



THE
FORCE
SPELL SOURCE

SPELL LIST

Rank 1

Lesser Force Wall
Levitating Disk
Minor Focus
Minor Reaching Grasp

Rank 2

Lesser Force Sword
Lesser Shield
Minor Unseen Hand
Minor Unseen Worker

Rank 3

Field
Lesser Expel
Lesser Reaching Grasp
Light Shield

Rank 4

Greater Shield
Lesser Focus
Lesser Unseen Hand
Lesser Unseen Worker

Rank 5

Ambient Crack
Greater Expel
Greater Force Wall
Greater Reaching Grasp

Rank 6

Greater Focus
Greater Force Sword
Greater Unseen Hand
Greater Unseen Worker

Rank 7

Glass Prison
Invisible Walls
Pull
True Reaching Grasp

Rank 8

Choking Grasp
Giant's Crushing Blow
True Shield
True Unseen Worker

Rank 9

True Reaching Grasp
Blasting Shield
Invulnerability
Split

Rank 10

Abyss
Great Field
Spell Door
Sunder Earth

SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Lesser Force Wall	1	1 SpP	2	12M	0	Caster	1 Round +1 Round per 3 RO	N/A
Levitating Disk	1	2 SpP	2	2 Rounds	0	Special	3 minutes +1 minute per RO	N/A
Minor Focus	1	1 SpP	2	1 Round	0	Caster	1 Round +1 Round per RO	N/A
Minor Reaching Grasp	1	1 SpP	2	11M	0	Caster	1 Round +1 Round per 2 RO	N/A
Lesser Force Sword	2	3 SpP	5	13M	10 yards	1 Target	1 Round +1 Round per 2 RO	N/A
Lesser Shield	2	3 SpP	3	6M	0	Caster	3 Rounds +1 Round per 4 RO	N/A
Minor Unseen Hand	2	3 SpP	4	13M	0	Caster	1 minute +1 minute per 5 RO	N/A
Minor Unseen Worker	2	3 SpP	3	3 minutes	0	10 yard Radius	1 hour +1 hour per 3 RO	N/A
Field	3	5 SpP	5	6M	0	Caster	1 Round +1 Round per 2 RO	N/A
Lesser Expel	3	5 SpP	5	5M	0	45° Cone with a 10 yard reach	Instant	None
Lesser Reaching Grasp	3	5 SpP	5	12M	0	Caster	1 Round +1 Round per 2 RO	N/A
Light Shield	3	5 SpP	6	7M	15 yards	1 Target	1 Round +2 Rounds per RO	N/A
Greater Shield	4	7 SpP	7	9M	0	Caster	3 Rounds +1 Round per 4 RO	N/A
Lesser Focus	4	7 SpP	7	1 Round	0	Caster	1 Round +1 Round per RO	N/A
Lesser Unseen Hand	4	7 SpP	7	16M	0	Caster	1 minute +1 minute per 5 RO	N/A
Lesser Unseen Worker	4	7 SpP	7	3 minutes	0	25 yard Radius	1 hour +1 hour per 3 RO	N/A
Ambient Crack	5	9 SpP	8	22M	0	Caster	1 Round +1 Round per 2 RO	N/A
Greater Expel	5	9 SpP	8	5M	0	45° Cone with a 30 yard reach	Instant	None
Greater Force Wall	5	9 SpP	8	15M	0	Caster	3 Rounds +1 Round per 2 RO	N/A
Greater Reaching Grasp	5	9 SpP	8	14M	0	Caster	1 Round +1 Round per 2 RO	N/A

