



SPELLBOUND: VOL I THE CHANNELER

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INTRODUCTION

Spellbound is a series of High Magic supplements for the *Spycraft 2.0* system. It incorporates every spell in the d20 System Reference Document (SRD) and many from other sources but it reorganizes this vast body of magical effects into 8 new schools, each with its own base class. Each class/school combination will be released independently and may stand on its own. Alternately, the GC may apply them in various combinations, creating original landscapes of arcane power and populating them with unique characters to meet his own vision.

WHAT IS HIGH MAGIC?

It is an Enigma. *Spellbound* doesn't attempt to codify exactly how or why magic works. The development and casting of spells may be a matter of rote and discipline or it can be a wild display of reckless bravado. Two characters sharing the same class and the same spells may come from backgrounds and traditions so different that they're unable to recognize each other's magic. Still, all high magicians have one thing in common: results!

It is Power. In the hands of the most learned, high magic can shake the very foundations of reality. With the material found in *Spellbound*, *Spycraft 2.0* characters gain access to the full range of d20 System spells, from humble Level 0 cantrips to the mighty workings of Level 9 incantations. Still, with traditional *Spycraft* characters a cut above other d20 counterparts, spellcasters remain entirely balanced in play.

It is Everywhere. High magic is usually well known in worlds where it exists, but *Spellbound* is designed to work in conjunction with any campaign concept, no matter how prevalent the setting's magic. This spell system can act as the cornerstone of fantasy play, as a facet of everyday modern life in an alternate now, or as a powerful tool alongside hyper-drives and alien races in futuristic campaigns. As with all *Spycraft 2.0* products, *Spellbound* is highly modular, making literally any application not only possible but also painless to achieve.

WHAT'S DIFFERENT ABOUT SPELLBOUND?

Spellbound employs many elements common to d20 System magic, but simplifies several aspects and adds a few twists. Some of the most important changes follow.

Skill checks to cast spells. Unleashing magical forces takes effort and practice... and sometimes goes astray.

Unlimited Level 0 spells. Casters can perform an unlimited number of Level 0 spells, quickly establishing their personal flavor as masters of magic.

One roll per participant. Casters need only roll once to cast an attack spell and determine whether they hit their target. Likewise, a target need only roll once when he's allowed a save. Spell resistance and other rules are folded into these two rolls rather than generating additional checks.

Saves are based on the caster, not the spell. The save DC for spells is a function of the caster's magical proficiency, not the spell's level. Every magic feat learned makes all of a caster's magic stronger.

No single key attribute for casters. The casting check, number of spells known, and spell saves are all based on different attribute scores, making the *Spellbound* caster much more than a "one attribute wonder."

No minimum attribute score to learn high-level spells. Characters aren't forced to pour points into a specific attribute just to receive the full benefit of their class at high levels.

Skill-based spell knowledge. Because casters learn spells based on their ranks in the Profession skill, they continue to expand their repertoire even while gaining levels in other classes.

One school at a time. Each class focuses exclusively on a single school, reducing overlap of abilities and securing a unique role for each type of caster.

Flexible casting. The *Spellbound* caster doesn't have to prepare his spells in advance and may choose freely from amongst the spells he knows when casting. Thus he may cast a large number of low-level spells or a few select high-level spells as the situation warrants.

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Clear and concise range, point of origin, and area of effect. *Spellbound* features one easy-to-understand, easy-to-use system for determining not only the location of a spell but the behavior of its effect when it's triggered.

Universal spell resistance. Players need not pause the game to look up whether a spell can be resisted; rather, spell resistance defends against all spells with one easy and uniform rule.

No armor and weapon restrictions. *Spellbound* casters can wear any armor and use any weapons they like, though heavier armors do imply a penalty with certain spellcasting efforts.

USING SPELLBOUND IN PLAY

The Game Control can bring *Spellbound* into play as easily as throwing a switch. He simply applies the *high magic* campaign quality and chooses which of the 8 schools of magic he wishes to include.

High Magic (Season Only): Characters may gain levels in some or all of the spell-casting classes and the Profession skill gains the corresponding focuses to represent the desired major schools of magic. The Profession/Spellcasting skill check governs the acquisition and use of magical spells for those with the ability to cast them (*see page 7*). Further, the Science skill gains a new "Magecraft" focus that functions identically to Science (Super-Science) for the examination and creation of magic items (*see page 6*).

THE SCHOOLS OF MAGIC

Spellbound reorganizes d20 spells into 8 schools and 8 corresponding base classes: Calling (and the Summoner), Channeling (and the Channeler), Conjuration (and the Conjuror), Enchantment (and the Enchanter), Mystery (and the Sage), Necromancy (and the Reaper), Trickery (and the Trickster), and Warding (and the Preserver). Each *Spellbound* volume includes everything you need to introduce one of these schools to your campaign. This volume focuses on Channeling magic and the Channeler class, a magical, martial powerhouse.

In *Spellbound*, most casters wield spells from only one school and the spells available to them shape their role as much as their class abilities. Further, each spell is assigned only to one school, with no overlap between the schools. Each of the 8 schools consists of up to 3 subschools, which gather spells into logical groupings. This organization quickly reveals each school's character and makes it easy to convert additional d20 spells as desired. It also provides a variety of hooks and character options, adding the same bonus functionality as *Spycraft* feat trees.

CHANNELING

Manipulating the primal forces of the universe grants access to the very best offensive spells and a versatile array of tools for subtler purposes. The Channeling school consists of 3 subschools.

Energy: These spells call forth and direct various forms of energy. Most spells with the Fire, Light, and Sonic descriptors fall into this category. The vast majority of these spells are offensive, inflicting "direct damage" upon foes.

Force: These spells generate force effects, taking offensive, defensive, and utility roles. Some force effects resist being dispelled and are only removed when *annihilated* (*see page 18*).

Weather: These spells control the environment, particularly the atmosphere. Most spells with the Air, Ice, and Lightning descriptors fall into this category. While these spells are often offensive, a number of distracting and protective effects also fall into this subschool.

ALIGNMENT

Many aspects of magic in the d20 System rely heavily upon the caster or target's alignment. In the *Spellbound* rules, alignment is represented by two pairs of mutually exclusive Interests. Characters may choose only one Interest from each pair. Alignment can be added to any setting and doesn't require a campaign quality to apply.

Good/Evil: The character adheres to a moral standard concerning the sanctity of life (i.e. he values it if good or dismisses it if evil). He also exhibits a selfish or selfless attitude towards others, respectively. Characters with neither of these Interests — including the vast majority of characters in most modern settings — are considered "neutral."

Orderly/Chaotic: The character is strongly dedicated to an ethical position supporting either the rule of law or the primacy of individual responsibility. Characters with neither of these Interests — including the vast majority of characters in most modern settings — are considered "balanced."

CLASSES

The pursuit of high magic is a major undertaking and true mastery may take the entirety of a character's career. Each installment of the *Spellbound* series presents a base class for one school of magic. The GC is free to include all of them or pick and choose, tailoring the reach and flavor of magic in his campaign. This release features the Channeler.

Channeler (Chn): Guiding powerful energies with a mere thought, the Channeler is a literal force to be reckoned with.

This class makes new options available for the *cross-class* ability (see the *Spycraft 2.0 Rulebook*, page 40).

- *Channeler: Path of channeling; circle of power I; touch of the Weird I; bonus feat.* Special Note: A character must possess the *path of channeling* ability **before** choosing the *circle of power I* ability.

THE CHANNELER

The Channeler is a powerful magical combatant, seeking mastery over all forms of energy and offering a variety of helpful forces to his group. With his ability to fly and his exceptional mobility on the ground, the Channeler can get in close and mix it up with his foes or rain death and destruction on them from afar.

Attributes: The Channeler often favors non-magical ranged attacks to supplement his offensive spells, making Dexterity a good complement to the high Intelligence required to consistently control his magic.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 5.

Caster: Each level taken in this class increases your Casting Level by 1.

Spell Points: 2 per level per scene.

REQUIREMENTS

Campaign Quality: High Magic.

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CLASS SKILLS

The Channeler's class skills are Acrobatics, Analysis, Athletics, Intimidate, Notice, Profession, Resolve, Science, Sleight of Hand, Sneak, Streetwise, and Tactics.

Skill Points at Level 1: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

CORE ABILITY

Will of the Lightning: When you spend and roll 1 or more action dice to boost the result of a Profession/Spellcasting check made to cast a Channeling spell, the DC of any saving throw prompted by the spell increases by an amount equal to the highest result of any 1 action die rolled. Further, you learn an additional 4 Level 0 spells from any *Spellbound* school.

CLASS ABILITIES

Path of Channeling: At Level 1, you gain the Profession (Channeler) focus and may learn spells from the Channeling magic school, including the energy, force, and weather sub-schools. Further, you may cast any Level 0 spells you know.

Touch of the Weird I: At Level 2, your constant exposure to magical forces begins to transform you. You gain the *luminous I* NPC quality (*see page 20*).

Touch of the Weird II: At Level 11, you gain the *luminous II* NPC quality (*see page 20*).

Touch of the Weird III: At Level 19, you gain the *luminous III* NPC quality (*see page 20*).

Circle of Power I: At Level 3, you may cast any Level 1 or lower spells you know.

Circle of Power II: At Level 5, you may cast Level 2 or lower spells you know.

Circle of Power III: At Level 7, you may cast Level 3 or lower spells you know.

Circle of Power IV: At Level 9, you may cast Level 4 or lower spells you know.

Circle of Power V: At Level 11, you may cast Level 5 or lower spells you know.

Circle of Power VI: At Level 13, you may cast Level 6 or lower spells you know.

Circle of Power VII: At Level 15, you may cast Level 7 or lower spells you know.

Circle of Power VIII: At Level 17, you may cast Level 8 or lower spells you know.

Circle of Power IX: At Level 19, you may cast Level 9 or lower spells you know.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Ranged Combat, Advanced Skill, or High Magic feat.

Weird Lore: At Levels 6, 9, 12, 15, and 18, you may choose one of the following abilities. Each ability may be chosen only once.

- **Channeling Resistance:** You gain an amount of spell resistance against Channeling spells equal to twice your Casting Level (*see page 8*). You may suppress this resistance at any time to accept a desirable spell effect.
- **Evasion I:** You can escape many sources of immediate harm. Whenever you aren't *flat-footed* and may make a Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you instead suffer *no* damage with a *successful* save. You may not select this ability as your first *Weird lore* choice.
- **Inner Drive:** Your personal willpower sustains you in times of crisis. Your maximum vitality points increase by an amount equal to your class level and your maximum wound points increase by an amount equal to your Charisma modifier (minimum +1).
- **"I Said Duck!":** This ability may only be chosen after you already possess *evasion I*, either as a *Weird lore* choice or from another source. Each of your teammates (*not* including yourself) gains the benefits of your *evasion I* ability when making Reflex saves to avoid the effects of spells you cast.
- **Low-Light Vision:** You ignore all vision penalties applied by low ambient light other than "none."
- **Professional Recognition:** Your tireless efforts have earned you the respect of your peers. The disposition toward you of any NPC with 8 or more ranks in the Profession skill and a focus that matches one of your Profession focuses automatically improves by 1 grade.
- **Ray Avoidance:** You gain a +3 bonus to your base Defense against ray attacks (*see page 14*).

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- **Skill Mastery:** Choose 1 of your Channeler class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

Fork I: At Level 10, when another character within 30 ft. of you casts a spell from a level you may also cast, you may spend 1 free action and a number of spell points equal to the spell's total spell point cost to cast an identical copy of the spell. You need not know the spell to use this ability, nor must you make a Spellcasting check to trigger it. The copy does not count against your standard limit of 1 spell per round and since it originates from you, you may make all choices involved in the casting. You may use this ability a number of times per session equal to your starting action dice.

Fork II: At Level 20, you may also use this ability to copy spells *you* cast.

The First Power: At Level 14, you and any combination of characters or objects of your choosing within 30 ft. may become completely immune to the effects of spells with a level of up to 3. This ability only affects new spells, not ongoing effects already in place.

You may protect unwilling opponents with this ability. Further, you may voluntarily lift this ability's protection to accept a spell effect or allow a spell effect to impact any protected target. Lifting protection from yourself or any number of targets is a free action that you may take at any time.

A character or object's protection immediately ends if the target moves beyond 30 ft. from you, or if you become *unconscious* or *dead*.

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	SP	Abilities
1	+1	+0	+1	+0	+1	+2	0	—	2	Path of channeling, <i>will of the lightning</i>
2	+2	+0	+2	+0	+1	+3	0	1W	4	Touch of the Weird I
3	+3	+1	+2	+1	+2	+4	1	1W	6	Circle of power I
4	+4	+1	+2	+1	+2	+5	1	1W, 1G	8	Bonus feat
5	+5	+1	+3	+1	+3	+5	1	1W, 1G	10	Circle of power II
6	+6	+2	+3	+2	+4	+6	2	1W, 1G	12	Weird lore
7	+7	+2	+4	+2	+4	+7	2	2W, 1G	14	Circle of power III
8	+8	+2	+4	+2	+5	+8	2	2W, 1G	16	Bonus feat
9	+9	+3	+4	+3	+5	+9	3	2W, 1G, 1S	18	Circle of power IV, Weird lore
10	+10	+3	+5	+3	+6	+10	3	2W, 1G, 1S	20	Fork I
11	+11	+3	+5	+3	+7	+10	3	2W, 1G, 1S	22	Circle of power V, touch of the Weird II
12	+12	+4	+6	+4	+7	+11	4	2W, 2G, 1S	24	Bonus feat, Weird lore
13	+13	+4	+6	+4	+7	+12	4	2W, 2G, 1S	26	Circle of power VI
14	+14	+4	+6	+4	+7	+13	4	3W, 2G, 1S	28	The First Power
15	+15	+5	+7	+5	+9	+14	5	3W, 2G, 1S	30	Circle of power VII, Weird lore
16	+16	+5	+7	+5	+10	+15	5	3W, 2G, 1S	32	Bonus feat
17	+17	+5	+8	+5	+10	+15	5	3W, 2G, 2S	34	Circle of power VIII
18	+18	+6	+8	+6	+11	+16	6	3W, 2G, 2S	36	Weird lore
19	+19	+6	+8	+6	+11	+17	6	3W, 3G, 2S	38	Circle of power IX, touch of the Weird III
20	+20	+6	+9	+6	+12	+18	6	3W, 3G, 2S	40	Bonus feat, fork II

Behind the Curtain: I Get Gadgets?

Many *Spellbound* classes gain Gadget picks, which they can use to gain minor magical charms, fetishes, or foci. As Gadget Mechanisms aren't explained, the shift to a magical flavor for these items is trivial. After all, Clarke's third law states that "Any sufficiently advanced technology is indistinguishable from magic."

Magical gadgets, which include all "magic items" in *Spellbound*, do not work in anti-magic fields, but otherwise function per the standard gadget rules. Also, when the *high magic* quality is in play, the Science skill gains an additional focus — Magecraft — which operates identically to the Super-Science focus except that it applies only to magic items.

PROFESSION (CHA — FOCUS SKILL)

Learning magic requires a high degree of dedication and ranks in the Profession skill quickly summarize this effort without getting too specific about an individual caster's style.

Special Note: This skill description and check are only available in campaigns featuring the *high magic* quality.

Focus Options: *Spellbound* introduces 8 new Profession focuses, one for each school of magic. These focuses and the corresponding magic schools are Channeler (Channeling), Conjurer (Conjuration), Enchanter (Enchantment), Preserver (Warding), Reaper (Necromancy), Sage (Mystery), Summoner (Calling), and Trickster (Trickery).

Non-spellcasting characters may choose these focuses, gaining a layman's non-practicing grasp of magic use as well as the benefits of the Profession skill when making related Knowledge checks and constructing disguises and cover identities (*see the Spycraft 2.0 Rulebook, pages 99, 129, and 233, respectively*).

Forte Options: A character with a Casting Level of 1 or more may choose individual spells that he knows as Profession skill fortes, gaining all standard forte benefits with those spells.

Known Spells: A character with a Casting Level of 1 or more automatically knows a number of spells equal to his Wisdom score + his ranks in the Profession skill. These spells may be of any level but may only be chosen from schools of magic from which the character may learn spells. Once chosen, these spells may not be exchanged. Finally, knowledge of a spell does *not* automatically confer the ability to use it; whether a character may use a spell is determined by his *Spellbound* class level (*see page 5*).

