

Theurgy

Theurgy is the vestment of power from the spellcaster's deity or deities. It is the power of religious belief and doctrine. It is not reserved for worshippers of good deities, nor is it the only way to express divine powers, but this is most often the case.

Realms: Alter, Blast, Dispel, Heal, Shield, and Summon.

Basic Modifiers: Persistent , Reach , Self , Touch .

Starting Modifiers: Fortify , Offerings , Protection  , Robust , and Surrender .

Special Effect Modifier: Lucerata .

Alter

Spells of this Realm directly increase or decrease Attributes or instill or remove Skills & Abilities. Magical energy is manipulated to fundamentally, if partially, change the target.



ESSENCE DRAIN


Type: Magical
Duration: 1 × Level
Range: Touch

Time: Core Action
Resistance: -0 WIL

Touch a target to decrease one Attribute by 1 per Level.

Quire: Dwindle , Touch .



AMPLIFY


Type: Magical
Duration: 1 × Level
Range: Touch

Time: Core Action
Resistance: -0 WIL

Touch a target to increase one Attribute by 1 per Level.

Quire: Magnify , Touch .



GO FASTER


Type: Magical
Duration: 1 × Level
Range: Self

Time: Core Action
Resistance: -0 WIL

Imbue yourself with **Fleet of Foot** (500 XP).

Quire: Imbue , Self .



GLOW


Type: Magical
Duration: 1 × Level
Range: 5 ft. × Level

Time: Core Action
Resistance: -1 WIL

Imbue the target with **Luminous** (250 XP).

Quire: Imbue , Reach .



EPIPHANY


Type: Magical
Duration: 1 × Level
Range: Self

Time: Core Action
Resistance: -0 WIL

Imbue yourself with a **Knowledge Skill** (500 XP).

Quire: Imbue , Self .



SPEAK


Type: Magical
Duration: 1 × Level
Range: Self

Time: Core Action
Resistance: -0 WIL

Imbue yourself with **Speak (any language)** (500 XP).

Quire: Imbue , Self .



MISS ME


Type: Magical
Duration: 1 × Level
Range: Touch

Time: Core Action
Resistance: -0 WIL

Touch a target to purge **one Weapon Proficiency*** (500 XP).

Quire: Purge , Touch .

* Choose one of the following: Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, Triggered.



SHUN


Type: Magical
Duration: 1 × Level
Range: Touch

Time: Core Action
Resistance: -0 WIL

Touch a target to remove the **Speak: Tradespeake** (500 XP) skill.

Quire: Purge , Touch .

Blast

Energy is meant to destroy! Blast spells can be described as you wish: an eldritch force that dances over the target's surface as it blisters, an evil putrescence erupting from its target's skin, or perhaps a bolt of azure energy shearing through it with a dazzling flash!



EXCHANGE

2

Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** -2 WIL
Range: Touch

Touch a target to inflict 1d4 damage per Level. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down. *This spell requires you to offer one Attribute point of your life force to your deity.*

Quire: Blast **1**, Offerings (One Attribute Point -2) **1**, Touch **0**.



FORCE BOLT

2

Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** -0 WIL
Range: 5 ft. × Level

Inflict 1d4 damage per Level. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down.

Quire: Blast **1**, Reach **1**.

Dispel

Destroy existing spells or impede spellcasting. Dispel has two effects: Ablate, which destroys the building blocks of a spell; and Disrupt, which makes a spell more difficult to cast.

Once per turn you may use a **Free Action** to make a **-4 INT** ☑ to reveal the Realms of all perceptible spells affecting a single target you can see.



HAND OF FATE

1

Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-0)
Range: Touch

Touch a target to deal your Level damage to a persistent spell.

Quire: Ablate **1**, Touch **0**.



SPELL SLAYING

2

Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: 5 ft. × Level

Deal your Level damage to a persistent spell.

Quire: Ablate **1**, Reach **1**.



HALT

2

Type: Magical **Time:** Interrupt
Duration: Instant **Resistance:** -0 WIL
Range: Touch

Touch a target to apply a Spell Disruption equal to half your Level, rounded down, against a single spell as it is being cast.

Quire: Disrupt **2**, Touch **0**.

Heal

Heal is a realm meant to repair, though with practice, it can be bent to do harm whilst healing. It is known that creation is more difficult than destruction, and repair is more difficult still.



HEALING CHANT



Type: Magical **Time:** Sole Action
Duration: Instant **Resistance:** -0 WIL
Range: Touch

You cannot Overdraw to cast this spell. Touch a target to heal it by 1d4 per Level.

Quire: Heal , Touch .

Shield

This Realm protects the target from external damage by increasing the target's DEF against damage from a specified source. Internal sources of damage such as Feedback and Offerings are not affected by Shield spells.



FAVOR



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Touch

Touch a target to Increase their DEF by 1 per Level vs. **Swords***.

Quire: Shield , Touch .

* The weapon type may be one of the following:
 Axes, Bows, Clubs, Flails, Knives, Shields, Spears,
 Swords, Thrown, Triggered, Natural Weaponry: Body,
 Natural Weaponry: Force, or Natural Weaponry:
 Unarmed.

Transform

Transform spells change an object's shape or state. Transform can change a pumpkin into stone, that stone into a dog, that dog into a ball of fire, and that ball of fire into a gold coin.



OLIVE BRANCH



Type: Ordinary **Time:** Core Action
Duration: 1 × Level **Resistance:** -1 WIL
Range: Touch

Touch a **Tiny** weapon to turn it into an olive branch. **This spell requires you to offer three HitPoints of your life force to your deity.**

Quire: Transform: Tiny , Offerings (Three HitPoints -1) , Touch .



TRANSMUTE LEATHER TO GREASE



Type: Ordinary **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Touch

Touch a **Tiny** leather object to turn it into grease.

Quire: Transform: Tiny , Touch .