Core Exxet rules changes

- ## Revisions to Character Creation:

  Upon receiving any level, the character has a choice of a "natural bonus" that can be applied to several skills.
  - In Core Exxet they have the choice of where to distribute +10 to five different skills (similar to the freelancer class ability) as part of their natural bonus. This counts as a special bonus, and cannot exceed 100 in any skill in combination with the next part of the natural bonus and the default characteristic bonus.
  - Additionally, the character has the ability to chose 1 physical skill (based on STR, DEX, AGI, CON, or PER) and 1 mental skill (based on POW,WP, or INT) to add their characteristic bonus again to that skill. This counts as a special bonus and cannot exceed 100 in any skill in combination with the other part of natural bonus and the default characteristic bonus.
    - EX: Pasuzu has 10 in WP and chooses withstand pain as his skill for both parts of his natural bonus this level, and has a +80 in the bonus column for that skill already. He applies the +10 from the first part of a natural bonus, making it +90. Then he applies the characteristic bonus from WP (+15), making the total 105. Since it may not exceed 100, the extra 5 points are dropped.
  - Changed Advantage: Acute Senses
    - Adds +50 to Notice and Search (instead of +30)
    - Adds +1 to PER when performing a PER check.
  - For purposes of the disadvantage “Shamanism” they are hereby referred to as “Wizardry” (due to the Shamanism field of magic introduced in Arcanna Exxet)
  - Changed Module: Area Attack (50 DP) (old cost 40 DP)
  - New Module: Chained Attack (50 DP)
    - For the purposes of multiple attacks, the user can use the multiple attack penalty of the next lowest size with small being the minimum.
      - A small weapon has no change; a large is treated as a medium weapon; a medium as a small.

- ## Changes to Secondary abilities

  See Core Exxet tables.
  - Athleticism
    - Movement allows for a 1 turn increase in speed.
    - Running decides how long a person can run before losing a fatigue
      - Note: running is speed-2
    - Max Move is how long a player can run before losing a fatigue
  - Swim
    - The movement value is applied to your movement speed to decide how fast you swim Minimum value of 1
  - Jump
    - Movement value is the bonus applied before reducing by 1/5th for a running start.
  - Feats of Strength
    - Has effects at GM discretion before 120.
    - The Strength modifier is only used for one action and is not used in combat for extra damage.

- ## Revisions to Magic:

  In Core Exxet, the spell system was greatly reworked. Magicians still use Path magic and zeon as well as accumulation to cast their spells, but use degrees instead of added effects to power up their spells. Casters working with the new system will find their intelligence much more integral to casting powerful spells, while accumulation and innate magic not as much.

  Others on the forum have graciously made a tabular translation of the spells and their effects which I have included at the end of this document.

  It is good to note that there are many advantages and disadvantages to each magic system, and neither is "more correct"

- Revisions to Combat:
  - The combat section of Core Exxet details more formally the way to calculate the damage done to any combatant. The formula is as follows:
    (Attacker's total(after modifiers) - Defender's Total (after modifiers) -20 for absorption -10* AT of the defender of the attack type) /100 (making a percentage)(Round down before the next operation) * the final damage of the weapon
    Shorthand: Floor[(A-D-a-10*AT)/100] *fd
  - If the Defender's Total is higher than the Attacker's Total, The counterattack bonus is 1/2 of the difference between the two combatants' totals, rounded down to the nearest group of 5.

It should be noted that both the Attacker's Total and the Defender's Total cannot become negative. If appropriate modifiers would result in negative values, they are simply floored at 0.

  - Creatures with Damage Resistance roll a zero for defense, just applying absorption and armor. If a creature with Damage Resistance is surprised, he applies only HALF of his absorption and armor.
  - Creatures with Damage resistance now roll -80 for magical or psychic shields.
  - When creatures with Damage Resistance fumble, they no longer give double bonus to the opposing enemy.
  - Multiple attacks with weapons are changed to be more dependent on the size category of the weapon.

Size	**Penalty per add. attack**
Small	-20
Medium	-30
Large	-40

Note: Shift up or down based on Size. Eg: a large creature with a large weapon is treated as a medium weapon. A small creature with a medium weapon is a large weapon.

  - Flight Type 10-14(on table 40) is changed to 7 to 14.
  - Using stealth as a combat maneuver grants you special bonuses.
    - If you can stealth, successfully, towards a target would grant a total of +170 (Surprise+ blinded) to attacking. (instead of it applying negatively to the enemy)
    - A person can defend against a stealth attack using ½ MA, ½ Ki accumulations, and ½ Psychic Potential. If a person is prepared for a stealth attack, he does not use this penalty.
    - If a character wants a stealth attack to be “stealthy” (aka no one can see it unless they are looking directly at the target), he uses the lower of Attack or Stealth to make the attack.
    - MASTER MOVE: Decoultruse (there was no translation for this) Requirements: Mastery in Hiding
      - A person can attempt to hide in mid-combat using this maneuver, or while in plain sight
      - Applies a -200 if just facing one enemy and -250 if facing multiple enemies
      - If successful, the user will disappear leaving only an afterimage-cloudlike thing behind. The user will still need to find a place to hide to stay hidden.
      - If a user has items like smoke bombs or something to obstruct light or the view, he only applies a -100 and -125 for this maneuver.
      - No other actions are allowed during that round, or you will be revealed immediately

- If using the Acrobatics maneuver to try to get behind an enemy, the enemy adds +10 to his attack value each time the enemy is successful for purposes of this maneuver. This cumulative effect disappears after one day of the two not fighting.
- The Defensive Maneuver Absorb hits is changed to apply a -80 (minimum 0) to the defense ability, including any penalties for multiple defenses and combat situations. However, unless a critical is dealt to the one using this maneuver, he may make an action during the turn. The user of this cannot counter even if the user manages to achieve such a result.