Losing and Regaining Known Spells: If the number of spells a character knows decreases — temporarily or permanently — and later increases, the character *must* choose the newly learned spells from those that were lost. The character may replace the lost spells in any order of his choosing, but new spells may only be learned after all lost spells have been recovered.

SPELLCASTING CHECK

(Int; Active; Concentration)

Time Varies • Base Error Range 1

You make this check to cast spells you know and may use. In order to attempt this check, you must possess at least as many spell points as the level of the spell you're casting + the total cost of any meta-magic effects you wish to apply (*see page 9*). The DC and error range modifier of this check are listed on Table 2: Spellcasting Checks (*see page 8*), and the time required to make this check is determined by the spell being cast. Further, if the spell possesses the GRO (Kit) tag, the kit used must match the spell's school (*see the sidebar on page 9*).

With success, the spell is cast, its effect occurs, and you pay a spell point cost equal to the spell's level + the total cost of all meta-magic effects applied.

With failure, the spell is not cast, it has no effect, and you spend no spell points.

Obvious Action: Unless otherwise specified, spellcasting is an obvious action that is clearly visible to anyone with line of sight to the caster. In order to conceal a Spellcasting attempt, the caster must make a successful Sleight of Hand/Conceal Action check opposed by Notice/Awareness or Search/Perception checks made by any observers present (*see the Spycraft 2.0 Rulebook, page 159*).

Line of Effect: Many spells call for you to have "line of effect" to the target. Line of effect operates like line of sight (*see the Spycraft 2.0 Rulebook, page 327*), except that it is only blocked by cover (i.e. a solid barrier), not concealment (e.g. fog, darkness, etc.). Cover with 1 or more holes of at least 1 ft. in diameter does *not* block line of effect.

Targeted Spells: When casting a spell, you must frequently choose one or more targets, which may be characters, objects, or areas as defined in the spell's description. All targets must be chosen when the spell's effect is triggered. When casting a touch spell (*see page 15*), you may only choose targets within your Reach. In all other cases, you may only choose targets within your line of effect (*see earlier in this skill description*). Several additional rules apply to targeted spells.

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- *Character Targets:* Unless otherwise specified, when a spell targets a character, the character becomes the effect's point of origin.
- *Area Targets:* Unless otherwise specified, when a spell targets an area, you must choose a single square as the effect's point of origin (*see Area Effects, page 16*).
- *Willing Targets:* Each conscious character defines whether he's a willing target when he is subjected to a spell effect, though he may choose to become unwilling at the start of his Initiative Count during each round that the spell effect continues. An *unconscious* character is automatically considered to be willing.
- *Redirected Effects:* Some spells permit you to redirect their effects one or more times during the spell's duration. Doing this requires 1 half action.

Spell Resistance: Certain characters and objects possess spell resistance, which makes it more difficult for you to successfully target them with spells. When the target of your spell possesses spell resistance, your Profession/Spellcasting check result must also exceed the target's spell resistance or the spell fails. When more than one of your spell's targets possesses spell resistance, *the highest spell resistance of any one of the spell's targets* must be exceeded or the spell fails. As with a successful saving throw, when a Spellcasting check fails against a target with spell resistance, that target feels a hostile force or tingle, but cannot deduce the nature or origin of the attack (*see page 17*).

Creation and Summoning: Some spells create or summon things rather than affecting things that are already present. When using one of these spells, you must designate the created or summoned things' destination as the spell's effect is triggered. This destination must be within the spell's range and your line of effect (*see earlier in this skill description*).

Holding the Charge: At the moment a successful spell's effect is to be triggered, you may choose to "hold" the spell's effect, postponing it for up to a number of minutes equal to your Wisdom score. You may voluntarily release or dismiss a held spell effect at any time before this time expires. While holding a charge, you may perform no more than 1 half action per round and may not make any other skill checks possessing the Concentration tag.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: The total spell point cost of all meta-magic effects applied to the spell decrease by 1 (minimum 0).

Critical Success: In addition to the benefit for scoring a threat, the number of spell points you must spend to cast the spell decreases by 1 (minimum 1).

Error: The spell fails and you lose 1 spell point (minimum 0).

Critical Failure: Your confidence is deeply shaken. You lose a number of spell points equal to the number of action dice spent to activate the critical failure. Further, you suffer a -4 penalty with all Profession/Spellcasting checks you make until you succeed with a Profession/Spellcasting check, or until the end of the current scene, whichever comes first.

Table 2: Spellcasting Checks		
Spell Level	DC	Error Range Modifier
0	13	+0
1	16	+0
2	19	+0
3	22	+1
4	25	+1
5	28	+1
6	31	+2
7	34	+2
8	37	+2
9	40	+3

Spell Kits

Spellcasters often require various esoteric tools and minor bric-a-brac when performing spells — the stuff referred to as “material components” in most d20 products. These items are cumulatively represented with special kits, each specific to one school of magic and providing no benefit to casting checks made with spells from other schools. Like all kits, these gear options may be requested with gear picks of any category (*see the Spycraft 2.0 Rulebook, page 218*).

GCs and players are encouraged to devise the contents of their own spell kits to reflect their understanding of the magic within their shared world. These choices might represent common magical archetypes like alchemists, druids, shamans, witches (new age and otherwise), technomancers, Viking runecasters, witchdoctors, and D&D-style wizards. Alternately, they might present a flavor specific to each character, region, or school. Only the weight and rough size of these kits are fixed within the rules.

Spell Kit I (5 lbs.): Assorted reagents, bat scat, blessed salt, candles, dice, dried leaves, flasks of colored liquids, metal shavings, mysterious powders, paper slips, rune stones, small crystals, a wand, and pouches or a bag for storage.

Spell Kit II (25 lbs.): Spell kit I + assorted reagents, bottles of alchemical extracts, bundles of herbs, ceremonial knife, chalk, mystic diagrams, palm-sized crystals, purified robes, ritual talismans, strings of beads, a torch, a tribal mask, and a rucksack for storage.

Spell Kit III (120 lbs.): Spell kit II + ancient tome, animal skulls, assorted reagents, a carved totem, a crystal ball, curtains bearing mystic sigils, freestanding candlesticks, a bottle of sacred sand, a scrying bowl and enough water to fill it, a tablecloth, tarps, and crates for storage.

HIGH MAGIC FEATS

This feat tree presents additional options for a *Spellbound* character. They allow the character to unlock the additional power over high magic, increasing the number of spells he knows as well as their effectiveness.

Spellcasting Tricks: Many High Magic feats grant additional tricks that the character may use in conjunction with his Profession/Spellcasting checks and under other circumstances. Like standard tricks, a character may benefit from any number of High Magic feat tricks at any time.

Special Note: This feat tree is only available in campaigns featuring the *high magic* quality.

ADDITIONAL SUBSCHOOL

Your particular brand of magic mixes effects that most spellcasters consider incompatible.

Prerequisite: Casting Level 3+.

Benefit: Choose 1 subschool of magic from any school of magic to which you don't belong (i.e. any of the other 7 schools of magic). You may learn spells from the chosen subschool and you immediately learn 1 additional spell from the chosen subschool when you gain this feat.

AUGMENTED SPELLS

You can push spells to produce their maximum effect.

Prerequisites: Casting Level 6+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

Heighten Spell (Spellcasting Trick): When you successfully cast a spell, you may increase the spell's effective spell level to the highest spell level you're able to cast, paying a number of spell points as a meta-magic cost equal to the difference between the spell's standard level and its adjusted level. This does *not* increase the Spellcasting check DC or error range modifier, nor does it increase the spell's actual level, but it may make the spell more difficult for others to manipulate or dispel.

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Maximize Spell (Spellcasting Trick): When you successfully cast a spell with a variable effect, you may pay an additional 3 spell points as a meta-magic cost to increase each of the spell's variable effects to its maximum value (as if you'd rolled the highest total possible with all random dice to determine the spell's effects). This may increase variable damage inflicted, damage healed, number of targets, etc. Finally, a spell that is both empowered and maximized gains the separate benefits of each feat: the maximum possible effect *plus* 1/2 the normally rolled result.

DOUBLE CAST

You can fling a surprising amount of magic around when the pressure is on.

Prerequisites: Casting Level 9+, at least 3 other High Magic feats.

Benefit: You may cast a second spell during a round if you possess sufficient remaining actions. You may use this ability a number of times per session equal to your starting action dice.

FASHIONED SPELLS

You can increase or decrease the area covered by your spells' effects.

Prerequisites: Casting Level 1+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

Expand Spell (Spellcasting Trick): When you successfully cast a spell with an area of effect (*see page 16*), you may pay 3 additional spell points as a meta-magic cost to increase each of the area's measurements by 100%.

Hobble Area (Spellcasting Trick): When you successfully cast a spell with an area of effect (*see page 16*), you may double the casting time and eliminate the area of effect (making it "None" and targeting only 1 square) to cast the spell as if it's spell level were 1 lower (minimum 1). This does *not* change the spell's actual level, but it might allow you to cast a spell that you wouldn't otherwise be able to cast and reduce the number of spell points used to cast it. You may only apply one 'Hobble' trick to each spell cast.

HIDDEN SPELLS

You can cast spells without any required muttering or gestures.

Prerequisites: Casting Level 1+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

Mental Gestures (Spellcasting Trick): When making a Spellcasting check, you may ignore the Armor Check Penalty (ACP) tag, if any. When you do this and the spell is successful, you must pay 1 additional spell point as a meta-magic cost. If you cannot pay this cost, the spell automatically fails.

Mental Incantations (Spellcasting Trick): When making a Spellcasting check, you may ignore the Vocalize (VOC) tag, if any (*see page 14*). When you do this and the spell is successful, you must pay 1 additional spell point as a meta-magic cost. If you cannot pay this cost, the spell automatically fails.

LASTING SPELLS

You can cast spells that last longer than usual.

Prerequisites: Casting Level 6+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

Extend Spell (Spellcasting Trick): When you successfully cast a spell with a duration other than Concentration, Instantaneous, or Permanent, you may pay 1 additional spell point as a meta-magic cost to increase the spell's duration by 100%.

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Hobble Duration (Spellcasting Trick): When making a Spellcasting check to cast any spell with a duration other than Concentration, Instantaneous, or Permanent, you may double the casting time and reduce the duration to 1/2 standard (rounded down) to cast the spell as if its spell level were 1 lower (minimum 1). This does *not* change the spell's actual level, but it might allow you to cast a spell that you wouldn't otherwise be able to cast and reduce the number of spell points used to cast it. You may only apply one 'Hobble' trick to each spell cast.

POTENT SPELLS

You can cast spells to greater or lesser effect.

Prerequisites: Casting Level 1+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

Empower Spell (Spellcasting Trick): When you successfully cast a spell with a variable effect, you may pay an additional 2 spell points as a meta-magic cost to increase each of the spell's variable effects by 50% (rounded up). This may increase variable damage inflicted, damage healed, number of targets, etc. Finally, a spell that is both empowered and maximized gains the separate benefits of each feat: the maximum possible effect *plus* 1/2 the normally rolled result.

Hobble Effect (Spellcasting Trick): When making a Spellcasting check to cast any spell with one or more variable effects, you may double the casting time and reduce each of the spell's variable effects to 1/2 standard (rounded down) to cast the spell as if its spell level were 1 lower (minimum 1). This does *not* change the spell's actual level, but it might allow you to cast a spell that you wouldn't otherwise be able to cast and reduce the number of spell points used to cast it. You may only apply one 'Hobble' trick to each spell cast.

REACHING SPELLS

You can cast spells at lesser or greater range than normal.

Prerequisites: Casting Level 1+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

Extend Spell (Spellcasting Trick): When you successfully cast a spell with a range of Close, Medium, or Long, you may pay 1 additional spell point as a meta-magic cost to increase the spell's range by 100%.

Hobble Range (Spellcasting Trick): When making a Spellcasting check to cast any spell with a range of Close, Medium, or Long, you may double the casting time and reduce the range to Touch to cast the spell as if its spell level were 1 lower (minimum 1). This does *not* change the spell's actual level, but it might allow you to cast a spell that you wouldn't otherwise be able to cast and reduce the number of spell points used to cast it. You may only apply one 'Hobble' trick to each spell cast.

SEQUENTIAL LEARNING

Prerequisites: Able to cast Level 1 spells.

Benefit: Each time you learn a spell with a Roman Numeral in its title as a direct result of gaining ranks in the Profession skill (i.e. not including spells learned as a result of feats or class abilities), you also learn the spell of the same name with the next higher Roman Numeral. This feat ability has no effect when the spell you learn has the highest available Roman Numeral.

SPEEDY SPELLS

You can cast your spells in an instant or take your time with a spell that's normally just out of your reach.

Prerequisites: Casting Level 1+.

Benefit: You gain 1 additional spell point at the start of each scene, which may only be used to pay meta-magic costs. Further, you gain the following 2 casting tricks.

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Quicken Spell (Spellcasting Trick): When making a Spellcasting check to cast any spell with a casting time of 1 round or less, you may pay an additional 3 spell points as a meta-magic cost to reduce the spell's casting time to 1 free action. This action may only be taken during your Initiative Count and does *not* permit you to cast more than 1 spell per round.

Hobble Casting Time (Spellcasting Trick): When making a Spellcasting check to cast any spell with a casting time of 1 half action or more, you may increase the casting time to 10 times standard to cast the spell as if its spell level were 1 lower (minimum 1). For example, a casting time of 1 half action would become 5 rounds, while a casting time of 1 full action would become 1 minute. This does *not* change the spell's actual level, but it might allow you to cast a spell that you wouldn't otherwise be able to cast and reduce the number of spell points used to cast it. You may only apply one 'Hobble' trick to each spell cast.

SPELL LIBRARY

You've collected spells from a wide variety of sources.

Prerequisites: Casting Level 1+.

Benefit: Chose 1 subschool of magic from which you can already learn spells. You learn a number of additional spells from this subschool equal to your Lifestyle + the number of Gear feats you possess.

Special: You may choose this feat up to 3 times, each time applying it to the same subschool or a new one.

SPELL POWER

You can cast more spells than most.

Prerequisites: Casting Level 1+.

Benefit: You gain an additional number of spell points at the start of each scene equal to your starting action dice.

Special: You may choose this feat up to 3 times, each time gaining the same number of additional spell points.

ADVANCED SKILL FEATS

For more about Advanced Skill feats, see page 199 of the Spycraft 2.0 Rulebook.

GUNS OR BUTTER

You generally focus your efforts on creative activities more than martial pursuits.

Prerequisites: 6+ weapon proficiencies (including fortes).

Benefit: Each time you gain 1 weapon proficiency, you may instead gain 1 additional Interest or forte for a skill focus you already possess.

PRECISION PRACTICE

You continue to refine your skills long after you move on to new things.

Prerequisites: Career Level 6+.

Benefit: Choose 1 base class in which you possess 5 or more levels. You may use your career level in place of your class level when determining the effects of abilities granted by the chosen class.

Special: If each level of the chosen class grants "levels" (i.e. "Casting Level" or "Psion Level"), your base number of those levels becomes equal to your Career Level.

SPELL DESCRIPTIONS

Each spell's description is presented in a standard format, with each category of information explained in this section.

SPELL NAME

The first line of each spell's description offers the spell's common name.

LEVEL

The second line of each spell's description includes its level, which ranges from 0 to 9 and defines the spell's relative power. The spell's subschool follows.

DESCRIPTORS

When applicable, one or more descriptors appear in parentheses following a spell's level and subschool. Descriptors further categorize a spell, often without specific mechanical effect of their own; they usually govern how the spell interacts with other spells, as well as with special abilities, unusual creatures, a character's Alignment, and so on. In particular, certain forms of damage reduction may be vulnerable to effects with these descriptors (e.g. DR 10/Ice or DR 15/Good) and certain forms of damage resistance may protect against them (e.g. "ice resistance" or "good resistance"). *For more information about damage reduction and damage resistance, see the Spycraft 2.0 Rulebook, pages 332–333.*

Air: This spell cannot be cast underwater or in a vacuum.

Chaotic: The caster must possess the chaotic Alignment to cast this spell. If the spell possesses more than one Alignment descriptor, the caster must instead possess at least one matching Interest and choose which Interest he's using each time he casts the spell. Further, when this spell occupies the same space as an Orderly spell with a lower Casting Level + Spell Level, the Orderly spell is *dispelled* (this may result in both spells being *dispelled*). When these values are equal, both spells are *dispelled*.

