

# The Star Source

## Rank 1

### Minor Star Light

Scarlet Sphere	-	The Star Source
<b>Rank:</b> 1		<b>Rng:</b> 0
<b>Cost:</b> 3 SpP		<b>AoE:</b> Special
<b>CsD:</b> 3		<b>Dur:</b> 5 Minutes / Lv
<b>CsT:</b> 1 Round		<b>Res:</b> None

A point of light forms above the caster. Where ever the caster looks, the point of light shines a spotlight-like beam in about a 10 degree cone out to 100 yards. The beam illuminates everything with stunning bluish light. Those looking directly at the caster are Blinded for 2 Rounds, then immune to the effect. When cast at night beneath the sky, the beam has a secondary use. The caster can will it to turn from bluish to an even more brilliant white that causes all within it to suffer 1d4 Cold Damage per Round. A ResCheck will negate all damage and future damage from this spell.

### Minor Cold Bolt

Scarlet Sphere	-	The Star Source
<b>Rank:</b> 1		<b>Rng:</b> 25 Yards
<b>Cost:</b> 4 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 2		<b>Dur:</b> Instant
<b>CsT:</b> 6 Marks		<b>Res:</b> R. Mag 0 / Rdc

The caster shoots forth a bright bolt of pure Cold energy. It causes 1d6+1 Cold Damage, and an additional 1d6+1 per 4 RO. The target can reduce the damage by 1 per 2 RO of a ResCheck. With an RO of 6 or more, the target must make their ResCheck or be under the Frosted (X) Effect, where X is equal to the Cast Spell Skill Check RO.

### Ward of Fire

Scarlet Sphere	-	The Star Source
<b>Rank:</b> 1		<b>Rng:</b> Touch
<b>Cost:</b> 3 SpP		<b>AoE:</b> Special
<b>CsD:</b> 3		<b>Dur:</b> Permanent
<b>CsT:</b> 1 Round		<b>Res:</b> None

The caster places a 10-foot diameter invisible Ward on a surface large enough for the Ward to fit. Anything touching the Ward will trigger a fiery burst as the runes of the ward are revealed, each much like a jet of fire. Those within take 3d10 Fiery Damage, with a ResCheck to reduce it by 1 per 2 RO. Once triggered, the Ward is spent.

### Ward of Strength

Scarlet Sphere	-	The Star Source
<b>Rank:</b> 1		<b>Rng:</b> Touch
<b>Cost:</b> 3 SpP		<b>AoE:</b> Special
<b>CsD:</b> 3		<b>Dur:</b> 1 Hour / Lv
<b>CsT:</b> 1 Minute		<b>Res:</b> None

The caster places a Ward of Strength, about 4 inches round, on any item. When this item is held to the bare skin, the contacted person is filled with might, gaining 1d6 Strength to a maximum of 26. This only last as long as the Ward touches flesh, and it can be used by multiple people. However, after an hour of total contact, the Ward will begin to sap the Strength at a rate of 1 per minute. Strength lost this way recovers at the rate of 1 per day.

## Rank 2

### Minor Sky Strike

Scarlet Sphere	-	The Star Source
<b>Rank:</b> 2		<b>Rng:</b> 75 Yards
<b>Cost:</b> 7 SpP		<b>AoE:</b> 10 Yard Radius
<b>CsD:</b> 7		<b>Dur:</b> Special
<b>CsT:</b> 20 Marks		<b>Res:</b> R. Mag 0 / Lsr

This spell can only be done under an open sky. The caster chooses a spot on the ground and casts. On the Initiative Mark the Round after the spell finishes, a bolt of white energy falls from the sky, causing an explosion of whirling blue clouds adorned with electricity. The impact causes 1d20 Concussive Damage, followed by 5d10, +1 per RO of Cold Damage. Lastly, those failing a ResCheck are Shocked (X), where X is 1 per 6 RO.

### Ward of Ice

Scarlet Sphere	-	The Star Source
<b>Rank:</b> 2		<b>Rng:</b> Touch
<b>Cost:</b> 5 SpP		<b>AoE:</b> Special
<b>CsD:</b> 3		<b>Dur:</b> Permanent
<b>CsT:</b> 1 Hour		<b>Res:</b> None

The caster places a very small Ward, about the size of a coin, on any surface or item. When touched, that part of the body if encased in ice and they take 1d6 Cold Damage. Then, a ResCheck is needed. Failure means the ice moves up to the next part of the body, and 2d6 Cold Damage is applied. Another failure means half the body is encase, and 3d6 Cold Damage. On the 4th Round, failure results in the whole body being encased and 5d6 Cold Damage. When any part of the body is encased, they are attached to the item. If the legs are affected, then the target is Rooted. Once the body is encased, they stay immobilized for 6 Rounds and no more damage is taken. On the 6th, the ice shatters and they are released and Frosted (15). Once triggered, the Ward is spent.

## Ward of Crushing

Scarlet Sphere - The Star Source

Ward

<b>Rank:</b> 2	<b>Rng:</b> Touch
<b>Cost:</b> 6 SpP	<b>AoE:</b> Special
<b>CsD:</b> 3	<b>Dur:</b> Permanent
<b>CsI:</b> 1 Hour	<b>Res:</b> None

A large Ward is placed on any opposing surfaces of at least 10 feet square each. Anything walking between the Wards activates the spell and they become visible and smash together. This causes the Smashing (10) Effect and expels them back from where they entered the Ward's coverage. The Ward has the ability to deal 40 Smashing Damage, +20 per RO in total. Once the Wards have been sprung, they reset to their position, and stay there until all their damage has been expended.

## Ward of Protection

Scarlet Sphere - The Star Source

Ward

<b>Rank:</b> 2	<b>Rng:</b> Touch
<b>Cost:</b> 7 SpP	<b>AoE:</b> Special
<b>CsD:</b> 4	<b>Dur:</b> Permanent
<b>CsI:</b> 1 Hour	<b>Res:</b> None

This ward is placed on a building's or room's entrance. Anyone who enters the building with mal intent in their heart will trigger the Ward, which covers that person with a red glow. As long as the person stays in that building or room, they receive a -1 to Hit and Damage, -1 more per 2 RO, and are Fragile (X), where X is equal to the RO of the cast spell.

