

The image features a central, glowing circular portal or spell source. The portal is composed of concentric rings of fire and light, with a bright yellow and orange core that transitions into a darker, more turbulent orange and red outer ring. The entire portal is set against a background of aged, textured parchment. The parchment is illuminated from the center, creating a soft glow that fades towards the edges. There are some faint, colorful marks on the parchment, including a small blue mark in the top left, a blue mark in the top right, and a green mark in the bottom right. The overall aesthetic is that of a magical or mystical book cover.

THE  
PERCEPTION  
SPELL SOURCE

# SPELL LIST

## Rank 1

Night vision  
Perfect Smell  
See Movement  
Heat Vision

## Rank 2

Far Sight  
Minor Enhanced Reactions  
Blur  
Ruse

## Rank 3

Blind  
Deafen  
Radial Vision  
Recall

## Rank 4

Perfect Memory  
Minor Illusion  
Lesser Insight  
Harrowing Visions

## Rank 5

Unseen  
Lesser Enhanced Reactions  
Reveal  
Lesser Invisibility

## Rank 6

Others' Sight  
Lesser Illusion  
Greater Insight  
Combat Mask

## Rank 7

See Magic  
Greater Invisibility  
Surrogate Mind  
Deaden

## Rank 8

Resight  
Greater Illusion  
Illusionary Guard  
Greater Enhanced Reactions

## Rank 9

True Insight  
Invisible Screen  
Mass Unseen  
Lost

## Rank 10

Resought  
True Illusion  
Illusionary Army  
Blinding Light

# SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Night vision	1	1 SpP	2	26M	0	Caster	10 hours	N/A
Perfect Smell	1	1 SpP	2	26M	0	Caster	5 minutes	N/A
See Movement	1	1 SpP	2	23M	0	Caster	10 minutes	N/A
Heat Vision	1	1 SpP	2	24M	0	Caster	1 hour	N/A
Far Sight	2	3 SpP	3	1 minute	0	Caster	2 minutes	N/A
Minor Enhanced Reactions	2	5 SpP	4	22M	Line of Sight	1 Target	5 Rounds	N/A
Blur	2	5 SpP	3	22M	Line of Sight	1 Target	1d20 Rounds	None
Ruse	2	3 SpP	3	20M	0	Caster	6 Rounds	N/A
Blind	3	6 SpP	5	28M	Line of Sight	1 Target + 1 Target per 3 RO	4 Rounds	-3
Deafen	3	7 SpP	5	23M	Line of Sight	50 yard Radius	10 minutes	None
Radial Vision	3	5 SpP	5	2 minutes	0	Caster	1d8 minutes	N/A
Recall	3	5 SpP	5	28M	Touch	1 Item	Special	N/A
Perfect Memory	4	7 SpP	7	Snap-Cast	0	Caster	1 hour	N/A
Minor Illusion	4	10 SpP	7	30M	Line of Sight	30 yard Radius	1d6+1 minutes	N/A
Lesser Insight	4	7 SpP	7	1 minute	0	Caster	1 minute	N/A
Harrowing Visions	4	9 SpP	7	22M	Line of Sight	1 Target	7 Rounds	None
Unseen	5	9 SpP	8	1 Round	0	Caster	1d4 hours	N/A
Lesser Enhanced Reactions	5	11 SpP	9	24M	Line of Sight	1 Target + 1 Target per 3 RO	5 Rounds	N/A
Reveal	5	9 SpP	8	1 Round	0	45° Cone with a 30 yard reach	Instant	N/A
Lesser Invisibility	5	9 SpP	8	23M	0	Caster	1d10 minutes	N/A

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Others' Sight	6	11 SpP	9	21M	Line of Sight	1 Target	1 hour	+0
Lesser Illusion	6	13 SpP	9	30M	Line of Sight	30 yard Radius	1d6+1 minutes	N/A
Greater Insight	6	11 SpP	9	1 minute	0	Caster	1 minute	N/A
Combat Mask	6	15 SpP	9	23M	Line of Sight	1 Target	1d20 Rounds	None
See Magic	7	13 SpP	10	0	0	0	0	0
Greater Invisibility	7	13 SpP	10	0	0	0	0	0
Surrogate Mind	7	13 SpP	10	0	0	0	0	0
Deaden	7	13 SpP	10	0	0	0	0	0
Resight	8	15 SpP	11	0	0	0	0	0
Greater Illusion	8	15 SpP	11	0	0	0	0	0
Illusionary Guard	8	15 SpP	11	0	0	0	0	0
Greater Enhanced Reactions	8	15 SpP	11	0	0	0	0	0
True Insight	9	17 SpP	12	0	0	0	0	0
Invisible Screen	9	17 SpP	12	0	0	0	0	0
Mass Unseen	9	17 SpP	12	0	0	0	0	0
Lost	9	17 SpP	12	0	0	0	0	0
Resought	10	21 SpP	15	0	0	0	0	0
True Illusion	10	21 SpP	15	0	0	0	0	0
Illusionary Army	10	21 SpP	15	0	0	0	0	0
Blinding Light	10	21 SpP	15	0	0	0	0	0

