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Presents:

## ARCADE UNLIMITED

Magic Rules for Interlock Unlimited.

Written by Deric Bernier ([droc@mc2k.com](mailto:droc@mc2k.com)),



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# - THE ARCANES ARTS -

## MAGIC RULES FOR INTERLOCK UNLIMITED

Magic can be defined in many different ways. To some Magic is the life-force of the very universe; to others it is merely parlor tricks and hokum. Arthur C Clarke is famous for saying “Any sufficiently advanced Technology is indistinguishable from magic.” Interlock Unlimited does not attempt to explain where magic comes from, we feel that is best left to the Game Masters and players, who are crafting their own worlds, or using this system to play in their favorite settings. Instead, our goal is to provide simple rules for how it works in game terms.

You may notice that many of the spells we have listed are identical to the Powers and Psionics found in Meta-Powers Unlimited and Psionics Unlimited. This is because for all intents and purposes they are the same thing. Some systems will break everything up, and that is perfectly fine, and we will provide suggestions for doing that with Interlock Unlimited later. But for now, let's get started on the Basics.

### **BASICS**

A character that decides to become a magic user will take the Role: Arcanist.

**ARCANIST**  
(Wizard, Mage, Warlock, Witch, Sorcerer, Necromancer, Cleric)

You have devoted your life to Magic and the Eldritch Arts.  
**SA – Wielding:** Add this SA is added to Arcane Lore and Spellcraft.

**Arcane Lore (INT)** – This skill is used to understand the nature, history, and complexity of the supernatural, metaphysical, and otherworldly.

**Spell Craft (INT)** – This skill allows the character to recognize spells and magic, as well as learn and even create their own.

In addition, Arcanist has one other special property that sets it apart from other Special Abilities. It helps determine a characters Eldritch Reserve.

### **ELDRITCH RESERVE**

Eldritch Reserve is the limit on the amount of Magical Energy a character can safely manipulate (i.e. how many points the character has to cast spells). It is determined by multiplying the characters COOL x their Wielding Special Ability, the resulting number is the characters Eldritch Reserve. So if a character has a COOL of 8 and a Wielding of 4, he has a 32-point Eldritch Reserve.

Eldritch Reserve points are spent whenever a Spell is Cast. And they Regenerate a number of points equal to the characters Wielding Level per hour from the last casting.

### **SPELLS**

Spells are treated like skills. They are bought at Character Generation with the characters Starting Skill Points (see Interlock Unlimited Core Rules), and New Spells are bought and raised through IP the same as normal skills. However Spells can do things no skill ever could, they can reshape the world around the Caster, rain horrible doom on his enemies, and even transcend the laws of space and time.

For every level of Spell the character has achieved, it costs one point of Eldritch Reserve to cast it. In other words, if a character has the spell Energy Emission at Spell Level (SL) 5, casting it

would cost him 4 points from his Eldritch Reserve. However, the character does not have to Cast at his full strength, they may at any time choose to cast a lower level version of any spell they know such as the same character casting the same spell, only at Spell Level 2, thus only spending 2 points.

It is possible for a character to expend his Eldritch Reserve and still Cast Spells; however doing so takes an enormous strain on the character. For every 5 points worth of spells they exceed their Eldritch Reserve limit by, the character will take a point of damage. Magical healing will have no effect on this damage, it must be healed at the characters natural rate.

Unless specifically stated otherwise, casting a spell is a Full Combat Action. Also unless specifically stated otherwise, the Caster is not immune to his own spells.

### **LEARNING NEW SPELLS**

Learning a new spell requires the Caster to make a successful Spell Craft skill check. The DC is a base 15 if the Caster has access to the spell (such as being taught by another Caster or book of Arcane Lore, 20 if the Caster has merely seen the spell in action, 25 if the spell is unlike any the caster already knows, 30 if the spell is rare, and 35 if the spell is unique.

### **RESISTING SPELLS**

Many spells can be resisted. The formula for resisting a spell is:

$$\text{TARGET: COOL + RESIST TORTURE/DRUGS + 1D10} \\ \text{VRS} \\ \text{CASTER: COOL + SPELL LEVEL + 1D10}$$

### **CREATING MAGIC ITEMS**

Magical Items are created using the Bestow Magic spell. Eldritch oil is the conduit for creating a magical item, the highly flammable liquid is sprinkled on the item or for major imbue the item is submerged in it. It cost five units of standard currency for an ounce, though depending on your setting, it may cost more or less.

### **MAGIC AND HUMANITY LOSS**

Anytime a magic using character suffers a Fumble using magic that results in unintended damage to another, he must roll 1d6 and subtract the number from his Humanity. Magic bestows great power, but it can corrupt and its use is dangerous.

### **STACKING MAGICAL EFFECTS**

Identical effects from magic and magical devices do not stack, in any situation, only the highest bonus counts.

### **MAGIC AND SUPER POWERS, PSIONICS, AND CYBERNETICS**

As explained above, most of the spells listed are identical to the Superpowers and Psionics in Meta-Powers Unlimited and Psionics Unlimited, though edited to be somewhat less powerful than the Supers Rules, and as powerful but more varied than the Psionics Rules. The rules for all these systems are compatible; psionics and Magic go hand in hand and work nearly identically. The Supers however are written for a much grander scale, so it is recommended you use one system or the other.

Using the Cyberpunk 2020 rules for Cybernetic Enhancement (see the Interlock Unlimited Cyberpunk 2020 Conversion Manual) is allowable, so long as the setting supports it. However, effects from cybernetics such as Stat bonuses, or armor values, do NOT stack with those given by Magic. Only the higher level of either counts.

# SPELLS:

## **ANCESTRAL MEMORY:**

**Duration:** SL x Minutes

**Resistible**

**Range:** Touch

With this Spell the Target is somehow aware and has access to knowledge of one or more ancestors. It does not have to be a blood relative, but instead could be a former mentor, or member(s) of the same, fraternity, or a person with a shared duty, this is up to the Caster to decide. For every point of SL, the Target can make psychic or astral contact with one deceased person, who can share knowledge advice and opinions with the character. This mentor(s) will not be able to accomplish any physical actions or communicate with anyone else (unless the character acts as a psychic anchor) but will be able to roll his own INT, EMP, and COOL based skills in order to advise the character.

## **ANIMAL MIMICRY:**

**Duration:** SL x Minutes

**Resistible**

**Range:** Touch

This Spell allows the Target to mimic the natural ability of any animal the Caster chooses (must be familiar with). It will give them the base ability only, and not be taken from specific animals. For every SL the spell is cast the Target can mimic one animal ability, though the abilities do not have to come from the same animal. With this Spell the Caster could give the Target the strength of a Bear, the borrowing ability of a worm, or the swimming capability of a dolphin. The animal must be natural for the character to mimic its abilities, in other words the character will receive no abilities from Meta enhanced animals, Magical Beasts, or Mechanical constructs.

## **ASTRAL PROJECTION:**

**Duration:** INT+SL x Minutes

**Resistible**

**Range:** Touch

With this Spell, the Target may Astrally Project himself, leaving his body behind and becoming an embodiment of his own ego. The astral projection will be either invisible or translucent with a glowing outline the same color as the users Aura. The Astral Projection itself cannot move or manipulate physical objects, or make any physical attack. However it can speak and be heard. The Astral Projection can travel through solid objects, and has no need for air, even allowing it to travel into space. Projecting requires total concentration, and any thing that touches the physical body stronger than a gust of wind will cause the Target to make an immediate INT save at -2, or the projection is immediately broken and the Target will be dazed and disoriented for 1d6/2 rounds, unable to perform anything but a move action. A Target can Astrally Project himself instantly anywhere he has first hand knowledge of, or he may move about in his astral form at a rate equal to his MA. An Astral Projection will last for a number of minutes equal to the Casters INT+SL, after which the Target must make a COOL Save, success renews his concentration (Duration resets), failure immediately pulls him back to his physical body. While a character is Astrally Projecting, they are unaware of what is happening around their physical body, and leave it relatively defenseless. Psionic Powers can be used during Astral Projection, and the Astral Projecting Character himself is susceptible to any Psionic powers or powers that effect the INT, EMP, or COOL.

## **ASTRAL/SPIRITUAL CONFINEMENT:**

**Duration:** SL+INT x Days (Special)

**Resistible**

**Range:** Mental Contact

With this Spell, anytime the caster engages in an Astral or Spiritual battle, they may attempt to confine their Targets Consciousness or Soul. Success means the Target is trapped for a number of days equal to the Casters INT+SL. When a Caster reaches SL 8 the duration becomes weeks, SL 10 lengthens the duration of confinement to Months. The nature of the confinement can be chosen from 1 of 2 options. If the Target successfully Resists, the Caster may not attempt this spell on the Target again for a number of days equal to the points Target succeeded his Resist by.

Option 1. Traps the Target on the astral plane, separating them from their body. They may attempt to break free and either return to their body or find a host (see Body Snatch Spell) if their body is dead, once every 20 days -1 day per point of COOL (if the confinement lasts longer than days, the character may attempt this in terms of the duration).