Darkness: When this spell occupies the same space as a Light spell with a lower Casting Level + Spell Level, the Light spell is *dispelled* (this may result in both spells being *dispelled*). When these values are equal, both spells are *dispelled*. Further, when a damaging Darkness spell targets an undead character, that character instead heals the same amount. Finally, magic darkness blocks both low-light and infrared vision.

Evil: The caster must possess the evil Alignment to cast this spell. If the spell has more than one Alignment descriptor, the caster must instead possess at least one matching Interest and choose which Interest he's using each time he casts the spell. Further, when this spell occupies the same space as a Good spell with a lower Casting Level + Spell Level, the Good spell is *dispelled* (this may result in both spells being *dispelled*). When these values are equal, both spells are *dispelled*.

Fire: This spell cannot be cast underwater. Further, any effect or item generated by the spell is extinguished when submerged.

Good: The caster must possess the good Alignment to cast this spell. If the spell has more than one Alignment descriptor, the caster must instead possess at least one matching Interest and choose which Interest he's using each time he casts the spell. Further, when this spell occupies the same space as an Evil spell with a lower Casting Level + Spell Level, the Evil spell is *dispelled* (this may result in both spells being *dispelled*). When these values are equal, both spells are *dispelled*.

Ice: When the point of origin for this spell's effect is underwater, the spell also creates an ice block across the spell's area of effect with a Damage save bonus equal to your Casting Level + the Spell Level. Any character caught in this area becomes *buried* in the ice block.

Light: When this spell occupies the same space as a Darkness spell with a lower Casting Level + Spell Level, the Darkness spell is *dispelled* (this may result in both spells being *dispelled*). When these values are equal, both spells are *dispelled*. Further, when a healing Light spell targets an undead character, that character instead suffers the same amount of damage.

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Lighting: When the point of origin for this spell's effect is underwater, the spell's range becomes Personal and its area becomes an explosive spherical burst with a blast increment of 2 squares. The spell effect is felt by everyone within this area, including the caster.

Mass: A separate 'mass' version of this spell exists. The number after this descriptor indicates the mass spell's alternate level. A mass spell is learned separately from the standard version of this spell but works identically, except that its range is close (25 ft. + 5 ft. per 2 Casting Levels) and it may target up to 1 character per spell level, no two of which may be more than 30 ft. apart.

Orderly: This is an orderly spell. The caster must possess the orderly Alignment to cast this spell. If the spell has more than one Alignment descriptor, the caster must instead possess at least one matching Interest and choose which Interest he's using each time he casts the spell. Further, when this spell occupies the same space as a Chaotic spell with a lower Casting Level + Spell Level, the Chaotic spell is *dispelled* (this may result in both spells being *dispelled*). When these values are equal, both spells are *dispelled*.

Silence: When this spell occupies the same space as a Sonic spell with a lower Casting Level + Spell Level, the Sonic spell is *dispelled*. When these values are equal, both spells are *dispelled*.

Snap: A separate 'snap' version of this spell exists. The number after this descriptor indicates the snap spell's alternate level. A snap spell is learned separately from the standard version of this spell but works identically, except that it requires only 1 free action to cast and has a duration of 1 full round.

Sonic: This spell may not be cast in a vacuum. Further, when this spell occupies the same space as a Silence spell with a lower Casting Level + Spell Level, the Silence spell is *dispelled*. When these values are equal, both spells are *dispelled*.

SKILL TAGS

Any skill tags listed in a spell's description apply to the Profession/Spellcasting check made to perform the spell. Additionally, Spellcasting checks always possess the Concentration skill tag.

Armor Check Penalty: This tag operates as described on page 101 of the *Spycraft 2.0 Rulebook*. It represents the required motions described as "gestures" in most d20 products.

Gear Only (GRO): This check requires one or more pieces of gear to complete, as noted in parenthesis following the tag. An entry of "Kit" indicates a kit specific to the spell's magic school, the Caliber of which is determined by the spell's level (I for spell levels 1–3, II for spells level 4–6, and III for spell levels 7–9). *For more information about magic kits, see page 9.* Any attempt to make this check without all required gear automatically fails.

Preparation Cost (PPC): This powerful spell requires special preparation, the cost of which follows this tag in parentheses. This cost must be paid in either Reputation or Net Worth, as appropriate to the caster. Paying this cost during the Intel Phase requires no time, while paying it in the field requires 1d6 hrs. per level of the spell. Finally, if this cost is paid and the Profession/Spellcasting check is either failed or not made, the cost is returned to the caster at the end of the current mission.

Ray (RAY): The character's Spellcasting check result doubles as a ranged touch attack result against the target. The spell's effect applies to the intended target only if the Spellcasting check *and* the attack are successful. If the Spellcasting check succeeds but the attack fails, the spell's effect suffers deviation (*see the Spycraft 2.0 Rulebook, page 346*).

Each ray spell attack is a free action, suffers no range penalties, and ignores gear bonuses to Defense. Line of effect doesn't apply (*see page 7*), though line of sight applies as standard. When a ray spell inflicts damage, the caster may score a critical hit as if the ray were a weapon with a threat range of 20.

Finally, when a ray spell features a duration, it determines the time the spell's effect lingers, not the time the ray itself persists.

Vocalize (VOC): This spell requires the caster to speak aloud; a *mute* caster may not cast this spell. Further, when casting a spell possessing this tag, a caster suffers an additional –4 penalty with any Sleight of Hand/Conceal Action check made to hide the attempt (*see page 7*).

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XP Cost (XPC): This *extremely* powerful spell requires the caster to forfeit experience points (XP). When the Profession/Spellcasting check is successful, the character must voluntarily sacrifice the number of XP listed in parenthesis following this tag to invoke the spell's effects. A spell's XP cost may not reduce the character's XP below 0. If the character cannot or refuses to pay the XP cost, the spell fails and has no effect.

CASTING TIME

Most spells have a casting time of 1 half action. Others take 1 round or more, while a few require only 1 free action. When a character uses a spell with a casting time of 1 full round or longer, the spell's effect is triggered at the start of the character's Initiative Count following the casting time's completion.

Example 1: As his only action during a round, a character begins casting a spell with a casting time of 1 round. The spell's effect is triggered at the start of the caster's Initiative Count during the following round.

Example 2: As his only action during a round, a character begins casting a spell with a casting time of 1 minute (10 rounds). The spell's effect is triggered at the start of the caster's first Initiative Count after 10 rounds have passed.

The character may act normally during his Initiative Count following the casting time's completion, as the spell has already been cast.

A character must concentrate for a spell's full casting time, from the moment he begins casting to the moment the spell's effect is triggered. If he is interrupted during this time and doesn't make a successful Resolve/Concentration check as described on page 101 of the *Spycraft 2.0 Rulebook*, the Spellcasting check automatically fails.

In all cases, the caster makes the Profession/Spellcasting check at the moment the spell's effect would be triggered. Further, he must make all pertinent decisions about the spell, including its range, target, area, effect, version, and so forth, at this time.

RANGE AND POINT OF ORIGIN

A spell's range indicates the maximum distance at which the caster may designate the point of origin for the spell's effect. Outside this range, any item or effect created by the spell winks out of existence.

Some spells have a specific range up to which their point of origin may be set. Other standard ranges include the following.

Personal: The spell's point of origin is the caster. The character may be the spell's target or the spell's effect may extend away from him, as noted in the spell description.

Touch: The spell's point of origin consists of one or more characters or objects, which the caster must touch as part of the casting. The caster may affect as many willing targets as he can touch in the same round that the spell's effect is triggered. When a target wishes to avoid the spell's effect, the character's Spellcasting check result doubles as a melee touch attack result against each unwilling target. The spell's effect applies to each of these targets only if the Spellcasting check *and* the attack are successful against that target. If the Spellcasting check succeeds but an attack fails, the target in question avoids the spell's effect.

Each touch spell attack is a free action and line of sight applies as standard. When a touch spell inflicts damage, the caster may score a critical hit as if the spell were a weapon with a threat range of 20.

Close: The spell's point of origin may be set at any distance from the caster up to 25 ft. + 5 ft. per 2 Casting Levels.

Medium: The spell's point of origin may be set at any distance from the caster up to 100 ft. + 10 ft. per Casting Level.

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Long: The spell's point of origin may be set at any distance from the caster up to 400 ft. + 40 ft. per Casting Level.

Unlimited: The spell's point of origin may be set anywhere on the caster's current setting.

AREA OF EFFECT

Some spells target an area, always centering on a single target square. Each area of effect consists of one size, one shape, and one or more methods of expansion (e.g. "20-ft. spherical emanation" or "15 ft. cube-shaped limited burst spread").

Unless specified otherwise, any spell with an area of "none" affects only 1 target.

Size

An area of effect's size is always presented in feet and represents its volume, distance, or radius, as noted in its shape description. The caster may decrease a spell area's size during casting but may not adjust it thereafter.

Shape

Caster-Defined: The spell effect may take any shape of the caster's choice, up to the effect's size in volume, so long as each square chosen is adjacent to at least one other chosen square (e.g. if the effect's size is 40 ft., the caster may choose any 8 connected squares).

Cone-Shaped: The spell effect covers a quarter-circle shape from the target square in a direction of the caster's choice (*see the Spycraft 2.0 Rulebook, page 344, for examples*). The effect's size becomes the distance in a straight line from the target square to the outer edge of the cone.

Cube-Shaped: The spell effect covers a perfectly square area around the target. The effect's size becomes the distance in a straight line from the target square to the closest outer edges of the cube, as well as the length of each of the cube's sides.

Linear: The spell effect extends across a straight line from the target square in a direction of the caster's choice. The effect's size becomes the distance the line traverses. If the effect's width is greater than 5 ft., its width is also noted in the spell's Area entry.

Pillar-Shaped: The spell effect covers the area within a vertical, standing pillar whose bottom is a circular shape from the target square with a radius equal to the effect's size (*see the Spycraft 2.0 Rulebook, page 344, for examples*). The pillar's height is also noted in the spell's Area entry.

Spherical: The spell effect covers the area within a sphere with a radius in every direction from the target square equal to the effect's size (*see the Spycraft 2.0 Rulebook, page 344, for examples*).

Expansion

Every spell must feature either burst or emanation expansion. Limited, penetrating, and spread expansions are optional.

Burst: The spell effect expands from the target square only during the round in which it's triggered. It applies to all characters and objects in the area, as appropriate, even those the caster cannot see. It does *not* apply to characters or objects with total cover from the target square.

Emanation: The spell effect expands like a burst, except that it continues to radiate from the target square for the spell's duration. Characters and objects within a spell's area of effect are subjected to the spell's effect until they leave the area or until the spell's duration expires, whichever comes first.

Limited: The spell effect may only affect a limited number of targets as noted in the spell description. The limit is usually defined as a total number of character levels or vitality points. The effect applies to the characters closest to the target square first and as each character becomes a target, his current character level, vitality points, or other statistic is subtracted from the limit. When the limit reaches 0 or below, the current character becomes the effect's final target.

Penetrating: The spell possesses line of effect even through barriers with a total material and thickness Damage save equal to the value following this expansion in parentheses.

Spread: The spell effect applies to *all* characters, creatures, or objects in the area, even those with total cover from the target square.

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DURATION

A spell's duration indicates how long the spell's effect continues before it winks out of existence. This is different from the consequences of the effect, which may linger after the spell's duration (e.g. fires caused by a Fireball spell remain until put out, things knocked over by a Gust of Wind spell remain knocked over until righted, etc.).

The durations of most spell effects are measured in rounds, minutes, hours, or other increments. Other standard durations include the following.

Instantaneous: The spell's effect occurs and winks out in a fraction of an instant.

Permanent: The spell's effect lingers until removed with a successful Dispel Magic spell. Some permanent spells may be removed through other means as well, such as being *annihilated* (see page 18).

Concentration: The spell effect lasts as long as the caster continues to concentrate. If he stops concentrating, or is interrupted while concentrating to maintain the effect and doesn't make a successful Resolve/Concentration check as described on page 101 of the *Spycraft 2.0 Rulebook*, the effect automatically ends.

Concentration + Duration: The spell effect lasts as long as the caster continues to concentrate and for a defined duration thereafter. If he stops concentrating, or is interrupted while concentrating to maintain the effect and doesn't make a successful Resolve/Concentration check as described on page 101 of the *Spycraft 2.0 Rulebook*, the effect continues for the duration listed after the plus sign.

Dismissible: The spell effect lasts for a set duration or until the caster voluntarily wills it to end. In order to dismiss a spell, the caster must be within the spell's range to the effect's point of origin and must either speak words of dismissal (if the spell possesses the Vocalize tag) or perform a simple gesture (otherwise). Either way, the process requires 1 free action. A dismissible spell effect immediately ends when its caster is killed.

Enduring: The spell effect can be made permanent with a Permanency spell.

Variable Duration: The spell's effect lasts a random amount of time (e.g. 8d12 hrs.). The GM rolls the duration secretly so the caster doesn't know how long the spell will last.

SAVING THROW

A harmful spell usually allows each target to make a saving throw to avoid some or all of the effect. Unless otherwise specified, the saving throw DC to resist a spell's effect is 10 + the caster's Charisma modifier + the number of Magic feats the caster possesses.

With a successful saving throw to resist a spell's effect, the target ignores the spell's effect. He feels a hostile force or tingle but cannot deduce the nature or origin of the attack. Likewise, the caster senses that the spell has failed.

Any character, even one with spell resistance, may voluntarily forego a saving throw and willingly accept a spell's effect.

When a spell is cast on an object, it automatically fails any listed save unless it's magical, carried, or worn. Each of a magical object's saving throw bonuses is equal to 2 + 1/2 the item's Casting Level (rounded up). Unless otherwise specified, all items carried or worn by a character automatically succeed with all saving throws against spell effects, even if the character fails his saving throw.

Several terms may be found in a spell's Saving Throw entry, defining whether the spell features a saving throw and how that saving throw is handled.

None: No saving throw is allowed.

Negates: With a successful saving throw, the spell has no effect.

Partial: With a successful saving throw, the spell's effect is lessened as noted in the spell description.

Half: With a successful saving throw, the spell's damage decreases to 1/2 standard (rounded down).

Harmless: The spell is usually beneficial, though a targeted character may attempt a saving throw if he desires.

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Repeatable: If a character fails the spell's saving throw, he may try again once during each subsequent round. Each attempt requires 1 half action.

Terminal: This spell's effect is catastrophic, and frequently game-ending, for the target(s). In the interest of fairness, each special character making a save to resist the spell's effect gains a +4 bonus. This bonus increases to +8 for a mastermind. On the flip side, under certain circumstances, the GC may determine that this spell's effect may generate a terminal situation (*see the Spycraft 2.0 Rulebook, page 350*).

EFFECT

A spell's effect entry describes what the spell's impact on the target. Previous entries may refer to this entry for further explanation.

NEW RULES

The following rules expand the *Spycraft 2.0* core system and support options seen in this *Spellbound* volume.

CONDITIONS

Annihilated: An *annihilated* character or object is completely obliterated, all traces of its existence eliminated. No evidence of its presence can be found with any skill check result, ability use, or other effort. An *annihilated* character may never return to life under any circumstances, nor may an annihilated object ever be reconstituted. No method of communication allows contact with an *annihilated* character, as even his spirit has been destroyed.

Banished: When a character is *banished*, his body and all items in his possession dissolve into aether, evaporating without a trace after 1d4 rounds. Thereafter, he lingers in a timeless and unaware state and may be summoned back to the physical world only by powerful magic, which usually restores both his body and all items carried when he gained this condition. Some characters possess a special ability that allows them to reappear in the physical world after a minimum time has elapsed; in a campaign featuring the *revolving door* quality, for example, a *banished* character may return with all items in his possession at the start of the following mission. This costs the character 100 Reputation or \$5,000,000 Net Worth. A summoned character, however, ceases to exist when *banished*.

Dazzled: A *dazzled* character is unable to see properly because his eyes have been overstimulated. He suffers a -1 penalty with all attack checks, as well as all skill checks possessing the Vision tag. While *dazzled*, a character gains a +4 bonus with any save made to resist becoming *dazzled*, but if he is *dazzled* a second time, he instead becomes *blinded*.

Dispelled: When a spell is *dispelled*, its effect and duration immediately end. Should a spell be *dispelled* during the Spellcasting check, the spell is still considered to have been cast, but its effect and duration end before they begin. Finally, all characters summoned or otherwise generated by a spell are *banished* when that spell is *dispelled*.

