

CHARACTER NAME			
MAGIC POINTS	CURRENT / MAXIMUM	SPELLPOWER	+ ARCANA FOCUS (if APPLICABLE)



SPELL SHEET

Spell Name	Spell Type	Cost	Casting Time	TN	Test	Summary
AIR ARCANA (CORE RULEBOOK) ☐						
☐ Protective Winds	Defense	4	Major Action	10	None	+2 Defense vs. Ranged attacks; anyone adjacent suffers -1 penalty to melee attacks
☐ Voices of the Wind	Utility	4+	1 Minute	11	None	Hear conversation within 100 yards; Duration 10 minutes, +10 minutes per 2 MP
☐ Wind Blast	Attack	8	Major Action	14	Strength (Might) vs. Spellpower	Make test or be knocked prone; 6 yards long and 4 yards wide
☐ Wings of Flight	Utility	10+	Major Action	15	None	Gain Flying speed of 8 + Willpower for 1 hour; +5 hours per 2 MP
DIVINATION ARCANA (CORE RULEBOOK) ☐						
☐ Bloodhound	Utility	4+	1 Minute	11	None	Detect object or living creature; Duration 10 minutes, +10 minutes per 2 MP
☐ Blood Mark	Utility	3	1 Minute	9	None	Inscribe object with arcane mark that can be tracked via Bloodhound spell
☐ Ill Omens	Attack	8	1 Minute	14	Willpower (Faith) vs. Spellpower	-2 penalty on tests based on one ability or stunt points; -1 with successful save
☐ Good Omens	Defense	10	1 Minute	15	None	You and allies can re-roll Initiative tests and gain +1 Defense for next encounter
EARTH ARCANA (CORE RULEBOOK) ☐						
☐ Rock Blast	Attack	4	Major Action	12	Constitution (Stamina) vs. Spellpower	Blast or rocks deals 1d6+1 penetrating damage and target knocked prone
☐ Stone Cloak	Defense	3	1 Minute	10	None	Armor Rating equal to Willpower for 1 hour; self only
☐ Earth Speed	Utility	6	Major Action	13	None	Transport through earth, re-emerging up to 30 yards away
☐ Earthquake	Attack	11+	Major Action	17	Dexterity (Acrobatics) vs. Spellpower	-2 Defense & -5 Speed for one round; test success or fall prone; +1 round per 5 MP
FATE ARCANA (CORE RULEBOOK) ☐						
☐ Hands of Fate	Enhancement	4	Major Action	12	None	Stunt Die + 1 bonus points; give points as bonus to allies within 20 yards on rolls
☐ Puppets of Fate	Attack	6	Major Action	13	Willpower (Self-Discipline) vs. Spellpower	Force enemies to re-roll tests a number of times equal to Stunt Die
☐ Strings of Fate	Enhancement	8	Major Action	14	None	+1 SP generated for you and allies within 10 yards of you
☐ Chosen of Fate	Enhancement	12	Major Action	16	None	Re-roll Stunt Die and take better for you and allies within 10 yards of you
FIRE ARCANA (CORE RULEBOOK) ☐						
☐ Arcane Lantern	Utility	2/hr	Major Action	8	None	Shed light equal to torch in 10 yard radius around you for 1 hour; +1 hour per 2 MP
☐ Flame Blast	Attack	4	Major Action	12	Dexterity (Acrobatics) vs. Spellpower	Blast of flame deals 2d6+1 damage; 1d6+1 on successful test
☐ Burning Shield	Defense	6	Major Action	12	None	Aura deals 2 penetrating damage to adjacent enemies who attacks you
☐ Firestorm	Attack	11	Major Action	15	Dexterity (Acrobatics) vs. Spellpower	3d6+Willpower fire damage and knocked prone in 4-yard-radius within 50 yards
HEALING ARCANA (CORE RULEBOOK) ☐						
☐ Healing Touch	Utility	1-3	Major Action	10	None	Restore 1d6 health per MP spent; can cast on self
☐ Revival	Utility	5	Major Action	14	None	Restore 10 + target's Constitution + your Willpower in health; cannot cast on self
☐ Healing Aura	Utility	3-9	Major Action	15	None	Targets equal to 2 x Willpower within 10 yards restore 1d6 Health per 3 MP spent
☐ Restoration	Utility	15	1 Minute	17	None	Restore 10 x Willpower in health
HEROIC ARCANA (CORE RULEBOOK) ☐						
☐ Hero's Inspiration	Enhancement	3	Major Action	10	None	Targets equal to Willpower within 6 yards gain +2 bonus to next ability test
☐ Hero's Might	Enhancement	5	Major Action	12	None	Targets equal to Willpower within 6 yards gain +1 bonus to damage
☐ Hero's Aegis	Enhancement	6	Major Action	13	None	Targets equal to Willpower within 6 yards gain +1 bonus to Defense
☐ Hero's Spirit	Enhancement	8	Major Action	14	None	Allies within 10 yards gain +1 SP when generating stunt points
LIGHTNING ARCANA (CORE RULEBOOK) ☐						
☐ Jolt	Attack	3	Major Action	11	Constitution (Stamina) vs. Spellpower	Target within 10 yards takes 2 penetrating damage and is possibly stunned
☐ Shock Blast	Attack	4	Major Action	13	Constitution (Stamina) vs. Spellpower	Electric arcs deals 1d6 + Willpower penetrating damage; 1d6 on successful test
☐ Lightning Bolt	Attack	7	Major Action	15	Constitution (Stamina) vs. Spellpower	Electric blast deals 2d6 + Willpower penetrating damage; 1d6 + Willpower on successful test
☐ Chain Lightning	Attack	12	Major Action	17	Constitution (Stamina) vs. Spellpower	Electric arcs deals 2d6 + Willpower penetrating damage; 1d6 + Willpower on successful test
POWER ARCANA (CORE RULEBOOK) ☐						
☐ Arcane Awareness	Utility	2	Minor Action	9	None	Make Perception tests to detect details about magic within 10 yards of you
☐ Spell Ward	Defense	4+	Major Action	10	None	+2 bonus on tests to resist spells to one target within 4 yards; +1 MP per target
☐ Arcane Abatement	Utility	Special	Major Action	Special	None	Cancel target spell
☐ Arcane Circle	Defense	10	1 Minute	12	Special	Protection from spells cast from outside a 4-yard diameter circle
SHADOW ARCANA (CORE RULEBOOK) ☐						
☐ Shadow Dagger	Attack	3	Major Action	11	None	Shard of darkness deals 1d6+1 penetrating damage
☐ Shadow's Embrace	Enhancement	4	Major Action	10	None	Deepening shadows in 6-yard-square area causes -2 to Dexterity (Stealth) checks
☐ Veil of Darkness	Utility	6	Major Action	12	None	Wall of darkness blocks all sight through it
☐ Shadow Slip	Utility	8	Major Action	14	None	Transport instantly between shadowed areas within 50 feet

