

The Spirit Source

Rank 1

Enchantment

Nature's Ally

Orderly Sphere - The Spirit Source

Rank: 1	Rng: 0
Cost: 2 SpP	AoE: Caster
CsD: 2	Dur: 5 Minutes / Lv
CsT: 1 Round	Res: None

Makes the caster seem as one with nature and any other benign or friendly essence of the world. This would include Elementals, non-evil spirits, certain creatures that are imbued with nature and so on. The caster is seen as part of the surrounding, passed off as unthreatening and not out of place.

Vision of Blighting

Orderly Sphere - The Spirit Source

Rank: 1	Rng: 0
Cost: 1 SpP	AoE: Caster
CsD: 2	Dur: Special
CsT: 1 Hour	Res: None

This spell is cast and the caster receives the boon that becomes dormant for up to 100 days per Ausa Power. When the caster walks into an area where in the future or past there was/will be destruction, the caster is transported from reality into a different plane of time where they are unseen to all around them, unable to be affected or affect anything. They hover above the land, seeing all the destruction, the outcome of the destruction and perhaps what caused it. The "slip" through time in bursts until they have seen all of what happened. Normal Skills can assist for them to remember and take note of what they saw. To everyone else, the caster disappears for 1 Mark, and then reappears. Once this vision is over, the spell ends.

See Beyond the Mist

Orderly Sphere - The Spirit Source

Rank: 1	Rng: 0
Cost: 1 SpP	AoE: Caster
CsD: 2	Dur: 1 Minute / Lv
CsT: 1 Round	Res: None

Allows the caster to see through any vision-clouding effect, whether physical, mental, mystical or magical. Moreover, the caster cannot be affected by mind-altering visions or Hexes that are untrue or meant to confuse or mislead someone.

Icy Touch

Orderly Sphere - The Spirit Source

Rank: 1	Rng: 0
Cost: 1 SpP	AoE: Caster
CsD: 2	Dur: 3 Rounds / Lv
CsT: 23 Marks	Res: R, Mag 0 / Rdc

The caster hands ignite with a spectral blue fire. Used in Combat, the caster receives a +1 to-Hit per Level. The spectral fire lashes out slightly, giving the caster a melee range of 4 yards. The caster can attack only once per Round and it always against a target's Dodge Score. On a hit, the target takes 1d6, +1 per Ausa Power of Cold Damage. The strike also has an Extra Damage number of 6, - the Ausa Power. Critical Strikes have a +1 per Ausa Power added to their CS. A ResCheck is allowed to reduce the damage by 1, plus 1 per 3 RO.

Rank 2

Spell Block

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Rank: 2	Rng: 10 Yards
Cost: 3 SpP	AoE: 1 Target
CsD: 3	Dur: 4 Rounds / Lv
CsT: 16 Marks	Res: None

The target receives a + on any Resistance Check against Magic equal to the Ausa Power plus the caster's Level.

Leeching Touch

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Rank: 2	Rng: Touch
Cost: 3 SpP	AoE: 1 Target
CsD: 3	Dur: Instant
CsT: Snap	Res: None

The caster lunges out to touch a target, and rolls to-Hit with any Dexterity (light weapon) bonuses. The caster must roll the target's Dodge Score, -3, to a minimum of 1. The touch inflicts 1d10, +2 per Ausa Power of unavoidable damage. If the target has Spell Points, those are taken first, then Hit Points. The caster is then healed for ½ the damage/SpP inflicted, round up.

Leech

Know Secret

Orderly Sphere - The Spirit Source

Rank: 2	Rng: 0
Cost: 3 SpP	AoE: Caster
CsD: 3	Dur: 10 Minutes / Lv
CsI: 2 Minutes	Res: None

This is cast upon a room, cave, dwelling, or any continuous place (like a grove or lake). If there are any secrets about it, the caster has premonitions of what they might be. As/if the caster gets closer to the secret, their vision begins to highlight the area of the secret and more is known about what it might be. If the caster is able to touch whatever that secret is, they will know all about it, to include who did what and why.

Fearful Gaze

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Rank: 2	Rng: 0
Cost: 2 SpP	AoE: Caster
CsD: 3	Dur: 3 Rounds / Lv
CsI: 1 Round	Res: None

The caster's eyes light up with a ghostly mist and all that look into their eyes are affected. Known to be the only spell or effect that breaks immunities to fear. While this will not make anyone/thing run, they will feel great fear of the caster and a sense of doom in a general sense. This also affect mindless things, like undead. Depending on the courage of the individual looking, they react in a commensurate manner. Some may run, but only because they are cowardly to begin with. Other may stall, some may even charge the threat. The more higher the AUSA Power, the greater the effect in general, but will never outright cause things to run nor is it considered to be fear-causing.

