

Arrest

1 – Manacles

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F days
Area: self
Effect: summon manacles

This spell will summon a pair of manacles in the Torites hand. These have the strength of iron, and are fitted to the needed specifications at the time. Finesses will change the materials as follows: 1 – Steel, 2 – Adamantite, 3 – Adamantite with Terisium lining (drain 2 units per round), 4 – Iron, but can be used on ethereal creatures.

2 – Protect

Time to Cast: 1 round*
Resist Check: none
Target: LOS
Duration: instantaneous
Area: single prisoner
Effect: protect arrested

When a defenseless prisoner that is under the Torite's protection (a person that is arrested and is being brought to Justice (i.e. not all ally)) is subject to an attack, the Torite may activate this spell to cause that attack to miss.

3 – Tranquilize

Time to Cast: 1 round*
Resist Check: 4d6 vs. HEA negates
Target: LOS 60 + 10/F'
Duration: 1 + 1/F minutes
Area: single humanoid
Effect: sleep

The Torite makes a motion of throwing and roll 1 + 1/(2F) missile attacks against a single target as tranquilizer darts launch out of his hand. If the Torite hits his targets and the target fails that resistance check, the target fails unconscious for the duration.

4 – ABP (All Points Bulletin)

Time to Cast: 1 round*
Resist Check: 4d6 vs. CSE negates
Target: LOS 50'
Duration: 6 + 2/F hours
Area: single target
Effect: mark as wanted

The target of this spell that fails the resistance check is marked as wanted by the Torite. Any Torite viewing the target will instantly know that it is T'or will for this individual to be brought to Justice. If the Torite is able to memloc the target (spend 10 minutes studying them) directly prior to the spell being cast, the target does not get a resistance check. This spell mainly gives other Torites insight into the specific description of the person involved, so spells that alter the appearance of the target can prevent a Torite from identifying them. If the Background Check spell is used on the target, regardless of disguises, they will be identified as wanted if this spell is active on them.

5 – Background Check

Time to Cast: 1 round*
Resist Check: 4d6 vs. CSE negates
Target: LOS 60'
Duration: instantaneous
Area: single creature
Effect: know criminal history

This spell grants the Torite knowledge of previous arrests, citations, and trials associated with the individual in question. This does not give information on crime committed that have not yet been attributed to this individual. This spell has no obvious sign, and, for the first casting, the target is unaware they have made a resistance check. The information obtained comes from the records kept by the Torites. If the Torite is able to memloc the target directly prior to the spell being cast, the target does not get a resistance check.

6 – Citation

Time to Cast: 1 round*
Resist Check: none
Target: LOS 50'
Duration: instantaneous
Area: single creature
Effect: give ticket

Upon writing a ticket appropriate to a crime witnessed, the Torite can use this spell to record it with the central Torite headquarters. The citation will forever be associated with the person to which it was given until they pay the fine or serve the sentence for the citation in question (subject to the laws of the land, if they are deemed just).

7 – Incarcerate

Time to Cast: 3 rounds
Resist Check: none
Target: touch
Duration: instantaneous
Area: single prisoner
Effect: place in prison

Using this spell, the Torite can teleport the target prisoner that is under the Torite's protection (a person that is arrested and is being brought to Justice (i.e. not all ally)) to a known prison. This spell can only be used when the Torite is not in combat with the prisoner being targeted.

8 – Shockwave

Time to Cast: 1 round*
Resist Check: 5d6 vs. AGI negates
Target: LOS 5'
Duration: 10 + 5/F minutes
Area: single creature
Effect: knockout

The Torite may activate this spell as they are pummeling someone or after they successfully hit with a punch. Instead of hitting the target, they stop just short and create a shock wave. The shock wave following the punch goes through the target, causing great disorientation and knocking them unconscious unless they make the resistance check.

9 – Frisk

Time to Cast: 2 rounds
Resist Check: 5d6 vs. STR negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: confiscate

Upon failing the resistance check, all illegal materials (defined by the local laws, if they are just, not by, for example, if the item is stolen), and weaponry are removed from the target, and placed in a bag, in the possession of the Torite.

10 – Defang

Time to Cast: 2 rounds
Resist Check: 5d6 vs. PWR negates
Target: touch
Duration: 12 + 3/F hours
Area: single subdued target
Effect: subdue prisoner

Upon failing the resistance check, the prisoner is unable to attempt escape and also unable to harm those around them for the spell's duration. This spell creates a "field of justice" around the target that prevents the target from performing any unlawful actions, which includes any means of escaping, including teleportation, movement greater than 10' from the Torite unless into the custody of another Torite or prison cell as directed by the Torite that cast this spell, and any other forms of magic or movement that would induce escape. In addition, the target cannot perform any offensive action on others around him including the Torite. This spell doesn't prevent spell casting in itself but spells cannot cause direct or indirect harm to others or allow for escape (including revocating this spell).

11 – Serve

Time to Cast: 4 rounds
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: treat humanely

This spell will reverse any damage that occurred during the process of arresting the target. This spell will not bring a target back to life, but can be used to save a dying target.

12 – Taze

Time to Cast: 1 round
Resist Check: 6d6 vs. AGI negates
Target: LOS 120'
Duration: 1 + 1/F minutes
Area: single target
Effect: take down

A small spark releases from the caster's finger at the target. If the target fails the resistance check, their central nervous system is interrupted, and they are paralyzed for the duration.