- Revisions to Psychics:
  - The maximum amount of psychic points that can be spent to permanently improve the potential of a single psychic power is corrected to be 10, instead of 5. The maximum amount that a psychic power can be improved by is 100. Therefore one can achieve +100 potential on a psychic power by spending 10 pp.
    - See: Strengthening a Power, Page 194
- General Revisions:
  - Characteristics checks now are reworked to use a "roll over" system instead of the "roll under" system described in the book. One now rolls 1d10 and adds their characteristic score (not their bonus) to the roll. The rule of 10 changes the result into a 12. A 1 is just a 1. In opposed checks, every point above 4 that one character has over the other will count as 2 points for determining check results.
  - Level of Difficulties
    - Simple actions: 6+
    - Normal actions: 10+
    - Complex actions: 15+
    - Extreme actions: 20+
  - Remove the Fumble level (+15 or -15) to checking fumbles. The ability always fails on a 1, 2, or 3. Still roll a d100 to determine negatives.
  - Resistance checks automatically succeed if your base is 20 points above the resistance instead of 50.
  - Secondary Fumbles are changed to:
    - 1 to 50: Basic failure
    - 51 to 95: Major failure
    - 96 to 100: Catastrophic failure
  - Unarmed breakage: -2
  - Missing Costs:
    - Circlet: 50 SC
    - Forehead Protector: 80 SC
    - Leather Hood: 40 SC
    - Casque: 1 GC
    - Mail Coif: 5 GC
    - Open Helm: 20 GC
    - Great Helm : 40 GC
  - Table 73: In Flames; The scorching roll is reduced to “100 to 179”
- Changed in Prometheum exxet:
  - Such a drastic change that it needs to be mentioned
  - Armor:
    - Through various means a player can have more than 3 layers of items that grant armor (such as clothing, spells, or natural armor), however only the best three are counted towards your armor total for each armor type.
- Game Manager Rules:
  - Elemental Form uses the “Intermediate Grade” of the appropriate spell (Same for Specter form)
    - New Power: **Major Form** (20 DP 30 Gnosis)
      - Must be bought with the appropriate form. Allows the spell to be advanced level instead of intermediate
- Game Manager Optional Rules:
  - To play a game with more of a superhero feel, a GM can add the following advantage:
    - Mutations:
      - The person has innate powers caused by a mutation

        - **Effect**: The player obtains 50 DP which he can purchase powers from chapter 26 as if he had 20 Gnosis. One can spend additional CP to increase it to 100 and 150.
        - **Cost**: 1, 2, 3
    - A game master can always play with the old rules of the table of combat.

Book of Magic

Core Exxet Version

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Core Exxet Book of Magic

Book of Light

Create Light

Level 2 **Action**: Active **Type**: Effect

This spell creates light on an object or a point designated by the caster

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	20	50	100	200
Req. Intelligence	5	8	10	12

Base: 5m area **Intermediate:** 25m area
Advanced: 100m area **Arcane:** 500m area
Maintenance: 5 / 5 / 10 /15 *Daily*

Free Access: **Level** 4

Imbue Calm

Level 6 **Action**: Active **Type**: Spiritual

This spell clams individuals feeling fear or hatred within the spell's effect area Makes any Fear, Terror, or Anger States disappear, even if of supernatural origin It does not prevent violent actions deliberately done in cold blood or premeditated actions

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	160
Req. Intelligence	5	8	11	14

Base: MR or PsR 80 / 10m area **Intermediate:** MR or PsR 100 / 25m area
Advanced: MR or PsR 120 / 50m area **Arcane:** MR or PsR 140 / 100m area
Maintenance: No

Blinding Flash

Level 8 **Action**: Active **Type**: Automatic

This spell causes a blinding flash of light within a radius determined by the spell It blind anyone looking at it when it goes off for as many rounds as he failed the PhR check by, divided by 10 It is not possible to designate specific targets within the flash, and everyone except the caster is equally affected Characters can resist this spell by passing a PhR check If someone is actively looking away from the spell, they can add a +40 to their PhR check

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	100	150	200
Req. Intelligence	6	9	11	14

Base: PhR 140 / 10m area **Intermediate:** PhR 140 / 25m area
Advanced: PhR 140 / 50m area **Arcane:** PhR 160 / 100m area
Maintenance: No

Shield of Light

Level 10 **Action**: Passive **Type**: Defense

This spell forms a barrier of Energy that protects the caster from any source of attack The shield can only be damaged by supernatural attacks Attacks based on darkness cause double damage

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	120	180	250
Req. Intelligence	6	8	10	14

Base: 300 Resistance Points **Intermediate:** 1000 Resistance Points
Advanced: 1800 Resistance Points **Arcane:** 3000 Resistance Points
Maintenance: 5 / 15 / 20 / 25

Perceive

Level 12 **Action**: Active **Type**: Effect

This spell improves the perception of the caster, increasing his secondary abilities of Notice and Search. It also increases Magic Appraisal by the same amount, but only for the purpose of detecting or measuring the magic potency of something or someone, not to hide it.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	150	200	250
Req. Intelligence	6	9	12	14

Base: +50 Notice, Search and Magic Appraisal **Intermediate:** +150 Notice, Search and Magic Appraisal
Advanced: +200 Notice, Search and Magic Appraisal **Arcane:** +250 Notice, Search and Magic Appraisal
Maintenance: 5 / 15 / 20 / 25

Free Access: **Level** 14

Armor of Light

Level 16 **Action**: Active **Type**: Effect

This spell forms a magical armor around its owner. Although it counts as armor, it does not count as an additional layer of armor for purposes of penalties to initiative.