Incorporeal: An *incorporeal* character is largely intangible. Each physical attack made against him is considered a touch attack and with a hit, the attack passes through him, inflicting no damage. Any attack or skill check that does not require a physical connection, as well as any force-based magic attack, may target an *incorporeal* character without restriction.

An *incorporeal* character may pass through any solid surface or object without restriction, though force fields and force spell effects block his movements. Further, he may choose to "walk" or "climb" through any material as if traversing ground, staircases, and ladders. An *incorporeal* character may *not* float or fly above any physical surface. Even when *incorporeal*, a character must hold his breath at all times when his nose and mouth are obstructed. Also, should a character lose this condition while occupying the same square as another character or physical object, unpleasantness ensues:

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- A formerly *incorporeal* character with one or more limbs occupying the same space as a physical character or object is *entangled* until the limb is removed or the character once again becomes *incorporeal*. If the limb is removed, it may never be replaced or reattached.
- A formerly *incorporeal* character whose head or torso occupies the same space as a physical character or object is immediately reduced to –20 wound points.

An *incorporeal* character is immune to falling damage but should he “impact” any surface, he falls a number of feet “into” it equal to the falling damage he ignored.

Incorporeal characters may target each other as standard, without restriction.

Slowed: A *slowed* character may take only 1 half action during each round. Further, he suffers a –1 penalty with attack checks and Reflex saves, his Defense decreases by 1, and his Speed decreases to 1/2 standard (rounded down to the nearest 5-ft. increment).

Suppressed: When a spell is *suppressed*, its effect pauses but its duration continues. If any duration remains when the suppression ends, the spell’s effect continues for the remainder.

Behind the Curtain: What is the Aether?

Some spells, conditions, and effects introduced by the *high magic* campaign quality refer to ‘aether’, or ‘the Aether,’ as part of their flavor text. Aether is a way of describing the basic ‘stuff’ of magic and is often described as a faintly glowing, nearly transparent fluid which may float and congeal into droplets as if not subject to gravity. The Aether (note the capitalization) is a sort of parallel realm existing alongside the physical world where vast quantities of untapped aether reside in a quiescent state. Many summoned items and creatures are believed to be formed of aether that is provided temporary physical substance (rather than being snatched from elsewhere in the physical world by the summoning process).

This treatment of raw magical energy is an assumption on the part of the *Spellbound* series to establish a basic framework for descriptions. Individual Game Controls should of course feel free to change these descriptions or do away with the concept entirely. The existence of the Aether is not essential for these rules to operate correctly.

DAMAGE TYPES

Various spell effects harm the target in ways not typically encountered in the modern world, requiring a number of new damage types. For each, there is also a corresponding form of damage resistance.

For more on damage types and damage resistance, see the Spycraft 2.0 Rulebook, page 333.

Divine Damage

This rare damage type represents harm from powerful cosmic forces or even the intervention of deities and other godly entities.

- Divine damage always possesses the *armor-piercing* (all) quality.
- Divine damage may never be converted to subdual damage.
- When a character suffers divine damage, his armor and/or clothes must make a Damage save against the same amount of lethal damage.
- Action dice may *not* be spent to increase divine damage.

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Force Damage

Force damage is generally inflicted by the offensive use of energy fields that can be felt even without substance.

- Effects that inflict force damage are considered to be either blunt or edged weapons. When a source of force damage does not specify which, it is considered a blunt weapon.
- When an attack inflicts force damage, the target's *incorporeal* condition, if any, is ignored (see page 18).
- Action dice may *not* be spent to increase force damage.

Sonic Damage

Sonic damage generally takes the form of tremendous vibrations that literally tear the target apart.

- Sonic damage is lethal damage and possesses the *armor-piercing* (X) quality, where "X" is equal to the sonic damage inflicted before modifiers are applied.
- When a target suffers sonic damage, he also suffers an amount of bang damage equal to the sonic damage before modifiers are applied.
- When a character suffers sonic damage, his armor and/or clothes must make a Damage save against the same amount of lethal damage.
- Sonic damage applies to characters who can't hear (e.g. *deafened* characters), as its vibrations are so powerful as to literally shred skin and organs. A character who can't hear is immune to all additional effects imposed by sonic damage, however (such as becoming *dazed*, *stunned*, and the like).
- Action dice may *not* be spent to increase sonic damage.

NPC QUALITIES

The following NPC quality may apply in any game featuring the *high magic* campaign quality.

Light-Sensitive (–1 XP): Each time the character enters a more brightly lit area, he suffers 6 points of flash damage per category the ambient light increases (see Table 5.14: *Vision and Hearing* on page 351 of the *Spycraft 2.0 Rulebook*). A character with this quality also suffers a –4 gear penalty with all saving throws made to resist the effects of flash damage, though this penalty may be negated by wearing tinted goggles or sunglasses.

Luminous I (+3 XP): The character shows signs of being partially composed of energy rather than solid matter, gaining a +1 bonus with Acrobatics and Stealth checks and a +1 gear bonus to Defense. Further, he suffers only 1/2 damage from falling and sneak attacks (rounded down).

Luminous II (+12 XP): The character is partially intangible, being composed of both matter and energy. He gains a +3 bonus with Acrobatics and Stealth checks, a +2 gear bonus to Defense, and is considered to weigh only 1 lb. when determining if a surface or object can support his weight. Further, he suffers only 1/2 damage from falling (rounded down) and is immune to the *stunned* condition, critical hits, sneak attacks, and poisons not specifically created to affect *luminous* characters. Finally, the character does not breathe or age. These effects replace those granted by the *luminous I* quality.

Luminous III (+20 XP): The character is largely intangible, being comprised primarily of energy. He gains a +5 bonus with Acrobatics and Stealth checks, a +4 gear bonus to Defense, and is considered to weigh only 1 lb. when determining if a surface or object can support his weight. Further, he suffers only 1 point of damage per die from falling and is immune to sleep, the *stunned* condition, critical hits, sneak attacks, and poisons not specifically created to affect *luminous* characters. Additionally, the character may ignore the presence of enemies when moving, passing or even moving through enemy-occupied squares freely so long as he ends his movement in an empty square. Finally, the character does not breathe, sleep, or age. These effects replace those granted by the *luminous I* and *luminous II* qualities.

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Ooze (+5 XP): An ooze possesses an amorphous, boneless body that can twist, compress, and shift in a fluidic fashion. Its Size is considered 1 category larger when resisting Bull Rush, Disarm, Grapple, and Trip actions, and up to 2 categories smaller when attempting to squeeze into or through a confined space. It may hold a number of readied items or weapons up to 3 + its Dexterity modifier (minimum 1), but cannot use armor unless it is designed for an ooze. The Caliber of all equivalent armor designed for an ooze increases by 1 grade. Finally, an ooze eats, sleeps, and breathes unless otherwise indicated.

Outsider (+5 XP): An outsider is an abstract notion or ideal that can appear in the physical world as either flesh and blood or an animate object. It may possess a unique personality and individual features or exist as one of many multiple and largely identical copies, making it suitable as either a standard or special character. An outsider may require assistance to materialize, usually in the form of summoning magic, or may be capable of appearing under its own power. Outsiders are often sensitive to spells with an opposing Alignment and may suffer additional effects from such magic. When an outsider possesses an Alignment, each of its attacks is considered to possess that Alignment for the purpose of penetrating damage reduction (*see below*). When an outsider would become *dead*, it is instead *banished* (*see page 18*); consequently, an outsider may not be the target of a spell that restores a character to life. Finally, an outsider may eat for pleasure, but suffers no ill effect from going hungry, and sleeps and breathes unless otherwise indicated.

Example: John is protected by a magic item that grants him DR 5/orderly. Any attack by an outsider with the orderly Alignment would ignore this protection.

Spell Points I (+3 XP): The character possesses a number of spell points at the start of each scene equal to the Threat Level.

Spell Points II (+6 XP): The character possesses a number of spell points at the start of each scene equal to the Threat Level $\times$ 2.

Spell Points III (+9 XP): The character possesses a number of spell points at the start of each scene equal to the Threat Level $\times$ 3.

Spell Points X (+15 XP): The character possesses an unlimited number of spell points at the start of each scene.

Spells Known (+XP equal to NPC's Skilled (Profession) grade): One or more spells are listed in parentheses following this quality. The character knows a number of these spells equal to his total Profession bonus (rounded up). These spells are learned in the order in which they're listed.

Undead (+5 XP): The character is a supernatural force clothed in the physical or spiritual remains of a once living creature. An undead character possesses the *low-light vision* and *light-sensitive* NPC qualities at no additional cost. Further, he is immune to Constitution damage, critical hits, subdual damage, stress damage, diseases, and poisons, as well as the *paralyzed*, *sickened*, and *stunned* conditions.

An undead character is also immune to bleeding, internal ruptures, brain damage, massive system trauma, and nerve damage as described on Table 5.5: The Table of Ouch (*see the Spycraft 2.0 Rulebook, page 332*). Whenever one of these results is rolled for an undead, the character instead suffers the next highest result to which he is not immune (i.e. a bleeding result becomes a broken limb, an internal rupture result becomes a maimed limb, and a brain damage, massive system trauma, or nerve damage result becomes a spinal injury).

An undead character doesn't heal naturally but may benefit from Medicine skill checks. Healing caused by spells with the Light descriptor instead inflicts the same amount of damage to him, while damage inflicted by spells with the Darkness descriptor instead heals the same amount of damage he's suffered. An undead character's wound points may not be negative; should they ever drop below 0, he immediately dies.

An undead character need not breathe, eat, or sleep, but may feign doing so if he likes.

Finally, a special undead character can often pass as the once-living person whose body he now inhabits, and gains a +10 bonus with Falsify/Disguise checks made to masquerade as this person.

Creature Types

The *Spycraft 2.0 Rulebook* focuses on humans and animals as primary NPC types, but *high magic* settings often feature fantastic creatures which do not fit neatly into those two categories. In most d20 products, these beasts and monsters are grouped into a fixed set of "creature types." Each creature type is represented in *Spycraft* with an NPC quality that quickly denotes common characteristics and identifies which are particularly susceptible or resistant to certain effects. In *Spycraft* products, these qualities are often used when describing a character, so any character with the *undead* NPC quality may be referred to as an "undead character." Though only a couple creature types are included in this product, we offer the following reference guide for those times other creature types come up.

d20 System	Spycraft NPC Quality
Aberration	<i>Horror</i>
Animal	Animal NPC
Construct	<i>Construct</i> or <i>elemental</i>
Dragon	<i>Beast</i>
Elemental	<i>Elemental</i>
Fey	<i>Fey</i>
Giant	No special qualities required
Humanoid	No special qualities required
Magical Beast	<i>Beast</i>
Monstrous Humanoid	No special qualities required or <i>beast</i>
Ooze	<i>Ooze</i>
Outsider	<i>Outsider</i>
Plant	<i>Plant</i>
Undead	<i>Spirit</i> or <i>undead</i>
Vermin	Animal NPC or <i>beast</i>

This volume includes the *ooze*, *outsider*, and *undead* NPCs qualities as some Channeling spells have boosted or reduced effects against characters possessing them. The remaining NPC qualities will appear in future *Spellbound* volumes and other *Spycraft* fantasy products. Standard and special NPCs without any of these NPC qualities are considered to be "humanoids." Animal NPCs without any of these qualities are considered to be "natural animals."

SPELLCASTING NPCs

An NPC spellcaster must possess four qualities.

- **Class Ability (Circle of Power I–IX):** This class ability determines the maximum spell level the NPC may cast. Further, the NPC's Casting Level is equal to the Threat Level or this quality's XP value, whichever is higher.
- **Skilled (Profession):** A spellcaster should always possess some ranks in the Profession skill in order to make Spellcasting check and to determine their number of spells he knows (*see page 7*).
- **Spell Points:** This quality determines the NPC's spell points at the start of each scene.
- **Spells Known:** This quality determines the spells at the NPC's disposal based on his total Profession skill bonus.

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Some examples of *Spellbound* NPCs follow.

Energy Acolyte (Standard NPC — 80 XP): Init VII; Atk VII; Def V; Resilience IV; Damage Save: VI; Competence: IV; Skills: Intimidate IV, Profession (Channeler) VI, Resolve V; SZ M; Spd 30 ft.; Wealth: I; Weapons: 1 × Caliber III melee (quarterstaff); Gear: 1 × Caliber I (Channeler spell kit); Vehicle: 1 × Cal. I (Arabian horse); Qualities: *class ability* (*evasion I, circle of power II*), *feat* (CQB Basics, Potent Spells, Staff Basics), *luminous I, spell points I, spells known* (Daylight I, Flare, Burning Hands, Produce Flame, Shatter I, Flaming Sphere, Scorching Ray, Sound Burst), *superior attribute* (Dex 12, Cha 12).

Force Acolyte (Standard NPC — 77 XP): Init VIII; Atk VII; Def V; Resilience IV; Damage Save: VI; Competence: IV; Skills: Athletics IV, Profession (Channeler) VI, Resolve V; SZ M; Spd 30 ft.; Wealth: I; Weapons: 1 × Caliber I melee (broadsword); Gear: 1 × Caliber I (Channeler spell kit); Vehicle: None; Qualities: *class ability* (*circle of power II*), *feat* (Dueling Basics, Speedy Spells, Sword Basics), *low-light vision, luminous I, spell points I, spells known* (Feather Fall, Telekinesis I, Mage Armor, Magic Missile, Shield, Knock, Levitate, Spiritual Weapon), *superior attribute* (Dex 12, Wis 12).

Weather Acolyte (Standard NPC — 83 XP): Init VII; Atk VII; Def V; Resilience IV; Damage Save: VI; Competence: IV; Skills: Profession (Channeler) VI, Resolve V, Tactics IV; SZ M; Spd 30 ft.; Wealth: I; Weapons: 1 × Caliber II (.40 S&W SIG-Sauer P226); Gear: 1 × Caliber I (Channeler spell kit); Vehicle: 1 × Cal. I (racing motorcycle + racing helmet); Qualities: *class ability* (*circle of power II, skill mastery* (Profession)), *feat* (Ambush Basics, CQB Basics, Lasting Spells), *luminous I, spell points I, spells known* (Breeze Strike, Zot!, Ice Slick, Fog Cloud, Shocking Grasp, Chill Storm I, Deadly Draft I, Fog Cloud II), *superior attribute* (Wis 12, Cha 12).

CHANNELING SPELLS

The following spells are available to Channelers and other characters who are part of the appropriate school and subschool. For a quick overview of all spells in this release, consult Table 3: Channeling Spells (*see below*).

Table 3: Channeling Spells			
Level	Energy	Force	Weather
0	Dancing Lights Daylight I Flare	Feather Fall Floating Disc Telekinesis I	Breeze Strike Polar Ray I Zot!
1	Burning Hands Flame Blade Produce Flame Shatter I	Magic Missile Shield Snap Fly I Unseen Servant	Fog Cloud I Ice Slick Shocking Grasp
2	Continual Flame Flaming Sphere Scorching Ray Sound Burst	Knock Levitate Mage Armor Spiritual Weapon	Chill Storm I Deadly Draft I Fog Cloud II Gust of Wind
3	Daylight II Fireball I Sculpt Sound Searing Ray	Fly I Force Anchor Tiny Hut	Call Lightning I Ride the Lightning Wall of Wind Winter's Domain I
4	Elemental Shield Shout I Wall of Fire Wall of Light	Chaos Hammer Order's Wrath Repulsion I Resilient Sphere I	Chill Storm II Fog Cloud III Lightning Bolt I Wall of Ice
5	Benevolent Illumination Dragon's Breath Flame Strike	Fly II Mage Hand I Telekinesis II Wall of Force	Call Lightning II Cone of Cold Control Wind Purify Air
6	Line of Fire Shatter II Shooting Stars Wall of Sound	Blade Barrier Mage Hand II Repelling Wave I Repulsion II	Freezing Sphere Lightning Bolt II Winter's Domain II
7	Fireball II Fire Storm Shout II Sunlight I	Force Prison Mage Hand III Mage Sword Reverse Gravity	Control Weather Deadly Draft II Eye of the Storm
8	Flame Prison Sunlight II War Cry	Mage Hand IV Repelling Wave II Resilient Sphere II	Ball Lightning Polar Ray II Whirlwind
9	Mage Dawn Sonic Rupture	Mage Hand V Missile Storm	Crackling Tempest Rampaging Glacier Storm of Vengeance

BALL LIGHTNING

Level: 8 Weather (Lightning)

Skill Tags: ACP, GRO (Kit), HDO, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: None

Duration: 1 round per 2 Casting Levels (dismissible)

Saving Throw: Reflex negates (terminal)

Effect: A crackling sphere of electrical energy appears between your hands and may be directed through any opening of at least Small Size. The spell's target suffers 1d6 electrical damage per 2 Casting Levels (maximum 10d6). At the start of your Initiative Count during each round that the spell effect persists, you may spend 1 free action to direct the ball to a new target or have it attack the current target again.

