













CHARISMA:

WILLPOWER:

INTUITION:

MAGIC:

LOGIC:

INITIATE GRADE:

RELEVANT INFORMATION

Skill	Att	Rank	Dice Pool
Banishing	_____	_____	_____
Binding	_____	_____	_____
Counterspelling	_____	_____	_____
Ritual Spellcasting	_____	_____	_____
Spellcasting	_____	_____	_____
Summoning	_____	_____	_____
Astral Combat	_____	_____	_____

**Drain Resist**  
 = Willpower +  
 Logic (Mages)  
 Charisma (Shaman)  
 Intuition (Other)

RELEVANT MAGIC SKILLS

DRAIN RESIST

Spell Name	Type	Range	Dmg	Duration	D.V.	Mod
<b>COMBAT SPELLS</b> (*ë = Elemental Effects) (Damage = Force + Net Hits) (F±2) ±						
[ ] Acid Stream *ë	P	LOS	P	Instant		+3
[ ] Toxic Wave *ë	P	LOS(A)	P	Instant		+5
[ ] Punch	P	Touch	S	Instant		-2
[ ] Clout	P	LOS	S	Instant		0
[ ] Blast	P	LOS(A)	S	Instant		+2
[ ] Death Touch	M	Touch	P	Instant		-2
[ ] Manabolt	M	LOS	P	Instant		0
[ ] Manaball	M	LOS(A)	P	Instant		+2
[ ] Flamethrower *ë	P	LOS	P	Instant		+3
[ ] Fireball *ë	P	LOS(A)	P	Instant		+5
[ ] Lightning Bolt *ë	P	LOS	P	Instant		+3
[ ] Ball Lightning *ë	P	LOS(A)	P	Instant		+5
[ ] Shatter	P	Touch	P	Instant		-1
[ ] Powerbolt	P	LOS	P	Instant		+1
[ ] Powerball	P	LOS(A)	P	Instant		+3
[ ] Knockout	M	Touch	S	Instant		-3
[ ] Stunbolt	M	LOS	S	Instant		-1
[ ] Stunball	M	LOS(A)	S	Instant		+1
<b>DETECTION SPELLS</b> (*§ = Special see spell description) (F±2) ±						
[ ] Analyze Device	P	Touch	-	Sustained		0
[ ] Analyze Truth	M	Touch	-	Sustained		0
[ ] Clairaudience	M	Touch	-	Sustained		-1
[ ] Clairvoyance	M	Touch	-	Sustained		-1
[ ] Combate Sense	M	Touch	-	Sustained		+2
[ ] Detect Enemies	M	Touch	-	Sustained		+1
[ ] Detect Enemies Extended	M	Touch	-	Sustained		+3
[ ] Detect Individual	M	Touch	-	Sustained		-1
[ ] Detect Life	M	Touch	-	Sustained		0
[ ] Detect Life Extended	M	Touch	-	Sustained		+2
[ ] Detect *§ _____ Life Form	M	Touch	-	Sustained		-1
[ ] Detect *§ _____ Extended	M	Touch	-	Sustained		+1
[ ] Detect *§ _____ Life Form	M	Touch	-	Sustained		-1
[ ] Detect *§ _____ Extended	M	Touch	-	Sustained		+1
[ ] Detect *§ _____ Life Form	M	Touch	-	Sustained		-1
[ ] Detect *§ _____ Extended	M	Touch	-	Sustained		+1
[ ] Detect *§ _____ Object	P	Touch	-	Sustained		-1
[ ] Detect *§ _____ Object	P	Touch	-	Sustained		-1
[ ] Detect *§ _____ Object	P	Touch	-	Sustained		-1
[ ] Detect *§ _____ Object	P	Touch	-	Sustained		-1
[ ] Detect Magic	M	Touch	-	Sustained		0
[ ] Detect Magic Extended	M	Touch	-	Sustained		+2
[ ] Mindlink	M	Touch	-	Sustained		+1
[ ] Mind Probe	M	Touch	-	Sustained		+2
<b>HEALTH SPELLS</b> (*§ = Special see spell description) (F±2) ±						
[ ] Antidote	M	Touch	-	Permanent		-2
[ ] Cure Disease	M	Touch	-	Permanent		-2
[ ] Decrease Agility	P	Touch	-	Sustained		+1
[ ] Decrease Body	P	Touch	-	Sustained		+1
[ ] Decrease Reaction	P	Touch	-	Sustained		+1
[ ] Decrease Strength	P	Touch	-	Sustained		+1
[ ] Decrease Charisma	P	Touch	-	Sustained		+1
[ ] Decrease Intuition	P	Touch	-	Sustained		+1
[ ] Decrease Logic	P	Touch	-	Sustained		+1
[ ] Decrease Willpower	P	Touch	-	Sustained		+1
[ ] Detox	M	Touch	-	Permanent		-4
[ ] Heal	M	Touch	-	Permanent		-2
[ ] Hibernate	M	Touch	-	Sustained		-3
[ ] Increase Agility	P	Touch	-	Sustained		-2