Casting Level	**Base**	**Intermediate**	**Advanced**	Arcane
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: EnergyAT2, other AT1 **Intermediate:** EnergyAT5, other AT2
Advanced: EnergyAT8, other AT4 **Arcane:** EnergyAT12, other AT6
Maintenance: 5 / 10 / 15 / 20

Banish Shadows

Level 18 **Action**: Active **Type**: Effect/Spiritual

This spell destroys shadows within a radius. Any darkness based creatures within the radius must pass a MR check or lose life points equal to double their Failure Level; Damage Resistance increases the damage by its damage multiple. As long as the spell is maintained, darkness creatures must do a new MR check each combat turn.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	250
Req. Intelligence	6	9	12	15

Base: MR 140 / 10m area **Intermediate:** MR 180 / 100m area

Advanced: MR 220 / 250m area **Arcane:** MR 280 / 500m area
Maintenance: 10 / 10 / 15 / 25

Detect Negative Emotions

Level 20 **Action**: Active **Type**: Detection

This spell detects any negative sentiments such as hatred, fear, or anger within a radius around the caster. It also senses creatures based on such emotions. This spell can be resisted using the listed MR for the spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	50	100	160	280
Req. Intelligence	6	9	12	15

Base: MR 80 / 25m radius **Intermediate:** MR 140 / 150m radius
Advanced: MR 160 / 500m radius **Arcane:** MR 200/ 1km radius
Maintenance: 5 / 10 / 20 / 30

Light Beam

Level 22 **Action**: Active **Type**: Attack

This spell projects a beam of Light based on magical energy. Light Beam is an energy attack type with a base damage dependant on spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	50	90	120	150
Req. Intelligence	6	9	12	15

Base: Base Damage 60 **Intermediate:** Base Damage 90
Advanced: Base Damage 120 **Arcane:** Base Damage 150
Maintenance: No

Free Access: **Level** 24

Hologram

Level 26 **Action**: Active **Type**: Effect

This spell creates an immaterial luminous form with a maximum size determined by the spell level. The caster the can give the hologram the appearance he desires making it very difficult to tell it from something real. If he creates a creature, it can perform any inhuman action the caster wishes, but will mimic the physical abilities of the caster. The hologram cannot touch anyone nor be touched, but if it receives any damage based on Energy, it disappears. To detect the that the hologram is not real it requires a notice check of almost impossible or search of very difficult

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	40	150	250	350
Req. Intelligence	6	9	12	15

Base: Image has maximum size of 1m2 **Intermediate:** Image has maximum size of 15m2
Advanced: Image has maximum size of 50m2 **Arcane:** Image has maximum size of 100m2
Arcane: The notice and search checks become impossible and absurd.
Maintenance: 5 / 20 / 25 / 30

Bonds of Light

Level 28 **Action**: Active **Type**: Attack

This spell casts bonds of light that hold the designated target immobile. An attack is made using the rules for Trapping, although the caster suffers no penalty to his Ability for performing this maneuver. The bonds use a Strength based on the level the spell is cast at for check. If anyone tires to help free the person Trapped, the bonds of Light are treated as an Energy weapon with a Fortitude dependant on the spell level.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	140	180
Req. Intelligence	6	9	12	15

Base: Strength 8 / Fortitude 25 **Intermediate:** Strength 12 / Fortitude 25
Advanced: Strength 15 / Fortitude 30 **Arcane:** Strength 18 / Fortitude 35
Maintenance: 10 / 10 / 15 / 15

Control Light

Level 30 **Action**: Active **Type**: Effect/Spiritual

This spell modifies and controls the form, color, and intensity of light in a radius. If it is cast at Light-based beings, they must pass a MR check or they will fall under the control of the caster. A creature may only repeat the check if it is ordered to do something against its nature.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	150	250	350
Req. Intelligence	6	9	12	16

Base: MR 80 /20m radius **Intermediate:** MR 140 /150m radius
Advanced: MR 180 /300m radius **Arcane:** MR 220 /500m radius
Maintenance: 5 / 20 / 25 /30

Detect Life

Level 32 **Action**: Active **Type**: Detection

This spell detects any life-form within a radius. This spell only detects the number of life-forms and their exact location. Resisting the spell requires beating a MR Check determined by the spell level.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	300
Req. Intelligence	6	9	12	15

Base: MR 140 /25m radius **Intermediate:** MR 180 /50m radius
Advanced: MR 220 /150m radius **Arcane:** MR 280 /500m radius
Maintenance: 5 / 10 / 15 /30

Free Access: **Level** 34

Spy of Light

Level 36 **Action**: Active **Type**: Effect

This spell creates a small light of energy that moves as wished by the caster, with a Flight Value of 14. Through it, the caster can see and hear as though he were present, but doing so overwhelms his body's senses, and he can only perceive the world through the Spy of Light. Each combat turn the caster decides if he will see through the Spy of Light or his own senses. The Spy of Light has a determined noticed and search based on spell level. If attacked, it can defend itself with the Magic Projection of its caster. For purposes of initiative, it acts when its controller does. It is only possible to attack it with supernatural attacks, although it is destroyed if it receives any damage.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	100	200	300	400
Req. Intelligence	6	9	12	16

Base: Notice and Search 100 /1 km distance **Intermediate:** Notice and Search 150 /10 km distance
Advanced: Notice and Search 200 /50 km distance **Arcane:** Notice and Search 250 /500 km distance
Maintenance: 20 / 40 / 60 / 80 *Daily*

Ecstasy

Level 38 **Action**: Active **Type**: Spiritual

This spell intoxicates anyone affected with a feeling of utter ecstasy. The sensation of pleasure is so powerful that the victim's senses are completely clouded, and he receives a -20 All Action Penalty while affected. However, the spells victims are also completely oblivious and immune to any pain or other affliction based penalty, except those for actually being physically incapacitated.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	60	90	120	150
Req. Intelligence	6	9	12	16

Base: MR 80 / 10m radius **Intermediate:** MR 100 / 50m radius
Advanced: MR 120 / 100m radius **Arcane:** MR 160 / 250m radius
Maintenance: 10 / 10 / 15 / 15

Banish Negative Emotions

Level 40 **Action**: Active **Type**: Spiritual

This spell temporarily banishes any negative sentiments such as hatred, fear, or anger within a radius of the caster. Resisting the spell requires beating a MR or PsR check.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	80	180	240	350
Req. Intelligence	6	9	12	15

Base: MR or PsR 100 / 100m radius **Intermediate:** MR or PsR 150 / 500m radius
Advanced: MR or PsR 180 / 1km radius **Arcane:** MR or PsR 220 / 5km radius
Maintenance: No