BENEVOLENT ILLUMINATION

Level: 5 Energy (Light)

Skill Tags: ACP, VOC

Casting Time: 1 round

Range: Personal

Area: 20 ft. spherical emanation (moderate light) and additional 20 ft. spherical emanation (dim light)

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: None

Effect: You emit a comforting glow that energizes and restores your allies. In addition to illuminating your surroundings, each player and special character ally within 20 ft. — except for you — heals 1 vitality point at the end of each round during the spell's duration (to a maximum of 1/2 their normal maximum vitality, rounded up). Each standard NPC ally within this radius recovers accumulated damage at the rate of 1 point per round.

BLADE BARRIER

Level: 6 Force

Skill Tags: ACP, VOC

Casting Time: 1 full action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: Special (*see Effect*)

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex half or Reflex negates (*see Effect*)

Effect: An immobile curtain of whirling blades springs into existence. This curtain may be up to 1 in. thick per Casting Level, up to 20 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

At the end of each round, each character or object located within a Blade Barrier suffers 1d6 edged force damage per Casting Level (maximum +14).

Any character or object passing through the barrier suffers 1d6 edged force damage per Casting Level (maximum +14). With a successful Reflex save, this damage decreases to 1/2 standard (rounded down).

If the barrier appears covering one or more characters' current locations, each affected character may make a Reflex save, avoiding the damage entirely with success (and ending up on either side of the barrier, as he chooses).

The barrier cannot be *dispelled* and is immune to damage of all kinds, though it may be *annihilated*.

Finally, a Blade Barrier provides 1/2 scenery cover against attacks made through it.

BREEZE STRIKE

Level: 0 Weather (Air)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: None

Duration: 1 hour

Saving Throw: None

Effect: A helpful breeze assists you with your attack, allowing you to ignore up to –4 in range penalties with hurled attacks. Further, the maximum number of range increments across which you may attack with a hurled weapon increases by 3.

BURNING HANDS

Level: 1 Energy (Fire)

Skill Tags: ACP, HDO, VOC

Casting Time: 1 half action

Range: Personal

Area: 15 ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: Searing flame shoots from your fingertips. Each target within the spell's area of effect suffers 1d4 fire damage per 2 Casting Levels (maximum 4d4). This damage possesses the *armor-piercing (8)* quality.

CALL LIGHTNING I

Level: 3 Weather (Lightning)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 10 ft. per Casting Level spherical emanation

Duration: 1 minute per Casting Level

Saving Throw: Will half

Effect: Once per round for the effect's duration, you may spend 1 half action to summon a local lightning strike within the area of effect (*see the Spycraft 2.0 Rulebook, page 401*). The lightning strike's effects are only felt by those within the area of effect. You may call up to 1 strike per 2 Casting Levels (maximum 8).

CALL LIGHTNING II

Level: 5 Weather (Lightning)

Range: Long (400 ft. + 40 ft. per Casting Level)

Saving Throw: Will half (terminal)

Effect: This spell operates like Call Lightning I, except that you may summon up to 1 local or near lightning strike per Casting Level (maximum 12). Further, you may summon one or more direct lightning strikes, hitting any 1 target of your choice within the area of effect, though each direct strike summoned decreases the number of local or near strikes you may summon by 4. This may not decrease the number of local or near strikes you may summon below 0.

CHAOS HAMMER

Level: 4 Force (Chaotic)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 20 ft. spherical burst

Duration: Instantaneous (*see Effect*)

Saving Throw: Will partial (*see Effect*)

Effect: You unleash chaotic power to smite your enemies. This power takes the form of a multi-colored explosion of leaping, ricocheting energy. Within the target area, each orderly character suffers 1d8 force damage per 2 Casting Levels (maximum 10d8) and each orderly outsider suffers 1d10 force damage per Casting Level (maximum 10d10). Further, each of these targets becomes *slowed* for 1d6 rounds. In both cases, a successful Will save negates the *dazed* condition and decreases the damage to 1/2 standard (rounded down).

Each balanced character within the target area suffers 1d4 damage per Casting Level (maximum 10d4) and each balanced outsider suffers 1d6 damage per Casting Level (maximum 10d6). In both cases, a successful Will save decreases this damage to 1/2 standard (rounded down).

CHILL STORM I

Level: 2 Weather (Ice)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Long (400 ft. + 40 ft. per Casting Level)

Area: 400 ft. per 3 Casting Levels spherical spread

Duration: 1 round per 2 Casting Levels

Saving Throw: None

Effect: Light snow blankets the area of effect (*see the Spycraft 2.0 Rulebook, page 401*). Each visual range increment decreases by 20 ft. and each target's Defense increases by 2. Further, each character suffers 1d4 cold damage per round that he is located within the area effect.

CHILL STORM II

Level: 4 Weather (Ice)

Casting Time: 1 full action

Area: 400 ft. per 2 Casting Levels spherical spread

Duration: 1 round per 2 Casting Levels (enduring)

Effect: Great magical hailstones pound the target area for the first full round after the spell's effect is triggered, inflicting 3d6 lethal damage to each character therein. Further, each character suffers 2d4 cold damage per round that he is located within the area effect. Finally, moderate snow blankets the area of effect (*see the Spycraft 2.0 Rulebook, page 401*), each visual range increment decreases by 30 ft. and each target's Defense increases by 3.

CONE OF COLD

Level: 5 Weather (Ice)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Personal

Area: 60 ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: An area of extreme cold originates at your hand and extends outward. It drains heat, inflicting 1d6 cold damage per Casting Level (maximum 12d6).

CONTINUAL FLAME

Level: 2 Energy (Light)

Skill Tags: ACP, GRO (Kit), PPC (1/\$50,000), VOC

Casting Time: 1 half action

Range: Touch

Area: None

Duration: Permanent

Saving Throw: None

Effect: A flame springs forth from one object that you touch. It provides moderate light out to a 10 ft. radius but gives off no heat and consumes no oxygen. It can be covered and hidden but not smothered or quenched.

CONTROL WEATHER

Level: 7 Weather (Air)

Skill Tags: ACP, VOC

Casting Time: 1 minute

Range: Personal

Area: 800 ft. per Casting Level spherical spread

Duration: 1 hour per Casting Level

Saving Throw: None

Effect: You may dramatically change the weather in the area. When this spell effect is triggered, you may choose any 1 rain/snow effect (*see table 7.3: Nature's Fury on page 401 of the Spycraft 2.0 Rulebook*). If you choose to invoke a thunderstorm or hurricane, the GC may add lightning effects at his discretion, paying a discounted cost of 2 action dice less than standard for each (minimum 0). Additionally, you may alter the area's native ambient temperature up or down by up to 3° F per Casting Level. Finally, if you desire, you may create an "eye" of calm weather up to 80 ft. in diameter centered on you. All chosen weather effects settle in 1d6+4 minutes after the casting.

Once the weather effects are chosen, they remain until the spell's duration expires or you spend 1 full action concentrating, at which point you may reset them for the spell's remaining duration (or until you repeat this action to modify them again). As when the weather first appears, it shifts over 1d6+4 rounds and until then its current modifiers apply.

CONTROL WIND

Level: 5 Weather (Air)

Skill Tags: ACP, VOC

Casting Time: 1 full action

Range: Personal

Area: 800 ft. per Casting Level spherical spread

Duration: 1 hour per Casting Level

Saving Throw: None

Effect: You may alter wind force in the target area, redirecting it and altering its strength. When this spell effect is triggered, you may choose any 1 wind effect except a tornado (*see table 7.3: Nature's Fury on page 401 of the Spycraft 2.0 Rulebook*). Additionally, you may choose one of four basic wind patterns.

- *Blast:* The wind blows in one direction of your choice across the entire area.
- *Downdraft:* The wind blows outward from the effect's point of origin.
- *Rotation:* The wind circles the spell's point of origin in either a clockwise or counterclockwise direction, as you choose.
- *Updraft:* The wind blows from the outer edges of the spell's area of effect toward the spell's point of origin. The wind veers upward before impinging upon the point of origin.

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Also, if you desire, you may create an “eye” of calm air up to 80 ft. in diameter centered on you. The chosen wind effect appears over 1d6+4 minutes after the casting; until that time, the wind is gathering but has no mechanical effect.

Once the wind and its pattern are chosen, they persist until the spell’s duration ends or you spend 1 full action concentrating, at which point you may reset it for the spell’s remaining duration (or until you repeat this action to modify it again). As when the wind first appears, it shifts over 1d6+4 rounds and until then its current modifiers apply.

CRACKLING TEMPEST

Level: 9 Weather (Lightning)

Skill Tags: ACP, GRO (Kit), PPC (25/\$1,250,000), VOC, XPC (2,000)

Casting Time: 1 hour

Range: Personal

Area: 1-mile spherical burst

Duration: Instantaneous

Saving Throw: None

Effect: The sky turns black and explodes in a cataclysm of primal electrical power. Lightning fills the space between sky and ground, arcing madly from object to object. Stone walls shatter, metal melts, and trees sunder. Each object of Medium or bigger Size and each character of Small or bigger Size suffers a direct lightning strike (*see the Spycraft 2.0 Rulebook, page 401*).

You are immune to this spell’s effects at all times.

DANCING LIGHTS

Level: 0 Energy (Light)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: None

Duration: 1 minute (dismissible, enduring)

Saving Throw: None

Effect: You may create up to 4 lights that resemble lanterns or torches, 4 glowing spheres that look like will o’ wisps, or 1 faintly glowing, vaguely humanoid shape. Each of these individually illuminates a 10 ft. radius and may move up to 100 ft. per round, by your command. When more than one dancing light exists, each must always remain adjacent to at least one of the others at all times. Any that moves more than 5 ft. away from at least one other immediately winks out of existence.

While one or more Dancing Lights are located in your square or an adjacent square, you gain a +1 gear bonus with Sleight of Hand checks and Bluff checks made as part of a Diversion action.

DAYLIGHT I

Level: 0 Energy (Light)

Skill Tags: VOC

Casting Time: 1 half action

Range: Touch

Area: 30 ft. spherical emanation (moderate light) and an additional 30 ft. spherical emanation (dim light)

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: None

Effect: The target begins to glow, illuminating its surroundings. It may be covered, blocking this illumination. This spell effect does *not* trigger injuries inflicted by full daylight.

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DAYLIGHT II

Level: 3 Energy (Light)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Touch

Area: 25 ft. spherical emanation (bright light), an additional 50 ft. spherical emanation (moderate light), and an additional 75 ft. spherical emanation (dim light)

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: None

Effect: The target begins to glow, illuminating its surroundings. It may be covered, blocking this illumination. This spell effect triggers any penalties inflicted by bright light but does *not* trigger injuries inflicted by full daylight.

DEADLY DRAFT I

Level: 2 Weather (Ice)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 25 ft. long, 10 ft. wide linear burst

Duration: 3 rounds

Saving Throw: Fortitude half (*see Effect*)

Effect: The target area fills with a chilling wind. At the end of each round, each character within the target area suffers 1d6 cold damage + an additional 1d6 cold damage per round the character has remained in the target area past the first (e.g. 1d6 during Round 1, 2d6 during Round 2, and 3d6 during Round 3). Each victim may make a Fortitude save each time he suffers damage from this effect and with success, the cold damage he suffers during the current round decreases to 1/2 standard (rounded down).

DEADLY DRAFT II

Level: 7 Weather (Ice)

Duration: 1 round per 2 Casting Levels

Effect: This spell operates like Deadly Draft I, except as noted above (e.g. 4d6 during Round 4, 5d6 during Round 5, and so on).

DRAGON'S BREATH

Level: 5 Energy (Fire)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 free action

Range: Personal

Area: 25 ft. + 5 ft. per 2 Casting Levels cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: You breathe fire outward in a cone. Each character and object within this area suffers 1d6 fire damage per Casting Level (maximum 12d6). This damage possesses the *armor-piercing (8)* quality.

ELEMENTAL SHIELD

Level: 4 Energy (Fire, Ice)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Personal

Area: None

Duration: 1 round per Casting Level (dismissible)

Saving Throw: None

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Effect: You appear to immolate in ice or flames of any color you choose. This layer is thin and either sparkling (if ice) or wispy (if flames). It protects you from certain attacks and inflicts damage to those who make successful unarmed and melee attacks against you, as determined by the shield you choose when the spell is cast.

- *Fire Shield:* You suffer only 1/2 damage from cold-based attacks (rounded down). Further, when such an attack permits a Reflex save to suffer half damage, you suffer no damage with a successful save. Finally, each character successfully hitting you with an unarmed or melee attack that doesn't possess the *reach* quality suffers 1d6 fire damage +1 additional point of fire damage per 2 Casting Levels (maximum +10).
- *Ice Shield:* You suffer only 1/2 damage from fire-based attacks (rounded down). Further, when such an attack permits a Reflex save to suffer half damage, you suffer no damage with a successful save. Finally, each character successfully hitting you with an unarmed or melee attack that doesn't possess the *reach* quality suffers 1d6 cold damage +1 additional point of cold damage per 2 Casting Levels (maximum +10).

EYE OF THE STORM

Level: 7 Weather (Air, Lightning)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 minute

Range: Personal (*see Effect*)

Area: 20 ft. radius, 40 ft. high per Casting Level pillar-shaped emanation

Duration: 1 minute per Casting Level (dismissible, enduring)

Saving Throw: None

Effect: A thunderstorm with severe winds whirls up around you, remaining in place even if you move away (*see the Spycraft 2.0 Rulebook, pages 401–402*). A 20-ft. radius eye of calm persists at the spell's point of origin at all times. The storm appears over 1d6+4 rounds after the casting; until that time, the storm is gathering but has no mechanical effect.

FEATHER FALL

Level: 0 Force

Skill Tags: VOC

Casting Time: 1 free action (may be cast at any time during the round, quickly enough to potentially save the caster or his allies from an unexpected fall)

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 round per Casting Level

Saving Throw: Will negates (harmless)

Effect: You may target up to 1 Medium or smaller character or object per Casting Level, or an equivalent in larger characters or objects: a Large target counts as 2 Medium targets, a Huge target counts as 2 Large targets, and so on. Each target must be within 30 ft. of all other targets.

Each target falls at a mere 60 ft. per round and suffers no damage from a fall so long as he lands before the spell's duration ends. Thereafter, all targets that are still in the air continue falling as standard.

Feather Fall only operates on freefalling targets; it cannot affect a sword blow, a charging or flying target, or ranged weapons or attacks unless they fall a minimum of 100 ft. When this spell is cast on a falling item, its collision damage is calculated as if it is moving only 10 MPH when it hits, assuming it hits before the spell's duration ends.

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FIREBALL I

Level: 3 Energy (Fire)

Skill Tags: ACP, GRO (Kit), RAY, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 20 ft. spherical burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: A small bead of flame roars out from your palms and may be directed through any opening of at least Small Size. Within the spell's area of effect, the fireball's detonation inflicts 1d6 fire damage per 2 Casting Levels (maximum 8d6) with the *armor-piercing (8)* quality.

FIREBALL II

Level: 7 Energy (Fire)

Effect: This spell operates like Fireball I, except that you may delay the detonation by up to 5 rounds. The delay must be decided when the spell is cast and may not change, though the fireball always detonates at the end of your Initiative Count. Further, the detonation inflicts 1d6 fire damage per Casting Level (maximum 16d6) with the *armor-piercing (8)* quality.

A delayed fireball operates like a grenade with a range increment of 10 ft. × 4, an error range of 1–5, and no threat range. Should a character suffer an error when throwing or otherwise attacking with a delayed fireball, it immediately detonates.

FIRE STORM

Level: 7 Energy (Fire)

Skill Tags: ACP, VOC

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 10 ft. per Casting Level caster-defined burst spread

Duration: Instantaneous

Saving Throw: Reflex half

Effect: The target area is flooded with flames that inflict 1d4 fire damage per Casting Level (maximum 16d4). This damage possesses the *armor-piercing (4)* quality and affects all characters within the target area. It only affects scenery and objects within the area as you choose when the spell is cast.

