

The  
Chaotic Sphere  
of Scarlet



# The Blade Source

## Rank 1

### Minor Sword Skill

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 1		Rng: Touch
Cost: 3 SpP		AoE: Special
CsD: 3		Dur: 3 Rounds / Lv
CsT: 1 Round		Res: None

Enchantment that turns a weapon into a magical weapon of Minor Power and confers a +1 to-Hit. Lasts an additional 1 minute per RO.

### Minor Quick Strike

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 1		Rng: 6 Yards
Cost: 2 SpP		AoE: 1 Target
CsD: 2		Dur: 2 Rounds / Lv
CsT: 1 Round		Res: None

Increases the Attacks per Round of the target by .5 (+1 Step in # of Attacks per Round). Lasts an additional 1 minute per RO.

### Minor Temper

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 1		Rng: Touch
Cost: 3 SpP		AoE: Special
CsD: 3		Dur: 3 Rounds / Lv
CsT: 1 Round		Res: None

Enchantment that turns a weapon into a magical weapon of Minor Power and reduces the Extra Damage number by 1, to a minimum of 1. Lasts an additional 1 minute per RO.

### Minor Sharpness

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 1		Rng: Touch
Cost: 3 SpP		AoE: Special
CsD: 3		Dur: 3 Rounds / Lv
CsT: 1 Round		Res: None

Enchantment that turns a weapon into a magical weapon of Minor Power and confers a +1 to Damage. Lasts an additional 1 minute per RO.

## Rank 2

### Lesser Blast Hammer

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 2		Rng: 5 Yards
Cost: 5 SpP		AoE: 1 Target
CsD: 5		Dur: 2 Rounds / Lv
CsT: 1 Round		Res: None

Creates a glowing blue hammer that last the listed Duration +1 Round per RO. The wielder receives a +1 to-Hit per 2 RO. The wielder can strike 2 times per Round, but receives no additions from Attributes or Weapon Skills. The weapon inflicts 1d4 Concussive Damage. If a natural 4 is rolled for damage, the target must make a ResCheck Vs. Myc, or Stand Stupid for the rest of that round. This weapon can Critically Strike.

### Lesser Red Sword

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 2		Rng: Touch
Cost: 6 SpP		AoE: Special
CsD: 5		Dur: 3 Hours / Lv
CsT: 1 Round		Res: None

From a forged hilt, or broken sword, a blade of red swirling energy takes form. The Blade is immaterial, cannot parry or perform maneuvers. The weapon itself gains bonuses to hit based on the wielder's Dexterity score, and a bonus to damage of +1 per 3 RO. The blade inflicts 1d6 Raw Magic Damage, but cannot Critically Strike.

### Fire Blade

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 2		Rng: 0
Cost: 4 SpP		AoE: Caster
CsD: 4		Dur: 2 Rounds / Lv
CsT: 1 Round		Res: None

Creates a flaming sword form for the caster. They receive no bonuses to hit or damage from Attributes or Weapon Skills. The blade may be swung once per Round, or twice with a RO of 6 or more. 1d8 points of Fiery damage are inflicted per hit, +1 per 2 RO.

### Lesser Sharpness

Enchantment

Scarlet Sphere	-	The Blade Source
Rank: 2		Rng: Touch
Cost: 5 SpP		AoE: Special
CsD: 5		Dur: 3 Hours / Lv
CsT: 1 Round		Res: None

Enchantment that turns a weapon into a magical weapon of Lesser power and confers a +2 to Damage. Lasts an additional 1 minute per RO.