Healing Light

Level 42 **Action**: Active **Type**: Effect

This spell causes whomever the spell is directed at to recover Life Points. This spell does not restore permanently lost or destroyed limbs, nor eliminate penalties caused by Critical attacks.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	70	100	150	200
Req. Intelligence	7	10	13	15

Base: 40 Life Points **Intermediate:** 80 Life Points
Advanced: 120 Life Points **Arcane:** 250 Life Points
Maintenance: No

Free Access: **Level** 44

Seeking Sphere

Level 46 **Action**: Active **Type**: Attack

This spell unleashes a sphere of luminous energy with a base damage decided by the spell. The caster can control it using his Magic Projection until it hits its target. If the target successfully dodges, the Seeking Sphere can continue attacking the following turn, since it has not been destroyed. When Seeking Sphere causes damage, or is blocked, the Sphere explodes and vanishes. If the caster abandons control of it, it will act independently, following its last designated target with a Magic Projection decided by the spell level.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: Base Damage 100 / Magic Projection 150 **Intermediate:** Base Damage 120 / Magic Projection 180
Advanced: Base Damage 160 / Magic Projection 210 **Arcane:** Base Damage 200 / Magic Projection 240
Maintenance: 15 / 20 / 25 / 30

Zone of Detection

Level 48 **Action**: Active **Type**: Detection

This spell allows the caster to detect any being within the area of the spell that does not pass a MR check. The Zone of Detection only tells the caster how many individuals are in the zone, and their exact location. It also senses spells of Detection that attempt to enter the area, as long as the spell caster using them does not beat the MR (regardless of his actual location). The zone has a set radius and is stationary where it was cast.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	280	360
Req. Intelligence	7	10	12	15

Base: MR 180 /20m radius **Intermediate:** MR 240 /80m radius
Advanced: MR 280 /150m radius **Arcane:** MR 340 /250m radius
Maintenance: 10 / 10 / 15 / 15 *Daily*

Enter Another's Dreams

Level 50 **Action**: Active **Type**: Spiritual

This allows the caster to physically enter a sleeper's dreams. The caster has no control over the dream world of the dreamer, and anything that happens there will be real to the caster. The person must have peaceful dreams to be affected by this spell, and the moment the dream turns into a nightmare, or he awakens or dies, the mage abandons the dream world and returns to reality. Any Spiritual spell cast on the dreamer while the caster is present in his dreams will also affect the caster. The target may roll a MR or PsR check. Once he is in the target person's dreams, the caster can jump to the unconscious of yet another dreamer who is physically no more than the original distance from the target. Naturally, this new dreamer will have the right to his own MR or PsR Check. If the dreamer's consciousness happens to be in the world of The Wake, the caster is trapped there even when the spell expires.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: MR or PsR 140 /10m distance **Intermediate:** MR or PsR 160 /80m distance
Advanced: MR or PsR 200 /140m distance **Arcane:** MR or PsR 240 /200m distance
Maintenance: 10 / 10 / 15 / 15 *Daily*

Light Form

Level 52 **Action**: Active **Type**: Effect

The body designated by the caster is transformed to pure luminous energy and becomes intangible to matter and on-energy attacks. While in this state, the transformed person gains a bonus to his abilities of Notice and Search, and a bonus to his Resistance against effects based on Light. In this state, the damage caused by Darkness based attacks is doubled.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: +50 Notice and Search / +20 Resistances **Intermediate:** +60 Notice and Search / +30 Resistances
Advanced: As Intermediate, but resistance bonus applies to all effects not based on Darkness
Arcane: As Advanced, but doesn't suffer double damage from Darkness based attacks
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Blessing

Level 56 **Action**: Active **Type**: Effect

Blessing endows the affected party with incredible energy. Those affected receive a bonus to all their actions and Resistances. All allies within a distance of the caster are affected. No one can be affected by more than one Blessing at a time.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	8	10	12	15

Base: +10 All Action bonus / +10 Resistances / 5m radius
Intermediate: +20 All Action bonus / +20 Resistances / 25m radius
Advanced: +30 All Action bonus / +30 Resistances / 50m radius
Arcane: +30 All Action bonus / +30 Resistances / 150m radius
Maintenance: 5 / 10 / 15 / 15

Create Good Feelings

Level 58 **Action**: Active **Type**: Spiritual

This creates positive sentiments such as love, pleasure, or friendship in the people designated by the caster. The spell has a radius, and can be resisted using MR or PsR. Those affected can repeat the Resistance Check once per day.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	8	10	12	15

Base: MR or PsR 120 / 20m radius **Intermediate:** MR or PsR 160 / 100m radius
Advanced: MR or PsR 180 / 250m radius **Arcane:** MR or PsR 220 / 500m radius
Maintenance: 10 / 20 / 25 / 30 *Daily*

See Truth

Level 60 **Action**: Active **Type**: Effect

This spell permits the affected person to perceive supernatural forces that are invisible to the human eye. Although this spell does not directly work against illusion spells because they affect the mind, not the vision, anyone using See Truth against visual illusions can apply a bonus to their MR Checks, since it would help detect their falseness.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	180	250
Req. Intelligence	8	12	14	16

Base: Allows seeing Magic, Matrixes and Invisible Beings / +50MR against Illusions
Intermediate: As Base, but also allows seeing Spiritual Beings
Advanced: As Intermediate, but gives +75MR against Illusions
Arcane: As Advanced, but gives +100MR against Illusions
Maintenance: 10 / 15 / 15 / 25 *Daily*

Shield from Negative

Level 62 **Action**: Active **Type**: Automatic

This spell enchants a certain area, making it impenetrable for beings naturally based in negative emotions or Darkness. Any such creature entering the zone must pass a MR Check or suffer the loss of a number of Life Points equal to the margin of failure. Additionally, if it fails the check, it receives an immediate –40 All Action Penalty. The affected zone is stationary in the place it was cast.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: MR 120 / 20m radius **Intermediate:** MR 140 / 100m radius
Advanced: MR 160 / 250m radius **Arcane:** MR 180 / 500m radius
Maintenance: 15 / 20 / 25 / 30 *Daily*