Option 2. Traps the Soul and body of the Target in an object (weapon, bottle, gem, etc...) If this option is chosen the object is also bestowed with the Targets powers (Allowing the wielder to cast spells or use supernatural abilities the Target knows through the object at Targets Spell Level with as many Spell points as the Target had when Confined. However, if the object is destroyed, the Confined Target(s) is instantly freed and appears on the spot.

## **BESTOW MAGIC:**

**Duration:** Special

**Range:** Touch

With this Spell the caster may bestow a non-living object with Magic. To infuse an object with Magic the Caster must expend his own Eldritch Reserve at a rate of 1 point of Infused Power for 5 points of Caster Eldritch Reserve. The Caster can spend as many points as he wishes, on as many Spells as he is capable of Casting. The duration of Magic's bestowed on an object will have a duration equal to the Highest Duration of the Caster at the time of Infusion. However the items powers must be Activated before they can be used and the Duration is drained. Eldritch Reserve points spent to infuse an object with Magic will be regenerated at a rate of 2 per day of rest (one point per day if the Caster undergoes strenuous activity). A Caster may only infuse an object with one Spell at a time, though he may infuse an object with multiple spells separately. A Caster with diminished Eldritch Reserve will suffer appropriate weakness to their own Spells as they regenerate. An object infused with Magic will either bestow the powers on anyone using it, or will radiate from the object itself (chosen at infusion). Casting this spell requires 6 hours per Eldritch Reserve point bestowed on an object. At Spell Level 10, any Spell with duration greater than instant bestowed on an object will be Permanent. Instant duration Spells will be useable once every 24 hours. Skills (but not Special Abilities) can be added to an object as well as spells for the same cost in Eldritch Reserve points, at a rate of a 1-point bonus for every 2 skill points the Caster possesses. In addition, for every point of Eldritch Reserve spent imbuing an item, the caster must spend an amount of x20 in Eldritch Oil.

**Special:** If a Caster of SL 10 chooses, any object he bestows with magic is so attuned to the Caster through his life force, that if the object is destroyed, it will cause the Caster to take damage equal to half the Spell Points he spent on it. However any object thusly attuned will only take half as long for the Caster to regain Spell Points used to create the item, and the Caster will not only know

the exact location of the item at all times, but be able to summon it to himself at will.

### **BESTOW LIMB/TAIL:**

**Duration:** SL x Days

**Resistible**

**Range:** Touch

This spell gives the Target an extra arm or leg (or other appendage). It will grow from whatever part of the body the Caster touches, and provide an extra attack, or a +2 bonus to all Grapple and hold checks.

Alternatively, this Spell gives the Target a useable tail, The tail will reach the characters knees, but at SL 2 and every 3 SL afterwards the tail can be extended by 1 meter.

1. Prehensile (like a possum or some reptiles and monkeys, this tail can be used to grip objects, hold up the character, etc... it has a Lift rating equal to ½ that of the character.
2. Muscled (like a lizard or large reptile) this tail is thick and muscled; it has a STR equal to the character and does as much damage as a kick. It can be used to make tail swipes and sweeps (Using the characters Sweep attack) .

Swimming Tail, this tail is fined to aid in swimming, it adds 10% to the characters Swim speed and gives him a +2 to all water based maneuver checks.

### **BODY INVASION:**

**Duration:** SL x Rounds

**Resistible**

**Range:** Touch

With this Spell, a Caster is able to enter and control the body of another sentient creature. Using this power to enter or exit a Host body is a Full Combat action. While the Caster is in the Host body, he has full control over the body and all its natural weapons and powers that enhance physical actions, including anything Governed by ATTR, BOD, REF, and MA. He does not control or have access to the Hosts memories however, so he has none of the Host bodies skills. The character retains their own INT, TECH, COOL, LUCK, and EMP (though if the Host body has any cybernetics or bioware which have reduced his Humanity, the Caster will suffer the same Humanity loss for the duration of the time he is in the host body). Any Non-Natural or Stat-enhancing powers of the host body will not be known to the Caster unless he has knowledge of them beforehand or learns of them, in which case he has a 50/50 chance (possibly modified by Caster familiarity with similar powers, spells, or Psionic skills) to use them. Psionic and Magical powers of the host cannot be used by the character. However the Caster can use his own Psionic or Magic based powers, or any of his own INT, EMP, or COOL based powers, but any of the Casters natural powers or abilities derived from REF, BOD, MA, or ATTR are unusable while in the Host body. To enter a Host body, the Caster must first make a successful attack (chosen by the character at generation from either grapple, punch, kick, or ram) if the attack is successful the process starts, and the Host may choose to resist the Casters Intrusion. If the Host wins the "Body Snatch" is unsuccessful and the Caster is dazed at -3 to all actions for 1d6 rounds. If the Host loses the Body Snatch is successful. The duration a Caster can inhabit a Host is a number of rounds equal to the Casters COOL + SL before the Host can renew the Will opposition in attempt to regain control of his body (Host failure resets the duration, host success ejects the character and leaves him dazed for 1d6 rounds+the amount of points he failed his roll by). At SL 5 the duration changes from Rounds to minutes, and at SL 7 from Hours to Days. At SL 10 the duration becomes weeks. At the time of Casting, the

Caster must decide whether the Host remains conscious or dormant while his body is being controlled. If the host remains dormant he cannot be communicated with at all, if he remains conscious the Caster can communicate with him telepathically and probe him if he has his own psychic powers. Any situation that causes the character to make a COOL save (such as taking damage) will automatically provoke an attempt by the host to eject the character. While in the Hosts body, the Caster will suffer any damage the Host does. If the Caster releases the body, or the Host ejects the Caster while the Host body is wounded, the damage is split evenly between the two. If the Target successfully Resists, the Caster may not attempt this spell on the Target again for a number of days equal to the points Target succeeded his Resist by.

### **BURROWING:**

**Duration:** SL x Rounds

**Resistible**

**Range:** Touch

This spell allows the Target to move through earth at ½ their run speed. However they will not be able to move through solid stone metal or other dense objects will cause the character to have to either find a different route, or stop him cold.

### **COLOR CHANGE:**

**Duration:** Special

**Resistible**

**Range:** Touch

With this spell the Caster can change the color of any non-living thing they touch for as long as they are touching it and a number of rounds equal to their COOL afterwards. At SL 3 the Caster can make the color change permanent, with the Paint/Draw skill they can use their fingertips as a paintbrush. The spell effects 1 meter of surface area per point of SL.

### **CONSUME:**

**Duration:** SL x Rounds

**Resistible**

**Range:** Touch

This Spell allows the Target to consume 2kg pr Caster SL of matter per day. A Target can consume a maximum of 1kg every 5 minutes. The Target creates special enzymes that allow them to break down matter bypassing 2 points of SP/Hardness per SL of the spell cast. This spell makes the Target temporarily immune to any material he ingests, and at the end of the spells duration any ingested material will be dissolved by the enzymes. However, the Target will be left feeling hungry, as the enzymes also absorbed any nourishment in the Targets stomach, and until he eats a full meal he will be at -1 to all actions.

### **DEMOLISHING STRIKE:**

**Duration:** Instant

**Range:** Touch

This spell allows the target to strike at the weakest point of any object, the damage from the strike ignore SP and goes straight to SP. For every point of SL this power is cast at the Target can ignore 5 points of SP. Every 10 SP an object possesses adds a +1 to the difficulty to hit. This Spell cannot be used on living organic objects or creatures or magically imbued objects. The spell will be expended the instant the Target touches an object.

**DOPPLEGANGER:****Duration:** INT+SL x Minutes**Resistible****Range:** Touch

This Spell changes the Targets shape and outer appearance to mimic that of another person. At SL 1-4 this spell allows the Target to visually mimic one person of roughly the same size and weight and provides a +1 to disguise every 2 SL. Starting at SL 5 the spell can modify the Targets height by an inch and their apparent weight by 25lbs. A Target may only impersonate someone effectively if they know the person they are imitating. If they are a casual acquaintance they lose 1 point of their bonus, if they only have video recording they lose 2 points, if all they have are photographs they lose 3 points and if all they have is word of mouth they get a maximum of +1 Regardless of SL. However if they know the person intimately, such as a very close friend, family member, or lover, they get a plus +3. At SL 6 the duration becomes hours, at SL 10 it becomes days. The transformation takes a full round. This spell will not change the characters voice, scent, or Aura.

**ELEMENTAL DOMINATION:****Duration:** SL x Rounds**Resistible****Range:** Special

With this Spell a Caster can control the elements of Fire Earth Wind, and Water. A character may choose more than one, but must take them each as a separate Spell.