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WATER ARCANA (CORE RULEBOOK)						
☐ Arcane Spring	Utility	2	Major Action	10	Strength (Might) vs. Spellpower	Summon Willpower number of gallons of water out of nowhere
☐ Water Whip	Enhancement	4	Minor Action	11	None	Create water whip to attack targets for 1d6 + Willpower damage up to 3 yards away
☐ Water Wall	Defense	6	Major Action	11	Strength (Might) vs. Spellpower	Create wall of water 3 yards long and 1 yard wide
☐ Watery Doom	Attack	9	Major Action	15	Constitution (Stamina) vs. Spellpower	Fill target's lungs with water causing 2d6 + Willpower penetrating damage
WOOD ARCANA (CORE RULEBOOK)						
☐ Forest Blend	Utility	4	Major Action	11	Perception (Seeing) vs. Spellpower	Willpower number of creatures blend into natural or wooded surroundings
☐ Regrowth	Utility	3	Major Action	10	None	Infuse wood with a burst of life-force
☐ Ensnaring Roots	Attack	8	Major Action	11	Dexterity (Acrobatics) vs. Spellpower	Gnarled roots grab and entangle targets in a 4-yard-square area within 20 yards
☐ Awaken Tree	Utility	15	Major Action	15	None	"Awaken" a mature tree within 10 yards of you,