

## Arcane Blade – Core

Unlike regular mages who cast spells from distance, practitioners of this art prefer to deal with threats by augmenting their bodies and enchanting regular weapons. This usually comes at a cost, with price often being reduced overall magical power while spells are active. Most of spells in the group focus on channeling energy into weapons for various effects, enhancing physical attributes at the cost of magical power and improved physical recovery.

### 1 – Convert Power

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F minutes  
Area: self  
Effect: convert power

This spell allows the caster to convert some of his PWR into physical ability. For the duration of the spell, the caster adds  $1 + 1/F$  to his STR, AGI, or HEA (chosen when the spell is cast) while losing the same amount of PWR. This spell does not stack with any other spell or effect that alters the same physical attribute. Only a single instance of this spell can be in effect on a target regardless of the attribute chosen. This effect cannot be used to put attribute above 18.

### 2 – Physical Enhancement

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 + 5/F minutes  
Area: self  
Effect: physical boost

The caster uses his magical energy to enhance his body. At a moment of casting one of the following attributes are chosen: STR, HEA, or AGI. This spell activates the next time the caster would attempt a resistance check against the chosen attribute. Instead of making the check against chosen attribute, the caster makes an identical resistance check against his PWR.

### 3 – Magic Strike

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: add magic damage

The caster uses this spell **in combination with an attempt to strike an opponent with his weapon**. The caster infuses his weapon with magical energy and makes a **simple attack** against the target. This attack adds 1d6 + 2/F points of magical damage.

### 4 – Self-Recovery

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: heal

The caster channels his elemental energy to heal his wounds, restoring 2d6 damage points.

### 5 – Piercing Blow

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: ignore armor

The caster uses this spell **in combination with an attempt to strike an opponent with his weapon**. The caster makes a **simple attack** against the target's touch defense value. This spell cannot be used in combination with other spells the require a hit to activate, such as Foolhardy.

### 6 – Power Infusion

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 30 + 10/F minutes  
Area: non-magical item  
Effect: empower

The caster infuses weapon with part of his power. For the duration, his PWR is lowered by  $1 + 1/4F$ , but PWR of item's material is raised by the same amount, allowing for higher levels of enchantment to be placed on the item. This effect does not stack with any similar effects and spell ends if item is not in contact with caster for more than a round.

#### 7 – Overdrive

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 + 2/F rounds  
Area: self  
Effect: increase mobility

The caster uses this spell to greatly increase his mobility. For the duration, the caster can move his full move and get full attack action. Once duration ends, the caster loses his action for the next round. This effect does not stack with any similar magical effects.

#### 8 – Ergokinetic Claws

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F minutes  
Area: self  
Effect: energy protrusions

The caster channels elemental energy into his limb. Energy is then released in the form of claw-like protrusions. These claws deal 1d6 points of pure magical damage per hit and are enchanted to + 1 (+ 1/2F). Since these claws are not physical in nature, any physical damage bonuses do not affect them (skills, spells, etc) and non-magical armor is ignored. On critical hit, damage is not multiplied, but special effects still apply.

#### 9 – Restorative Loop

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 + 2/F rounds  
Area: self  
Effect: combat restoration

The caster creates energy loop between himself and weapon in his hand, rapidly moving energy between the two and utilizing it to his benefit. For the duration user is healing DP equal to main enchantment of the weapon every round (holding +3 sword restores 3DP per round). The enchantment must be part of the weapon and not user's body, thus this effect will not apply to *Ergokinetic Claws* or similar effects.

#### 10 – Energy Deflection

Time to Cast: 1 round\*  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: deflect energy

This spell can be used as a reaction to caster being hit with pure magical damage while his weapon is drawn. Incoming energy is redirected into the weapon and is released with caster's next attack adding half of absorbed damage to the attack (if multiple enemies are hit, divide damage equally between them) as pure magical damage. Only one source of damage can be absorbed. If energy is not used next round it dissipates harmlessly. The use of this spell puts huge toll on the caster and he loses one point of PWR for every use after the first before their next rest period.

#### 11 – Phasing Blade

Time to Cast: 2 rounds  
Resist Check: none  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single weapon  
Effect: energy blade

The caster channels energy into the weapon he is holding. Weapon partly shifts into non-physical state dealing base pure magic damage instead of physical. The damage will not be affected by physical modifiers (skills, spells, etc) and will ignore non-magical armor. Any previous enchantments on weapon remain, on critical hit damage is not multiplied, but special effects apply. Spell ends if caster drops the weapon for more than a round.

#### 12 – Single Strike of Hell

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: force critical hit

The caster uses this spell **in combination with an attempt to strike opponent with his weapon**. Caster makes a **simple attack** against enemy. If he hits, it is considered a critical hit. If he misses he suffers a critical hit with 1d12 of damage before the critical result is applied (damage type depends on caster's weapon). For every 2 fesses caster adds 5% to critical hit roll, however same bonus will be applied if caster misses.

#### 13 – Complete Restoration

Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: repair body

Once cast this spell completely restores caster's body. Damage points fully restored, any lost limbs and internal organs regrown. However, healing from all sources is halved until caster's next full rest period.

#### 14 – Energized Material

Time to Cast: 1 minute  
Resist Check: none  
Target: touch  
Duration:  $30 + 10/F$  minutes  
Area: single weapon  
Effect: empower

The caster infuses non-magical weapon that he is holding with his elemental energy, changing basic properties of the material. For the duration, PWR attribute of the weapon's material is raised by  $4 + 1/2F$ , allowing for more enchantments to be placed on the weapon. However, PWR attribute of the caster is lowered by the same amount. At the end of duration or if the caster lets go of the weapon for more than a round, weapon is disintegrated.

#### 15 – Power Exchange

Time to Cast: 1 hour  
Resist Check: none  
Target: caster  
Duration: permanent  
Area: self  
Effect: convert PWR

The caster gains the ability to spend a round to convert some of his power into STR, HEA, or AGI. Caster adds up to 8 to the chosen attribute, but loses the same amount of power. Only one attribute can be altered at the same time. This ability does not stack with other attribute changing spells. This effect cannot be used to put attribute above 18.

#### 16 – Phoenix's Spirit

Time to Cast: 1 day  
Resist Check: none  
Target: caster  
Duration: special  
Area: self  
Effect: restore body

Phoenix's Spirit allows the caster's body to be fully restored in the event of death. One minute after caster dies, his body is covered in green, harmless flames. Within the next five minutes, the caster's body is fully healed and brought back to life. The caster is unconscious for the next hour. This spell is permanent until used. Only one Phoenix's Spirit can be active at any given time.