

# Brooster's Magic

## Spirit Magic

Name	PP	Range	Effects	Other
Dispel Magic ●	Var/1	Ranged	Targets any magic with a Duration. It doesn't get rid of summoned creatures. When cast against a target without specifying any specific effect or target, the Dispel first destroys defensive spells, beginning with the most powerful spell that it can affect. Each point of Dispel removes 1 point of spirit, sorcery or chaos magic. 2 points is required to remove 1 point of rune magic.	
Fire Weapon ●	2	Touch	Cast on a weapon. When the weapon is used instead of its normal damage it deals 2D elemental ● damage using the caster's rune. The magic can't be used with Bladesharp.	Duration, Concentration
Heal ●	Var/1	Touch	Each point removes 1 Hurt from the target. In addition: 1 point: Stabilizes a Mortal Wound.	
Light ●	1	Ranged	This spell must be cast on some physical thing. A wand, fingertip, or wall will do. It then lights everything within 6 squares from that point with a radiance good enough to read by, though not as full as daylight.	Duration+
Lightwall ●	2	Ranged	This spell creates a wall of light 8 squares long, 3 squares high and 10 cm thick. It presents a bright glare on one side which is visually impenetrable, while from the caster's side it can be seen through. Furthermore, the glow illuminates 7 squares on all sides with enough light to read by but nor as bright as daylight. A Lightwall can be shaped into the height or width desired. Once created the caster can use an action to move it 2 squares or reshape it.	Duration
Speedart ●	1	Touch	Target missile has E3 to hit and damage for one shot.	Duration

## Rune Magic

Name	RP	Effects	Other
Benison ●	1	This spell allows the caster to regenerate PP extremely quickly. Its exact benefit varies with the phase of the moon: <ul style="list-style-type: none"> <li>• Dead/Dying Regain 1 PP per five minutes</li> <li>• Crescents Regain 1 PP per minute.</li> <li>• Half Moons Regain 1 PP per turn.</li> <li>• Full Moon Regain 1D6 PP per turn.</li> </ul> The caster's PP cannot be raised over maximum by means of this spell.	Self, Duration
Charisma ●	1	The target seems extremely attractive and charming with a sparkling and magnetic presence. They have Leadership & Oratory, Persuasion and Streetwise E3.	Ranged, Duration
Deadly Distraction ●	1	Target's attacks are H2 or on a major success H3 as long as the caster is visible to them.	Ranged, Attack Spell, Duration