



# THE UTILITY SPELL SOURCE

# SPELL LIST

## Rank 1

Find Food  
Lesser Mind Map  
Minor Creation Canvas  
Unburden

## Rank 2

Find Water  
Magic Compass  
Magic Messenger  
Minor Knowing

## Rank 3

Find Person  
Fix  
Invisible Student  
Lighten Armor

## Rank 4

Find Object  
Invisible Familiar  
Lesser Creation Canvas  
Lesser Knowing

## Rank 5

Invisibility  
Invisible Butler  
Shade  
Weather Shield

## Rank 6

Greater Knowing  
Lesser Magic Test  
Repair  
Wizard Block

## Rank 7

Greater Creation Canvas  
Magic Scribe  
Manipulate  
Seeing Glass

## Rank 8

Greater Magic Test  
Magic Mark  
Magic Torch  
True Knowing

## Rank 9

Grow  
Spell Jar  
Teleportation  
Tune

## Rank 10

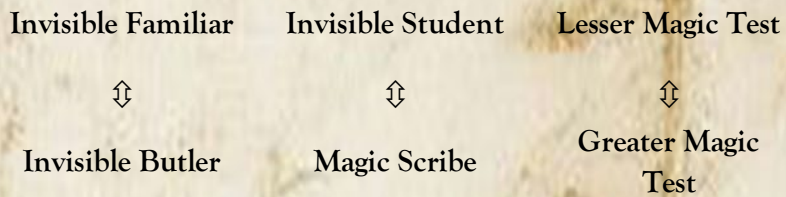
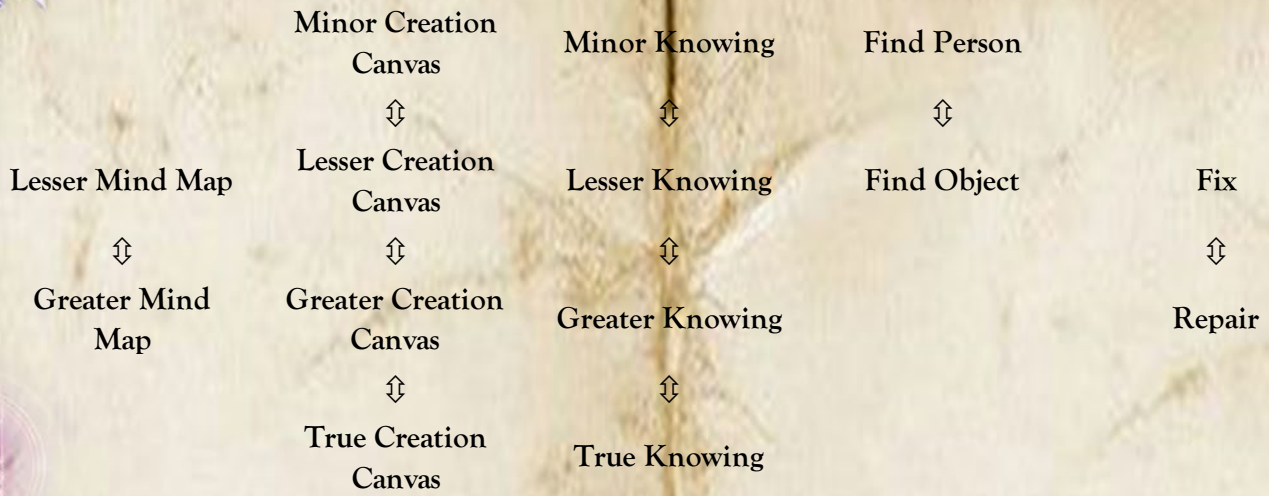
Greater Mind Map  
Capture Reality  
Greater Test  
True Creation Canvas

# SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Find Food	1	1 SpP	2	3 Rounds	0	Caster	2 hours +1 hour per Lv	N/A
Lesser Mind Map	1	1 SpP	2	1 minute	0	Caster	Special	N/A
Minor Creation Canvas	1	4 SpP	4	1 hour	0	1 Object or Continuous Area no larger than 25 square yards	1d2 Passing +1 Passing per Lv	N/A
Unburden	1	2 SpP	2	2 minutes	6 yards	1 Target + 1 Target per 2 Lvs	10 hours +1 hour per 2 Lvs	N/A
Find Water	2	3 SpP	3	1 Round	Touch	1 Item	4 hours +2 hours per Lv	N/A
Magic Compass	2	4 SpP	4	1 hour	Touch	1 Item	Special	N/A
Magic Messenger	2	3 SpP	3	1 Round	Touch	1 Item	Special	N/A
Minor Knowing	2	3 SpP	5	1 Round	0	Caster	Instant	N/A
Find Person	3	5 SpP	5	1 minute	0	Special	Permanent	N/A
Fix	3	5 SpP	5	3 Rounds	15 yards	1 Object or Continuous Area no larger than 4 square yards	Permanent	N/A
Invisible Student	3	5 SpP	6	3 Rounds	0	Special	1 hour +1 hour per Lv	N/A
Lighten Armor	3	5 SpP	7	1 minute	Touch	1 Item	1 hour +1 hour per 3 Lvs	N/A
Find Object	4	7 SpP	7	1 Round	0	Caster	1d6+1 minutes +1 minute per Lv	N/A
Invisible Familiar	4	8 SpP	8	3 minutes	0	Special	1d3 hours	N/A
Lesser Creation Canvas	4	12 SpP	12	1 hour	0	1 Object or Continuous Area no larger than 400 square	1d2 Passing +1 Passing per Lv	N/A
Lesser Knowing	4	7 SpP	8	1 Round	0	Caster	Instant	N/A
Invisibility	5	14 SpP	9	1 minute	0	1 Area	1d20 Passings +1 Passing per Lv	N/A
Invisible Butler	5	9 SpP	8	1 hour	0	Special	Special	N/A
Shade	5	9 SpP	10	3 minutes	0	30 yard Radius	1d2 Passing +1 Passing per Lv	N/A
Weather Shield	5	9 SpP	8	1 hour	0	50 yard Radius	10 Passings	N/A

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Greater Knowing	6	11 SpP	10	1 Round	0	Caster	Instant	N/A
Lesser Magic Test	6	11 SpP	12	Snap-Cast	2 yards	Special	Instant	N/A
Repair	6	11 SpP	9	1 Round	25 yards	1 Item +1 Item per 3 Lvs	Permanent	N/A
Wizard Block	6	19 SpP	18	1 minute	0	100 yard Radius +2 yard Radius per RO	1 Passing +1 Passing per 5 Lvs	N/A
Greater Creation Canvas	7	13 SpP	10	0	0	0	0	0
Magic Scribe	7	13 SpP	10	0	0	0	0	0
Manipulate	7	13 SpP	10	0	0	0	0	0
Seeing Glass	7	13 SpP	10	0	0	0	0	0
Greater Magic Test	8	15 SpP	11	0	0	0	0	0
Magic Mark	8	15 SpP	11	0	0	0	0	0
Magic Torch	8	15 SpP	11	0	0	0	0	0
True Knowing	8	15 SpP	11	0	0	0	0	0
Grow	9	17 SpP	12	0	0	0	0	0
Spell Jar	9	17 SpP	12	0	0	0	0	0
Teleportation	9	17 SpP	12	0	0	0	0	0
Tune	9	17 SpP	12	0	0	0	0	0
Greater Mind Map	10	21 SpP	15	0	0	0	0	0
Capture Reality	10	21 SpP	15	0	0	0	0	0
Greater Test	10	21 SpP	15	0	0	0	0	0
True Creation Canvas	10	21 SpP	15	0	0	0	0	0

# FAMILY OF SPELLS



## Find Food

Rank 1 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 1 SpP      Range: 0

Duration: 2 hours, +1 hour per Lv

CsD: 2

CsT: 3 Rounds      AoE: Caster

Resistance: N/A

### MIND ALTERING

The caster receives a sense of a direction. That direction points towards the closest food source within 1 League, +1 more League per 2 RO. At caster Level 4, two directions are known, each one leading to food. As the Duration progresses, the intensity of the direction fades. By the end of the Duration, the directions previously known are just memories.

