

The Rax Source

Rank 1

Mind-Altering

Hateful Gaze

Orderly Sphere	-	The Rax Source
Rank: 1		Rng: 0
Cost: 1 SpP		AoE: Caster
CsD: 2		Dur: Special
CsT: 23 Marks		Res: R. Mag 0 / Neg

The caster casts the spell as they stare at a target. The target must be in range and able to make eye contact with the caster. When the two lock stares, the target is filled with dread and becomes Frightened. They must make a ResCheck vs Naturals (-2 per Ausa Power) or run from the caster. The caster spends a Full Action to do this, and once a target is affected (resists or not), the spell ends.

Rax of Wounding

Orderly Sphere	-	The Rax Source
Rank: 1		Rng: 25 Yards
Cost: 2 SpP		AoE: 1 Target
CsD: 2		Dur: Instant
CsT: 4 Marks		Res: R. Mag +3 / Neg

Sends out a bright yellow bolt that has a physical impact on the target. The target takes 1d4 Piercing Damage, and is pushed back with force equal to 10 lbs. per Ausa Power, plus 10 lbs. per Level. If the total force overcomes their weight, the target is knocked prone and must spend the Stands Stupid until next Round. If the force is ½ their weight, they cannot advance that Round in any direction towards the caster. The bolt also inflicts the same amount of damage as Raw Magic Damage, but is rolled separately.

Frenzy

Mind-Altering

Orderly Sphere	-	The Rax Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Caster
CsD: 2		Dur: 4 Rounds / Lv
CsT: 1 Round		Res: None

Sends the caster into a frenzy of rage and vengeance. There must be a reason for this to happen however. It can be because the caster was wounded, or entering comb at with a known enemy and so on. The caster gains +1 per Ausa power to-Hit, to damage, Critical Threshold and RO on a successful hit.

Man of Mission

Orderly Sphere	-	The Rax Source
Rank: 1		Rng: Touch
Cost: 1 SpP		AoE: 1 Target
CsD: 2		Dur: Special
CsT: 1 Minute		Res: R. Mag 0 / Neg

This is a questing spell. The caster quests a person to accomplish mission that is part of the casters mission. It is something related to and part of the caster's mission, but can be about any aspect. Some examples are: protect me, scout ahead, heal the party, perform a skill when needed, etc. That person receives one of the following bonuses, as chosen by the Storyteller that best fits the quest given to the person: (all are per Ausa Power) ; +1 to-Hit, +1 to damage, +2 to Skill Checks, +3 Hit Points, +10% d% roll or +1 Attribute. The spell lasts as long as the caster is on that mission and ends when the caster completes it, abandons it, spends more than 10 days not working towards it, or dies. The given task, while not dominating, is always foremost in the mind of the target, and they feel compelled to perform it even into harms way.

Rank 2

Harm

Orderly Sphere	-	The Rax Source
Rank: 2		Rng: 0
Cost: 3 SpP		AoE: Special
CsD: 3		Dur: Instant
CsT: 3 Marks		Res: R. Mag 0 / Rdc

The caster holds out his palm, and a blinding yellow light sears the very flesh of all within a 45-degree cone, reach out to 5 yards per Ausa Power. The spell lasts a full Round and all within the AoE take 2d6 Heat Damage, +2 per Level. A R.Mag.0 / Rdc will reduce the damage by 1 per RO.

Blade of Judgement

Enchantment

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

Enchants a blade so that it becomes deadly against the guilty. Any target that is naturally evil or has an alignment of -100 Outlook and -100 Approach or less is susceptible. The Blade gains +2 RO per Ausa Power and +1 Critical Severity per Ausa Power.

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Penitent Insight

Orderly Sphere	-	The Rax Source
Rank: 2		Rng: Touch
Cost: 2 SpP		AoE: 1 Target
CsD: 3		Dur: Permanent
Cst: 2 Minutes		Res: None

The caster touched the forehead of a subdued person or intelligent creature. The touch fills them with great remorse for what they have done. This assumes that the target has done something wrong and should be remorseful for reasons commensurate with a Good Alignment. The caster is also aware of their remorse. However, if the target resists (which they can do if they wish), the caster likewise knows of their un-remorsefulness.

Mind-Altering

Call Forth

Orderly Sphere	-	The Rax Source
Rank: 2		Rng: 0
Cost: 2 SpP		AoE: Special
CsD: 3		Dur: Instant
Cst: 1 Round		Res: R. Mag 0 / Neg

The caster bellows the words "Come Forth", and anything evil within earshot in front of the caster must obey and come out of hiding, out of a building or cave or out from within a crowd. By Evil, characters must have 100 Outlook or less to be affected. At AUSA Power 3, all affected targets also Stand Stupid for 2 Rounds after called forth. At AUSA Power 5, they are Stunned for 4 Rounds. All potential targets receive a -1 to Resistance Checks per AUSA Power.