**EARTH CONTROL:**

This Spell allows the Caster to control the earth and rock around him. He can create earthquakes, open fissures, change the density of the ground turning it harder or softer, even creating a “wave” of dirt and rock. For every SL of this spell the Caster can control 2 square meters of earth and stone with a range of 5 meters away from himself. All uses of this Spell are a Full Combat Action. If the Caster uses the power to cause an earthquake, the quake will cause 1d6 damage per SL to any structures, and cause any living thing in that spot to make an Athletics roll with a negative modifier equal to the Casters SL to remain standing. If the Caster decides to use the power to open up a fissure, he must do so in a line, and choose how deep and long the fissure is to the maximum allowable depth (determined by SL), The fissure will open at a rate of one meter per SL per round, and will close at the same rate. If the Caster creates a “wave” of earth, the wave height and length will be determined by the SL the spell is cast at, it will move equal to the Casters MA, and it will do 1d10 damage for every 2 SL it is cast at to whatever it crashes into. If the Caster desires, he may ride this wave as though her were surfing by using the Skate/Surf skill, with a modifier of +1 for every Tier.

**FIRE:**

This Spell allows the Caster to control the elemental force of Fire. He can shape it, increase or decrease it’s size, and direct its path. For every SL the spell is cast at the Caster can control 2 square meters of fire with a range of 5 meters away from himself. The Caster can increase the size of the fire to it’s maximum, or decrease it to the point of extinguishing it. The Caster may shape the fire into any form her desires up to its size limit, though more complex shapes require the Sculpture skill. He may attack with the fire, doing 1d6 burning damage for every

2 SL by sending a gout of flame to cover the Target, or by gathering the fire into a ball and launching it at a Target at a range equal to his SL x 10 in meters. He may also spread the fire out, decreasing the damage for more coverage. The Caster may keep the fire burning without fuel, however once the Caster has left the range of effect, any fires will burn themselves out normally. Having this power automatically makes the Caster immune to Fire and Heat while it is active, even as far as allowing it to cover the Casters own body, coating him in a sheath of flame providing him limited armor from bullets and melee weapons (the fire surrounding a Casters body will stop 5 points of damage per SL, if the damage does not get through, the object melts or burns up before hitting) and allows the Caster to add the flame damage (ID10 per 2 SL) to his melee attacks.

**WATER:**

This Spell allows the Caster to control the water around him. He can create whirlpools, waterspouts, waves, part the sea, and even direct the flow of water into an attack. For every SL this spell is cast at, the Caster can control 2 square meters of water with a range of 5 meters away from himself. All uses of this power are a Full Combat Action. If the Caster uses the power to cause a waterspout, it will cause 1d6/2 damage per 2 SL to anyone it hits, and anyone sucked into a water spout or whirlpool will be subject to submersion and drowning rules and suffer a –1 penalty per SL to all actions due to the violent spinning and low visibility. The Caster can part deep water with this spell, he must do so in a line, and choose how deep and long the part is to the maximum allowable depth (determined by SL), The water will part at a rate of one meter per SL per round, and will close at the same rate. If the Caster creates a wave, the wave height and length will be determined by the SL of the spell, it will move equal to the Casters MA, and it will do 1d6 damage per 2 SL to whatever it crashes into. If the Caster desires, he may ride this wave as though her were surfing by using the Skate/Surf skill, with a modifier of +1 for every SL. With this power the Caster may also direct a gout of water, increasing or decreasing its pressure to make a 1d10 Pier 2 SL attack, like the spray from a fire hose. The Caster cannot create water, though if a source of water, such as a faucet or fire hydrant is near, he can cause it to burst by building up pressure.

**WIND:**

With this power the Caster holds dominion over the levels of wind. They can make the wind Stronger or Weaker, and can make it blow from any direction, even creating whirlwinds and tornadoes. For every SL of this power the range of their powers effect increases by their COOL + SL x 10 in meters. Within this range, the Caster can move the level of wind one category in either direction equal to their COOL per round. Using this power requires a Normal Combat Action, and the duration will last for 1d6+ SL in rounds from the last wind shift before the wind begins returning to normal at a rate equal to the Cool + SL in rounds. This power can be used to fly by basically lifting and guiding the Caster and/or anyone the Caster targets within range, the Speed will be equal to the SL + COOL..

**WIND INCREMENT CHART**

Still	Breeze	Light Wind	Medium Wind	Strong Wind	F1	F2	F3	F4	F5
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**EMOTIONAL DOMINATION:****Duration:** SL x Rounds**Resistible****Range:** Line Of Sight or Mental Contact

With this Spell the Caster may influence the emotions of others causing rage, fear, sadness, arousal, nervousness, sadness, happiness, or any other emotion. The spell modifies the Targets COOL by -1 for the purposes of Resisting the spell, -2 at SL 5 and -3 at SL 10. For SL 1-5, the spell must be activated by touching the Target. If the Targets Resist check fails, they feel the emotion so strongly that it provides a +5 bonus to any Cool or EMP skill checks the Caster makes when dealing with the target. Making the touch attack and activating the spell is a Normal Combat Action. AT SL 6 and above the Caster can create an Aura of Emotional Domination about himself or cast it on a Target. The Aura affects anyone within range. The range of the Aura is equal to the SL the spell is cast at in meters. If the Target successfully Resists, the Caster may not attempt this spell on the Target again for a number of hours equal to the points Target succeeded his Resist by.

**ENERGY BUBBLE:****Duration:** SL x Rounds**Resistible****Range:** Line of Sight

This Spell creates a protective bubble of energy. The bubble protects against pressure and vacuum, and provides an SP of 5 for every SL. The bubble measure 2 square meters for every SL and can hold a weight in kilograms equal to the Caster INT + SL x 100 and will last for a number of minutes equal to the Prime Stat plus SL. Generating the bubble is a Full Combat Action. The Caster does have options. The Caster can modify the size, shape, and SP of the bubble. A Caster can decrease the SP and weight limit to make a platform disc for carrying something, or increase the SP and create a shield by decreasing size and weight limit. The formula is: 2 Square Meters = 5 SP = 100kg

**ENERGY EMISSION:****Duration:** Instant**Resistible (Half Damage)****Range:** (Special)

With this Spell, the Caster can release a powerful blast of energy. The type of energy must be chosen when the Spell is taken. Typical energy types include heat, cold, wind, laser, sonic, radiation, plasma, water, , etc. The type of energy may or may not have secondary effects (such as fire/heat starting fires). The Caster must also state at Casting how this Energy Emission is applied, either in a Directed Blast, Ray, Cone, Burst, or Aura. Depending on the Energy Emission Effect (see table below), it may require a To-Hit roll, in this event, treat the SL as a Skill which will be based off Cool, and will act off that in the same way that a Weapon Skill works with REF. Targets may attempt a Dodge VRS Caster attack roll. Regardless of effect chosen, a Caster may always choose to do minimum damage. What the manifestation of the spell looks like is completely up to the Caster.

ENERGY EFFECT	DAMAGE INCREASE PER 2 SL	RANGE INCREASE PER SL	EFFECT DURATION
Large Blast (Single burst) *	1D10	5 Meters	Instant
Ray (continuous beam)*	1D6	10 Meters Full Round + @	Full Round
Cone (or spray)	1D10+5	1 Meter	Full Round
Burst (explosion)#	2D10 or 1d6	Radius 1 Meter or ½ Meter	Instant
Aura (continuous emission)%	1D6/2	1 Meter	5 Rounds Per Tier

\* If this Effect is chosen the Caster treats his Spell Level as a Weapon skill based off Cool

# This effect works in one of two ways.

1. An Explosion centered on the Caster and emanating out in a 360 degree radius (if option 1 is chosen the Caster is immune from his own explosion), or
2. The Caster uses his power to “Charge” an item and can use it as either a thrown weapon that detonates on impact or as a time bomb with a fuse equal to his Power level x3 in seconds (Skill in Brawl/Melee or a Martial Art is required and works off REF as normal.)

% This Effect requires no skill to use and is a field that emanates continuously from the Caster in a 360 degree radius, it may be turned on or off as a Quick Action and can operate up to 5 rounds per SL before a Cool Save must be made to maintain the effect each round.

**ENERGY/KINETIC ABSORPTION:****Duration:** SL x Rounds

This Spell allows a Target to absorb either Energy (lasers, electricity, plasma, fire, cold, etc...) or Kinetic (bullets, arrows, melee attacks, etc...) attacks and rechannel them, either into a ranged energy attack that deals half the amount of die damage or into a physical attack that adds the full amount of Die damage to his melee attack. The Caster must specify when choosing the spell which type of energy he absorbs, and the method in which he redirects it. The spell can be taken multiple times. Die damage as discussed is the amount of Die, and die type of the weapon used to attack the Target. For instance if someone stabbed the Target of a caster who had chosen Kinetic absorption and Physical Attack with a .knife, (1d6 damage) the Target could then add 1d6 damage to his next melee attack. If Ranged Energy Attack is chosen the power automatically generates a skill for use with the attack based on the Target reflex with a skill level equal to the Caster SL. At SL 1-3 the Target takes full damage from the attack type, At SL 4 the Target takes only 50 percent damage, at SL he takes minimum damage. Energy from the chosen attack can be stored for a number of rounds equal to the Targets Cool, and releasing the energy is a Normal Combat Action.

