

# The Time Source

## Rank 1

### Farsight

Elemental Sphere	-	The Time Source
Rank: 1		Rng: 0
Cost: 4 SpP		AoE: Caster
CsD: 5		Dur: Special
CsT: 1 Round		Res: None

Allows the Caster to see slightly into the future, but only where concerning himself. The reach of the sight is about 1 minute into the future, and +1 minute per RO. All visions are seen through the caster's eyes. The vision only lasts for 1 Round (10 seconds of time). If used in combat, the caster can see when they are hit one time, forcing the first attacker that lands a successful hit to reroll. The length of time this foresight lasts, if used in combat, extends to the end of that combat.

### Minor Fleetness

Elemental Sphere	-	The Time Source
Rank: 1		Rng: 0
Cost: 3 SpP		AoE: Caster
CsD: 4		Dur: 2 Rounds / Lv
CsT: 2 Rounds		Res: None

Distorts the time flow around the caster, causing them to be out of sync with the rest of time. The effect is that the caster can move at great speeds in the eyes of others. They can also touch any inorganic matter not likewise touching something living (paper on a desk is fine, but armor worn by someone is not). If the caster touches anything living, they are immediately brought out of the time phase. The caster can move 2times their normal rate and can take 2 Simple Actions while still taking their normal Full Action. Casting Times are reduced by half.

### Minor Indolance

Elemental Sphere	-	The Time Source
Rank: 1		Rng: 20 Yards
Cost: 4 SpP		AoE: 1 Target
CsD: 5		Dur: 2 Rounds / Lv
CsT: 23 Marks		Res: R. Mag -1 / Lsr

Distorts the time flow around a target so that time seems to speed up for them. In effect, this makes them slow in real time and slow to react. It lowers their Land Speed by half, stretches any Casting Time to double its normal, inflicts -1 Step on Attacks per Round, and only allows them to take 1 Simple Action per Round if not taking a Full Action. If they fail a Resistance Check, their Evade is also lowered by 3, -1 more per 5 RO.

### Minor Time Portal

Elemental Sphere	-	The Time Source
Rank: 1		Rng: 0
Cost: 4 SpP		AoE: Caster
CsD: 5		Dur: Permanent
CsT: 3 Rounds		Res: None

Transports the caster back in time up to 1 hour, +1 hour per 3 RO. The caster will reappear exactly in the place they were at that point in time, doing what they were. Their memory of the lost future will be hazy at best, and they cannot relive that time as if they already knew what was going to happen. The effect in the present is much like Deja vu. Exactly where they appear is 100% accurate at RO 9, and -10% per 1 less RO. Thus, at RO 0, they appear 90% away from where they intended in time, forward or back. Note this only affects the caster, everyone else moves through time as normal.

## Rank 2

### Lesser Age

Elemental Sphere	-	The Time Source
Rank: 2		Rng: 10 Yards
Cost: 5 SpP		AoE: 1 Target
CsD: 6		Dur: Instant
CsT: 8 Marks		Res: R. Mag -2 / Lsr

Causes the target to instantly age 1 year. An odd sphere of distortion engulfs them for a moment and they reappear with long hair, fingernails and aged items on their person. The effects are disorienting and casus them to Stand Stupid for the rest of that Round. They feel very weak and hungry. This imparts a -1 to Strength that lasts for 1 hour, +1 hour per 2 RO. They have a -3 to and ResCheck vs Naturals, -1 more per 2 RO. If they fail their ResCheck against this spell, their Critical Threshold is also lessened by 2.

### Lesser Hasting

Elemental Sphere	-	The Time Source
Rank: 2		Rng: Touch
Cost: 7 SpP		AoE: 1 Target
CsD: 8		Dur: 2 Rounds / Lv
CsT: 9 Marks		Res: R. Mag 0 / Neg

Greatly speeds up the reaction time and the target's perception of time slows. This grants a +5 Initiative Roll, +1 Steps in Attacks per Round and +1 Evade, +1 more per 2 RO.

## Lesser Timelock

	Elemental Sphere	-	The Time Source
<b>Rank:</b> 2			<b>Rng:</b> 25 Yards
<b>Cost:</b> 6 SpP			<b>AoE:</b> 5 Yard Radius
<b>CsD:</b> 8			<b>Dur:</b> 1 Round / Lv
<b>CsI:</b> 14 Marks			<b>Res:</b> R. Mag -3 / Neg

Locks a small area in time. A sphere of distortion engulfs the AoE and everything within, and passing through, the AoE is slowed. Those inside are aware of their surroundings, but powerless to do anything. Even though time is slowed, effects have their normal impact as if in real time (such as an arrow). However, anything entering into the AoE connected to a living thing (such as a sword), has a profound harming effect, causing 4d4 points of Cold Damage to that entering. Because of this, attack things inside the AoE is unadvisable. The amount of slowing is 50%, +10% per RO to a maximum of stopped time with a RO of 5. Missile attacks within the AoE have a bonus to hit of +1 per 10% slowed. This AoE has no effect on spells cast into it. A Successful ResCheck means the target was able to jump out of the AoE before it comes into being. If there is nowhere to run, then there is no ResCheck.

## Minor Prescience

	Elemental Sphere	-	The Time Source
<b>Rank:</b> 2			<b>Rng:</b> 0
<b>Cost:</b> 8 SpP			<b>AoE:</b> Caster
<b>CsD:</b> 10			<b>Dur:</b> Instant
<b>CsI:</b> 2 Rounds			<b>Res:</b> None

Minor Prescience allows the caster to see into the future in the immediate area around them. It is as if they are transported in time, remaining immobile, and then returned. They see the area they are in when the spell is cast as if looking down. They can hear, smell and see everything as normal, but have no ability to touch or interact with anything. The amount of time into the future is up to 1 hour, +1 hour per RO. They choose a time within that allotment, and when the spell is cast, they see time speed up until they reach their desired moment. All the speed through time is from the same perspective, and an Observation Check can assist in taking in more detail in that speed-through period. Once they reach the desired time, they perceive time as normal and the experience lasts for up to 1 minute, +1 minute per 2 RO.