Free Access: **Level** 64

Find

Level 66 **Action**: Active **Type**: Detection

By means of Find, the caster can locate any person, place, or thing, and know its exact location in that moment regardless of the distance separating them. Anything can be found, whether an individual object, or a type of object, or simply something that fulfills a specified condition. For example, the caster can try to locate a city, the thief who stole his crosier (even if he doesn't know who did it), or the closest eligible maiden of royal blood. Objects, places, or people affected must make a dice roll against a MR Check to avoid being located. Large places apply a –40 penalty to this check.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	200	260	320
Req. Intelligence	8	10	13	16

Base: MR 140 **Intermediate:** MR 180
Advanced: MR 220 **Arcane:** MR 260
Maintenance: No

Restore

Level 68 **Action**: Active **Type**: Effect

This spell restores the penalties that apply to a given individual. Restored negatives may have been caused by fatigue, hunger, physical damage, or spells, but not physical deficiencies, such as loss of a limb or other body part. Recover restitution also a certain amount of fatigue points spent.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	300
Req. Intelligence	8	10	12	15

Base: Eliminates up to -40 penalty / Restores up to 2 Fatigue points
Intermediate: Eliminates up to -80 penalty / Restores up to 5 Fatigue points
Advanced: Eliminates up to -120 penalty / Restores up to 10 Fatigue points
Arcane: Eliminates any penalty / Restores Fatigue points to maximum
Maintenance: No

Hypnotic Display

Level 70 **Action**: Active **Type**: Automatic

This spell creates spectacle of lights in a specified place that has a fascinating and dumbfounding affect. All the characters that see the display cannot help but continue watching it. It is visible for a large radius, and anyone seeing it must make a MR or PsR Check to resist its effects. Those affected can perform Passive Actions, but cannot move. They can make a new Resistance Check every time they are attacked. The condition for being affected is looking directly at the Hypnotic Display.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	280	360
Req. Intelligence	10	12	14	16

Base: MR or PsR 120 / 1 km radius **Intermediate:** MR or PsR 150 / 5 km radius
Advanced: MR or PsR 180 / 15 km radius **Arcane:** MR or PsR 220 / 25 km radius
Maintenance: 5 / 10 / 10 / 15

Catastrophic Light

Level 72 **Action**: Active **Type**: Attack

This spell creates a deadly discharge of Light which uses the Energy Attack Type. The spell's base damage and radius of effect are decided by the spell level.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	350
Req. Intelligence	10	12	14	16

Base: Base Damage 120 / 25m radius **Intermediate:** Base Damage 150 / 100m radius
Advanced: Base Damage 200 / 150m radius **Arcane:** Base Damage 250 / 250m radius
Maintenance: No

Free Access: **Level** 74

Luminous Material Objects

Level 76 **Action**: Active **Type**: Effect

Forms a material object from luminous energy. Whether it is something as complex as a clock, or as simple as a sword, the object created cannot have a Presence of more than the spell level determines, but for all purposes it is treated as having a quality determined by the spell level. As an exceptional rule, the quality of the object does not affect its Presence.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	150	200	240	300
Req. Intelligence	10	12	14	16

Base: Presence 60 / +5 Quality **Intermediate:** Presence 100 / +10 Quality
Advanced: Presence 140 / +10 Quality **Arcane:** Presence 180 / +15 Quality
Maintenance: 15 / 20 / 25 / 30

Light Transmission

Level 78 **Action**: Active **Type**: Effect/Spiritual

Transports individuals or objects designated by the caster from one light source to another that must less than a distance decided by the spell level. The quantity of Presence that can be transported cannot be greater than a value determined by the spell. If someone wishes to resist, the person may roll a MR Check.

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	250	360	450	600
Req. Intelligence	10	12	14	16

Base: 100 km / Presence 250 / MR120 **Intermediate:** 1000 km / Presence 500 / MR140
Advanced: 5000 km / Presence 1000 / MR180 **Arcane:** 15000 km / Presence 2000 / MR200
Maintenance: No

Lordship over Dreams

Level 80 **Action**: Active **Type**: Effect/Spiritual

This spell permits the control of any type of dream. The caster has the ability to control the sleeper's dream world, modifying it as if he had a Gnosis of 45 (although it is not real). If the dream is fed by negative energy, in other words, if it turns into a nightmare, his Gnosis becomes only 30. If the dreamer wishes to resist the spell, it requires beating a MR Check.

NOTE: Base has no effect over the Wake

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	300	400	500	750
Req. Intelligence	12	14	16	18

Base: MR140
Intermediate: MR150 / If the caster is in the Wake can control his surrounding and gain powers as a being with Gnosis 40, while in a place influenced by positive energy. On a neutral area, his powers will reach Gnosis 30 This spell affects only the Wake's area where it's used and only if there isn't another entity with similar Gnosis entwined with it.
Advanced: MR160 / Like Intermediate but caster's Gnosis on neutral areas is 35
Arcane: MR180 / As Advanced but the spell has no spatial limits, influencing all the positive areas of the Wake
Maintenance: 60 / 65 / 70 / 80

Create Being of Light

Level 82 **Action**: Active **Type**: Effect

This spell creates a luminous being with the appearance of life, but completely under the control of the caster. The entity is developed as a Being Between Worlds, using the powers and limitations of Light Elementals explained in Chapter 26. The creature's maximum level is calculated using the same rules as the spell Create Being from the Path of Creation.

Casting Level	Base	Intermediate	Advanced	Arcane

Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate:** Level 3
Advanced: Level 6 **Arcane:** Level 10
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Reflecting Prism

Level 86 **Action**: Passive **Type**: Defense

This spell Creates a body of light that works like a prismatic shield, reflecting any spell, psychic attack, or Ki technique back at the caster. For the charge to be reflected back, it must lose a Clashing Spells check. It is also necessary to make a successful Block using the Prism. If defending against an Area Attack, the prism does not reflect the entire spell; it will still affect anyone in the area of the spell except the caster of the Reflecting Prism. This spell does not reflect Spiritual spells. The caster can use his Magic Projection to redirect the attack. It will absorb a set number of damage before breaking.