**ENVIRONMENTAL ADAPTATION:****Duration:** SL x hours**Resistible**

With this Spell, The Target is able to adapt to most any environment. When cast, in any environment the Target finds himself in that provides a negative modifier (extreme heat, cold, etc...) the modifier will lessen at 1 point per SL of the Caster.

**EXTRA-DIMENSIONAL ACCESS:****Duration:** SL X Minutes**Range:** Special

With this Spell Casters can access another dimension. The Caster has access to a small extra dimensional space he can use for storage. The amount of weight the space can contain is equal to the Casters SL + COOL x 100 in kilograms.. At SL 10 the space becomes infinite. The opening of this space will appear when cast, on opening, from the mouth of a cave, to a doorway, to an open bag. Once the spell is taken, the dimensional space is specific, and any time the spell is cast, it will open into that same space, allowing the caster to retrieve any items he has placed there. If the Dimensional Space becomes corrupted or compromised, the Caster can choose to create a new one, but doing so severs his ties to the old space and any items he has stored there. Alternatively, if the caster wishes to keep the old space AND create a new one, he may take retake the Spell as a new Spell, but only needs to spend half the IP to raise it. The duration of the spell refers to the amount of time the portal to the dimension remains open, any items stored there will remain indefinitely or until they are removed.

Dimensional Spaces are very safe ways to store items, or even provide the Caster with a safe haven, The caster and other living things may enter the space, though the caster will be required to Cast the spell again in order to open the portal to get back to their current plane.

**EXTRA-DIMENSIONAL COMMUNICATION:****Duration:** SL x Minutes**Range:** none

This Spell allows the Caster to speak with beings from another dimension or plane, including the deceased. Beware, when speaking with a dead being, or being from another dimension, the Caster will be susceptible to any Mental powers they may possess. There is no range limit, the Caster only needs to either be aware of the Targets true name or possess something that once belonged to the Target.

**EXTRA SENSORY ACUITY:****Duration:** SL x Minutes**Resistible****Range:** Touch

This Spell allows the Target to perceive things a normal human would be unable to detect, such as radiation, magnetism, magical residue, and the like. The Caster must choose what type of anomaly he is able to detect, though he may also choose what sense he uses to detect it.. Range is equal to Casters SL+INT in meters.

**FLEETING FIST:****Duration:** SL x Rounds**Resistible****Range:** Touch

This Spell bestows one extra Quick Combat Action per round on a Target. At SL 5 the Caster may bestow a second Quick Combat Action, and at SL 10 he may bestow a third.

**FLIGHT:****Duration:** SL x Rounds**Resistible****Range:** Touch

This Spell allows the Target to fly. At SL 1-3 the Target may move forward, up, down and left right, but may not move backwards or hover for more than one round, and requires the Target to use their Athletics Skill to maneuver. SL 6 allows for flight like an insect or helicopter, allowing the Target to hover and move backwards, but still requiring Athletics Skill checks for maneuvering. SL 9 allows for perfect flight, moving in all directions and hovering, it does not require it's own skill, but an Athletics check may be needed for difficult maneuvers. This version also allows for flight in space, and allows the Target to "fly" underwater. The Target can fly at the same Speed they run. At SL 5 they can double their speed while flying and at SL triple it.

**FORCE FIELD:****Duration:** SL +COOL x Rounds**Resistible****Range:** Touch

This spell works in one of two ways, it either envelops the Targets body, providing an SP of 3 per SL it is cast at for a number of rounds equal to the Casters SL+COOL, or it creates a 1 meter by 1 meter "Shield" of Energy equal to SP:5 per SL for an equal amount of time. In both cases the armor is treated as hard. The Caster is able to move the shield at will a number of spaces per round equal to the SL he is casting the spell at.



## **FORM ALTERATION:**

**Duration:** SL x Rounds

**Resistible**

**Range:** Touch

Form Alteration transforms the Targets body. The type of alteration a Caster may perform must be specified when the Spell is chosen, though the Caster may choose multiple spells with different Alteration types. If the Caster uses this spell to Target another, the Target may attempt a save. Characters in Gaseous, Electric, Light, Liquid and Non-corporeal forms do not take damage from normal attacks, however anything which causes them to dissipate, or separates parts of their bodies will damage them. The change takes 1 full round during which the target can do nothing. The various Types of Specific Form Alterations are as follows:

### **ANIMAL:**

As indicated, this version of the Spell allows the Target to take on the form of an animal, or a hybrid of the targets Natural form and that of an animal. The animal chosen must be the same size/weight category as the target, however if used in conjunction with a Shrink/Enlarge Spell, the Target may assume the form of Larger or Smaller animals.

### **ELASTIC:**

With this Version of the Spell the Targets body becomes elastic, and they are able to stretch parts or the whole of their body. At a one SL this spell allows a character to stretch a specific part of his body (Fingers, toes, hair, neck, forearms, lower legs...) out to a range of one meter. Every additional point of SL increases that range by one meter to a maximum of 6 meters. At SL 5 the Spell allows the entire body to stretch out. The maximum stretch range is x3 the height of the character, with a meter thrown on for every point spent. The character can stretch one part or their entire body to this distance, even flattening himself out like a blanket, sail, or a net to engulf someone. At SL 10 the Target can not only stretch and flatten himself, but they can also assume any shape

(using the Sculpture Skill). The target retains control over their body no matter what shape or the length he has stretched it, however for every meter he stretched his ability to lift is reduced by 5 kilograms. For every point of SL the Target receives a +1 to any checks Athletics or Strength Feat regarding his ability to retain his grip and a +1 to all Grapple and Hold and Escape checks.

### **ELECTRIC:**

This version of the Spell transforms the Targets body into pure electricity (or some other type of energy including fire). The caster may choose whether that body is a ball or mass of electricity, maintains a humanoid shape, or even the shape of animal or mythical beast. At SL 1-4 anyone who comes in physical contact with this form will describe the sensation as a tingling, like licking a nine volt battery. For every point of SL 5 and above, the Target can generate a powerful electric charge in his body doing 1d6 damage to anyone he touches or who touches him.

### **GASEOUS:**

This power allows the Target to dissipate his physical form into that of a gas. At SL 1-4 the form is merely a harmless gas, like a cloud or fog, allowing the character to travel at a rate equal to 1/2 his movement (though if moving in the direction of a breeze he may move at that speed. The character may also disperse themselves to cover an area equal to his BOD in square meters. At SL-5 and above the gas is poisonous and does 1d6 points of damage to anyone in contact with it, INCREASING TO 2D6 at SL7 and 3D6 at SL9. At SL 10 the gas is corrosive, and damages any materials it comes into contact with that would be effected by acid.

### **LIGHT/SHADOW:**

With this Spell the Targets body transforms into pure light, the character may choose as per Form Alteration Electricity what shape this light actually takes. At SL 8 this spell allows the Target to "pulse" their body like a strobe light, causing anyone looking at them to roll a REF save or go blind, for every additional SL after the REF save difficulty gains a -1 modifier.

Alternatively, this power can turn the Targets body into living shadow, allowing them to travel through darkness and shadow undetected at double the Targets Movement Allowance. However the character can only move in this fashion as long as there are unbroken shadows.

### **LIQUID:**

In liquid form the Target can travel at a rate equal to his MA per round, or spread himself over a number of meters equal to twice his BOD. The Target can use his liquid form to travel with other liquids at the rate other liquids are moving, such as traveling downstream in a river. With this power, unless the character is in a watertight environment they are never trapped.

### **NONCORPOREAL:**

With this version the Target has no physical body, appearing as a ghost. While in this form the character cannot touch or be touched by anything in the physical realm, though he can be heard and seen. By making a will save at -2 he may solidify just long enough for brief contact as a quick action, with another quick action required to de-solidify. The Target can pass through matter, such as soft earth, wood and water, and at SL-6 the Target can pass through metal, ceramic and all natural (ie non-magical, non-psionic, and non-meta enhanced) substances for as long as the character can hold his or her breath.

### **SOLID (METAL, STONE):**

With this version the Targets body becomes a mass of living metal or stone (or other solid substance). The substance must be chosen by the Caster when taking the Spell, and it will increase the Targets weight by 1d10x10 kilograms. He gains an immediate +5 Natural Armor which counts as Hard. The character will be able to ignore 20 points worth of heat or cold damage, and for every additional 2 points of SL he can ignore 1 more point of heat or cold damage, though his surface may absorb the heat and burn anything or anyone he comes in contact with. In armored form, he no longer tracks Wounds, and instead has an SDP equal to his wounds, ignoring Stun and Death saves while he is in armored form. This can be very dangerous however, as SDP loss will transfer back to wounds when he reverts to human form causing immediate Stun and Death saves with modifiers appropriate to damage.

