

## Enhancement – Core

### 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 and cannot raise an attribute above 18. Only a single instance of this spell can be in effect on a target regardless of the attribute chosen.

### 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 + 1/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 – Interference

Time to Cast: 1 round  
Resist Check: 4d6 vs PWR negates  
Target: touch  
Duration: 1 + 1/F rounds  
Area: single living creature  
Effect: paralyze

The caster uses his magical energy to interfere with the target's body functions. For the duration of spell, the target is paralyzed. Since this spell doesn't modify the mind, psionic abilities can still be activated.

### 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 double his movement speed or move his full move and get full attack action. Once duration ends, the caster loses his action for the next round. This spell doesn't not stack with similar effect that give increased movement rate or attacks.

### 8 – Flames of Power

Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 10 + 5/F minutes  
Area: self  
Effect: physical stat = PWR

The caster channels his magical energy into his body causing him to be covered in flames (color of flames depends on attribute: STR– red, HEA– green, AGI– yellow). For the duration caster makes one of his physical attributes equal to his natural PWR.  $1 + 1/(2F)$  of the caster's exceptional PWRs transfer. Only one stat can be replaced with PWR at a time. After the duration ends, the user gets inferior attribute that they boosted for one hour.

### 9 – Combat Restoration

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

This spell boosts caster's regeneration to its ultimate limit. For the duration of the spell the caster heals (1 + Regeneration rank) damage points per round (maximum of 5). This counts as regeneration, and as such pulls from the cap per day. Regeneration can be natural or magical. If the caster has both, the spell uses the highest ranked one.

### 10 – Light Speed Strike

Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: 15 + 5/F' radius  
Effect: attack all in area

The caster spends the first round concentrating with his drawn weapon. On the second round, an afterimage of a caster can be seen next to each enemy in the area of effect as caster moves from one target to another faster than eye can see. The caster makes simple attacks against each enemy in the area of effect using a single attack roll. This spell only allows one attack per target. This attack cannot result in a critical hit on a target.

### 11 – Hunter's Vision

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F minutes  
Area: 100 + 50/F'  
Effect: see weak points

The caster sees the flow of energy inside those around him. For the duration of the spell, the caster sees the least protected areas of enemies within the area of effect and is able to hit those areas with increased precision. The caster adds  $4 + 1/F$  to his attack roll. This bonus is only applied to the first attack in 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. Additionally this spell prevents any further healing until caster rests full rest period.

### 14 – Overwhelming Power

Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 10 + 5/F minutes  
Area: self  
Effect: physical stats=PWR

The caster channels magical energy into his body. The caster's body appears to be covered in white flames (similar to Immolate effect). For the duration, the caster's STR, HEA, and AGI are equal to his PWR.  $1 + 1/(2F)$  of the caster's exceptional PWRs transfer to every changed attribute, though that number cannot exceed total number of exceptional PWR that caster has. After the duration ends user gets an inferior STR, HEA, and AGI for 1 hour due to the extreme strain on body.

### 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 and an attribute cannot go above 18 with this effect. This ability does not stack with other attribute changing spells.

### 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.