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	250	300	400
Req. Intelligence	10	13	15	17

Base: Clashing Spells Check against 100 / 800 Resistance Points
Intermediate: Clashing Spells Check against 120 / 1500 Resistance Points
Advanced: Clashing Spells Check against 140 / 3000 Resistance Points
Arcane: Clashing Spells Check against 180 / 6000 Resistance Points
Maintenance: 20 / 25 / 30 / 40 *Daily*

Radius of Omniscience

Level 88 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	250	400	800
Req. Intelligence	10	12	15	18

Base: Presence 60 / 500m area **Intermediate:** Presence 80 / 2km area
Advanced: Presence 100 / 10km area **Arcane:** Presence 120 / 50km area
Maintenance: 40 / 50 / 60 / 65

Predict

Level 90 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	450	600
Req. Intelligence	10	12	14	16

Base: 1 year **Intermediate:** 5 years
Advanced: 50 years / If the prediction is about something happening within 1 day, it will be very accurate
Arcane: 100 years / If the prediction is about something happening within 1 year, it will be very accurate
Maintenance: No

Prison of Light

Level 92 **Action**: Active **Type**: Spiritual
Note: The caster cannot affect himself with the Prison of Light

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	350	500	800
Req. Intelligence	14	16	18	20

Base: MR 140 / 10000 Resistance Points **Intermediate:** MR 180 / 250000 Resistance Points
Advanced: MR 220 / 500000 Resistance Points
Arcane: MR 240 / The prison cannot be broken from the inside, but possesses 500000 Resistance Points if attacked from the outside
Maintenance: 40 / 70 / 100 / 160

Free Access: **Level** 94

One with the Light

Level 96 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	400	600	800
Req. Intelligence	12	14	16	18

Base: One Day **Intermediate:** One Week
Advanced: One Month **Arcane:** One Year
Maintenance: No

Ascension

Level 98 **Action**: Active **Type**: Effect
Note: no difference to Gnosis awarded to caster or other people

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	500	1000	2000	5000
Req. Intelligence	14	16	18	20

Base: Gnosis 30 **Intermediate:** Gnosis 35
Advanced: Gnosis 40 **Arcane:** Gnosis 45
Maintenance: 30 / 40 / 45 / 50

Light Holocaust

Level 100 **Action**: Active **Type**: Attack/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	600	1000	2500	10000
Req. Intelligence	14	16	18	20

Base: Base Damage 350 / 100m area **Intermediate:** Base Damage 500 / 100km area
Advanced: Base Damage 800 / 10000km area **Arcane:** Base Damage 1000 / 1 au (astronomic unit) area
Maintenance: No

Book of Darkness

Create Darkness

Level 2 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	20	50	100	200
Req. Intelligence	5	8	10	12

Base: 5m area **Intermediate:** 25m area
Advanced: 100m area **Arcane:** 500m area
Maintenance: 5 / 5 / 10 /15 *Daily*

Free Access: **Level** 4

Induce Fear

Level 6 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	140	180
Req. Intelligence	5	8	10	12

Base: MR or PsR 80 / 10m area **Intermediate:** MR or PsR 100 / 50m area
Advanced: MR or PsR 120 / 100m area **Arcane:** MR or PsR 140 / 250m area
Maintenance: No

See in Darkness

Level 8 **Action**: Active **Type**: Effect
Note: Only works on natural darkness

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	100	120
Req. Intelligence	5	8	10	12

Base: Max Presence 80 **Intermediate:** Max Presence 100
Advanced: Max Presence 120 **Arcane:** Max Presence 140 / Works also on Supernatural Darkness
Maintenance: 5 / 10 / 10 / 15 *Daily*

Shield of Darkness

Level 10 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	120	180	250
Req. Intelligence	6	8	10	14

Base: 300 Resistance Points **Intermediate:** 1000 Resistance Points
Advanced: 1800 Resistance Points **Arcane:** 3000 Resistance Points
Maintenance: 5 / 15 / 20 / 25

Shadow

Level 12 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	150	200	240
Req. Intelligence	5	9	12	14

Base: +50 Hide, Stealth and Magic Appraisal **Intermediate:** +150 Hide, Stealth and Magic Appraisal
Advanced: +200 Hide, Stealth and Magic Appraisal **Arcane:** +250 Hide, Stealth and Magic Appraisal
Maintenance: 5 / 15 / 20 / 25

Free Access: **Level** 14

Armor of Darkness

Level 16 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: EnergyAT2, other AT1 **Intermediate:** EnergyAT5, other AT2
Advanced: EnergyAT8, other AT4 **Arcane:** EnergyAT12, other AT6
Maintenance: 5 / 10 / 15 / 20

Banish Light

Level 18 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	250
Req. Intelligence	6	9	12	15

Base: MR 140 / 10m area **Intermediate:** MR 180 / 100m area
Advanced: MR 220 / 250m area **Arcane:** MR 280 / 500m area
Maintenance: 10 / 10 / 15 / 25

Hide Magic

Level 20 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	180	240	300
Req. Intelligence	6	9	12	15

Base: -100 Magic Appraisal **Intermediate:** -180 Magic Appraisal
Advanced: -240 Magic Appraisal **Arcane:** -320 Magic Appraisal
Maintenance: 5 / 20 / 25 / 30 *Daily*

Dark Beam

Level 22 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	90	120	150
Req. Intelligence	6	9	12	15

Base: Base Damage 60 **Intermediate:** Base Damage 90
Advanced: Base Damage 120 **Arcane:** Base Damage 150
Maintenance: No

Free Access: **Level 2**4

Darkzone

Level 26 **Action**: Active **Type**: Effect
NOTE: also affect Magic detections

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	180	240	300
Req. Intelligence	6	9	12	15

Base: 20m area **Intermediate:** 250m area
Advanced: 500m area **Arcane:** 1km area
Maintenance: 5 / 10 / 15 / 15

Bonds of Darkness

Level 28 **Action**: Active **Type**: Attack
Note: Base Fortitude is 25

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	140	180
Req. Intelligence	6	9	12	15