### **VEGETABLE:**

This transforms the Targets body into a humanoid mass of vegetation. As vegetation the Target does not suffer penalties from damage, nor does he take bleeding damage. At SL 3 the Target may grow fruit, vegetables, flowers, etc... at a rate of 1lb per day equal to his COOL, or he may grow a vine at a rate equal to his COOL per round in meters, maximum length equal to his COOL x 5, able to hold a weight equal to the characters Max Lift (for every ten kilograms he weakens the vine by, it may grow an extra meter). The Target can grow any fruit he has personally eaten, and has control over the vines direction as they grow. A character with this power is vulnerable to any condition that effects plants, such as herbicide, lack of water, lack of sunlight, and extreme temperatures.



**GLOW:****Duration:** INT + SL x Days**Resistible****Range:** Touch

This spell causes the Target to radiate a glow. The color of the glow will be any the Caster chooses, including rainbow effects. The glow will be bright enough to illuminate .an area equal to the Casters INT + SL in meters. If the Caster casts the spell twice on the same target, he may choose to have the glow pulse or strobe, or even vacillate between different colors.

**GO WITHOUT AIR:****Duration:** SL x Hours**Resistible****Range:** Touch

With this Spell a Target can go without air a number of Hours equal to the SL the spell is cast at.)

**GO WITHOUT FOOD OR WATER:****Duration:** SL x Days**Resistible****Range:** Touch

The Target of this spell can go a number of days equal to the SL the spell is cast at without eating or drinking before suffering the effects of starvation.

**HEALING:****Duration:** Special**Resistible****Range:** Special

With this Spell a Caster can heal damage for a number of points equal to their SL. They can use this power on themselves or any other living creature. Casting the Spell is a full action, during which time the Caster can do nothing else in the. However once "charged" the Caster can hold the "charge" of healing energy for a number of rounds equal to his Cool, and release it as a Quick Combat action, or direct it as a blast to hit someone a distance away equal to their SL x 2 in meters. Using the healing charge in such a manner only bestows half the number of points healed. If the Caster is forced to make a stun save for any reason (such as taking damage) and fails, the stored healing charge is lost and wasted. The Caster can exceed or boost their healing limit by actually spending their own health at a ratio of 1 point of personal health for 5 points of healing (a Caster cannot use this aspect of the power on themselves).

Upon reaching SL 10 of this spell, a Caster may attempt to raise someone from death. Doing so requires that the Caster has performed no healing that day, and to bring someone back expends all uses of a power per day for a number of days equal to the amount of days the Target has been dead. This use of the power can be used in concert with other Casters with the same spell, allowing them to add their powers together, expending them equally for a Target who has been dead longer than the spell would allow. If more than ten Casters of this spell work together, the ratio changes to weeks instead of days. Use of the power in this fashion instantly costs the Caster(s) using it and the Target it effects 1d6 points of humanity. Target must agree to come back.

**HEARING:****Duration:** SL x 2 x Rounds**Resistible****Range:** Touch

Casting this spell on a target gives a range of kilometer and extends the audio spectrum into the subsonic range, like a dog.

**ILLUSION:****Duration:** Special**Range:** Line of Sight

This spell allows the Caster to create an illusion. For every SL the illusion becomes harder to differentiate from reality, providing a – 2 per SL to a visual check by anyone attempting to interact with the illusion, at SL 2 the illusion can also create sound, at SL 4 it can create smell, at SL 6 it can create touch, at SL 8 it creates taste. Each SL also increases the illusions maximum size at a rate equal to the Casters INT x SL in centimeters, changing to Meters at SL 3, and Kilometers at SL 8. By sacrificing one or more aspects of the illusion (sight, sound, touch, smell, taste), the size of the illusion will change by a ratio of x5. The DC for determining if something is an illusion or not is determined by adding the Casters INT + SL+ Paint/draw, Disguise, Perform, or Persuasion Skill, depending on the type of illusion.

**IMMUNITY:****Duration:** SL x Minutes**Resistible****Range:** Touch

The Target of this spell becomes immune to one type of threat (Disease, Poison, Radiation, Heat, Cold). The type of threat immunity must be chosen at casting.

**IMPECCABLE SIGHT:****Duration:** SL x Rounds**Resistible****Range:** Touch

This Spell allows the Target to see everything as it truly is, it sees the Aura (see Psychic Aura) of everyone and everything, it cannot be fooled by visual illusion, and it sees through all physical disguise.

**INFRARED/INFRAGREEN VISION:****Duration:** SL + INT x Minutes**Resistible****Range:** Touch

This Spell gives the Target vision into the infrared or infragreen spectrum.

**INVISIBILITY:****Duration:** SL + INT x Rounds**Resistible****Range:** Touch

This spell renders the target Invisible, making them unable to be seen by the naked eye save for a slight glimmer (+1 per SL the spell is cast at to the Targets stealth),, The Invisibility ends when the Target Makes Physical contact with another living being, any object they are holding leaves their possession or they release or activate any offensive magical, psionic, or meta-human energy. Anything that allows a person to see into other spectrums (such as thermograph, infrared, or ultraviolet) will not be affected by this power. And if the user is in water or precipitation the modifier to stealth drops by half. Only the person and the items he is holding or wearing when he becomes invisible are affected. Anything he picks up afterwards will be visible and be seen to float in the air.

**JUMP:****Duration:** SL x Rounds**Resistible****Range:** Touch

The Jump Spell the Target to jump twice his normal distance. At SL 5 the distance a Target can jump becomes x 3, and at SL 10 it becomes x5.

**LOW-LIGHT VISION:****Duration:** SL + INT x Hours**Resistible****Range:** Touch

This Spell effects the Targets eyes and enhances even the smallest amount of ambient light for. When active vision is black and white.

**LUCK MANIPULATION:****Duration:** SL x Rounds**Resistible****Range:** Self

With this the Caster is able to use their own Luck to affect any roll, not just his own, including rolls made by the GM, NPC's and other Characters.

**MAGIC NEGATION:****Duration:** SL x Rounds**Resistible****Range:** Touch

This Spell allows the Caster to completely negate the Magic (including meta and psionically based powers, but not technologically granted ones) in an area. At SL 1-5 spell requires the Caster to touch a specific item or person to negate the magical effects. At SL 6 and above the Spell creates a field equal to the Caster's COOL in meters that the Caster can manifest anywhere within a number of meters equal to his INT + SL. Any temporary magical effects that are on a person or item affected by this spell are lost completely. Permanent effects cease functioning while the spell is in effect and for a number of rounds equal to the Spell Casters SL. Any target hit by the effects of this spell cannot cast (or activate) any new Spells or Powers until they leave the field (or one round after they are no longer in physical contact for the touch based version) and unless they make a successful resistance they will be unable to cast or activate magic for a number of rounds equal to the Casters SL.

**MAGNETIC CONTROL:****Duration:** SL x Rounds**Resistible****Range:** Self

With this spell the Caster can move and shape ferrous metals. For every SL this spell is cast at the Caster can control a number of kilograms of ferrous metal equal to the Casters COOL x SL. Items under his control can be lifted or thrown (at a rate per round equal to his SL + INT in meters) or shaped. Shaping metal into anything other than basic shapes requires the Sculpture skill. Throwing a metallic object as an attack is done as a Brawl/Melee attack, however the Caster uses his COOL instead of his REF. If the metallic object is embedded in another substance, then the Caster can attempt to rip it free, for every SL the spell is cast at the Caster can ignore 10 points of SP or SDP to do so. At SL 5, this spell will even allow the Caster to target metal through shielding, such as the iron in a characters blood, doing so requires a Full Combat Action and is an attack made with the COOL stat applied to SL (This can also be used for first aid rolls), the Caster may choose to do 1d6 damage per 2 SL of internal organ damage, this ignores any armor the character may be wearing (unless it specifically protects against the effects of magnetism, such as being shielded against EMP). The power has a range equal to the INT X SL in meters. At SL 4 the amount in Kilograms a Caster may manipulate is doubled, and at SL 8, it is Tripled.

**MATTER MANIPULATION****Duration:** SL x Rounds.**Resistible (Special)****Range:** Touch

At SL 1-3 This Spell allows the Caster to choose one type of material and temporarily infuse it with the properties of another. The alteration of an objects properties will only last for as long as the Caster is in direct contact with it, or one of many pieces of identical material used to make up a larger object, and a number of rounds after equal to SL. The following example is meant to be taken as a guide. Only Non-living items may be altered as such, and only into other non-living material. The type of material that can be altered must be chosen when the Spell is taken, as well as the material its properties will take on. The spell may be taken multiple times, each time for different items and properties. The spell can alter the properties of an object equal to one meter or one kilogram per SL. Casting the spell is normal action, but afterwards for as long as the duration remains in effect, all it requires is a touch to alter the properties of the chosen object(s).

