

Air Forms

1 – Sweet Breeze

Time to Cast: 1 R
Resist Check: none
Target: Touch
Duration: 1+.5/F M
Area: 1 creature
Effect: fresh air

Sweet breeze causes the air immediately around the target to be lightly perfumed and sweet smelling. It does not create air, nor purify the air that the target breathes.

2 – Stolen Breath

Time to Cast: 1 R
Resist Check: 3d6 vs. HEA
Target: LOS 20 + 5/F'
Duration: 1R
Area: 1 creature
Effect: lose action

The target of Stolen Breath must make a RC or have the air in its lungs forcibly removed. The creature can then breathe normally, but loses its next action to gasping for air.

3 – Fists of Wind

Time to Cast: 1 R
Resist Check: None
Target: LOS 40 + 10/F'
Duration: 1+1/F R
Area: 1 creature
Effect: pummels target

Fists of Wind creates two solid fists of air which pummel the target with a skill rank of 7+1/F. Non-living objects can be "pummeled" and will be struck as though punched by a human with a strength of 11.

4 – Whispering Air

Time to Cast: 2 R
Resist Check: none
Target: Caster
Duration: 1 + .5/F M
Area: Special
Effect: hear sounds

Whispering air sharpens the sound waves reaching the caster's ears. He can hear any sound provided he can identify the source and there is an unobstructed air pathway to the source of sound.

5 – Thunderclap

Time to Cast: 1 R
Resist Check: 3d6 vs. HEA
Target: LOS 200 + 5/F'
Duration: 1 + 1/F R
Area: 30 + 5/F'
Effect: Loud Thunder

Thunderclap creates hundreds of tiny vacuums which collapse with a deafening roar. All within the area of effect must make a RC or be temporarily deafened. Every 10 minutes, a deafened character must make a health check for hearing to return. This check begins at 4d6, and every subsequent check is made at 1 die less than the previous check.

6 - Talons

Time to Cast: 1 R
Resist Check: 3d6 vs. AGI for 1/2
Target: LOS 100 + 25/F'
Duration: 1 + 1/F R
Area: 5'x30 + 5/F') Line
Effect: 4d6 damage

This spell creates ripping claws of air which rush along in a line from the caster's hand. All in the line take damage and must make a 4d6 vs. STR or be thrown back 20 feet. Non-living objects will also be affected by the spell, and may be pushed back or damaged as appropriate.

7 – Air Walk

Time to Cast: 2 R
Resist Check: 4d6 vs. WIL
Target: Touch
Duration: 10 + 5/F M
Area: 1 creature
Effect: Walk on Air

Air Walk solidifies a small area of air under the targets feet, allowing him to walk on air. The maximum ascent/descent rate is as if the target were on steep stairs. If knocked down, the target will fall onto the air supporting him and remain at his current altitude.

8 – Foul Smoke

Time to Cast: 2 R
Resist Check: 4d6 vs. HEA
Target: LOS 100'
Duration: 2d6 + 2/F R
Area: 25 + 2/F' Radius
Effect: Sickening Smoke

This spell creates a horrible noxious smoke which obscures vision and sickens those inside it. Those failing a RC are at -4 to all attack and skill rolls while inside. The RC must be made every round while inside the smoke or until failed. The smoke can be moved by air currents but will retain its size and effect until the duration expires, at which time it simply vanishes.

9 – Mists of Chaos

Time to Cast: 2 R
Resist Check: 6d6 vs. CSE
Target: 50 + 10/F'
Duration: 4d6 + 2/F R
Area: 50 + 5/F' radius
Effect: Confusion

Mists of Chaos creates a swirling sphere of color. Those inside must make a RC every round or become totally disoriented and unable to take any action other than stumble about blindly. The mists can be moved by air currents but will retain their size and effect until the duration expires, at which time they will simply vanish.

10 - Boundaries

Time to Cast: 1 R
Resist Check: None
Target: Caster
Duration: 1 + 1/F H
Area: 200 + 20/F' Radius
Effect: Sense Surroundings

This spell allows the caster to sense the location of the boundaries of the air in the area of effect, allowing him to function in pure darkness by knowing the shape and location of everything in the area.

11 – Air Wall

Time to Cast: 1 M
Resist Check: None
Target: LOS 200 + 50/F'
Duration: 24 + 8/F H
Area: Special
Effect: Solid Air

Air Wall creates a wall of solid yet transparent air. The wall must be placed between two solid structures and may be of any size to a maximum length of 100 feet and a height of 50 feet. A 6d6 check against strength will allow a creature to push through.

12 – Uplift

Time to Cast: 2 R
Resist Check: Special
Target: LOS 150 + 25/F'
Duration: Special
Area: 50 + 5/F'
Effect: Pick up and drop

Uplift causes a mighty updraft of wind to pick up all objects under 500 lbs. in the area of effect, lift them 50 feet in the air, and drop them. Items inside strong structures will hit the ceiling, then fall to the floor.

13 – Air Stones

Time to Cast: 1 R
Resist Check: 4d6 vs. AGI for half
Target: 50 + 10/F'
Duration: 1 + 1/F R
Area: 5'x(50+5/F') Line
Effect: 8d6 Damage

Air Stones creates hundreds of rock sized balls of solid air. These balls stream from the caster's hand, damaging all in their path. Those struck must make a 6d6 check vs. STR or be knocked down.

14 – Air Items

Time to Cast: 1 R
Resist Check: Special
Target: Special
Duration: 1 + .25/F M
Area: 100 + 50/F' Radius
Effect: Create Equipment

Air Items creates invisible yet solid items out of the ambient air. The size of the items is limited to what will fit within the area of effect, and only one item is possible at a time. Others can use the items, so an air ladder could carry as many people as a regular one. The air items have no weight, and the caster can change the form of his air item each round.

15 – Poison Smoke

Time to Cast: 1 R
Resist Check: 5d6 vs. HEA
Target: LOS 50 + 5/F'
Duration: 2d6 + 2/F R
Area: 25 + 5/F'
Effect: Poison gas

Poison smoke creates a cloud of swirling, toxic gasses. All in the area of effect must make a RC every round they are in the smoke or die. Those who succeed are simply stricken as if they had failed an RC vs. Foul Smoke. The smoke can be moved by air currents but will retain its size and effect until the duration expires, at which time it simply vanishes.

16 – Air Form

Time to Cast: 4 R

Resist Check: None

Target: Caster

Duration: 4d6 + 5/F M

Area: Special

Effect: Become wind

Air form allows the caster to change his body, but not equipment or clothes into pure air. The caster is as invisible as air, but others may detect his passing by the wind he makes while moving (especially at 150 MPH). The caster controls his movements and is not affected by other air currents. Maximum rate of travel is 150 MPH, and the caster can enter anywhere a gas can penetrate.