

The Moon Source

Rank 1

Cloud

Orderly Sphere	-	The Moon Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Special
CsD: 2		Dur: 2 Rounds / Lv
CsT: 17 Marks		Res: None

Creates a cloud that emanates from the caster, surrounding them in all but the first few feet, where there is no cloud. The cloud is extremely thick, and seems to emit a slight glow. Those inside the AoE cannot target anything outside, and vice versa. All within the cloud, unless right next to the caster, are considered to have the Blinded Effects. The caster, however, can see right through the cloud as if it were not there. The cloud continues to billow from the caster for the duration, and creates the AoE centered on the caster and then remains for a number of Rounds equal to double the AUSA Power. When/if the caster moves, the cloud likewise covers a new area while the previous-Round's starts to dissipate. The AoE is 5-yard radius per AUSA Power.

Glow

Orderly Sphere	-	The Moon Source
Rank: 1		Rng: 5 Yards
Cost: 1 SpP		AoE: 1 Target
CsD: 2		Dur: 1 Minute / Lv
CsT: 14 Marks		Res: None

Causes a target to glow a pale light. This causes the target to gain the Marked Effect, and Glowing. The target cannot Hide in any way, nor become invisible. However, in the direct moonlight, the target becomes transparent, outlined by the same glow. They then considered to have the Obscured Effect and cannot be targeted by any ranged attacks or spells. The Duration is increased by 2 Rounds per AUSA Power.

Light

Orderly Sphere	-	The Moon Source
Rank: 1		Rng: 20 Yards
Cost: 2 SpP		AoE: Special
CsD: 3		Dur: 1 Hour / Lv
CsT: 1 Round		Res: None

The caster brings forth a small illusion of the moon (whichever moon they represent). The moon is called into existence up to the range of the spell, and may be at any height within that range. That location then becomes fixed relative to the caster, and moves as they do. If the "moon" comes into contact with any solid object, it simply passes through as an illusion, but cannot cast any light while inside of something. The greater the AUSA Power, the brighter the moon's light.

Moon Sight

Orderly Sphere	-	The Moon Source
Rank: 1		Rng: 0
Cost: 1 SpP		AoE: Caster
CsD: 2		Dur: 2 Minutes / Lv
CsT: 1 Round		Res: None

The caster's eyes glow a bright blue. In their eyes, all living things become as glowing blue outlines against a grayscale backdrop. Nothing can become Hidden and anything living that might be invisible or Hidden at the time is revealed.

Rank 2

Darken

Orderly Sphere	-	The Moon Source
Rank: 2		Rng: 0
Cost: 2 SpP		AoE: 10 Yard Radius
CsD: 4		Dur: 4 Rounds / Lv
CsT: 15 Marks		Res: R. Mag 0 / Neg

All within the AoE have their vision start to darken, as if they had thin black cloth pulled over their eyes. Any ranged attack suffers a -1 to-Hit per AUSA Power and half that (round up) in melee. Furthermore, the all affected have trouble recognizing features and shapes and becomes Confused (X), where X is 5 plus double the AUSA Power. This Confusion is not applicable to those in melee when the spell took effect. The caster is immune to the effects and can grant one person within the AoE to also not suffer these effects per AUSA Power.

Moon Strength

Orderly Sphere	-	The Moon Source
Rank: 2		Rng: Touch
Cost: 2 SpP		AoE: 1 Target
CsD: 3		Dur: 5 Minutes / Lv
CsT: 1 Round		Res: None

Only effective at night, and under the moon, the target adds to their Strength Attribute equal to the AUSA Power as long as they remain in moon light. They will always max their Life/Push/Pull Strength Checks, and can reroll 5s and 6s when making a Strength Check. Maximum Strength is 30.

Hex



Sleeping Blackness

Orderly Sphere - The Moon Source

Rank: 2	Rng: 6 Yards
Cost: 1 SpP	AoE: 1 Target
CsD: 3	Dur: Special
CsI: 1 Round	Res: R. Mag 0 / Neg

Cast upon a living creature that is sleeping. When they wake, their dreams do not end in their mind, and they live out and see all that was in their dream before, but so much more real. They can move about, but cannot see anything beyond the dream. This lasts for 2 Minutes per AUSA Power, and any damage caused from an outside source (an attack, but not the creature knocking into something), ends the spell immediately. When the duration is over on its own, the creature will fall again into a deep sleep that lasts for 1 day per AUSA Power. The caster can allow the creature to stay in this sleep, but can also wake them by ending this portion of the spell effect. Note, the dream is not necessarily a bad dream, and it may be wonderful. If the creature is allowed to sleep the second time, they recover 5 Hit Points per day slept. The target gets a +2 to ResCheck against this spell, -1 per AUSA Power.

Splitting Image

Orderly Sphere - The Moon Source

Rank: 2	Rng: 6 Yards
Cost: 2 SpP	AoE: 1 Target
CsD: 3	Dur: 3 Rounds / Lv
CsI: 1 Round	Res: None

When the target is hit by moon light, it casts a glow through them, and a ghostly copy of the target appears. The copy moves in the opposite of the target for direction and action. The next Round, another copy is made, one that moves at 90 degrees from the target. This can happen a number of times equal to the AUSA Power, and always at the very beginning of each Round. The third will move opposite, the 4th 90 degrees again but the other way, and the 5th opposite. These copies are immaterial, but move about the terrain as if they were not. Each copy made causes the target to become more ghost like themselves, making identification difficult. The copies can move any distance as long as the spell is active.