The term “food” is defined in two ways. First, the caster is made known of the direction of food that they would normally eat. This means something that is known to the caster as being good to eat, i.e. it would not point to bugs, unless the caster eats bugs. If the caster has never eaten the food before, but it is familiar enough to be food to them, the spell will work, e.g. if they never had a pear before, but they know what a pear is and it is good to eat, the spell will point towards a pear tree. The spell only points towards food that is good to eat, and not rotten or poisonous food.

The second tenant is the amount the spells points to. The spell points only towards substantial quantities, i.e. a berry bush, a rabbit, a farmer’s cellar.

The caster does not know the distance, only direction. When ½ the Duration has passed, the caster makes an Intellect Check with Target Number 4. For every point missed, the caster is off by 1 degree. At ¼ Duration, a check is made again, but now the caster is off by 2 degrees per point missed.

## Lesser Mind Map

Rank 1 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 1 SpP      Range: 0

Duration: Special

CsD: 2

CsT: 1 minute      AoE: Caster

Resistance: N/A

### MIND ALTERING

The caster sees in their mind a radially growing map, as if they saw from a top-down perspective. The base AoE the caster sees is 30 yards instantly. Each Round, and with each RO, this vision grows 30 yards. The detail only captures significant features, i.e. a table in a room, but not what’s on that table.

The caster must Channel as this spell progresses and when they stop, or when the number of Rounds equal to the RO of the spell is reached, the spell’s vision starts to fade from their mind. The image stays sharp for about a minute. During this whole time, the caster must keep their eyes closed, and opening them will immediately end the vision outright.

Scribing the vision from memory is possible. With Cartography, the Target Number is 2 per RO of the spell. That is, if the RO of the spell was 5, the TN to scribe all of what was seen is 10. A lesser roll scribes that percentage, e.g. RO 5 is TN 10 and a roll of 6 means the caster can scribe 60% of the vision. This will be a very basic version of the map, with little detail. Better detail demands a TN of 4 per RO. The level of detail the caster wants to scribe must be called before they begin to scribe. Describing this to another is impossible.

Perfect Memory or Orienteering works similarly, but the mechanic is different. The caster cannot scribe but can try and follow/navigate to a location within the map. TN is 1 per RO of the spell. Once they reach that point, it cannot be used anymore, as the vision is gone from their mind and the purpose has been realized. Anything magical or mystical is blocked from the caster’s mind/vision.

FAMILY OF SPELLS

Lesser Mind Map

Greater Mind Map

## Minor Creation Canvas

### Rank 1 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 4 SpP

Range: 0

Duration: 1d2 Passing, +1 Passing per Lv

CsD: 4

CsT: 1 hour

AoE: 1 Object or Continuous Area  
no larger than 25 square yards

Resistance: N/A

The caster draws a picture, and what is drawn takes form in reality. The caster takes a parchment, canvas or something viable to draw on and a writing tool, casts the spell and has up to 10 minutes to draw. The skill of their drawing is not considered, but what is drawn must be done correctly. This means to draw a table, it cannot be sloppy or a stick figure, it must be a properly drawn table. How well it is drawn is not considered, i.e. has no effect on what's created. A drawing skill will allow the caster to draw more, but nothing anything that an unskilled caster could not.

Things drawn are defined by form, and not specified. A caster could draw a metal ingot but could not specify it to be a gold bar. No matter how much is drawn, only what the AoE allows comes into form, and all things come into form at their normal size. Therefore, the caster could draw a grand ballroom filled with things, but only that which fits into the AoE of the spell comes into form, and only what fits whole comes into being. Drawing a mountain would do nothing, because it does not fit wholly into the AoE. The caster identifies a center of the drawing for determining what comes into form and not is needs be. Only inanimate objects come into form.