FLAME BLADE

Level: 1 Energy (Fire)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Personal

Area: None

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: None

Effect: A 3 ft.-long, blazing beam of red-hot fire springs forth from your hand. You may use this Flame Blade to make 1-handed melee touch attacks that inflict 1d8 fire damage + 1 additional fire damage per 2 Casting Levels (maximum +4). This damage possesses the *armor-piercing (8)* quality. Finally, since the blade is immaterial, your Strength modifier does *not* apply to the damage.

FLAME PRISON

Level: 8 Energy (Fire)

Skill Tags: ACP, GRO (Kit), PPC (15/\$750,000), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 20 ft. cube-shaped emanation

Duration: 1 minute per Casting Level (dismissible, enduring)

Saving Throw: None

Effect: An immobile prison composed of flame springs into existence, centered on the point of origin. This prison may take one of two forms.

- *Barred Cage:* The prison is a cage whose flaming bars are 1/2 in. wide with 1-in. gaps in-between.
- *Windowless Cell:* The prison is a windowless cell with solid flaming walls on all sides except the bottom.

Each character and object within the prison's area of effect is trapped when the spell's effect is triggered. If any character or object is too large to fit within the prison's area of effect, the prison fails to form and the blocking character or object suffers 1d6 fire damage per Casting Level.

A character who touches the prison's walls or bars suffers 1d6 fire damage. A character may attempt to pass through the bars by making a Will save. With success, he passes through and suffers 1d10 fire damage per Casting Level (maximum 18d10). With failure, he recoils from the bars, is sent *reeling*, and suffers 1d6 fire damage.

Further, a character who remains inside or within 5 ft. of the cage suffers 1d4 heat damage per minute and must make a Fortitude save to avoid becoming *fatigued*.

The Flame Prison cannot be *dispelled* but disappears if it suffers more than 150 points of cold damage or is *annihilated*.

FLAME STRIKE

Level: 5 Energy (Fire)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 20 ft. radius, 40 ft. high pillar-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: A cone of divine wrath erupts from the ground within the target area, inflicting 1d6 damage per Casting Level (maximum 12d6). Half of this damage is fire damage (rounded down), and one half is divine damage (rounded up).

FLAMING SPHERE

Level: 2 Energy (Fire)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. Casting Level)

Area: 5 ft. spherical emanation

Duration: 1 round per Casting Level

Saving Throw: Reflex negates

Effect: A smoldering globe of fire rolls away from you in the direction you point. The globe moves at up to 30 ft. during each round in which you spend 1 half action concentrating to mentally direct it; otherwise, it comes to a stop but continues to burn in place. The globe may roll over barriers less than 4 ft. tall, ascend inclined surfaces up to 45 degrees, and jump up to 30 ft. horizontally to strike a target. Each time it enters a square containing a character or a 3 ft. × 3 ft. or larger object, however, it stops moving for the round and inflicts 2d6 fire damage to each character or object located within the square.

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This damage possesses the *armor-piercing (8)* quality. The globe cannot push aside unwilling characters or batter down large obstacles; its surface is spongy and yielding, inflicting no damage other than that caused by its flames.

FLARE

Level: 0 Energy (Light)

Skill Tags: VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: Instantaneous

Saving Throw: Fortitude negates

Effect: A burst of light appears at the point of origin. If the burst occurs within 20 ft. and within line of sight to any character who is not *blinded*, *dazzled*, or *sightless*, that character becomes *dazzled* for 1d4+2 rounds.

FLOATING DISK

Level: 0 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 hour

Saving Throw: None

Effect: A slightly concave, circular disc of force appears in a square adjacent to you. It is 3 ft. in diameter and 1 in. deep at its center. It follows you for the spell's duration and may carry loads of up to 100 lbs. per Casting Level (alternately, it may carry up to 2 gallons of liquid). The disc floats 3 ft. above the ground at all times, always remains level, and moves no faster than your standard Speed during each round (meaning that it falls behind if you take 2 Standard Move Actions, run, or otherwise pick up your pace). It winks out of existence when the spell's duration ends or if the distance between you and the disc exceeds the spell's range, at which point anything resting on it falls to the surface below.

FLY I

Level: 3 Force (Snap 1)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal or Touch

Area: None

Duration: 1 minute per Casting Level

Saving Throw: Will negates (harmless)

Effect: The target character gains the ability to fly at a Speed of up to 45 ft. (with up to a light load) or up to 30 ft. (with a medium or heavy load); a character with an extreme or heavier load cannot fly. The target may ascend at up to 1/2 this Speed and descend at up to twice this Speed. While flying, the target possesses an Acceleration Rating of 3 and a Turning Rating of 4. Because the target is not anchored, his Size is considered 2 categories smaller for the purpose of all skill checks made as part of a Bull Rush or Grapple action.

Should the spell's duration end while the target is still airborne or the effect is *dispelled* or *suppressed*, the target immediately begins falling.

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FLY II

Level: 5 Force

Duration: 1 hour per Casting Level

Effect: This spell operates like Fly I, except that you can fly at up to a speed of up to 60 ft. (with up to a light load) or 40 ft. (with a medium or heavy load).

FOG CLOUD I

Level: 1 Weather (Air)

Skill Tags: ACP, VOC

Casting Time: 1 full action

Range: Personal

Area: 400 ft. per 3 Casting Levels spherical spread

Duration: 1 minute per Casting Level

Saving Throw: None

Effect: A misty vapor arises around you. When this spell effect is triggered, you may choose any 1 fog effect with an action die cost equal to or lower than 1/2 your Casting Level (*see table 7.3: Nature's Fury on page 401 of the Spycraft 2.0 Rulebook*). If you desire, you may create an "eye" of clear air up to 80 ft. in diameter centered on you. The chosen fog effect appears over 1d6+4 rounds after the casting; until that time, the fog cloud is gathering but has no mechanical effect.

Once the fog effect is chosen, it persists until the spell's duration ends or you spend 1 full action concentrating, at which point you may reset it for the spell's remaining duration (or until you repeat this action to modify it again). As when the fog cloud first appears, it shifts over 1d6+4 rounds and until then its current modifiers apply.

The fog cloud is stationary once created, even if you move out of the spell's range. A moderate wind disperses the cloud in 4 rounds, while a strong wind disperses the cloud in 1 round. A severe wind, such as from a Gust of Wind spell (*see page 37*), instantly disperses the cloud. Finally, any effect that inflicts 20 or more points of fire damage burns the cloud away in 2 rounds.

FOG CLOUD II

Level: 2 Weather (Air)

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 400 ft. per 2 Casting Levels spherical spread

Duration: 10 minutes per Casting Level

Effect: This spell operates like Fog Cloud I, except as noted above.

FOG CLOUD III

Level: 4 Weather (Air)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 minute

Area: 400 ft. per Casting Level spherical spread

Duration: 1 minute per Casting Level (enduring)

Effect: This spell operates like Fog Cloud II, except that in addition to obscuring sight, the fog is so thick that a character's Speed decreases to 5 ft. when inside the cloud. Bonus 5-ft. steps and hurled attacks are impossible within the cloud and each character therein suffers a -2 penalty with all melee attack and melee damage rolls. Further, a character or object that falls into or through the fog travels at 1/2 its standard Speed (rounded down) and any collision damage it inflicts when falling decreases by 1d6.

Finally, only a severe wind disperses the cloud (and does so in 1 round), though the cloud reforms in 10 minutes.

FORCE ANCHOR

Level: 3 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: None

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates (repeatable, terminal)

Effect: One stationary character or object of your choice becomes anchored its current position.

The target may not move out of its current square by any means short of removing the surface upon which it rests, in which case it settles gently to the new surface beneath it.

FORCE PRISON

Level: 7 Force

Skill Tags: ACP, GRO (Kit), PPC (15/\$750,000), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 20 ft. cube-shaped emanation

Duration: 2 hours per Casting Level (dismissible)

Saving Throw: None

Effect: An immobile prison composed of invisible force springs into existence, centered on the point of origin. This prison may take one of two forms.

- *Barred Cage:* The prison is a cage whose invisible bars are 1/2 in. wide with 1-in. gaps in-between.
- *Windowless Cell:* The prison is a windowless cell with solid invisible walls on all sides except the bottom.

Each character and object within the prison's area of effect is trapped when the spell's effect is triggered. If any character or object is too large to fit within the prison's area of effect, the prison fails to form. Once formed, the prison cannot be penetrated or *dispelled* and is immune to damage of all kinds, though it may be *annihilated*. Except when small enough to fit between a force cage's bars, characters, attacks, and spell effects may not pass into or out of the prison, with a few exceptions, notably flash damage, laser damage, and gaze attacks.

FREEZING SPHERE

Level: 6 Weather (Ice)

Skill Tags: ACP, RAY, VOC

Casting Time: 1 half action

Range: Long (400 ft. + 40 ft. per Casting Level)

Area: 10 ft. spherical burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: A frigid globe of cold energy streaks from your fingertips and may be directed through any opening of at least Small Size. Within the spell's area of effect, the globe's detonation inflicts 1d6 cold damage per Casting Level (maximum 14d6).

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GUST OF WIND

Level: 2 Weather (Air)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: 60 ft. linear emanation

Duration: 1 round

Saving Throw: Fortitude negates

Effect: A linear blast of severe wind originates from you (*see Table 7.3: Nature's Fury on page 402 of the Spycraft 2.0 Rulebook*).

ICE SLICK

Level: 1 Weather (Ice)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 15 ft. spherical emanation

Duration: 1 round per Casting Level

Saving Throw: None

Effect: A swirling gust of damp cold coats the surface of the target area in a layer of slick ice. All affected squares are treated as ice for purpose of determining movement (*see the Spycraft 2.0 Rulebook, page 325*).

KNOCK

Level: 2 Force

Skill Tags: VOC

Casting Time: 1 half action

Range: Touch

Area: None

Duration: Instantaneous or 1 minute per Casting Level (*see Effect*)

Saving Throw: None

Effect: One door, lock, container, or restraint is opened or released. This spell may also be used to cause an Arcane Lock to be *suppressed* for 1 minute per Casting Level.

LEVITATE

Level: 2 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal or Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: None

Effect: During each round of this spell's duration, you may spend up to 1 half action per round concentrating to vertically move yourself, 1 unattended object, or 1 other willing character weighing up to 100 lbs. per Casting Level up to 20 ft. up or down. You may *not* use this spell to move the target horizontally, but a target character may clamber along the face of a cliff, for example, or push against a ceiling to move laterally at up to 1/2 his standard Speed (rounded up).

A levitated character who attacks with a melee or ranged weapon finds himself increasingly unstable; his first attack suffers a –1 penalty, his second suffers a –2 penalty, and so on (to a maximum penalty of –5). A levitated character may spend 1 full round to stabilize himself, resetting the initial penalty to –1.

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LIGHTNING BOLT I

Level: 4 Weather (Lightning)

Skill Tags: ACP, GRO (Kit), RAY, VOC

Casting Time: 1 half action

Range: Personal

Area: 100 ft. + 10 ft. per Casting Level linear burst

Duration: Instantaneous

Saving Throw: Reflex half

Effect: You unleash a powerful stroke of electrical energy and each character and object along its path suffers 1d6 electrical damage per 2 Casting Levels (maximum 10d6).

LIGHTNING BOLT II

Level: 6 Weather (Lightning)

Skill Tags: ACP, GRO (Kit), RAY, VOC

Casting Time: 1 half action

Range: Personal

Area: Special (*see Effect*)

Duration: Instantaneous

Saving Throw: Reflex half

Effect: You project a powerful stroke of electrical energy that arcs from target to target. When casting this spell, you must identify each of the targets in order, up to 1 target per 2 Casting Levels (maximum 10). Each target must be within 30 ft. of the previous target and no character or object may be targeted more than once. Your Profession/Spellcasting result is compared to each target's Defense in turn and with the first miss, if any, the Lightning Bolt deviates and no further targets are harmed.

If the first target is hit, he suffers 1d6 electrical damage per Casting Level (maximum 14d6). Each subsequent target hit suffers 4 less damage than the target before him.

LINE OF FIRE

Level: 6 Energy (Fire)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Personal

Area: 10 ft. per Casting Level linear burst + special (*see Effect*)

Duration: Instantaneous

Saving Throw: Reflex negates

Effect: A line of flame erupts from you and travels in a path of your choosing. This path may be straight or involve any number of turns, but the total distance traveled may not exceed the spell's area of effect. Each character and object in the effect's path suffers 1d6 fire damage per Casting Level (maximum 14d6). This damage possesses the *armor-piercing (8)* quality. With a successful Reflex save, a character within this spell's area of effect may choose to leap out of the way, into the next square in either direction.

MAGE ARMOR

Level: 2 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Touch

Area: None

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: An invisible but tangible field of force surrounds 1 target character, granting him a +4 gear bonus to Defense.

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MAGE DAWN

Level: 9 Energy (Light)

Skill Tags: ACP, GRO (Kit), PPC (10/\$500,000), VOC

Casting Time: 1 half action

Range: Long (400 ft. + 40 ft. per Casting Level)

Area: Special (*see Effect*)

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Reflex partial or Will partial (terminal) (*see Effect*)

Effect: A brilliant 10-ft. diameter sphere of pure daylight appears and hovers in a fixed location up to 2 miles above any horizontal surface within the spell's range. This sphere emits actual daylight across the surrounding area out to a radius of 20 miles. Further, during the round when the sphere appears, each character within 100 ft. must make a successful Reflex save or become *blinded* for 3d6 rounds.

Within 50 ft. of the sphere, each ooze and undead suffers 20d6 lethal damage. Evil outsiders caught within 50 ft. of the sphere are not injured, but must make a successful Will save or be *banished*.

Spell resistance can negate this spell's damage and blinding effects but does *not* protect characters specifically vulnerable to sunlight (such as vampires).

MAGE HAND I

Level: 5 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: None

Duration: 1 round per Casting Level (dismissible)

Saving Throw: None

Effect: A Large (10 ft. × 5 ft.) magic hand appears adjacent to any 1 opponent on the side facing you. This floating, disembodied hand always remains between the two of you, regardless of where you move or how the opponent tries to get around it. Nothing can fool the hand — it remains adjacent to the opponent and between you despite darkness, invisibility, and all other effects, and even recognizes the target if his appearance changes, magically or otherwise. Should the opponent move beyond the spell's range, the Mage Hand hovers between you at the spell's range.

If the target attempts to push against the hand toward you, he moves at 1/2 his Speed. In either case, the hand grants you 1/2 scenery cover against the chosen opponent, even when he's adjacent to you. The Mage Hand's Defense is 20, it suffers damage like a special character, and its vitality points and wound points are equal to your standard maximums. It also makes saving throws with bonuses equal to yours.

As a half action, you may redirect the Mage Hand to any new target within the spell's range.

MAGE HAND II

Level: 6 Force

Effect: This spell operates like Mage Hand I, except that you may spend 1 free action to direct the hand to pursue and push away the target. This is considered a Bull Rush action with an Athletics (Str) bonus equal to your Casting Level + 10.

MAGE HAND III

Level: 7 Force

Effect: This spell operates like Mage Hand II, except that the hand's Athletics (Str) bonus is equal to your Casting Level + 12. Additionally, as a free action, you may also direct the hand to grapple the target with an Athletics (Str) bonus equal to your Casting Level + 12. The hand may not be grappled in return and may only perform the disarm, move, pin, and sprawl opponent grapple benefits.

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MAGE HAND IV

Level: 8 Force

Effect: This spell operates like Mage Hand III, except that the hand's Athletics (Str) bonus is equal to your Casting Level + 14. Additionally, as a free action, you may also direct the hand to attack the target with an attack bonus equal to your Casting Level. With a hit, the hand inflicts 1d8+10 lethal damage and the target must make a successful Fortitude save or become *stunned* for 1 full round.

MAGE HAND V

Level: 9 Force

Effect: This spell operates like Mage Hand IV, except that the hand's Athletics (Str) bonus is equal to your Casting Level + 16. Further, it inflicts 2d6+12 lethal damage each time it hits the target.

MAGE SWORD

Level: 7 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 round per Casting Level (dismissible)

Saving Throw: None

Effect: A shimmering sword of force appears in the air beside you. Once per round during your Initiative Count, including the round during which the spell effect is triggered, the sword attacks any 1 target of your choice within the spell's range. During the round in which the sword appears, you may direct it to attack a target as a free action; thereafter, you may re-direct it to attack a new target by concentrating for 1 half action.

The sword's attack bonus is equal to your Casting Level + your Intelligence bonus +3, and its threat range is 19–20. Against attacks made by this sword, a target gains +1 Defense per 5 points of spell resistance he possesses. With each hit, the sword inflicts 4d6+3 edged force damage.