# FAMILY OF SPELLS

Minor Enhanced  
Reactions



Lesser Enhanced  
Reactions



Greater Enhanced  
Reactions

Minor Illusion



Lesser Illusion



Greater Illusion



True Illusion

Heat Vision



Far Sight



Radial Vision

Lesser Insight



Greater Insight



True Insight

Unseen



Mass Unseen

## Night vision

Rank 1 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 10 hours

CsD: 2

CsT: 26M

AoE: Caster

Resistance: N/A

The caster sees at night as if it were day. Even in total darkness, they see as if the area were lit by a torch.

## Perfect Smell

Rank 1 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 5 minutes

CsD: 2

CsT: 26M

AoE: Caster

Resistance: N/A

Once cast, the caster can identify any smell in the immediate area and match it to any subconscious smell they have ever encountered before. The waves of smells are sensed individually, each one lasting about 5 seconds or so before the caster senses the next. They then cycle for the Duration. The caster must Channel for the spell to have its true effect, although, very distinct smells can be recognized even if the caster is not focusing.

## See Movement

Rank 1 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 10 minutes

CsD: 2

CsT: 23M

AoE: Caster

Resistance: N/A

Allows the caster to see movement as orange streaks in their vision. Anything moving walking speed (or faster) and large as an arrow are perceived. However, the actual shape of the object is not seen in this vision, only a streak as if it were a single point.

While the caster still sees in their normal vision at the same time, the orange is far more prevalent, making them somewhat less observation for the Duration. This does not detect anything invisible, but things something invisible moves and anything *Hidden* or *Camouflaged* can be.

When there is an abundance of movement, like a crowd or trees in a windstorm, the caster is essentially blinded with a vision of orange.

## Heat Vision

Rank 1 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: 0

Duration: 1 hour

CsD: 2

CsT: 24M

AoE: Caster

Resistance: N/A

The caster sees in a thermal spectrum. During the day, or in face of bright lights, the caster is *Blinded*. This reveals anything that gives off heat and even the invisible. However, things like clothing, items in between the caster and the source all mask the sight to varying degrees.

## Far Sight

Rank 2 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 0

Duration: 2 minutes

CsD: 3

CsT: 1 minute

AoE: Caster

Resistance: N/A

The caster Channels on any spot they have Line of Sight with. As they Channel, the caster sees in their mind as if they were at that spot. They may turn around and look but cannot move about. The area focused has a dim orb about the height of the caster, and the size of a marble.

The area chosen may not be changed once the spell's cast.

## Minor Enhanced Reactions

Rank 2 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Line of Sight

Duration: 5 Rounds

CsD: 4

CsT: 22M

AoE: 1 Target

Resistance: N/A

### MIND ALTERING

The target perceives time as a slowed rate. While they may not act any faster than normal physically, their mind can react faster.

The target receives +4 Initiative, +1 more per 2 RO. Any ties always go to the target affected with this spell. Additionally, their perception of time allows them to react at the first moment, increasing their Parry Score by 3.

## Blur

Rank 2 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Line of Sight

Duration: 1d20 Rounds

CsD: 3

CsT: 22M

AoE: 1 Target

Resistance: None

### MIND ALTERING

The target sees everything outside of 3 Hexes extremely blurred. While shapes are still visible, identifying those shapes is highly dependent on how unique or recognizable they are. The target receives -5 to-Hit at Range, is disallowed from any Charge or Ability that is range-based.

## Ruse

Rank 2 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: 0

Duration: 6 Rounds

CsD: 3

CsT: 20M

AoE: Caster

Resistance: N/A

The caster splits into three ghost-like forms, only one of them being true. The false ones are immaterial, and anyone touching them reveals that form as a ruse, as it turns to mist. The Casting Time of this spell is one if the few which is variable. Using a CsT of 10M, the two ruses simply stay in place. For a CsT of 15M, the ruses will run in a direction chosen by the caster. For 20M, the caster can "program" each ruse to act independently. The commands must be one-sentence and simple.