**Paper to Steel:** This variation uses paper and temporarily gives it the hardness of steel, allowing the Caster to create melee weapons, including blades, out of pieces of paper. This power requires the use of the Origami skill to craft the desired item out of paper. Layered sheets of paper can be used to create armor, or to give SDP to objects created from it. Every sheet of standard paper equals 1 SP and 2 SDP. Paper used to create armor will count as hard, and for every SP:5 it provides there will be a -1encumbrance penalty. Through the use of origami, melee weapons and the like can be created from multiple pieces of paper. Even more difficult items are possible, like paper airplanes large and strong enough to carry a person (using Hang Gliding skill). The easiest use of this power is to use a sheet of paper as a makeshift knife.

At SL 4-6 the items altered by the spell are actually transformed into the other material. And the duration of the alteration changes to minutes. At level 7 duration becomes hours, level 8 days, level 9 weeks, level 10 months.

**MASS MANIPULATION:****Duration:** SL x Rounds**Resistible****Range:** Touch

With this Spell a Caster may increase or decrease a Targets weight. For every SL of this spell, the Caster may increase or decrease their weight a number of kilograms equal to their Cool x INT per round.

**MEMORY MANIPULATION:****Duration:** Special**Resistible****Range:** Touch

With this power the Caster is able to manipulate the memories of another. If the Target fails their Resist the Spell allows them to erase or alter the memories a number of minutes into the past equal to the Caster SL. Cast at SL 3 changes this to hours, at SL 6 it becomes days, at SL 9 weeks, and at SL 10 months. Casting this spell takes a full round during which time the Caster may do nothing else. It is possible for a target to regain their memories, but it requires that something happens which makes them seriously question their own memories or a related traumatic event.

**MENTAL DEFENSE:****Duration:** SL + INT x minutes**Resistible****Range:** Touch

For every 2 SL this spell is cast at, the Target is bestowed mental defenses and their mind is strengthened against mental or emotional attacks, giving them a +1 any saves to resist attacks that effect INT, EMP, or COOL, and a +1 to their own attacks of the same nature for the purposes of overcoming another's resistance.

**MICROSCOPIC/TELESCOPIC VISION:****Duration:** SL x 2 x Rounds**Resistible****Range:** Touch

The Spell allows the Target to see as though they were looking through a microscope or a telescope, but the type must be chosen at casting.

**MULTIPLICITY:****Duration:** Instant**Resistible****Range:** Touch

This spell allows the Caster to make duplicates of a Target. For every SL the spell is cast at the Target can have 1 duplicate active. The duplicate is exact to the Target at the time of duplication, including their clothing and gear (Non-meta or magic items only, magic or meta powered items will be duplicated as mundane), including having the same stats, skills and ability to cast Spells, use Powers, etc.... Any wounds the duplicate suffers will not effect the Target until he reabsorbs the duplicate, at which point the Target suffers 1 point of damage for every 10 points the duplicate took. If the Duplicate dies, the Original immediately takes 1d10 damage and must make a stun save at -1 for every Duplicate that has been killed within 24 hours. Bringing forth (and reabsorbing) a duplicate is a Full Combat Action. The time limit for the duplicate is equal to the casters SL in rounds at SL 1-2, Hours at SL 2-4, Days at SL 5-6, Weeks at SL 7-8 and months at SL 9, and Indefinite at SL 10, but they can be re-absorbed immediately no matter where they are. The personality of a duplicate will be exactly the same at the time of duplication, but the longer the duplicate exists, the more independent he will come, possibly even refusing to rejoin with the Original. For every day the duplicate exists, he gains a +1 to a Resist Check to oppose the rejoining. If the Duplicate fails this save and is forced to rejoin, he may make a second Resist Check at -5, if he succeeds, his mind takes over the new Original Body. A duplicate cannot use LUCK unless he successfully resists the rejoin attempt. After which he is considered a free and unique individual person. If The Duplicate takes over the original body during a rejoining, it is up to the GM to decide whether to allow the player to continue to use that character as determined by how radically different the personalities are. If the Duplicate has been away from the original long enough to raise skills or learn new ones, there is a 50% chance the original will gain that skill. Another other memories the duplicate had will be instantly known to the Original upon rejoining as if the original had been there himself, but the memories will be splintered and be difficult to ascertain whether they are his own memories, or that of the duplicate.

**NATURAL ARMOR:****Duration:** SL x minutes**Resistible**

At SL 1-2 this spell provides the Target with a Natural SP of 5 and an additional 5 SP for every 2 SL after. This armor is treated as soft but at SL 8 the armor is treated as Hard

**NATURAL WEAPONS (DEFENSIVE):****Duration:** SL x2 x Rounds**Resistible**

This Spell gives the Target a natural defensive weapon, such as spikes covering their body like a hedgehog or sharp scales like on a shark, the nature of the defense is up to the Caster. For every 2 SL this spell is cast at, the Target receives a +1 to all Grapple and Hold checks, and Grapple and Hold checks also deal 1D6/2 Damage and an additional 1D6/2 to all Ram attacks (maximum of 3d6 damage and +6 to skill rolls). Anyone attempting to physically attack or restrain the Target must first make a REF save with a negative modifier equal to -1 for every 2 SL the spell was cast at, or suffer the damage.

**NATURAL WEAPONS (MELEEE):****Duration:** SL x2 x Rounds**Resistible****Range:** Touch

This spell grants the Target a natural weapon with a length of 1inch, usually fangs or claws, though other options such as protruding bones, horns, natural spurs, or if the Target has a tail, a stinger is also viable choices. For the appropriate type of attack (Strike/Punch/Kick) this power will bestow 1d6/2 damage (bladed or bludgeoning, must be chosen at Casting) damage to their attack roll. Every 2 SL after the first this spell is cast at will increase the Natural weapon 1d6/2 in damage and increases the length of the natural weapon by one inch.

**NATURAL WEAPONS (RANGED):****Duration:** SL x2 x Rounds**Resistible****Range:** Touch

This Spell grants the Target a natural weapon with a length of 1inch that the Target can "launch" from their body, like a porcupines quills. The weapon has a range of 5 meters and allows one natural ranged attack weapon at 1D6/2. For every additional SL this spell is cast at the range increases by 5 meters and the damage by 1d6/2.

**OBSCURE:****Duration:** SL x2 x Rounds**Resistible****Range:** Touch

With this spell a Caster can cause blindness or deafness to a Target. Casting this spell requires a touch that causes blindness or deafness (chosen at Casting). At SL 6 the spell creates a field around the Caster equal to their COOL in meters and affects anyone in range.

**PENETRATING VISION:****Duration:** SL + INT x Rounds**Resistible****Range:** Touch

Penetrating Vision allows the Target to see through walls, clothing and skin like an x-ray machine revealing only extremely dense matter such as metal and bones. At SL 8 the spell allows a Target to fine to it in such a way as to see layer by layer, such as seeing through clothes to a body underneath, or seeing through the sides of a briefcase to read the papers inside. This spell works with Telescopic vision.

**PRECIPITATION MANIPULATION:****Duration:** SL x Rounds**Range:** Line of Sight

With this spell a Caster holds dominion over the levels of precipitation in the air. Depending on the temperature, they can make it rain, snow, sleet, hail or end any of the aforementioned precipitation effects. Unless they are in an area absolutely devoid of humidity (such as space) they may increase or decrease the level of precipitation. The range of the effect is equal to the Casters COOL + SL x 10 in meters. Within this range, a Caster can move the level of precipitation one category in either direction equal to their COOL per round. Once the spell has ended the weather begins returning to normal at a rate equal to the Cool + SL in minutes.

**PRECIPITATION INCREMENT CHART**

Clear	Drizzle / Flurry	Light Precip.	Medium Precip.	Heavy Precip.	Downpour/ Blizzard	Deluge/ Whiteout
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**PSYCHIC INVASION:****Duration:** SL x Rounds**Resistible****Range:** Line of Sight or Mental Contact

This spell lets a Caster read minds, forcing their way into their targets memories and extracting information. The Target may resist as normal for every round the spell is in effect. Caster success means he gleans an answer of one word per point of INT per round. Success by more than 10 points means he is able to discern the exact details of the information he seeks. Heroes should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape. If the Caster has the Interrogate skill, he may add one word per point of skill to the amount of words he able to glean from his Target per round. Targets who successfully resist do not end the spell, but they may choose to either stay silent that round, or give false information.

**PSYCHIC LINK:****Duration:** SL x Days**Resistible****Range:** Line Of Sight or Mental Contact

This Spell creates a Psychic link between the Target and one other chosen person or animal. It allows the Target to communicate telepathically. If one person with a psychic link dies or undergoes immense pain, it forces a Stun save on the other person sharing the link. Failure results in unconsciousness for 1d6 rounds. Targets can be psychically linked to more than one person, each new link must be cast separately.