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Greater Focus	6	11 SpP	9	1 Round	0	Caster	1 Round +1 Round per RO	N/A
Greater Force Sword	6	11 SpP	9	20M	15 yards	1 Target	1 Round +1 Round per 2 RO	N/A
Greater Unseen Hand	6	11 SpP	9	19M	0	Caster	1 minute +1 minute per 5 RO	N/A
Greater Unseen Worker	6	11 SpP	9	1 hour	0	25 yard Radius	1 hour +1 hour per 3 RO	N/A
Glass Prison	7	13 SpP	10	0	0	0	0	0
Invisible Walls	7	13 SpP	10	0	0	0	0	0
Pull	7	13 SpP	10	0	0	0	0	0
True Reaching Grasp	7	13 SpP	10	0	0	0	0	0
Choking Grasp	8	15 SpP	11	0	0	0	0	0
Giant's Crushing Blow	8	15 SpP	11	0	0	0	0	0
True Shield	8	15 SpP	11	0	0	0	0	0
True Unseen Worker	8	15 SpP	11	0	0	0	0	0
True Reaching Grasp	7	13 SpP	10	0	0	0	0	0
Blasting Shield	9	17 SpP	12	0	0	0	0	0
Invulnerability	9	17 SpP	12	0	0	0	0	0
Split	9	17 SpP	12	0	0	0	0	0
Abyss	10	21 SpP	15	0	0	0	0	0
Great Field	10	21 SpP	15	0	0	0	0	0
Spell Door	10	21 SpP	15	0	0	0	0	0
Sunder Earth	10	21 SpP	15	0	0	0	0	0

Special Mechanic

The Force Source is a very linear progression of magic study; meaning, the caster learns how to manipulate the same essence of magic, but in different ways. You will notice there are a fewer number of unique spells, but far greater number of Minor, Lesser, Greater and True versions of Power. Unlike other Sources, the application is often the same – control an unseen force in different manners.

As such, there is no family of spells, but instead, each spell can be learned using Spell Theory. The caster must know at least one spell within the Source, but the Rank doesn't matter – all spells can be learned from a single one. The list of spells is well known to the Magic Scholasta, and any mage who has one spell in their repertoire knows the lineage of the entire Source. If learning for the first time, over the course of a Shift with the assistance of any House of Magic, they too can learn. The Skill Check to learn is as normal but increased by the Rank of the Spell x2. Unlike other Sources, there is a 3-time limit on learning a new spell through Spell Theory, no matter the Phylum of the character.

Lesser Force Wall

Rank 1 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 1 Round, +1 Round per 3 RO

CsD: 2

CsT: 12M

AoE: Caster

Resistance: N/A

Creates a wall of force in front of the target (front arc) that has 10 Hit Points, +2 Hit points per RO, (maximum of 20 HP at RO 5). The wall follows the caster as they move and protects against all physical attacks in the front arc. When the wall loses its Hit Points, it shatters. Remaining damage from a melee attack are dissipated. Remaining damage from a ranged attack are applied to the Target.

Levitating Disk

Rank 1 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 2 SpP

Range: 0

Duration: 3 minutes, +1 minute per RO

CsD: 2

CsT: 2 Rounds

AoE: Special

Resistance: N/A

The caster creates a dimly lit magical disk that can be ridden. It can carry up to 2 people and lifts up to 1000 Enc. (2500 lbs.). The disk can raise to a height of 100 feet and has a Land Speed of 4, +1 per 2 RO. It only obeys the caster's commands and the caster must be on it to function. While on the disk, all passengers are considered to be *Levitating*, and all Movement Ability limitations apply.

Minor Focus

Rank 1 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 1 Round, +1 Round per RO

CsD: 2

CsT: 1 Round

AoE: Caster

Resistance: N/A

For each full Round the caster Channels, the caster gains an additional 3 RO towards any successful spell cast from the Force Source. This must be the next spell cast or 10 Rounds, whichever comes first.

The maximum length of Channeling is determined by the Duration of the spell, and the caster may end the Channeling at any time, keeping whatever bonuses accumulated up to that point. The caster is not allowed to move at all during Channeling, unlike normal - even with the Combat Casting Skill. Furthermore, any hit taken will end the Channeling.