## Blind

Rank 3 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 6 SpP

Range: Line of Sight

Duration: 4 Rounds

CsD: 5

CsT: 28M

AoE: 1 Target, + 1 Target per 3 RO

Resistance: -3

The target comes under the *Blinding* / *Hazed* Effect



## Deafen

Rank 3 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: Line of Sight

Duration: 10 minutes

CsD: 5

CsT: 23M

AoE: 50 yard Radius

Resistance: None

All within the chosen AoE are struck by a loud ringing in their ears. This all but nullifies their ability to hear. Where communication is needed through speech, almost nothing can be done. After the Duration ends, hearing slowly returns over the course of a Passing.

## Radial Vision

Rank 3 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: 0

Duration: 1d8 minutes

CsD: 5

CsT: 2 minutes

AoE: Caster

Resistance: N/A

Allows the caster to see in a 720-radial arc. However, unless they achieve a RO 5 or better when casting, the vision is somewhat blurry, and details are difficult to make out. This vision is especially useful in combat, allowing the caster to see incoming attacks from angles they wouldn't normally, increasing their Dodge Score by 2. Practically, the caster can see behind them, under them and so on, but still can only focus on one spot at a time, the rest of the sphere being considered their peripheral vision. This halves the effects of any Flanking Attack or Routing Attack.

## Recall

Rank 3 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Touch

Duration: Special

CsD: 5

CsT: 28M

AoE: 1 Item

Resistance: N/A

### ENCHANTMENT

The caster imprints the surrounding area into an item. The imprint records everything that happens within that area for the next 1 minute, +1 minute per 2 RO. The item can also be delayed to record 1 Hour, +1 hour per 2 RO. With an RO of 8 or more, the item can be set to record when certain (simple) criteria is met.

The item is normally a flask, but any clear or glass object will do, and the imprint is permanent. When the caster passes light through, it reveals a three-dimensional image of the captured area projected outwards. The caster can spin the object to show different angles and perspectives. The caster can also fast forward and rewind the captured image as they choose.

## Perfect Memory

Rank 4 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: 0

Duration: 1 hour

CsD: 7

CsT: Snap-Cast

AoE: Caster

Resistance: N/A

A hidden casted spell. The caster perfect records all around him, within the AoE and what is within his possible vision, for the Duration. The vision is held in a vial or glass object, the same as Recall. The record can be "played back" just as in Recall as well.

## Minor Illusion

Rank 4 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 10 SpP

Range: Line of Sight

Duration: 1d6+1 minutes

CsD: 7

CsT: 30M

AoE: 30 yard Radius

Resistance: N/A

First of four Illusion Spells. The AoE of the spell is the limit of where Illusions can exist. A Minor Illusion is anything that fits wholly within the AoE. It looks mostly like what it is meant to. However, Detection can reveal its falseness with a check equal to the RO of the spell. Minor Illusions can move, make sound, but have no physical impact and have no other physical attributes. The chosen AoE is fixed and may not move with the caster.

All those who Interact with the Illusion may ResCheck to know they are false. Any would-be damage from a Minor Illusion automatically reveals its falseness. Failed ResChecks mean the person believes the thing to be real, will feel an illusion as real in their mind, but nothing bodily will come of it. If a wall, the person could put their hand on the wall and feel it. In reality, they would be "pantomiming" feeling a wall.

The caster must Channel to control these Illusions, and always sees them as ghost-like in nature. The caster may morph the Illusions as they see fit, one form per Round.

This spell allows the entire AoE to be filled with a single Minor Illusion, or up to 4 individual Minor Illusions, no more than 3 yards by 3 yards each

## Lesser Insight

Rank 4 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 7 SpP      Range: 0

Duration: 1 minute

CsD: 7

CsT: 1 minute      AoE: Caster

Resistance: N/A

### MIND ALTERING

The caster views the area over the course of one minute. During this time, they count as Channeling, but may minorly interact with others (talking). At the end of the duration, they gain insight based on all the evidence in front of them, acts as the Detective Skill, Rank 2. Additionally, they may see visions of portions of people, things they used and interactions they had with the area in the past. This might be a hand opening a door, or a sword swinging through the air. All the visions seem as if there was a curtain of mist, broken and intermittent, with a projection of a film playing onto the mist.

## Harrowing Visions

Rank 4 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 9 SpP      Range: Line of Sight

Duration: 7 Rounds

CsD: 7

CsT: 22M      AoE: 1 Target

Resistance: None

### MIND ALTERING

The target sees harrowing thing happen about them. The vision starts with the basis of what they see right before the spell occurs. From then on, all about them, the most horrible things happen. Friends are slain, enemies win and are overwhelming, more enemies arrive and overcome them, and so on.