All that is created is not considered magical and is basic in craftsmanship and made of common materials. The caster cannot specific anything, nor can an item that would only be made of something valuable be defined, i.e. cannot draw a gem, but could draw a crown, but the crown would be made of iron. The material of each item is logical, and up to the Storyteller.

## Unburden

### Rank 1 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 2 SpP

Range: 6 yards

Duration: 10 hours, +1 hour per 2 Lvs

CsD: 2

CsT: 2 minutes

AoE: 1 Target, + 1 Target per 2 Lvs

Resistance: N/A

Decreases the total load on a person by 10%, **-10% more per 2 RO**, to a maximum of -90% at **RO 16**. While each individual item is not affected, the load as a whole is.

## Find Water

### Rank 2 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: Touch

Duration: 4 hours, +2 hours per Lv

CsD: 3

CsT: 1 Round

AoE: 1 Item

Resistance: N/A

### ENCHANTMENT

The caster enchants a rod or large stick. The rod then is held horizontal and pulls slightly when pointed in the direction of water. How close the direction pointed is in relation to where the water is, the distance, and the volume of water all play a factor on how hard the rod pulls.

## Magic Compass

Rank 2 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 4 SpP

Range: Touch

Duration: Special

CsD: 4

CsT: 1 hour

AoE: 1 Item

Resistance: N/A

### ENCHANTMENT

Enchants a compass. The caster thinks of a location they know. It must be something real and known to them to be real. For instance, a town that is known to be true, a river they crossed is known in their memory, but “a cave with treasure” is far too vague and conceptual. Also, nothing they “think” is real is allowable. They may have heard of a dragon’s cave or mystic place, but if they have not been there and know it to be true, then it is not allowed. The level of subjectivity is left up to the Storyteller.

The compass then points towards the direction of the target, as long as it is within 50 Leagues, **+5 Leagues per RO**. If outside that range, the compass simply spins. However, when/if it comes into range, the compass works again. Once the target is reached, meaning the caster achieves Line of Sight (even if they don’t realize it), the compass shatters.

## Magic Messenger

Rank 2 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: Touch

Duration: Special

CsD: 3

CsT: 1 Round

AoE: 1 Item

Resistance: N/A

### ENCHANTMENT

The caster enchants a small piece of paper, no larger than about 3 by 3 inches. The caster writes the recipient’s name down on the message as a header, and then up to 2 sentences, or whatever can fit on the rest of the note. The name of the recipient must be a normal-sized font.

Then, the message is whisked away by a magical wind to the recipient. As long as the recipient can be physically reached, the note will find its way. Even if in a cave, a wind pulls the letter onward to the recipient. The message flies at about 3 Leagues an hour and is subject to the elements.

The target must be a real person. Even if the caster happens to write a name on the message and gets lucky enough to guess someone’s name, it will find them. If there are more than one person, the message will go to the one the caster intends. If no intent, then random. The caster must write the proper name of the person, including any sur name, family names or heritage. The message itself cannot be enchanted with any harmful spell, or any 3rd Rank spell or higher.



## Minor Knowing

Rank 2 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 0

Duration: Instant

CsD: 5

CsT: 1 Round

AoE: Caster

Resistance: N/A

### MIND ALTERING

The Player asks a very general yes or no question to the Storyteller. The term “general” may be vague and is ultimately up to the Storyteller. Some examples are: “is the person we’re looking for close?” (and not “is the person we’re looking for in this town?”), “can we defeat this thing?” (and not “what are our chances to defeat this thing?”), and “is so-and-so involved in this plot?” (and not “is so-and-so behind this conspiracy?”). To this question, the Storyteller gives a yes or no... the answer of maybe is not allowed. If it is possible within reason, the answer is “yes”, otherwise, it is “no”.

## Find Person

Rank 3 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 0

Duration: Permanent

CsD: 5

CsT: 1 minute

AoE: Special

Resistance: N/A

The caster enchants an empty vial. The vial then fills with 5 small sparks that resemble a firefly, +1 more per 4 RO to a maximum of 10 at RO 20. During the enchantment, the caster identifies a specific person. It is the person as it is known to the caster. Thus, fake names and monikers are allowed.