Base: Strength 8 **Intermediate:** Strength 12
Advanced: Strength 15 and Fortitude 30 **Arcane:** Strength 18 and Fortitude 35
Maintenance: 10 / 10 / 15 / 15

Control Darkness

Level 30 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	150	250	350
Req. Intelligence	6	9	12	16

Base: MR 80 /20m area **Intermediate:** MR 140 /150m area
Advanced: MR 180 /300m area **Arcane:** MR 220 /500m area
Maintenance: 5 / 20 / 25 /30

Concealment

Level 32 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	180	240	300
Req. Intelligence	6	9	12	15

Base: +50 MR or PsR / +50 Ki Concealment **Intermediate:** +140 MR or PsR / +150 Ki Concealment
Advanced: +220 MR or PsR / +200 Ki Concealment **Arcane:** +280 MR or PsR / +250 Ki Concealment
Maintenance: 10 / 20 / 25 /30 *Daily*

Free Access: **Level** 34

Obfuscate

Level 36 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	6	9	12	15

Base: Hide, Stealth and Ki Concealment +100 **Intermediate:** Hide, Stealth and Ki Concealment +150
Advanced: Hide, Stealth and Ki Concealment +200 **Arcane:** Hide, Stealth and Ki Concealment +250
Maintenance: 20 / 40 / 50 / 60 *Daily*

Enrage

Level 38 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	150	200
Req. Intelligence	6	9	12	15

Base: MR 80 / 5m area **Intermediate:** MR 100 / 20m area
Advanced: MR 120 / 50m area **Arcane:** MR 140 / 100m area
Maintenance: 10 / 10 / 15 / 20

Banish Positive Emotions

Level 40 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	240	350
Req. Intelligence	6	9	12	15

Base: MR or PsR 100 / 100m area **Intermediate:** MR or PsR 150 / 500m area

Advanced: MR or PsR 180 / 1km area **Arcane:** MR or PsR 220 / 5km area
Maintenance: No

Night

Level 42 **Action**: Active **Type**: Effect
NOTE: Seeing through the Darkness requires Impossible Notice Check or Absurd Search Check It's not considered supernatural darkness

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	240	300
Req. Intelligence	6	9	12	15

Base: 25m area **Intermediate:** 250m area
Advanced: 500m area / Supernatural darkness **Arcane:** MR 1km area / Supernatural darkness
Maintenance: 10 / 20 / 25 / 30

Free Access: **Level** 44

Dark Sphere

Level 46 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: Base Damage 100 / Magic Projection 150 **Intermediate:** Base Damage 120 / Magic Projection 180
Advanced: Base Damage 160 / Magic Projection 210 **Arcane:** Base Damage 200 / Magic Projection 240
Maintenance: 15 / 20 / 25 / 30

Zone of Concealment

Level 48 **Action**: Active **Type**: Detection

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: +100MR / -140 Detection Abilities / 20m area **Intermediate:** +150MR / -180 Detection / 50m area
Advanced: +200MR / -240 Detection / 250m area **Arcane:** +300MR / -320 Detection / 500m area
Maintenance: 10 / 10 / 15 / 15 *Daily*

Enter Another's Nightmares

Level 50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: MR or PsR 140 /10m distance **Intermediate:** MR or PsR 160 /80m distance
Advanced: MR or PsR 200 /140m distance **Arcane:** MR or PsR 240 /200m distance
Maintenance: 10 / 10 / 15 / 15 *Daily*

Dark Form

Level 52 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: +50 Notice and Search / +20 Resistances **Intermediate:** +60 Notice and Search / +30 Resistances
Advanced: As Intermediate, but resistance bonus applies to all effects not based on Light

Arcane: As Advanced, but doesn't suffer double damage from Light based attacks
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Perdition

Level 56 **Action**: Active **Type**: Effect
NOTE: Causes -30 All **Action** Penalty

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	6	9	12	15

Base: MR120 / 5m area **Intermediate:** MR160 / 25m area
Advanced: MR180 / 50m area / -40 AAP **Arcane:** MR200 / 150m area / -50 AAP
Maintenance: 5 / 10 / 15 / 15

Create Negative Feelings

Level 58 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	8	10	12	15

Base: MR or PsR 120 / 20m area **Intermediate:** MR or PsR 160 / 100m area
Advanced: MR or PsR 180 / 250m area **Arcane:** MR or PsR 220 / 500m area
Maintenance: 10 / 20 / 25 / 30 *Daily*

Erase Traces

Level 60 **Action**: Active **Type**: Effect
Even Zen Level Track ability has no effect on it Does not affect time scanning powers

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	200	300	400
Req. Intelligence	8	10	13	16

Base: 50m area **Intermediate:** 250m area
Advanced: 1km area / The spell also allows to eliminate traces of the caster from time scanning powers
Arcane: 5km area / As Advanced, but the spell can eliminate traces of everything that happened in the past of the whole area
Maintenance: No

Shield from Positive

Level 62 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: MR 120 / 20m area **Intermediate:** MR 140 / 100m area
Advanced: MR 160 / 250m area **Arcane:** MR 180 / 500m area
Maintenance: 15 / 20 / 25 / 30 *Daily*

Free Access: **Level** 64

Dark

Level 66 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: Clashing Spell Damage 80 / 600 Resistance Points
Intermediate: Clashing Spell Damage 110 / 1200 Resistance Points
Advanced: Clashing Spell Damage 140 / 1800 Resistance Points
Arcane: Clashing Spell Damage 170 / 2200 Resistance Points
Maintenance: 10 / 10 / 15 / 15

Devastate

Level 68 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	6	9	12	15

Base: MR120 **Intermediate:** MR160
Advanced: MR200 **Arcane:** MR240
Maintenance: 10 / 20 / 25 / 30

Mark of Fear

Level 70 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	280	360
Req. Intelligence	10	12	14	16

Base: MR or PsR 120 / 1 km area **Intermediate:** MR or PsR 150 / 5 km area
Advanced: MR or PsR 180 / 15 km area **Arcane:** MR or PsR 220 / 25 km area
Maintenance: 5 / 10 / 10 / 15