Minor Reaching Grasp

Rank 1 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 1 Round, +1 Round per 2 RO

CsD: 2

CsT: 11M

AoE: Caster

Resistance: N/A

The caster gains the ability to reach out and grasp objects with an unseen force. This force can grasp objects up to the size of a person and applies about 100 lbs. of pressure. The only actions it can perform is to grab and crush, push or pull objects, but cannot manipulate anything otherwise. Anything done with this spell counts as a Full Action. It targets the something as a whole, i.e. a person, not a specific part of a person.

If crushing, it inflicts **2d4+2 Smashing Damage**, **+1d4+1 per 3 RO** to a maximum of **6d4+10 at RO 12**. The range of the spells influence is limited to 20 yards. Damage may only apply to a single target once. In lieu of damage, the spell can attempt to hold things in place, at 100 lbs. of force. The target may make the appropriate Strength Check to overcome.

Lesser Force Sword

Rank 2 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 10 yards

Duration: 1 Round, +1 Round per 2 RO

CsD: 5

CsT: 13M

AoE: 1 Target

Resistance: N/A

The caster creates a melee weapon of magical force. It has all the properties of any weapon the caster desires with regards to Weapon Skills and Attribute bonuses. No matter the form, it inflicts **1d10 Slashing Damage**, **+1 per 2 RO**, to a maximum of **1d10 +10 at RO 20**. It has physical presence and can parry and perform maneuvers.

Lesser Shield

Rank 2 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 0

Duration: 3 Rounds, +1 Round per 4 RO

CsD: 3

CsT: 6M

AoE: Caster

Resistance: N/A

The caster is surrounded by an invisible spherical shield that deflects any missile weapon or spell that inflicts 8 damage or less. Any higher damage passes through and damage without modification. The size of the shield is about 1 foot larger than the height of the caster.

Minor Unseen Hand

Rank 2 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 0

Duration: 1 minute, +1 minute per 5 RO

CsD: 4

CsT: 13M

AoE: Caster

Resistance: N/A

The caster can reach through an unseen force and manipulate objects with about 15 lbs. of pressure. They can manipulate things as if it were with their actual hand. Additionally, the caster can cast spell through this spell, allowing Touch-ranged spells up to the 3rd Rank to have the same reach as the Reaching Grasp. The range of the reach is 5 yards, +1 yard per RO.

Minor Unseen Worker

Rank 2 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 0

Duration: 1 hour, +1 hour per 3 RO

CsD: 3

CsT: 3 minutes

AoE: 10 yard Radius

Resistance: N/A

The caster commands a magical force to perform any simple function, such as stacking objects, operating a broom, opening and closing a door for a guest, pouring drinks and so on. The force is bound to where the caster initiated the spell and can move to perform that function no further than 20 yards. The number of functions it can perform is singular, and two with a RO of 5 or more. Once cast, the spell will perform those functions without aid from the caster. The functions chosen to perform are automatic, and will continue to perform, or try to perform, the function even if the situation changes. When the need for that function is gone or accomplished, that force ceases to function.

No offensive action can be used with this spell. All functions are automatic and are constantly performed. The force cannot be made to start its function based on a situation (like open the door when someone knocks). The work the force can perform (strength and effort) is about equal to that of a child.

Field

Rank 3 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 0

Duration: 1 Round, +1 Round per 2 RO

CsD: 5

CsT: 6M

AoE: Caster

Resistance: N/A

Creates an unseen field about the caster, with the edge being the edge of the AoE. As long as the spell is active, the caster may choose to Channel to keep anything larger than arrow out of the AoE. Throughout the duration, the caster may Channel to activate the spell, or act any other way, keeping the spell ready, but inactive. While Channeling, the caster may not move, even with Combat Casting.

While the spell is inactive, the field remains in part, and grants the caster, and all within the AoE, a +4 Evade against missile attacks.

Anything is inside the AoE when the spell is activated is held in place and unallowed to move forward, but can move backward (away from the caster). When the spell is active, missile weapons smaller than throwing axe (all missile weapons except a javelin, Rooge and throwing axe) are unaffected.