**PSYCHOMETRY:****Duration:** SL x Rounds**Range:** Touch

This Spell allows the Caster to read the past of an object. It will allow the Caster to automatically see the faces of the last 2 people to own the item, and a number of previous owners equal to the SL of the Caster. By making a Awareness/Notice skill check it will allow other information to be gleaned, such as the persons name and any major events that occurred while they held the item. Traumatic events will always resonate the strongest, though details may be hazy. The skill check modifier is +1 difficulty for every owner previous to the target the Caster wants information on, so if the Caster wants to find out more information about the 6<sup>th</sup> owner of an item, the difficulty would be +5. A modifier may be given in the Casters favor if the event was traumatic, or the owner had such a strong bond with the item, such as the Spear Of Longinus, or Anastasia's Teddy Bear, in which case a Caster would instantly gain +5 to the check.

**REBOUND:****Duration:** SL x Rounds**Resistible****Range:** Touch

This Spell generates a kinetic field around the Target that amplifies and redirects kinetic force, in other words the Target can bounce as if they were a rubber ball. At SL 1-5 every impact upon the Target will move them a number of meters equal to half the dice value of damage they would have taken and/or at half speed/velocity. This power makes the character immune to impact damage, both from others and from its own use (though firearms and arrows will do half damage). At SL 6 the Target will Bounce a number of meters equal to the dice value of damage they take. SL 8 multiplies the distance by 1.5, and SL 10 multiplies it by 2. The Target will move at the same speed of the object that impacted him for half the distance, then drop in speed. A Target cannot control his direction mid-bounce, but can affect the direction at each impact. It is possible, if the Target is in a confined space, or has enough objects near by, to generate massive speed and momentum. Every object or person the Target bounces off will take damage equal to the weight and Speed of the character as per the Interlock Unlimited Impact Damage rules.

**REINCARNATION:****Duration:** SL x Days**Resistible****Range:** Touch

This spell allows the Target to be Reincarnated every time they die, with all their memories intact. The spell must be cast before the target dies, the Reincarnated character will appear somewhere in the world at random 24 hours after the Target body dies. Cast at SL1-3, the new body will be 5d10+5 years of age and be naked (consult Interlock Unlimited Age rules for possible effects). The Target has a 50 percent chance of returning as the opposite sex. The Target will have to Roll 3d10 and subtract the result from their Skills in any manner they choose, so long as the total number is removed from their Skills. Cast at SL 4-6 the new bodies age will be 2d10 years off (50% chance of under or over), they will appear within 5d10 miles, and the Die roll to determine Skill Loss lessens to 1D10. AT SL 7-9 version of this power allows the character to fore-go one of the effects (age difference, gender change, Skill Loss chosen by Caster). At SL 10 the spell allows the Target to come back exactly the same, in a spot determined by Caster, in 1d6 hours. Regardless of SL the spell is cast at, any General IP the character has accrued will be lost. However IP earned to Specific Skills and Special Abilities is not lost, and can be used at a rate of 1/10 for the purposes of determining lost Skills.

**REGENERATION:****Duration:** SL x Days**Resistible****Range:** Touch

Upon casting this spell the Target will Regenerate Damage at a rate equal to their BTM per day. At SL 4 the Target heals at a rate equal to their BTM per hour, At SL 8 they do so per Minute, and At SL 10 per round.

**ROT:****Duration:** SL X Rounds**Resistible****Range:** Touch

This Spell allows the Target to instantly decay any matter they comes in contact with. For every SL of this power the character can effect 5lbs. (1d6 damage, treat as acid damage) of matter every round. The spell affects inorganic material causing metal to rust, stone to crumble, and wood to rot. At SL 8 disintegrates anything, organic or inorganic.

**SENSE POWER:****Duration:** SL x Rounds**Range:** Self

Once cast, this spell will allow the Caster to know the levels of power of anyone within a number of meters equal to the Casters level x3 from the caster. (In game terms this will tell the Caster how many Character points anyone in range has and whether they have Magical, Supernatural, Psionic, or Meta-Power abilities or items and the general strength of those abilities/items as characterized by an Aura whose brightness increases with power.

**SILENCE:****Duration:** SL x Rounds**Resistible****Range:** Touch

This Spell generates a field of silence around a Target, completely silencing anything within range. The fields range is equal to the SL the spell is cast at in meters.

**SIZE ALTERATION:****Duration:** SL X Minutes**Resistible****Range:** Touch

Every SL this spell is cast on a target at causes the Target to grow or shrink (must be chosen at Casting) 1 increment size (according to Interlock Unlimited core rules size chart). Shrinking and growing bestow the effects listed on the chart. It takes one round per increment to increase or decrease in size.

**SONAR/RADAR SENSE:****Duration:** SL x Rounds**Resistible****Range:** Touch

With this Spell the Target develops a built in sonar or radar sense, allowing them to see the shape of things and the speed and direction that any objects are traveling. With this power, the character sees 3 dimensional shapes, but cannot see color at all. The images will also give a hint as to relative density allowing the character to guesstimate between hard and sturdy objects as opposed to weak or flimsy or hollow spaces.

**SPEAK:****Duration:** SL x Hours**Resistible****Range:** Touch

This spell allows the Target, to have the ability to understand, and be understood, by any living or sentient creature. To the Target it will appear as though any creature he converses with is speaking the Targets native tongue, but to the creature it will seem as if the Target is speaking it's native tongue. The duration of the spell is equal to the Spell Level it is cast in hours. The creature one is trying to communicate with will only be able to do so at it's own intelligence, so while the spell could be used to communicate with a dog for instance, the information it is able to convey will be very very simple and from a dogs perspective.

**SPIDER STRIDE:****Duration:** SL x Minutes**Resistible****Range:** Touch

This spell coats the Casters hands and feet (or other motive gear, such as boots, gloves, or even wheels) with an adhesive substance, allowing him to walk/crawl on walls and even ceilings, provided the structure can support the weight. The duration is equal to the Spell Level it is cast in minutes.

**STAT ENHANCEMENT:****Duration:** SL x minutes**Resistible****Range:** Touch

This Spell allows the Caster to increase a the Stats of a Target. Each casting of the spell requires the Caster to choose a specific Stat for the Target, which will be increased by +1 per every 2 SL the spell is cast at.

**SUBSONIC VOCALIZATION:****Duration:** SL + INT x Minutes**Resistible****Range:** Touch

A spell that will allow the Target to vocalize at subsonic and ultra-high range.

**SUPER SENSES:****Duration:** SL x Minutes**Resistible****Range:** Touch

This spell increases the ability of one type of sensory perception (Sights, Smell, Taste, Touch, Hearing) in a Target, bestowing a +1 to Awareness/Notice (or other possibly tracking) per every 2 SL the spell is cast at.

**TELEDOMINANCE:****Duration:** Special**Resistible****Range:** Line of Sight or Mental Contact

This Spell lets the Caster psionically implant commands into their Target. The more specific command the easier it will be for the Target to follow. If the Caster beats the Targets Resist Check the Caster may implant one command for every 2 SL the Spell is cast at. However if the Target is ordered to do something that would cause him pain or hurt someone else, he may, at the moment he is attempting to perform said task, retry his Resist Check at a -1 for every point he lost the original Resist check. After a number of days equal to Casters skill level, or under extreme circumstances such as a loved one pleading with him, he may also make the save with the same negative modifier in effect. Heroes should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape. If the Target successfully Resists, the Caster may not attempt this spell on the Target again for a number of days equal to the points Target succeeded his Resist by.

**TELEKINESIS:****Duration:** SL x Minutes**Resistible****Range:** Line Of Sight

This Spell allows the Caster to use his mind to move and manipulate objects. The Caster may move or manipulate an object equal to his INT x SL in Kilograms. Moving, manipulating, or positioning an object requires the character to make a Telekinesis skill check. The character can move an object a number of meters per round equal to his INT+ SL. A character can also make attacks with these objects, by simply hurling them or by using the appropriate weapon skill and adding his Intelligence instead of his Reflex. Telekinesis will also allow a character to assemble parts of an object or machine faster, a character can assemble/disassemble a number of parts equal to their SL + Intelligence per round.



**TELELOCATION:****Duration:** SL x Minutes**Resistible****Range:** Special

This power allows the Target to know the general direction of any person or object they have had physical contact with. Use of this spell requires the Target to spend a full round (no other actions allowed) to focus on their target.

**TELEPATHY:****Duration:** SL x Days**Resistible****Range:** Special

This Spell allows a Caster to communicate mentally with others. For every point of SL the spell is cast at, the Target may mentally communicate with 1 person regardless of physical distance. Additionally the Caster will be able to detect thoughts and communicate with anyone within range (SL + COOL in meters).

**TELEPORTATION:****Duration:** Instant**Resistible****Range:** Special

This Spell allows the Caster to Teleport anywhere within line of sight. He may take up to his SL + BOD x 200 in kilograms so long as they are in physical contact with him. At SL 5 the Caster may teleport anywhere they have first hand knowledge with 1d10 Kilometers per SL the spell is cast at. At SL 10 the Caster may Teleport anywhere they have first hand knowledge of regardless of distance. The character can only teleport to places he knows, or has a clear image of (such as live video feed). Teleporting blind is possible, but very dangerous. Anytime a character Teleports without knowing the exact spot he is traveling to (which must be free of any solid object) he takes the chance of teleporting into an object and instantly fusing with it. If a character does fuse with an object he immediately gets to make a REF saving throw, success means the teleport fails and the character remains in his original location, a failure means his is permanently fused with the object. If the object is small roll a location, as normal, the limb rolled is permanently fused to the object and useless, if head or torso are rolled, the character dies instantly. Teleportation is considered a Full-Action and can be used a number of times equal to the characters INT + Power Tier Level x 2 per day.