Spell Name	Type	Range	Dmg	Duration	D.V.	Mod
[ ] Increase Body	P	Touch	-	Sustained		-2
[ ] Increase Reaction	P	Touch	-	Sustained		-2
[ ] Increase Strength	P	Touch	-	Sustained		-2
[ ] Increase Charisma	P	Touch	-	Sustained		-2
[ ] Increase Intuition	P	Touch	-	Sustained		-2
[ ] Increase Logic	P	Touch	-	Sustained		-2
[ ] Increase Willpower	P	Touch	-	Sustained		-2
[ ] Increase Reflexes	P	Touch	-	Sustained		+2
[ ] Oxygenate	P	Touch	-	Sustained		-1
[ ] Prophylaxis	M	Touch	-	Sustained		-2
[ ] Resist Pain	M	Touch	-	Permanent		*§
[ ] Stabilize	M	Touch	-	Sustained		*§
<b>ILLUSION SPELLS</b> (F±2) ±						
[ ] Confusion	M	LOS	-	Sustained		0
[ ] Mass Confusion	M	LOS(A)	-	Sustained		+2
[ ] Chaos	P	LOS	-	Sustained		+1
[ ] Chaotic World	P	LOS(A)	-	Sustained		+3
[ ] Entertainment	M	LOS(A)	-	Sustained		+1
[ ] Trid Entertainment	P	LOS(A)	-	Sustained		+2
[ ] Invisibility	M	LOS	-	Sustained		0
[ ] Improved Invisibility	P	LOS	-	Sustained		+1
[ ] Mask	M	Touch	-	Sustained		0
[ ] Physical Mask	P	Touch	-	Sustained		+1
[ ] Phantasm	M	LOS(A)	-	Sustained		+2
[ ] Trid Phantasm	P	LOS(A)	-	Sustained		+3
[ ] Hush	M	LOS(A)	-	Sustained		+2
[ ] Silence	P	LOS(A)	-	Sustained		+3
[ ] Stealth	P	LOS	-	Sustained		+1
<b>MANIPULATION SPELLS</b> (*§ = Special see spell description) (F±2) ±						
[ ] Armor	P	LOS	-	Sustained		+3
[ ] Control Actions	M	LOS	-	Sustained		0
[ ] Mob Control	M	LOS(A)	-	Sustained		+2
[ ] Control Emotions	M	LOS	-	Sustained		0
[ ] Mob Mood	M	LOS(A)	-	Sustained		+2
[ ] Control Thoughts	M	LOS	-	Sustained		+2
[ ] Mob Mind	M	LOS(A)	-	Sustained		+4
[ ] Fling	P	LOS	-	Instant		+1
[ ] Ice Sheet	P	LOS(A)	-	Instant		+3
[ ] Ignite	P	LOS	-	Permanent		0
[ ] Influence	M	LOS	-	Permanent		+1
[ ] Levitate	P	LOS	-	Sustained		+1
[ ] Light	P	LOS(A)	-	Sustained		-1
[ ] Magic Fingers	P	LOS	-	Sustained		+1
[ ] Mana Barrier	M	LOS(A)	-	Sustained		+1
[ ] Petrify	P	LOS	-	Sustained		+2
[ ] Physical Barrier	P	LOS(A)	-	Sustained		+3
[ ] Poltergeist	P	LOS(A)	-	Sustained		+3
[ ] Shadow	P	LOS(A)	-	Sustained		+1
[ ] Shapechange	P	LOS	-	Sustained		+2
[ ] *§ _____ Form	P	LOS	-	Sustained		+1
[ ] *§ _____ Form	P	LOS	-	Sustained		+1
[ ] *§ _____ Form	P	LOS	-	Sustained		+1
[ ] Dog Form	P	LOS	-	Sustained		+1
[ ] Cat Form	P	LOS	-	Sustained		+1
[ ] Horse Form	P	LOS	-	Sustained		+1
[ ] Shark Form	P	LOS	-	Sustained		+1
[ ] Wolf Form	P	LOS	-	Sustained		+1
[ ] Turn to Goo	P	LOS	-	Sustained		+2

SPELLS

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