When the vial is opened, a single firefly shoots into the air and starts to fly, in a straight line, towards the person identified when casting. The firefly is immaterial, and flies about 40 feet above any obstacle or terrain. It moves at a rate of 25, or 50 yards per Round, 300 yards per minute, or 9 Leagues per hour.

This can be used underground/indoors, where the firefly will magically find the most direct route to outside, and then start its journey. At night (in the dark), the firefly can be seen up to a distance of about 200 yards. In the day (light), about 50 yards, +10 yards with each number above 2 on an Observation Skill Check.

The firefly always fizzles when it gets within about 100 yards of the target. The target will most certainly notice it at night and may see it in the day. The vial disintegrates once the last firefly is set free.

## Fix

Rank 3 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 15 yards

Duration: Permanent

CsD: 5

CsT: 3 Rounds

AoE: 1 Object or Continuous Area  
no larger than 4 square yards

Resistance: N/A

A target item, system of items (like a machine), or apparatus (like a crossbow) is magically fixed if it is in disfunction. This does not repair anything that is physically broken, which may still prevent the thing from working properly. All the parts of the item move back into their proper place and set the item into its natural resting position, e.g. a crossbow would not be cocked, but a trap would be set.

The caster needs no working knowledge of the thing, nor does do they need to fully realize what the thing is.

## Invisible Student

Rank 3 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 0

Duration: 1 hour, +1 hour per Lv

CsD: 6

CsT: 3 Rounds

AoE: Special

Resistance: N/A

The caster assigns this spell against an occurrence or location. "Occurrence" refers to anything that happens in the real world and "Location" is a view of a person fixed in time. The spell then records with perfect accuracy what occurs, including what's said, done and all the nuances within. The location's view is recorded with perfect accuracy. However, anything magical in nature is omitted from the recording. At the end of the duration, all that takes place within the view of timespan is transmitted to the caster.

The student is fixed in place, and cannot move from the point of casting, but does not need the caster present in any way. The distance the recording is transmitted is unbound, but subject to magical masking.

## Lighten Armor

Rank 3 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Touch

Duration: 1 hour, +1 hour per 3 Lvs

CsD: 7

CsT: 1 minute

AoE: 1 Item

Resistance: N/A

### ENCHANTMENT

Lightens any armor by  $\frac{1}{2}$  its normal Encumbrance. Additionally, the Evade Modifier is lessened by 1, **-1 more per 6 RO** to a maximum of -5 at RO 30.

## Find Object

Rank 4 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 7 SpP      Range: 0

Duration: 1d6+1 minutes, +1 minute per Lv

CsD: 7

CsT: 1 Round      AoE: Caster

Resistance: N/A

### MIND ALTERING

Applies to anything the caster has touched. The caster must remember the occurrence clearly and cannot “guess” they have. The spell lets the caster know the direction and distance (about 90% accurate) of the item.

## Invisible Familiar

Rank 4 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 8 SpP      Range: 0

Duration: 1d3 hours

CsD: 8

CsT: 3 minutes      AoE: Special

Resistance: N/A

Creates an invisible and “intelligent” force about the caster. Within a range of 50 yards, this force will aid the caster in whatever task they are performing at the time. This force is not controllable, but acts on its own accord, doing whatever the Storyteller thinks is best helping the caster. It sees all around but does not have the ability to find things the caster could not. It cannot aid in magical tasks, and does not have any Abilities per se.

If a cast was copying a spell, the familiar would fetch ink, paper and file things away for the caster as they copied the spell; if cooking, all the right ingredients and spices would float over to the caster and get placed in their hand as needed.

If the caster Channels, the familiar will aid another person within 20 yards in the same way it would the caster. The familiar can never attack anything.

