail to save suffer the feeling that the task set for them is too great and they are doomed to failure. This magical melancholy makes them lose all inspiration and drive/initiative, and their limbs actually seem to become heavy as if straining to lift a tremendous weight. Those affected suffer the following penalties: No initiative, -1 attack per melee, -4 to strike, parry and dodge, speed is half, and skill performance is half of normal, plus skills and actions are done halfheartedly and take twice as long as normal. Worse, they are likely to surrender if things go badly.

Note: If the save is made, however, the target benefits from renewed determination and they are +2 on initiative and +2 to save vs this spell and similar mind control magic if it is used against them any time in the next hour!

Level 5

Armor Bizarre

Range: Self or one other up to 30 feet (9 m) away.

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

Saving Throw: To save vs Horror Factor only.

P.P.E.: 15

Like the Armor of Ithan spell. Armor Bizarre creates a suit of magical. form fitting force to serve as armor. However, it provides 15 M.D.C. per level of the caster and this armor appears to be composed of dozens to hundreds of writhing tentacles, pulsating slime, or crawling worms. This magical illusion provides a Horror Factor of 9 +1 for every two levels of the spell caster (10 at 2nd, 11 at 4th, 12 at 6th, etc.). Anyone fighting an opponent in Armor Bizarre is automatically distracted by the moving parts (-1 on initiative) and must make a save vs Horror Factor at the beginning of every melee round. A failed roll means the usual H.F. penalties.

Escape

Range: Self, touch or 5 feet (1.5 m).

Duration: Instant.

Saving Throw: None,

P.P.E.: Eight

The escape invocation enables the mage to magically escape any bonds, or open any locking mechanism that bars his way. This includes being tied with rope, handcuffs, prison cells, doors, trunks, locks, straitjackets, etc. One restraint or lock can be undone per each invocation (one per melee round is possible). Only gagging the mage will prevent the use of this magic.

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.

Mental Blast

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience, but the intended victim must be visible.

Damage: 5D6 damage plus disorientation penalties. Double damage by touch, but must actually touch bare skin.

Duration: Instant, and add 1 melee per level.

Saving Throw: Save vs psionic attack.

P.P.E.: 15

Mental Blast is a magical spell that simulates a psionic attack on an enemy. Instead of blasting away with energy bolts to damage the body, this attack is invisible and undetectable (except by psionic individuals) because it attacks the mind. The mental blast does damage direct to Hit Points for normal creatures, or M.D. to supernatural and mega-damage creatures. It can affect targets protected in body armor, but not those clad in power armor, giant robots or armored vehicles. In addition to physical pain and damage (a sudden migraine headache or shooting pain in the head, neck or spine), victims of this insidious attack will feel confused, disoriented and paranoid. The victim instinctively senses he is under attack, but doesn't know from whom - one of the great advantages of this spell is that it is virtually invisible and it can be difficult to determine the source. Thus, the victim may flee the area or accuse innocent people, lash out madly (and with deadly force) or call to a nameless (faceless) enemy to show himself and fight openly, man to man.

Penalties: Victims of this attack are -2 on initiative, -2 to strike, parry, and dodge, and -20% on all skills. Penalties remain in force for 1D4 melee rounds per attack; multiple Magical Mind Bolt attacks will have a cumulative effect. If the character successfully saves vs psionic attack, the damage is half and there are no penalties!

Note: Mind Melters and Mind Bleeders will automatically sense who their attacker is!

Level 6

Targeted Deflection

Range: Effective targeting deflection is 500 feet (152 m) +50 feet (15.2 m) per level of experience. Trying to hit a target beyond this range is -1 to strike per every additional 100 feet (30.5 m). This spell can only be cast on the sorcerer himself,

Duration: One melee round per level of experience.

Saving Throw: Dodge

Limitation: Energy attacks only.

P.P.E.: 15 Targeted Deflection is a more advanced form of the Deflect spell.

After invoking this magic, the mage can magically parry energy attacks/blasts with his arms and hands (a small field of energy momentarily appears around the hands and forearms). Best of all, he can deflect them in such a way that the attack is directed back at its source!

Unless the attacker dodges, he takes full damage from his own attack and the mage takes none! To successfully return the attack to its source, the mage rolls to parry with a bonus of +3 (in addition to any P.P. and/or Targeting skill bonuses). A successful parry will block and deflect the attack harmlessly away. Any roll above a 13 will bounce the blast back at the attacker. The attacker can try *to dodge* the bounce back energy blast, but does so without bonuses and must match or beat the mage's parry roll. A roll by the mage between 5-13 simply deflects the attack out of harm's way, a roll of 1-4 means a fumbled deflection and the blast hits the mage without it being deflected. The mage can also try to deflect the blast at a different target, but does so without my bonuses and needs a 16 or higher to strike.

Note: Only energy blasts, including magical energy, can be deflected back at the attacker or at others. However, the mage can parry and deflect projectiles harmlessly away the same as the Deflect spell.