The field can be immediately crushed if struck by anything large, like a cannonball, that does 100 damage in one shot. In such a case, the projectile or object is unaffected and the spell ends.

Lesser Expel

Rank 3 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 0

Duration: Instant

CsD: 5

CsT: 5M

AoE: 45° Cone with a 10 yard reach

Resistance: None

The caster sends a wave of force out in front of them, pushing anything within the AoE with 250 lbs. (100 Enc) if force, +2.5 Lbs. (1 Enc) per RO, with no limitation. Those struck by the force who are under 100 Enc are knocked prone and *Stunned* for the rest of the Round. Those heavier are not moved but may not advance in that direction that Round.

Lesser Reaching Grasp

Rank 3 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 0

Duration: 1 Round, +1 Round per 2 RO

CsD: 5

CsT: 12M

AoE: Caster

Resistance: N/A

Very much the same as the Minor Power, but with increased potential. Now, 250 lbs. of pressure is applied, allowing a crushing attack to inflict **2d6+2 Smashing Damage**, **+1d6+1 per 3 RO** to a maximum of **6d6+10 at RO 12**. This now can be applied to a single target 2 Rounds.

In lieu of damage, the caster may opt to hold a target in place. Now, the target must make a R.Mag. with a **-1 per 10 lbs. under 250**, or **+1 per 10 lbs. over 250**. A failed ResCheck **Roots** the target, and the caster may continue to hold them there from Round to Round, but the target gets a ResCheck each Round to break free. Successful ResChecks only overcome the effects for that Round, and the spell can be reapplied to the target to hold each Round.

Light Shield

Rank 3 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 15 yards

Duration: 1 Round, +2 Rounds per RO

CsD: 6

CsT: 7M

AoE: 1 Target

Resistance: N/A

Creates a glimmering shield of force. This grants the target **+4 Block**, provided they have a free arm to use the shield. The target does not need any proficiency to gain these bonuses, and will gain additional bonuses if they have some sort of proficiency (such as the Blade and Shield Mastery Style).

Greater Shield

Rank 4 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: 0

Duration: 3 Rounds, +1 Round per 4 RO

CsD: 7

CsT: 9M

AoE: Caster

Resistance: N/A

The caster is surrounded by an invisible spherical shield that deflects any missile weapon or spell that inflicts 12 damage or less and any melee attack that inflicts 4 or less damage. Any higher damage passes through and damage without modification. The size of the shield is about 1 foot larger than the height of the caster.

Lesser Focus

Rank 4 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: 0

Duration: 1 Round, +1 Round per RO

CsD: 7

CsT: 1 Round

AoE: Caster

Resistance: N/A

Works just as the Minor Power, however, the next 2 Force Spells are affected.

Lesser Unseen Hand

Rank 4 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: 0

Duration: 1 minute, +1 minute per 5 RO

CsD: 7

CsT: 16M

AoE: Caster

Resistance: N/A

The caster can reach through an unseen force and manipulate objects with about 15 lbs. of pressure. They can manipulate things as if it were with their actual hand. Additionally, the caster can cast spell through this spell, allowing Touch-ranged spells up to the 4th Rank to have the same reach as the Reaching Grasp. The range of the reach is 15 yards, +1 yard per RO.

Lesser Unseen Worker

Rank 4 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: 0

Duration: 1 hour, +1 hour per 3 RO

CsD: 7

CsT: 3 minutes

AoE: 25 yard Radius

Resistance: N/A

Like the Minor Power version, but with increased capabilities. Now, the force can perform two functions automatically, and three with an RO of 7. The restrictions and application of the force remain. The force also has much more strength, able to lift and work as a healthy adult.

Ambient Crack

Rank 5 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: 1 Round, +1 Round per 2 RO

CsD: 8

CsT: 22M

AoE: Caster

Resistance: N/A

The caster creates a barely-viable whip-like weapon for the duration. They receive a **bonus to-Hit equal to the RO** of the spell, but no other proficiencies or bonuses apply. The whip can be used to attack once per Round, up to a range of 3 hexes, while still being considered in melee. The weapon cannot strike through objects, and the first thing in the LoS is attacked. The whip cannot Critically Strike and there is no Critical Number allowed (no roll again mechanic). Each successful strike causes **1d10 Whip-Like Damage**, and the Extra Damage number is 1.