## Lesser Creation Canvas

Rank 4 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 12 SpP      Range: 0

Duration: 1d2 Passing, +1 Passing per Lv

CsD: 12

CsT: 1 hour      AoE: 1 Object or Continuous Area  
no larger than 400 square yards

Resistance: N/A

Works just as the Minor Power of the spell, with a few changes. First, the AoE brought into form is increased. Secondly, things created can be loosely defined, e.g. a hardwood table, a crown made of shiny metal, a bucket filled with water, etc. Those things that come into form can have a non-common makeup, i.e. steel, mahogany, common gems like turquoise, and the like. As before, anything drawn that would only be formed of a material that is outside the ability of this spell will not form.

## Lesser Knowing

Rank 4 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: 0

Duration: Instant

CsD: 8

CsT: 1 Round

AoE: Caster

Resistance: N/A

### MIND ALTERING

Just as the Minor Power version, however, the answer may be different. If a “yes” or “no” clear suffices, then so be it. In cases where ambiguity exists, then a maybe or conditional answer might be given. Again, still up to the Storyteller. An example be if a game was a tie and the question is “did the blue team win”. Instead of a “no”, the answer would be “not exactly”. Another example is an answer to “can we defeat this thing?” would be “very dependent on you, but yes.”

As before, the questions must be non-specific and vague, but may be a little more detailed commensurate with the kind of answer that can be given.

## Invisibility

Rank 5 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 14 SpP

Range: 0

Duration: 1d20 Passings, +1 Passing per Lv

CsD: 9

CsT: 1 minute

AoE: 1 Area

Resistance: N/A

### WARD

The caster places a ward on the item or location, and it turns invisible. If a location, the whole of the location must fit within the AoE, i.e. a building or a feature that wholly fits in the AoE. To the caster, the location or things looks as clear as normal. Additionally, with an RO of 10+, the thing is immaterial to anyone who doesn't know of its location. With an RO 15+, the caster may also place an Evocable power word on the spell to allow that person to see it as the caster does.

## Invisible Butler

Rank 5 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: Special

CsD: 8

CsT: 1 hour

AoE: Special

Resistance: N/A

The caster creates an “intelligent” and invisible force that will do their bidding. The force is immaterial to all but the caster but may interact with immaterial (non-magical/mystical items and things). The force also possesses all the same Skills as the caster at Rank 1, but cannot use magic, magical items, attack anyone in any way, and moves at a maximum rate of 10.

The agent is tasked by the caster to carry out a function or job. The job can be specific, but can have no more than 3 elements, **+1 element per 5 RO** to a maximum of 6 elements at **RO 15**. An element is a sub-task. For instance, the task could be “go to the town, go to the shoppe and get everything on this list”, which is 3 elements. 5 Elements would be “go to this town, go to so-and-so’s house, knock, and when the door opens, give them this note.”

The agent acts per the task, but also acts with some intelligence. A task might be “go to so-and-so’s home, deliver this note, and be silent”, which is 3 elements. In this case, the agent would do as commanded with all common sense to accomplish the task.

The range of the agent is 30 Leagues, **+10 per 2 RO**. The agent is easily detectable by magic-sensing Abilities and spells. The spell ends when the task is done. If the task cannot be done, the spells ends.

## Shade

Rank 5 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: 1d2 Passing, +1 Passing per Lv

CsD: 10

CsT: 3 minutes

AoE: 30 yard Radius

Resistance: N/A

### WARD

Magically stealths the AoE. While still perfectly visible to the naked eye, the AoE is completely hidden from any form of magical/mystical detection, spells that find people, magical communication and the like.

## Weather Shield

Rank 5 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: 10 Passings

CsD: 8

CsT: 1 hour

AoE: 50 yard Radius

Resistance: N/A

Within the AoE, the temperature and “weather” is fully controllable. The Caster Channels for a Round, to change the temperature to any range within that exists in that area naturally at any time of year. This spell can either affect a building that fits within the AoE, or the AoE as a whole. If an AoE in general is chosen, then weather can be simulated within the AoE. Again, to within the limits of nature, and nothing directly harmful happens (no lightning strikes).

Within a building, each distinct room can be controlled separately.