None of what is happening is real, but the target cannot distinguish truth from the visions. Even if people grab and speak with them, they will see that is a friend crying for help, horribly wounded. This causes the *Frightened* Effect, although, the target may not run. They may attack things that are not there, and no rash things they normally wouldn't, as if this is their most desperate hour.

## Unseen

Rank 5 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 9 SpP      Range: 0

Duration: 1d4 hours

CsD: 8

CsT: 1 Round      AoE: Caster

Resistance: N/A

### WARD

Allows the caster to be perfectly in the open, but unnoticed. The caster cannot interact with anyone, anything or use Abilities.

The caster may not cast spells, perform any offensive action or otherwise interact with the environment. If the caster remains the presence (within 10 yards) of one person for more than 1 minute, they start to suspect someone is there, and may roll a R.Mag.0 to singly reveal the caster. If the caster breaks any of the conditions, they are instantly revealed to everyone.

## Lesser Enhanced Reactions

Rank 5 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: Line of Sight

Duration: 5 Rounds

CsD: 9

CsT: 24M

AoE: 1 Target, + 1 Target per 3 RO

Resistance: N/A

### MIND ALTERING

Works similar to the Minor Power version.

The target receives +8 Initiative, +1 more per 2 RO. Any ties always go to the target affected with this spell. Additionally, their perception of time allows them to react at the first moment, increasing their Parry Score by 4. Moreover, the target receives +4 on any ResCheck that has some function of dodging to it (Storyteller's discretion). The target can minimally pass any Agility or Dexterity-based Skill Check, but not mimicked Skills. Lastly, each kind of Action takes 2 less Initiative Marks, but spells' Casting Times are unaffected.

## Reveal

Rank 5 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: Instant

CsD: 8

CsT: 1 Round

AoE: 45° Cone with a 30 yard reach

Resistance: N/A

### DISPEL

Reveals any ruse, illusion, hidden thing, blurred or obscured enchantment, or otherwise *Hidden/Camouflaged* person or item.

## Lesser Invisibility

Rank 5 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: 0

Duration: 1d10 minutes

CsD: 8

CsT: 23M

AoE: Caster

Resistance: N/A

Turns the caster invisible. All sounds made, all interactions they do/have are normally seen and heard.

## Others' Sight

Rank 6 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: Line of Sight

Duration: 1 hour

CsD: 9

CsT: 21M

AoE: 1 Target

Resistance: +0

### MIND ALTERING

Allows the caster to see through the eyes of another. Unwilling subjects and are aware of the caster's presence, may make a ResCheck. The Caster is blind to their own surroundings as long as the spell is active. While they don't need to Channel, what they see may distract or disorient them. Making any kind of movement, using Abilities or casting spells while the spell is active can have poor outcomes at best, and disastrous at worst.

## Lesser Illusion

Rank 6 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 13 SpP

Range: Line of Sight

Duration: 1d6+1 minutes

CsD: 9

CsT: 30M

AoE: 30 yard Radius

Resistance: N/A

A Lesser Illusion has substance but cannot make anything real happen. Meaning, it can strike at someone, who will feel as if they are hit, but no real damage is done. The target would see the wound on them, but pain would be faint. Lesser Illusions cannot lift things, manipulate the real, but can apply pressure on things to extent it is felt, but no physical displacement happens. It as if they can normally interact with the environment, but make nothing react to their actions, physically.

This spell allows the caster to do all Minor Illusion can, but also add either two Lesser Illusions of Normal Size, one Large or Huge Size and up to 5 Small Size.

## Greater Insight

Rank 6 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 0

Duration: 1 minute

CsD: 9

CsT: 1 minute

AoE: Caster

Resistance: N/A

### MIND ALTERING

Works exactly the same as Lesser Insight. However, now the Detective Skill effect is Rank 4, and far more of the "curtain" is complete, allowing the caster to see far more of what happened.

## Combat Mask

Rank 6 Spell

Perception Source, The Chaotic Sphere of Magic

Cost: 15 SpP

Range: Line of Sight

Duration: 1d20 Rounds

CsD: 9

CsT: 23M

AoE: 1 Target

Resistance: None

### MIND ALTERING

The target becomes viewed as an enemy to their allies or a friend to their enemies. All people will act appropriately as long as the spell is active. This cannot be overcome with speeches, pleas of reason or any other logical proof. No matter that the target does, they are seen as an enemy, or friend.