The sword always strikes from your direction. It does not gain a bonus for flanking and does not support flanking bonuses for others.

Finally, the sword has a Defense of 13. It cannot be harmed by physical attacks, nor can it be *dispelled*, but it disappears when *annihilated*.

MAGIC MISSILE

Level: 1 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: Instantaneous

Saving Throw: None

Effect: One or more missiles of magical energy dart from your fingertips, automatically hitting a number of characters or objects within the spell's range and inflicting 1d4+1 force damage to each. Called shots and other tricks are not possible with these attacks. Further, you may not target characters or objects with total cover, and each target must be located within 30 ft. of each other target.

The maximum number of Magic Missiles you may fire each time you cast this spell is determined by your Casting Level. You may fire 1 Magic Missile at Casting Level 1 and you gain 1 additional missile for every 3 Casting Levels thereafter (e.g. you may fire 2 missiles at Casting Level 4, 3 missiles at Casting Level 7, and the maximum number of 4 missiles at Casting Level 10).

You may target a single character or object with any number of Magic Missiles fired by the same casting, though you must designate all targets before making your Profession/Spellcasting check.

MISSILE STORM

Level: 9 Force

Skill Tags: ACP, HDO, VOC

Casting Time: 1 round

Range: Personal

Area: 400 ft. + 40 ft. per Casting Level cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Effect: A massive salvo of Magic Missiles bursts from your hands to strike every character of your choosing in the area of effect. Each target is automatically hit by 3d6 missiles + 1d6 additional missiles for each Size category he is above Medium. Each of these missiles operates like a standard Magic Missile (*see page 40*).

ORDER'S WRATH

Level: 4 Force (Orderly)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 30 ft. cube-shaped burst

Duration: Instantaneous (*see Effect*)

Saving Throw: Will partial (*see Effect*)

Effect: You unleash orderly power to smite your enemies. This power takes the form of a crushing implosion of dimming energy. Within the target area, each chaotic character suffers 1d8 force damage per 2 Casting Levels (maximum 10d8) and each chaotic outsider suffers 1d10 force damage per Casting Level (maximum 10d10). Further, each of these targets becomes *dazed* for 1 round. In both cases, a successful Will save negates the *dazed* condition and decreases the damage to 1/2 standard (rounded down).

Each balanced character within the target area suffers 1d4 damage per Casting Level (maximum 10d4) and each balanced outsider suffers 1d6 damage per Casting Level (maximum 10d6). In both cases, a successful Will save decreases this damage to 1/2 standard (rounded down).

POLAR RAY I

Level: 0 Weather (Ice)

Skill Tags: ACP, RAY, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: Instantaneous

Saving Throw: Reflex half

Effect: A blue-white ray of freezing air and ice springs from your hand, striking one target within the spell's range. This target suffers 1d3 cold damage + 1 additional cold damage per 3 Casting Levels (maximum +2).

POLAR RAY II

Level: 8 Weather (Ice)

Range: Personal

Area: 25 ft. + 5 ft. per 2 Casting Levels linear burst

Effect: This spell operates like Polar Ray I, except that each character and object within the area of effect suffers 1d6 cold damage per Casting Level (maximum 18d6).

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PRODUCE FLAME

Level: 1 Energy (Fire)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: 10 ft. spherical emanation (*see Effect*)

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: None

Effect: Flames appear in your open hand that provide moderate light out to a 10 ft. radius. The flames harm neither you nor your gear. In addition to providing illumination, the flames may be used to attack enemies. One per round for the spell's duration, you may make either a melee touch attack or ranged touch attack as a half action using this magical flame. With a hit, the target suffers 1d6 fire damage + 1 additional point of fire damage per 2 Casting Levels (maximum +4). Each attack made decreases the spell's duration by 1 minute. If an attack decreases the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

PURIFY AIR

Level: 5 Weather (Air)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: 5 ft. per Casting Level spherical emanation

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: None

Effect: You're enveloped in thin mist that cleanses the surrounding air of visual impairment and airborne toxins. All weather-generated visual range penalties up to -60 ft. are negated within the area of effect (*see the Spycraft 2.0 Rulebook, page 351*), as are all inhaled contagions.

RAMPAGING GLACIER

Level: 9 Weather (Ice)

Skill Tags: ACP, GRO (Kit), PPC (25/\$1,250,000), VOC, XPC (2,000)

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 25 ft. cube-shaped spread (*see Effect*)

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (terminal)

Effect: Icy blocks appear within the area of effect, grinding and crushing against each other. Once per round as a half action, you may move the Rampaging Glacier up to 60 ft., overrunning smaller barriers, obstacles, objects, and characters. Each mobile character on foot and driver of a running vehicle may make a Reflex save to evade the glacier; with success, they move to the nearest unoccupied location out of the glacier's path. With failure, a character is *buried* with no air pockets and suffers 1d8 lethal damage per round until he escapes. This damage possesses the *armor-piercing (all)* quality. A vehicle whose driver fails this save suffers the same fate, except that the vehicle's interior contains an air pocket that allows each occupant to breathe until the vehicle is *destroyed*. Each non-mobile character and object automatically suffers these effects.

REPELLING WAVE I

Level: 6 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: 40 ft. cone-shaped emanation

Duration: Instantaneous

Saving Throw: Fortitude save negates (*see Effect*)

Effect: A wave of energy rolls forth from you, pushing all unanchored objects of up to Large Size away from you at a Speed of 40 ft. per round (or 10 MPH). Each anchored object within the area of effect suffers 1d8 force damage + 1 additional force damage per Casting Level (maximum +14).

If a character is holding an affected object, he may prevent it from moving with a Fortitude save; with failure, he is dragged along behind unless he lets go. While dragged, a character suffers 1d8 force damage + 1 additional force damage per Casting Level (maximum +14).

REPELLING WAVE II

Level: 8 Force (Earth)

Area: 60 ft. spherical emanation

Effect: This spell operates like Repelling Wave I, except that the wave of energy pushes objects of up to Huge Size at a Speed of 60 ft. per round (or 15 MPH). Also, each anchored object and dragged character within the area of effect suffers 1d12 force damage + 1 additional force damage per Casting Level (maximum +18).

REPULSION I

Level: 4 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Personal

Area: 10 ft. spherical emanation

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: None or Will negates (*see Effect*)

Effect: An invisible barrier rises up around you, preventing characters with a Career Level or Threat Level of up to 1/3 your Career Level (rounded down) from entering the area of effect. A character with a higher Career Level or Threat Level may enter the area of effect with a successful Will save, though he suffers 2d6 lethal damage + 1 additional lethal damage per 2 Casting Levels (maximum +10) when he does.

A character prevented from entering the spell's area of effect is *not* pushed back if you move closer to him, and if you approach within the character's Reach he may make melee attacks as normal. The character is still prevented from approaching you, however, and if he later moves outside the spell's area of effect, he may not re-enter.

REPULSION II

Level: 6 Force

Area: 20 ft. spherical emanation

Duration: 1 minute per Casting Level (dismissible)

Effect: This spell operates like Repulsion I, except that it prevents any character with a Career Level or Threat Level of up to your Career Level from entering the area of effect until he makes a successful Will save.

RESILIENT SPHERE I

Level: 4 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (terminal)

Effect: A globe of shimmering force encloses 1 Large or smaller character. The globe is impervious to gasses and absorbs an amount of damage during each round that would be inflicted on the enclosed character equal to your Casting Level + 30. The character may not leave the sphere and the sphere may not be damaged, though it may be *annihilated*.

RESILIENT SPHERE II

Level: 8 Force

Duration: 1 minute per Casting Level (dismissible)

Effect: This spell operates like Resilient Sphere I, except that once per round as a half action, you may move the sphere — and the character within — up to 30 ft.

REVERSE GRAVITY

Level: 7 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: 10 ft. per 2 Casting Levels cube-shaped emanation

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (*see Effect*)

Effect: Gravity reverses in the target area, causing all unanchored characters and objects therein to fall upward per the standard falling rules (*see the Spycraft 2.0 Rulebook, page 107*). At the end of the spell's duration, or if any character or object leaves the area of effect, standard gravity and falling rules apply. In both cases, a character who makes a successful Reflex save grabs hold of something and avoids falling.

Characters who can fly or levitate may ignore this effect.

RIDE THE LIGHTNING

Level: 3 Weather (Lightning)

Skill Tags: ACP, GRO (Kit), VIS, VOC

Casting Time: 1 half action

Range: Personal

Area: 100 ft. + 10 ft. per Casting Level linear burst

Duration: Instantaneous

Saving Throw: None

Effect: A bolt of lightning appears beneath your feet, carrying you to any location within your line of sight and within the spell's area of effect. Neither your line of sight nor this spell's area of effect may be increased using scrying, gear, or other means. Also, you must be able to stand at the chosen destination for the spell to function.

The lightning cannot cause damage, nor may it penetrate objects or barriers, though it may thread between objects and through openings if you can fit through. Thus, you could use this spell to pass across a chasm but not to escape a locked jail cell.

Spellbound Vol. I: The Channeler

SCORCHING RAY

Level: 2 Energy (Fire)

Skill Tags: ACP, RAY, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: Instantaneous

Saving Throw: None

Effect: One or more streams of fire arc from your hands, each inflicting 1d4 fire damage per 2 Casting Levels (maximum 6d4). The maximum number of Scorching Rays you may fire each time you cast this spell is determined by your Casting Level. You may fire 1 Scorching Ray at Casting Level 1 and you gain 1 additional ray for every 4 Casting Levels thereafter (e.g. you may fire 2 missiles at Casting Level 5 and 3 missiles at Casting Level 9 and above). Each of your targets must be located within 30 ft. of each other target. You may target a single character or object with any number of Scorching Rays fired by the same casting, though you must designate all targets before making your Profession/Spellcasting check.

SCULPT SOUND

Level: 3 Energy (Silence, Sonic)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates

Effect: You may change the sounds produced by 1 character or object per Casting Level, though each of these targets must be located within 30 ft. of each other target. You may create sounds where none exist, deaden sounds, or transform sounds into different noises, though all the sounds made by all targets must be modified in the same way (e.g. you could deaden all noise coming from two people and an animal or make them all sound like rushing wind, but you couldn't make one sound like wind and the other two sound like voices). You may only create and change sounds in ways that are familiar to you (per the GC's discretion). Once modified, sounds may not be adjusted again with the same casting.

SEARING RAY

Level: 3 Energy (Light)

Skill Tags: ACP, RAY, VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: None

Duration: Instantaneous

Saving Throw: None

Effect: Focusing a ray of the sun, you project a blast of light from your open palm. The target suffers 1d8 laser damage per 2 Casting Levels (maximum 8d8).

SHATTER I

Level: 1 Energy (Sonic)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 1 square

Duration: Instantaneous

Saving Throw: None

Spellbound Vol. I: The Channeler

Effect: All non-magical objects within the area of effect that weigh up to 1 lb. and are made of crystal, glass, ceramic, porcelain, or a similar substance are smashed into dozens of pieces and *destroyed*. Each object of the same composition weighing more than 1 lb. and up to 10 lbs., as well as each character of the same composition, suffers 1d6 sonic damage per 2 Casting Levels (maximum 4d6). In both cases, when such an item is carried, the character holding it may make a Reflex save and with success, he shields it from this effect.

SHATTER II

Level: 6 Energy (Sonic)

Skill Tags: ACP, VOC

Casting Time: 10 minutes

Range: Touch

Area: None

Duration: 1 round per Casting Level (dismissible)

Saving Throw: None

Effect: You tune your body's minute vibrations to those of 1 target structure, inflicting 1d6 sonic damage on it per Casting Level (maximum 14d6). This spell cannot target characters, including constructs.

SHIELD

Level: 1 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: None

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: None

Effect: An invisible, shield-like mobile disk of force hovers in front of you, granting you 1/2 personal cover and negating all Magic Missiles cast at you.

SHOCKING GRASP

Level: 1 Weather (Lightning)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Touch

Area: None

Duration: Instantaneous

Saving Throw: None

Effect: Your hands crackle with live electricity, allowing you to shock people with your grip. If your target is wearing metal armor or carrying more than 10 lbs. of metal objects, his Defense decreases by 3 for this attack. With a hit, the target suffers 1d6 electrical damage per 2 Casting Levels (maximum 4d6).

SHOOTING STARS

Level: 6 Energy (Light)

Skill Tags: ACP, GRO (Kit), RAY, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: Special (*see Effect*)

Duration: Instantaneous

Saving Throw: None or Reflex half (*see Effect*)

Spellbound Vol. I: The Channeler

Effect: Three luminous projectiles rush away from you toward up to 3 target characters, each of must be located within 30 ft. of each of the others. Each projectile inflicts 2d6 fire damage with the *armor-piercing (8)* quality and then detonates, inflicting an additional 3d6 explosive laser damage. Evil outsiders, undead, and oozes suffer double damage from this detonation. Also, a target hit by one or more projectiles may not make a save to decrease this explosive damage, while all others within the blast area are permitted a Reflex save to decrease the damage to 1/2 standard (rounded down).

Any projectile that misses its target deviates as standard.

SHOUT I

Level: 4 Energy (Sonic)

Skill Tags: VOC

Casting Time: 1 half action

Range: Personal

Area: 25 ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex negates

Effect: You emit an ear-splitting yell that deafens and damages creatures in your path. Each character within the area of effect is *deafened* for 2d6 rounds and suffers 1d6 sonic damage per 2 Casting Levels (maximum 10d6). With a successful Fortitude save, a character ignores this condition and the damage decreases to 1/2 standard (rounded down).

Further, each non-magical object within the area of effect that's made of crystal, glass, ceramic, porcelain, or a similar substance suffers 1d6 sonic damage per Casting Level (maximum 10d6). When such an item is carried, the character holding it may make a Reflex save and with success, he shields it from the spell's effect.

SHOUT II

Level: 7 Energy (Sonic)

Skill Tags: ACP, VOC

Area: 60 ft. cone-shaped burst

Effect: This spell operates like Shout I, except that the cone inflicts 1d6 sonic damage per Casting Level (maximum 16d6) and causes a character to become *stunned* for 1 round and *deafened* for 4d6 rounds. As with Shout I, a successful Fortitude save allows the character to ignore these conditions and decreases this damage to 1/2 standard (rounded down).

SONIC RUPTURE

Level: 9 Energy (Sonic)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Personal

Area: 30 ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude half

Effect: You emit an ultrasonic sound that causes living beings' blood vessels to rupture and burst. Each character within the area of effect suffers 2d4 Constitution damage as an internal rupture critical injury (*see the Spycraft 2.0 Rulebook, page 332*). With a successful Fortitude save, this damage decreases to 1/2 standard (rounded down) and the character recovers at the rate of 1 point per day.

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SOUND BURST

Level: 2 Energy (Sonic)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 10 ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Effect: You blast an area with a shattering sonic boom. Each character in the area of effect suffers 1d8 sonic damage + 1 additional sonic damage per 2 Casting Levels (maximum +6). Further, each of these targets must make a successful Fortitude save or become *stunned* for 1 round.

SPIRITUAL WEAPON

Level: 2 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: None

Duration: 1 round per Casting Level (dismissible)

Saving Throw: None

Effect: A melee weapon composed of pure force springs into existence and attacks opponents at a distance. The weapon may take the shape of any one weapon with which you're proficient and possesses the same error range, threat range, and qualities as a real version of the weapon with no upgrades. With each hit, the weapon inflicts 1d8 divine damage + 1 additional divine damage per 3 Casting Levels (maximum +6). The weapon always attacks during your Initiative Count and never uses tricks, nor does it benefit from class and feat abilities you possess. Each of its attacks approach the target from your direction and the weapon may gain and qualify for flanking benefits as standard.

When the weapon first appears, you may spend 1 free action to direct it to attack any 1 target within the spell's range to which you have line of sight. The weapon continues to attack that target once per round during your Initiative Count, until and unless you concentrate for 1 half action to redirect it to a new target. Also, when one of the weapon's targets possesses spell resistance, it applies only for the weapon's first attack, but if the spell is resisted, the weapon vanishes.

A Spiritual Weapon cannot be attacked or harmed by physical attacks, but it disappears when *dispelled* or *annihilated*. When a spell targets the weapon, its Defense is 12 (+2 Size).

Finally, if the weapon travels beyond the spell range or passes out of your sight, it immediately teleports to your side.