**TEMPERATURE MANIPULATION:****Duration:** SL x Rounds**Resistible****Range:** Self

Every SL this spell is cast at allows the Caster to change the temperature in an area equal to the Casters SL + COOL in meters at a range of 10 degrees per round per SL. Once the spell ends the temperature will return to normal at a rate of 10 degrees per round. At SL 5 duration changes to minutes, at SL 10 it becomes hours.

**THERMOPTIC VISION:****Duration:** SL + INT x minutes**Resistible****Range:** Touch

This spell allows the Target to view the world in therm-optic vision, allowing them to see hot and cold, possibly even through walls (SP 10 and under).

**THIRD EYE:****Duration:** SL x Rounds**Resistible****Range:** Touch

This spell bestows a +1 to Awareness/Notice for every 2 points of SL it is cast on a target.

**TRUTH:****Duration:** SL x minutes**Resistible****Range:** Line of Sight or Mental Contact

This Spell compels a Target to tell the truth. For every SL the Caster receives a +2 to all Human Perception, Interview, and Interrogation rolls. At SL 10, anyone targeted by the power MUST answer honestly any questions asked of them. The target does not have to volunteer information, but he cannot willingly lie.

**VEGETATION MANIPULATION:****Duration:** SL x Rounds**Resistible****Range:** Touch (special)

With this spell the Caster may control any vegetation in the area, even seeds and spores. For SL this spell is cast at the Caster can make any plant within range grow (or move in the case of vines and branches) at a rate of 1 meter x SL per round. Range of this spell begins with touch, and at SL 4 it becomes field around the Caster equal to Tier Level + COOL per round till the SL 8, at which point the range doubles every tier. Providing the plant is strong enough, the Caster can have it use its branches to lift objects and make attacks. A plants STR bonus will be equal to its SDP. A plant can only make Brawl/Melee attacks and will do so at the level of the Caster (If the Caster has a Martial Art the plant will have a Brawl/Melee of equal skill level). Commanding a plant to take any action, including grow, requires a Normal Combat Action, however if the Caster has this spell and Plant Affinity at equal levels, the plant will follow commands but act on its own whereby it can attack or move. Any action a plant takes on its own takes up the full round and if the plant is removed from the Casters effective range, all effects cease. In addition to the plants strength bonus, a tree's limbs act as a Light club at SL 1-3, a Medium club at SL 4-6, and a heavy club at SL 7-10. Thorns can be grown in one round and will do an extra point of damage for every 2 SL. When the spell ends, the plants will remain in whatever shape/place they are.

**VENOM:****Duration:** SL x Hours**Resistible****Range:** Touch

This Spell gives the Target one bodily fluid (such as blood, saliva, etc...) a poisonous effect. At SL 1-4 the poison is considered mild, SL 5-8 the poison is considered strong and at SL 9+ the poison is considered powerful. Multiple bodily fluids may be affected, however spells must be cast separately for each. Acid May also be chosen instead of poison.

**VERTIGO:****Duration:** SL x Days**Resistible****Range:** Touch

This Spell generates a field around the Target. Anyone within range of the field will immediately begin to suffer dizziness and be at a -5 to all REF and TECH based rolls and movement attempts, must make a -2 resist torture drugs check or become violently nauseas (can take no action but movement) for 1d6 rounds after they have cleared the field, and will in general not be having a good time. The field's range is equal to Casters COOL + SL in meters.

**VOCAL MIMICRY:****Duration:** SL x hours**Resistible**

With this power a Caster is able to mimic the voice of another person perfectly providing a +1 to disguise and an additional +1 every 2 SL after.

**VOICE OF THE GODS:****Duration:** SL x Rounds**Resistible****Range:** Touch

This spell lets the Target raise his voice as though speaking through a loudspeaker. At SL the Targets vocal volume will be as loud as through a concert speaker. At SL 10 the Target can speak so loud that he does 2d6 to anyone within ten meters (If the character takes enough from this to render a limb useless or destroyed they are permanently deaf), anyone within 30 meters will have to make a save as though a flashbang grenade has gone off or be deafened for 1d6 minutes, shatters all glass within 50 meters and he can be heard for a mile.

**WEB:****Duration:** SL x Minutes**Resistible****Range:** Touch

With this Spell a Caster can create a very sticky organic webbing, used to set traps, ensnare opponents, as a swing line, or even as a bungee. At SL 1-3 the web will be somewhat elastic and be able to support 400 kilograms and have a range equal to 1/4<sup>th</sup> the Targets throw. At SL 4-6 the web will hold 800 kilograms and have a range equal to half the characters throw. At SL 7+ points the webbing will hold 1600 kilograms and have a range equal to the characters throw distance. The webbing will dissolve completely or turn into hair thin cobwebs 1d6 hours after use. Shooting the web as a swing line or grapple is a Quick Combat Action, setting up a snare, creating a web, or doing something more complex takes 1 Full Combat Action per square foot.



# AFTERTHOUGHTS

## VARIATIONAL MAGIC USERS

Most systems differentiate magic using Roles. The most popular method, and the method used by the most popular fantasy setting, is to divide up Magic between 3 types; Arcane (Wizards), Divine (Clerics), and Mental (Psions). A Spell is the same thing as a Prayer which is the same thing as a Psionic Action.

Mechanically, and almost universally, there is little difference between the three types regardless of system. Arcane Unlimited just takes this to the logical evolution, where it is all treated exactly the same and accessible to all. However there is nothing stopping a GM from implementing the Role Specific access to Magic.

## SETTING VARIATION

The Default setting for Arcane Unlimited is fantasy, where most mundane weapons top out at 4d6. Therefore most Damage effects from spells are determined at a rate of 1 die increment for every 2 Spell Levels. However, in settings where firearms are prevalent, particularly in modern and beyond settings, where portable weapons can do massive damage we advise changing listed damage increments from spells to 1 die increment for every Single Spell Level. This will allow Magic users in a Modern or Science Fiction to remain equally viable as characters who rely on more standard weaponry.

You may also wish to vary the levels of magic in your campaign to more properly emulate the magic levels of your favorite Fictional Universe or original concept. For low magic fantasy, such as Robert E. Howard's Conan, Fritz Liebers' Fafhrd and The Grey Mouser, or George R. R. Martin's Game of Thrones, we advise Dividing the Eldritch Reserve in half. For games with extremely low levels of magic, a character's Eldritch Reserve could simply be determined by Adding their COOL+ Wielding, instead of multiplying them together. For games where Magic is extremely prevalent, to the point where everyone uses it, even peasants, the GM could simply double the character's Eldritch Reserve.

## SPELL MANIFESTATION, COMPONENTS, AND FLAVOR

We purposely left these things out, not because we are lazy, but because we feel these things should be left up to the Players and the GM. What a spell looks, feels, sounds and tastes like should be up to the player. The cornerstone of enjoyable RPG experience is creativity, and we would like to encourage this in players. If the GM wishes spells to require Material Components, then that is his purview, and we encourage that as well. But every setting is going to be different, and such things should be taken into consideration. Therefore we decided to just leave that up to Game Masters.

Quite literally, everything is open to interpretation between players and game masters, and Interlock Unlimited encourages you to explore your imaginations fully when implementing these rules.

## NEW SPELLS

While we tried to cover just about everything a Caster could want or need, we by no means are vain or arrogant enough to think we succeeded. Instead what we would like to emphasize is that this list of spells is a guideline. And if GM's and Players decide to create a new spell, or a slew of them, that they will use this list as a guideline. Caution is recommended, with special attention paid to Balance and redundancy issues. As stated, we tried to cover everything, while avoiding repeating ourselves too much. Having more than one spell that mechanically does the same thing is useless and adds little to the game. By that same token, having a spell that makes the Caster a God when everyone else is playing at normal levels, just isn't fun for anyone.

If you do create new spells, and we hope you do, please share them with us at the Datafortress 2020 Interlock Unlimited Forums. Who knows, they may appear in supplemental material.

## SUPER POWERS

Super powers are, for all intents and purposes, permanent magical effects. So using Arcane Unlimited and adding Supers to its power level are simple. Determine Starting Power points by Multiplying Luck x10, then spend the points on Spell Levels. Those spells will be permanent, and no new spells/powers can be taken though the chosen Spells/Powers may be raised through General and Earned I





(Created and written by Deric Bernier, Cameron Jacobs, and Brandon Fleming, all images by Deric Bernier,)

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<http://datafortress2020.110mb.com/>

To e-mail the author:

[droc@mc2k.com](mailto:droc@mc2k.com)