When the caster rolls any natural 10 on either attack die, the target must make a **R.Myc.0** or come under the **Pain** Effect for the rest of that Round.

Greater Expel

Rank 5 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: Instant

CsD: 8

CsT: 5M

AoE: 45° Cone with a 30 yard reach

Resistance: None

Works identical to the Lesser Power version, but now the pressure applied is 500 lbs. (200 Enc), **+5 lbs. (2 Enc) per RO**.

Greater Force Wall

Rank 5 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: 3 Rounds, +1 Round per 2 RO

CsD: 8

CsT: 15M

AoE: Caster

Resistance: N/A

Hit Points increased to 30, **+3 per RO** to a maximum of 51 Hit Points at **RO 7**. Otherwise, as it's Lesser Power version.

Greater Reaching Grasp

Rank 5 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: 1 Round, +1 Round per 2 RO

CsD: 8

CsT: 14M

AoE: Caster

Resistance: N/A

Very much the same as the Minor Power, but with increased potential. Now, 450 lbs. of pressure is applied, allowing a crushing attack to inflict **2d8+2 Smashing Damage**, **+1d8+1 per 3 RO** to a maximum of **6d8+10 at RO 12**. This now can be applied to a single target 3 Rounds, or three targets for 1 Round.

In lieu of damage, the caster may opt to hold a target in place. Now, the target must make a **R.Mag.** with a **-1 per 10 lbs. under 450**, or **+1 per 10 lbs. over 450**. A failed ResCheck *Roots* the target, and the caster may continue to hold them there from Round to Round, but the target gets a ResCheck each Round to break free. Successful ResChecks only overcome the effects for that Round, and the spell can be reapplied to the target to hold each Round.

Greater Focus

Rank 6 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 0

Duration: 1 Round, +1 Round per RO

CsD: 9

CsT: 1 Round

AoE: Caster

Resistance: N/A

The caster no longer needs to Channel but may not cast spells while this spell is active. If they do, the Duration of this spells ends, and gained bonuses are set to that amount.

The Force Source spells cannot Catastrophically Miscast, and any failure is counted as a minimal success. For as long as the caster allowed the power to grow, the Duration of the effects are in play.

Adds 4 RO per Round the spell is allowed to mature. The maximum Duration a caster can allow the spell to persist (this spell, and not the bonuses gained from it) is the Duration listed.

Greater Force Sword

Rank 6 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 15 yards

Duration: 1 Round, +1 Round per 2 RO

CsD: 9

CsT: 20M

AoE: 1 Target

Resistance: N/A

Works similar to the Lesser Power version. Now, the damage is increased to **1d20 Slashing Damage**, **+1 per RO** to a maximum of **1d20+20 at RO 20**. During the last Round of the Duration, the damage increases to **2d20**, and only one attack can be made.

Greater Unseen Hand

Rank 6 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 0

Duration: 1 minute, +1 minute per 5 RO

CsD: 9

CsT: 19M

AoE: Caster

Resistance: N/A

Allows up to the 6th Rank of spell cast through, with a range of 30 yards, +1 yard per RO.

Greater Unseen Worker

Rank 6 Spell

Force Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 0

Duration: 1 hour, +1 hour per 3 RO

CsD: 9

CsT: 1 hour

AoE: 25 yard Radius

Resistance: N/A

With all the force of a fit adult of great strength, a symphony of tasks can be accomplished within the AoE. Like the Lesser and Minor Power version, functions are named for the force to accomplish. However, within the AoE, there is no limit to the amount of work that can be done.

Moreover, the functions can be of anything the caster knows. If the caster has some form of creation Skill, the spell can surrogate the manual labor portion of the Skill.

