

## Fire - Scorch

### 1 – Burn

Time to Cast: 1 round  
Resist Check: 3d6 vs. AGI negates  
Target: LOS 100 + 20/F'  
Duration: 1 + 1/F rounds  
Area: single target  
Effect: burn target

This spell sears target's flesh causing them to take 1d6 points of fire damage each round for the spell's duration. If the resistance check is made, the spell does no damage.

### 2 – Blazing Fist

Time to Cast: 1 round  
Resist Check: willing target  
Target: LOS 100 + 20/F'  
Duration: 4 + 2/F rounds  
Area: single humanoid  
Effect: do fire damage

Blazing Fist covers the target humanoid's arm in fire that does not harm them. The spell adds fire damage to a successful strike with the fist. With no finesse, the fire damage added is 1d4, with 2 finesse, it is 1d6, and with 4 finesse, it is 1d8. The damage is only applied to the first attack in a round.

### 3 – Intense Heat

Time to Cast: 1 round  
Resist Check: 4d6 vs. WIL negates  
Target: LOS 100 + 20/F'  
Duration: 4 + 2/F rounds  
Area: single item  
Effect: make item hot

The target inanimate object becomes so hot that no one can touch it for the duration unless they succeed at the resistance check.

### 4 – Burst of Flames

Time to Cast: 1 round  
Resist Check: 3d6 vs. WIL negates  
Target: caster  
Duration: 4 + 2/F rounds  
Area: 10' radius  
Effect: stop fall

The caster unleashes a burst of flames enabling them to break a fall because all movement stops at the end of the spell's duration or when impact damage would occur. In addition, all within the radius that fail the resistance check when the spell ends lose a round of action from surprise.

### 5 – Call of the Fire

Time to Cast: 1 round  
Resist Check: 4d6 vs. WIL negates  
Target: caster  
Duration: 1 + 1/F minutes  
Area: 40 + 20/F' radius  
Effect: entrance creatures

The caster calls to the inner flames within those around him. All creatures that have an inferior INT that fail the resistance check flock to him like moths to a flame and follow him for the spell's duration. If a creature under the influence of this spell gets attacked, the spell ends.

### 6 – Torrent of Fire

Time to Cast: 1 round  
Resist Check: 3d6 vs. HEA halves  
Target: LOS 30'  
Duration: 1 + 1/F rounds  
Area: single humanoid  
Effect: explosion of fire

A wave of fire is launched out in a circle around the target, burning and sending those around the target tumbling back. All creatures within 10' of the target take 3d6 points of fire damage and get knocked back 20 + 5/F'. Those that succeed at the resistance check are not knocked back and take half damage. The target takes no damage.

### 7 – Feel the Burn, Love the Burn

Time to Cast: 2 rounds  
Resist Check: 3d6 vs. WIL negates  
Target: LOS 100 + 20/F'  
Duration: 1 + 1/F hours  
Area: single intelligent being  
Effect: increases COM

After this spell is cast, the target knows they are hot. They feel it. Heat just radiates off the target. So much so that those around the target start to feel cozy near the target almost like a campfire or a fireplace. This effect increases the target's COM by 1 + 1/F and all COM based skills by 2 ranks per finesse.

8 – Jalapeno

Time to Cast: 1 round  
 Resist Check: 4d6 vs. WIL negates  
 Target: LOS 100 + 20/F'  
 Duration: 4 + 2/F rounds  
 Area: single target  
 Effect: target needs water

The target of this spell suddenly feels like they just ate 2 pounds of concentrated jalapeño powder. If the target fails the resistance check, they run around gagging and looking for anything to drink but nothing seems to be able to remove the taste from their mouth until the spell's duration passes. The target ignores all else and cannot seem to find anything to drink even if there are drinks right in front of them, offered to them, or they are surrounded by water. Target cannot perform any other actions besides gagging and searching to find a drink.

