

Acid Stream (Indirect, Elemental)Type: P • Range: LOS • Damage: P • Duration: I • DV: $(F \div 2) + 3$ **Toxic Wave (Indirect, Elemental, Area)**Type: P • Range: LOS (A) • Damage: P • Duration: I • DV: $(F \div 2) + 5$

These spells create a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material—treat it as Acid damage (p. 154), with appropriate effects on the affected area and any objects therein. The acid quickly evaporates in the turn following the spell's casting, but the damage done remains.

Acid Stream is a single-target spell, while Toxic Wave is an area spell.

Punch (Indirect)Type: P • Range: T • Damage: S • Duration: I • DV: $(F \div 2) - 2$ **Clout (Indirect)**Type: P • Range: LOS • Damage: S • Duration: I • DV: $(F \div 2)$ **Blast (Indirect, Area)**Type: P • Range: LOS (A) • Damage: S • Duration: I • DV: $(F \div 2) + 2$

These spells smack the target(s) with invisible psychokinetic force, similar to a bruising punch, that inflicts Stun damage.

Clout affects a single target, Blast is an area spell. Punch requires the caster to touch the target.

Death Touch (Direct, Touch)Type: M • Range: T • Damage: P • Duration: I • DV: $(F \div 2) - 2$ **Manabolt (Direct)**Type: M • Range: LOS • Damage: P • Duration: I • DV: $(F \div 2)$ **Manaball (Direct, Area)**Type: M • Range: LOS (A) • Damage: P • Duration: I • DV: $(F \div 2) + 2$

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. As mana spells, they only affect living and magical targets and are resisted by Willpower.

Manabolt affects a single target, Manaball is an area spell. Death Touch requires the caster to touch the target.

Flamethrower (Indirect, Elemental)Type: P • Range: LOS • Damage: P • Duration: I • DV: $(F \div 2) + 3$ **Fireball (Indirect, Elemental, Area)**Type: P • Range: LOS (A) • Damage: P • Duration: I • DV: $(F \div 2) + 5$

These spells create an explosion of flames that flash into existence and scorch the target(s). These spells deal Fire damage (see p. 155).

These flames burn out after striking the target, but their secondary effects may ignite flammable materials that will continue to burn after the spell is exhausted.

Flamethrower is a single target spell, while Fireball is an area spell.

Lightning Bolt (Indirect, Elemental)Type: P • Range: LOS • Damage: P • Duration: I • DV: $(F \div 2) + 3$ **Ball Lightning (Indirect, Elemental, Area)**Type: P • Range: LOS (A) • Damage: P • Duration: I • DV: $(F \div 2) + 5$

These spells create and direct vicious strikes of electricity that cause Electricity damage (p. 154). Lightning Bolt is a single target spell. Ball Lightning is an area spell.

SPELL CODES

Code	Meaning
Type:	
P	Physical spell
M	Mana spell
Range:	
LOS	Line of sight
T	Touch
V	Voluntary targets only
A	Area spell
Damage:	
P	Physical damage
S	Stun Damage
Duration:	
I	Instant
S	Sustained
P	Permanent
DV (Drain Value):	
F	Force

Shatter (Direct, Touch)Type: P • Range: T • Damage: P • Duration: I • DV: $(F \div 2) - 1$ **Powerbolt (Direct)**Type: P • Range: LOS • Damage: P • Duration: I • DV: $(F \div 2) + 1$ **Powerball (Direct, Area)**Type: P • Range: LOS (A) • Damage: P • Duration: I • DV: $(F \div 2) + 3$

These spells channel destructive magical power into the target, doing Physical damage. They affect both living and non-living targets and are resisted by the target's Body.

Powerbolt affects a single target. Powerball is an area spell. Shatter requires the caster to touch the target.

Knockout (Direct, Touch)Type: M • Range: T • Damage: S • Duration: I • DV: $(F \div 2) - 3$ **Stunbolt (Direct)**Type: M • Range: LOS • Damage: S • Duration: I • DV: $(F \div 2) - 1$ **Stunball (Direct, Area)**Type: M • Range: LOS (A) • Damage: S • Duration: I • DV: $(F \div 2) + 1$

These spells channel magical energy directly into the target, causing Stun damage. They are often referred to as "sleep" spells because they can render targets unconscious.

Stunbolt affects a single target. Stunball is an area spell. Knockout requires the caster to touch the target.

DETECTION SPELLS

Detection spells give the subject a new sense, beyond the normal five senses, for as long as they are maintained. They are either cast upon the magician or a subject within Touch range. Using the sense may require the subject to take a Simple Action to Observe in Detail (see p. 136). Detection spells are either *directional* (like normal sight), *area effect* (work in all directions at once, like hearing), or *psychic* (providing some other special "sense" such as telepathy or precognition). Additionally the sense is either *active* or *passive* (see below).