STORM VENGEANCE

Level: 9 Weather (Air)

Skill Tags: ACP, PPC (25, \$1,250,000), VOC, XPC (2,000)

Casting Time: 1 round

Range: Personal

Area: 1,000 ft. spherical emanation

Duration: Special (*see Effect*)

Saving Throw: Reflex half (repeatable, terminal)

Spellbound Vol. I: The Channeler

Effect: An apocalyptic torrent of devastation wracks the landscape around you. For 2d6+8 rounds following the triggering of this spell's effect, the local wind builds. For the first 2 rounds of this time, this spell has no mechanical effect. Thereafter, and following each 2 additional rounds, the wind in the area increases by 1 grade, to a maximum of severe (*see the Spycraft 2.0 Rulebook, page 402*). For 1 minute after the wind builds to its crescendo, each unanchored character and object in the area of effect is *blinded*, *deafened*, and lifted into the air and battered by flying debris, suffering 2d6 subdual damage per round. Each character trapped in the storm may take no actions of any kind other than to make a Reflex save once per round. With success, the character is thrown 1d20 + 20 squares outside the area of effect at a height of 2d20 + 20 ft.

After the spell's effect ends, scenery, objects, characters, and the top 4 ft. of exposed ground within the area of effect are rearranged per the GC's discretion. Each piece of scenery and object of up to Colossal Size is *destroyed*. Further, the GC may spend 2 action dice to cause any character remaining in the area of effect to be *buried* within the resulting debris.

You are immune to this spell's effects at all times.

SUNLIGHT I

Level: 7 Energy (Light)

Skill Tags: ACP, GRO (Kit), RAY, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: Instantaneous

Saving Throw: Reflex negates or Reflex half (*see Effect*)

Effect: You project 1 dazzling beam of intense light per 3 Casting Levels. Each beam may target one character of your choice within the spell's range.

An undead character hit with a beam of Sunlight I is automatically *blinded* and suffers 1d8 lethal damage per Casting Level (maximum 16d8). With a successful Reflex save, the *blindness* is negated and the damage decreases to 1/2 standard (rounded down).

Each other character hit with a beam of Sunlight I suffers 4d6 lethal damage and is *blinded*. With a successful Reflex save, the *blindness* is negated and the damage decreases to 1/2 standard (rounded down).

SUNLIGHT II

Level: 8 Energy (Light)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Long (400 ft. + 40 ft. per Casting Level)

Area: 80 ft. spherical burst

Duration: Instantaneous

Saving Throw: Reflex negates or Reflex half (*see Effect*)

Effect: A globe of searing radiance silently explodes from the point of origin.

Each undead character within the area of effect is automatically *blinded* and suffers 1d6 lethal damage per Casting Level (maximum 18d6). With a successful Reflex save, the *blindness* is negated and the damage decreases to 1/2 standard (rounded down).

Each other character within the area of effect is automatically *blinded* and suffers 1d4 lethal damage per Casting Level (maximum 18d4). With a successful Reflex save, the *blindness* is negated and the damage decreases to 1/2 standard (rounded down).

Spellbound Vol. I: The Channeler

TELEKINESIS I

Level: 0 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 1 object

Duration: Concentration

Saving Throw: Will negates (*see Effect*)

Effect: As a half action, you can lift and move 1 object weighing up to 5 lbs. and located within the spell's range up to 15 ft. in any direction. If the object is carried, the character holding it may make a Will save to cancel the effect.

You may *not* manipulate objects in complex ways using this spell; for instance, you may not pull on a rope, turn a key, or rotate an object.

Finally, if the object moves out of the spell's range at any time, the spell effect immediately ends and the object falls to the nearest surface below.

TELEKINESIS II

Level: 5 Force

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Long (400 ft. + 40 ft. per Casting Level)

Area: 1 object

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Fortitude negates or None (*see Effect*)

Effect: As a half action, you can perform any one of the following actions. When the spell effect ends, the object falls to the nearest surface below.

Combat Maneuver: You may lift and move 1 object weighing up to 25 lbs. and use it to make a Bull Rush, Disarm, Grapple, or Trip action against any character within 15 ft. of the item's current position. Your Casting Level is used as the action's base attack bonus, Acrobatics skill bonus, or Athletics skill bonus, and your Intelligence modifier is used whenever an attribute modifier is called for. The target may not save against this spell effect and even if the action fails, the target may not react (e.g. in the case of a failed Trip action, the target may not attempt his own Trip action).

Sustained Force: You may lift and move 1 character or object weighing up to 25 lbs. per Casting Level (maximum 300 lbs.) and move it up to 10 ft. If the character or object is carried, the character holding it may make a Fortitude save to cancel the effect. You *may* manipulate objects in complex ways using this spell; for instance, you may pull on a rope, turn a key, or rotate an object. The GC may require one or more skill checks using Intelligence as the key attribute, however, if you attempt delicate procedures with this effect, such as untying knots.

Violent Thrust: You may lift and hurl a number of characters or objects up to your Casting Level (maximum 12). Each must be located within 10 ft. of each of the others and their total weight may not exceed 25 lbs. per Casting Level (maximum 300 lbs.). When you choose to hurl a character, he may make a Fortitude save to cancel the effect. You may hurl each chosen character or object at a specific target and each character or object hurled is subject to the standard ray attack rules (*see page 14*). With each hit, the target and each hurled character or object suffers an amount of collision damage calculated as if the item is traveling at 20 MPH (*see the Spycraft 2.0 Rulebook, page 334*). Each violent thrust decreases the spell's duration by 1 round, and if this decreases the remaining duration to 0 rounds or less, the spell ends after the attacks resolve.

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TINY HUT

Level: 3 Force

Skill Tags: ACP, GRO (Kit)

Casting Time: 1 half action

Range: Personal

Area: 20 ft. spherical emanation

Duration: 2 hours per Casting Level (dismissible)

Saving Throw: None

Effect: An unmoving, opaque sphere of force appears around you. The hut protects against the elements, such as rain, dust, up to strong wind, and even hard vacuum, though a severe wind, hurricane, or direct lightning strike immediately destroys it.

The hut's walls are transparent from within, allowing occupants to see outside as if the walls weren't there. From the outside, the hut appears as a simple dome of a color you choose when it appears.

The temperature inside the hut is 70° F at all times, regardless of the outside temperature. Further, at your command, the hut's interior may be illuminated, providing dim light.

If you leave the hut at any time, this spell's effect immediately ends.

UNSEEN SERVANT

Level: 1 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: None

Duration: 1 hour per Casting Level

Saving Throw: None

Effect: An invisible, mindless, shapeless force appears next to you, waiting to perform simple tasks at your command. It can run and fetch things, open unstuck doors, drawers, and other containers, hold chairs, clean, and mend. The servant can only perform a single activity at any time, but it can repeat an activity over and over again if told to do so, so long as it remains within the spell's range (should it ever leave this area, it immediately disappears and this spell's effect ends).

The Unseen Servant possesses a Strength score of 2 and may exert up to 20 lbs. of force. It may only perform tasks with skill check DCs of up to 11 and its Speed is 15 ft. It cannot climb, levitate, or fly, though it may ascend stairs and slopes up to 60 degrees. It cannot attack or make saving throws in any way, nor may it perform any action that requires an attack check or saving throw. Finally, if it suffers 6 or more points of damage, it disappears and this spell's effect ends.

WALL OF FIRE

Level: 4 Energy (Fire)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: Special (*see Effect*)

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex half or Reflex negates (*see Effect*)

Effect: An immobile curtain of shimmering violet fire springs into existence. This curtain may be up to 1 in. thick per Casting Level, up to 20 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

At the end of each round, each character or object located within a Wall of Fire suffers 2d6 fire damage + 1 additional fire damage per 2 Casting Levels (maximum +10).

Any character or object passing through the wall suffers 2d6 fire damage + 1 additional fire damage per 2 Casting Levels (maximum +10). With a successful Reflex save, this damage decreases to 1/2 standard (rounded down).

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If the wall appears covering one or more characters' current locations, each affected character may make a Reflex save, avoiding the damage entirely with success (and ending up on either side of the wall, as he chooses).

Each 5-ft. section of the wall is fueled by 20 points of fire damage (*see the Spycraft 2.0 Rulebook, page 337*). When one or more sections of a permanent Wall of Fire are extinguished, they reform at full strength after 10 minutes.

Finally, a Wall of Fire provides 1/2 concealment against attacks made through it.

WALL OF FORCE

Level: 5 Force

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: Special (*see Effect*)

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex negates (*see Effect*)

Effect: An immobile, invisible wall of force springs into existence. This wall may be up to 1 in. thick per Casting Level, up to 10 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

If the wall appears covering one or more characters' current locations, each affected character may make a Reflex save, ending up on the side of his choice with success or the side of your choice with failure.

The wall cannot be penetrated or *dispelled* and is immune to damage of all kinds, though it may be *annihilated*. Characters, attacks, and spell effects may not pass through the wall, with a few exceptions, notably flash damage, laser damage, and gaze attacks.

WALL OF ICE

Level: 4 Weather (Ice)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: Special (*see Effect*)

Duration: 1 minute per Casting Level (dismissible, enduring)

Saving Throw: Reflex negates (*see Effect*)

Effect: An immobile wall of ice springs into existence. This wall may be up to 1 in. thick per Casting Level, up to 20 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

If the wall appears covering one or more characters' current locations, each affected character may make a Reflex save, avoiding the wall entirely with success (and ending up on either side of the wall, as he chooses). With failure, the character becomes *buried* in the wall.

Each 5-ft. section of the wall possesses a Damage save of +8, which is further modified for thickness (*see the Spycraft 2.0 Rulebook, page 217*). Further, each 5-ft. section of a wall melts when it suffers 20 points of fire damage. When one or more sections of a permanent Wall of Ice are extinguished, they reform at full strength after 10 minutes.

Finally, a Wall of Ice provides 3/4 concealment and total cover against attacks made through it.

WALL OF LIGHT

Level: 4 Energy (Light)

Skill Tags: ACP, VOC

Casting Time: 1 full action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Duration: Concentration + 1 round per Casting Level (dismissible)

Saving Throw: Reflex half or Reflex negates (*see Effect*)

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Effect: An immobile, brilliant sheet of white light springs into existence. This sheet may be up to 1 in. thick per Casting Level, up to 20 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

At the end of each round, each evil outsider, undead, and ooze located within a Wall of Light suffers 2d6 laser damage + 1 additional laser damage per 2 Casting Levels (maximum +10).

Any evil outsider, undead, or ooze passing through the wall suffers 2d6 laser damage + 1 additional laser damage per 2 Casting Levels (maximum +10). No save may be made to decrease this damage.

If the wall appears covering one or more evil outsiders', undead characters', or oozes' current locations, each affected character may make a Reflex save, avoiding the damage entirely with success (and ending up on either side of the wall, as he chooses).

When this spell's effect is triggered, you must choose one side to become opaque, providing total concealment for attacks made through the wall from that direction. The other side becomes transparent, allowing all on that side to see and attack through the wall without penalty.

WALL OF SOUND

Level: 6 Energy (Sonic)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Close (25 ft. +5 ft. per 2 Casting Levels)

Area: Special (*see Effect*)

Duration: Concentration + 1 round per Casting Level (dismissible)

Saving Throw: Fortitude partial or Reflex negates (*see Effect*)

Effect: An immobile, invisible wall of sound springs into existence. The only indication of the wall's existence is a slight distortion of the light passing through the wall and a constant buzzing sound, similar to that produced by a small insect. This wall may be up to 1 in. thick per Casting Level, up to 20 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

At the end of each round, each character located within a Wall of Sound suffers 3d6 sonic damage + 1 additional sonic damage per Casting Level (maximum +14). No save may be made to decrease this damage. Additionally, the character must make a Fortitude save or become *deafened* for 1d6 rounds per 2 Casting Levels.

Any character passing through the wall suffers 3d6 sonic damage + 1 additional sonic damage per Casting Level (maximum +14). No save may be made to decrease this damage. Additionally, the character must make a Fortitude save or become *deafened* for 1d6 rounds per 2 Casting Levels.

Any non-magical object passing through the wall that's made of crystal, glass, ceramic, porcelain, or a similar substance suffers 1d6 sonic damage per Casting Level (maximum 14d6). When such an item is carried, the character holding it may make a Reflex save and with success, he shields it from this effect.

If the wall appears covering one or more characters' current locations, each affected character may make a Reflex save, avoiding the damage entirely with success (and ending up on either side of the wall, as he chooses).

WALL OF WIND

Level: 3 Weather (Air)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Area: Special (*see Effect*)

Duration: Concentration + 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (*see Effect*)

Effect: An immobile, invisible curtain of wind springs into existence. This curtain may be up to 1 in. thick per Casting Level, up to 10 ft. long per Casting Level, and up to 20 ft. tall. It may wind and curve as you like, though its precise path must be chosen when the spell's effect is triggered.

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No character with a Strength of 7 or lower may enter the wall, nor may arrows, bolts, hurled weapons, or gases. A bullet may pass through the wall, though its range increment decreases to 1/4 standard (rounded down). Larger ammunition, such as artillery shells, passes through the wall without impediment.

At the end of each round, each character within the wall who is holding or wearing any unanchored object weighing less than 5 lbs. must make a Reflex save to keep it from blowing away. If a character is holding or wearing more than one such item, he may prevent no more than 2 of them from blowing away.

If the wall appears covering one or more characters' or objects' current locations, each character with a Strength of 7 or less and each object weighing less than 5 lbs. suffers 2d6 falling damage and is hurled 1d6 squares in a direction determined by the Deviation Diagram (*see the Spycraft 2.0 Rulebook, page 346*). Per the GC's discretion, an ejected character or object may suffer additional collision or falling damage as appropriate.

WAR CRY

Level: 8 Energy (Sonic)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Personal

Area: 100 ft. + 10 ft. per Casting Level cone-shaped burst

Duration: Instantaneous and 1 minute per Casting Level (*see Effect*)

Saving Throw: Fortitude partial or Will negates (*see Effect*)

Effect: You release a fearsome battle shout that inflicts 1d8 sonic damage per 2 Casting Levels to each character in the area of effect. With a successful Fortitude save, this damage decreases to 1/2 standard (rounded down).

Further, each of your conscious teammates and allies who can hear the War Cry gains a +1 morale bonus with attack checks and Will saves, as well as a number of temporary vitality points equal to his Career Level. These vitality points last 1 minute per Casting Level. In the case that one or more of your teammates or allies are injured and healed by this spell effect, damage is applied *before* vitality is gained.

WHIRLWIND

Level: 8 Weather (Air)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 half action

Range: Long (400 ft. + 40 ft. per Casting Level)

Area: Special (*see Effect*)

Duration: 1 round per Casting Level

Saving Throw: Reflex negates (*see Effect*)

Effect: A powerful cyclone of raging wind appears at the spell's point of origin. The cyclone is 50 ft. diameter at its base and up to 1,000 ft. tall. It operates like a tornado (*see the Spycraft 2.0 Rulebook, page 402*), except that expelled characters and objects are thrown 1d20 + 20 squares rather than being carried 1d4 miles.

When this spell effect is triggered, you determine its movement for the spell's entire duration, though you may concentrate for 1 full action at any time to reprogram its movements. The cyclone moves up to 60 ft. each round and always moves at the end of your Initiative Count.

WINTER'S DOMAIN I

Level: 3 Weather (Ice)

Skill Tags: ACP, GRO (Kit), VOC

Casting Time: 1 full action

Range: Close (25 ft. + 5 ft. per 2 Casting Levels)

Area: 20 ft. spherical emanation

Duration: 1 minute per Casting Level (dismissible, enduring)

Saving Throw: None

Effect: Each Fire spell effect with a Casting Level + Spell Level equal to or less than your Casting Level + 3 that is located in this spell's area of effect, or passes through this area, is *suppressed*. Some effects may not be *suppressed*, as noted in their descriptions.

WINTER'S DOMAIN II

Level: 6 Weather (Ice)

Area: 40 ft. spherical emanation

Effect: This spell operates like Winter's Domain I, except that it suppresses Fire spells whose Casting Level + Spell Level is equal to or less than your Casting Level + 6.

ZOT!

Level: 0 Weather (Lightning)

Skill Tags: ACP, VOC

Casting Time: 1 half action

Range: Touch

Area: None

Duration: Instantaneous

Saving Throw: Fortitude negates

Effect: The target feels a brief, sharp jolt and must make a successful Fortitude save or drop all held items. A target possessing 5 or more points of electrical resistance is immune to this spell effect.