## Greater Knowing

Rank 6 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 0

Duration: Instant

CsD: 10

CsT: 1 Round

AoE: Caster

Resistance: N/A

### MIND ALTERING

Now, the caster may ask semi-specific questions. While still subjective, the definition should be that which is not specific – that’s what True Knowing does. If the question is “is so-and-so behind this plot?” is a viable question. Unlike Lesser Knowing, all answers are “yes” and “no”, which should accommodate the specificity of the question. Questions must be stated as plainly with the answer being a single encompassing equation, i.e. no multiple-subject questions.

A specific question is “is so-and-so behind this plot with these three people as their henchmen with an intent to take over this kingdom?”

## Lesser Magic Test

Rank 6 Spell

Utility Source, The Chaotic Sphere of Magic

**Cost:** 11 SpP      **Range:** 2 yards  
**CsD:** 12  
**CsT:** Snap-Cast      **AoE:** Special

**Duration:** Instant  
**Resistance:** N/A

A very complex spell, with many parts. The spell “tests” an event and lets the caster know the outcome. An “event” can be any single-purpose task, e.g. raiding a dungeon, looking for a person in this town, robbing a bank, confronting specific enemies. Essentially, within the level of detail provided, the spell answers a yes or no question associated with that event.

First, the caster must build a scale model of the entire location they wish to test the event, i.e. if testing an adventure into a dungeon, the dungeon would have to be modeled. If the caster wanted to know the outcome of the event start from leaving the town, the edge of town and the road to the dungeon would also need to be built. The detail of the model directly affects the viability of the result.

Next, the caster then writes down each persons’ actions. This does not need to be specific but can be if desired. The caster can simply write “the fighter does what fighters do.” Or, they might write what the fighter does at each step within that event. The caster must also specify the success of actions of people within the event, to the same level as what they’re said to do.

Next, the caster identifies any constraint outside of what people specified within the spell do. This might be a time limit, or an assumption that no one else enters the event, and so on.

Lastly, the caster asks a question which is a specific one-subject sentence for which there is a yes, or no answer.

When ready, the caster casts and the spell tests the situation. The Storyteller considers all the caster specified and returns an outcome, with as much specificity as was put in by the caster.

An example would be robbing a bank. The caster sets up the bank and places the guards and where the vault is. The caster has 2 friends part of the caper, a Rogue and a Combatant. The Combatant is said to “do what Combatants do and take care of the guards” and must therefore say if the Combatant is successful or not. The Rogue is said to “crack into the vault”, and successful. The caster then declares a constraint, “5-minute time limit” and “no one else will come into the bank”. Last, the caster asks, “will we steal the prized gem in the vault?” The spell is cast and the Storyteller considers everything, and based on what the people do, their successes and constraints, says “yes” or “no”.

The caster can then study the event, as the scale model will have changed to whatever the final outcome is. Slain people are shown, movement of things, even models of people not specified within the event may appear if they interacted with other parts of the event in some meaningful way.

In application, IF everything the caster specified happens as they say it does, that event goes as per the spell’s outcome.

## Repair

Rank 6 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 25 yards

Duration: Permanent

CsD: 9

CsT: 1 Round

AoE: 1 Item, +1 Item per 3 Lvs

Resistance: N/A

Repairs a non-magical item/object. This is not in a mechanical (put in the right order) sense, and material as well. Missing material magically forms and fills in cracks and missing chunks. At least 50% of the original material must be present.

## Wizard Block

Rank 6 Spell

Utility Source, The Chaotic Sphere of Magic

Cost: 19 SpP

Range: 0

Duration: 1 Passing, +1 Passing per 5 Lvs

CsD: 18

CsT: 1 minute

AoE: 100 yard Radius, +2 yard  
Radius per RO

Resistance: N/A

### WARD

Nullifies casting within the AoE. Also, no magical items can be used and mystically/magically-oriented Abilities are likewise blocked. This also includes the caster; whose only exception is the option to end the spell by Channeling for one minute.

The Ward can be dispelled through normal means, but only from a source outside the AoE.