9 – The Crimson Flame

Time to Cast: 1 round  
 Resist Check: 5d6 vs. AGI halves  
 Target: caster  
 Duration: 1 + 1/F rounds  
 Area: 40 + 40/F' line  
 Effect: fire damage

The caster concentrates fire and molds it over his very body so it takes on his image. The fire then takes on the appearance of the caster and charges forward at 40 + 40/F' per round forward in a straight line but can turn after the each round in a direction designated by caster. All that are in the path of the fire take 8d6 points of fire damage.

10 – Kagutsuchi

Time to Cast: 2 rounds  
 Resist Check: 5d6 vs. HEA halves  
 Target: LOS 100 + 20/F'  
 Duration: 1 + 1/F rounds  
 Area: single target  
 Effect: fire damage

The caster remembers the old ways and unleashes a truly powerful wave of fire onto the target the does 5d6 points of fire damage per round and leaves a massive burn. A successful resistance check each round reduces the damage by half.

11 – Disco Inferno

Time to Cast: 2 rounds  
 Resist Check: 4d6 vs. HEA halves  
 Target: caster  
 Duration: 4 + 2/F rounds  
 Area: 40 + 10/F' radius  
 Effect: fire damage

The caster temporarily creates a blazing disco dance floor through his mastery of his inner flame, temporarily creating an artificial inner flame within the floor around him. This floor burns all within the radius for 3d6 points of fire damage. A successful resistance check each round reduces the damage by half.

12 – Burning Bright

Time to Cast: 1 round  
 Resist Check: willing target  
 Target: touch  
 Duration: 1 + 1/F minutes  
 Area: 40 + 20/F' radius  
 Effect: protect from fire/light

The caster calls upon the light within the target and combines it with magical fire. This protects the target from both fire and light based attacks and spells, while also blinding anyone looking at the target causing them to have a -5 to all attack rolls if they fail a resistance check of 4 dice against HEA. Anything with exceptional vision that fails this resistance check gets an inferior PER for the duration.

13 – Searing

Time to Cast: 1 day  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: non-magical weapon  
 Effect: add fire damage

Through mastery of his inner flame the caster creates an artificial inner flame within the targeted weapon which causes it to deal an additional 1d4 fire damage. Each finesse increase the size of the die by two, up to 1d12.

14 – Ash Zealot

Time to Cast: 1 minute  
 Resist Check: none  
 Target: LOS 10'  
 Duration: permanent  
 Area: single corpse  
 Effect: create ash zealot

Through mastery of his inner flame, the caster recreates the inner flame of a corpse creating a minion made of ash. The minion has the following abilities: 25 DP, 12 weapon skill, 8 CMOD, 6 MMOD, 4 GMOD, and 6 LMOD. Ash Zealots must stay within line of sight of caster or will revert to a pile of ash until it is back in the castor's line of sight.

In addition they have the following attributes:

STR 12+1/F	PWR 10 +1/F
INT 8+1/F	COM 6+ 1/F
CSE 14+1/F	WIL 12+ 1/F
HEA 10 +1/F	AGI 14+1/F
PER 6 + 1/F	

15 – Scorch Release

Time to Cast: 1 round  
Resist Check: see text  
Target: LOS 100 + 20/F'  
Duration: instantaneous  
Area: single target  
Effect: burn to crisp

The caster gives into the darkness within themselves and releases a tremendous amount of fire at the target. If the target does not succeed in a resistance check of 4 dice against HEA, they are immediately incinerated with absolutely nothing left of their body. If they succeed at the first resistance check, then they take 12d6 points of fire damage unless they can make a resistance check of 4 dice against PWR which halves the damage.

16 – Flame Armor

Time to Cast: 1 day  
Resist Check: none  
Target: LOS 20'  
Duration: permanent  
Area: humanoid target  
Effect: fire armor

The caster gathers the flames around the target and stabilizes them so that they permanently surround the target but do not need to burn the target to exist. The flames become a permanent version of the spell Immolate. Finesse adds 1d4 of fire damage to grapples and those grappled with each finesse.