Catastrophic Darkness

Level 72 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	350
Req. Intelligence	10	12	14	16

Base: Base Damage 120 / 25m area **Intermediate:** Base Damage 150 / 100m area
Advanced: Base Damage 200 / 150m area **Arcane:** Base Damage 250 / 250m area
Maintenance: No

Free Access: **Level** 74

Dark Material Objects

Level 76 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	240	300
Req. Intelligence	10	12	14	16

Base: Presence 60 / +5 Quality **Intermediate:** Presence 100 / +10 Quality
Advanced: Presence 140 / +10 Quality **Arcane:** Presence 180 / +15 Quality
Maintenance: 15 / 20 / 25 / 30

Travel by Shadows

Level 78 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	360	450	600
Req. Intelligence	10	12	14	16

Base: 100 km / Presence 250 / MR120 **Intermediate:** 1000 km / Presence 500 / MR140
Advanced: 5000 km / Presence 1000 / MR180 **Arcane:** 15000 km / Presence 2000 / MR200
Maintenance: No

Lord of Nightmares

Level 80 **Action**: Active **Type**: Effect/Spiritual

NOTE: Base has no effect over the Wake

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	300	400	500	750
Req. Intelligence	12	14	16	18

Base: MR140

Intermediate: MR150 / If the caster is in the Wake can control his surrounding and gain powers as a being with Gnosis 40, while in a place influenced by negative energy On a neutral area, his powers will reach Gnosis 30 This spell affects only the Wake's area where it's used and only if there isn't another entity with similar Gnosis entwined with it

Advanced: MR160 / Like Intermediate but caster's Gnosis on neutral areas is 35

Arcane: MR180 / As Advanced but the spell has no spatial limits, influencing all the negative areas of the Wake

Maintenance: 60 / 65 / 70 / 80

Create Being of Darkness

Level 82 **Action**: Active **Type**: Effect

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate:** Level 3

Advanced: Level 6 **Arcane:** Level 10

Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Concealment from Magic

Level 86 **Action**: Passive **Type**: Effect

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: Affects Automatic Spells on Base Level

Intermediate: Affects Automatic Spells on Intermediate Level

Advanced: Affects Automatic Spells on Advanced Level

Arcane: Affects Automatic Spells on Arcane Level

Maintenance: 10 / 15 / 15 / 20 *Daily*

Kingdom of Darkness

Level 88 **Action**: Active **Type**: Automatic

NOTE: Detection by Ki Detection requires Zen Non Dark Elemental beings within the Kingdom of Darkness also loose 1ki per turn (double for Light Elementals)

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	200	360	420	480
Req. Intelligence	10	12	14	16

Base: 50m area **Intermediate:** 500m area

Advanced: 1km area **Arcane:** 1km area / +30MA for casting Dark Magic Spells

Maintenance: 10 / 20 / 25 / 25

Undetectable

Level 90 **Action**: Active **Type**: Effect

NOTE: Only affects certain supernatural detections No maximum presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	450	600	800
Req. Intelligence	12	14	16	18

Base: Invisible to spells and psychic abilities **Intermediate:** As Base, but also invisible to Ki abilities
Advanced: As Intermediate, but also invisible to all supernatural detections
Arcane: As Advanced, but can only be perceived by natural senses
Maintenance: 80 / 90 / 105 / 115 *Daily*

Prison of Darkness

Level 92 **Action**: Active **Type**: Spiritual
Note: The caster cannot affect himself with the Prison of Darkness

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	350	500	800
Req. Intelligence	14	16	18	20

Base: MR 140 / 10000 Resistance Points **Intermediate:** MR 180 / 250000 Resistance Points
Advanced: MR 220 / 500000 Resistance Points
Arcane: MR 240 / The prison cannot be broken from the inside / 500000 Resistance Points
Maintenance: 40 / 70 / 100 / 160

Free Access: **Level** 94

One with the Darkness

Level 96 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	400	600	800
Req. Intelligence	12	14	16	18

Base: One Day **Intermediate:** One Week
Advanced: One Month **Arcane:** One Year
Maintenance: No

Dark Ascension

Level 98 **Action**: Active **Type**: Effect
Note: no difference to Gnosis awarded to caster or other people

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	500	1000	2000	5000
Req. Intelligence	14	16	18	20

Base: Gnosis 30 **Intermediate:** Gnosis 35
Advanced: Gnosis 40 **Arcane:** Gnosis 45
Maintenance: 30 / 40 / 45 / 50

Holocaust of Darkness

Level 100 **Action**: Active **Type**: Attack/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	600	1000	2500	10000
Req. Intelligence	14	16	18	20

Base: Base Damage 350 / 100m area **Intermediate:** Base Damage 500 / 100km area
Advanced: Base Damage 800 / 10000km area **Arcane:** Base Damage 1000 / 1 au (astronomic unit) area
Maintenance: No

Book of Creation

Minor Creation

Level 2 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	100	120
Req. Intelligence	5	8	10	12

Base: 1 object / Max Presence 25 **Intermediate:** 5 objects / Max Presence 25
Advanced: 1 object / Max Presence 30 **Arcane:** 5 objects / Max Presence 30
Maintenance: 5 / 10 / 10 /15

Free Access: **Level** 4

Reconstruct

Level 6 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	140	200	280
Req. Intelligence	5	8	10	12

Base: Max Presence 20 **Intermediate:** Max Presence 60
Advanced: Max Presence 100 **Arcane:** Max Presence 120
Maintenance: No

Create Energy

Level 8 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	150	200	250
Req. Intelligence	5	8	10	12

Base: 1 Intensity **Intermediate:** 5 Intensities
Advanced: 10 Intensities **Arcane:** 20 Intensities
Maintenance: 5 / 15 / 20 / 25

Regeneration

Level 10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	250
Req. Intelligence	6	8	10	12

Base: Regeneration 4 **Intermediate:** Regeneration 8
Advanced: Regeneration 12 **Arcane:** Regeneration 16
Maintenance: 10 / 10 / 15 / 25 *Daily*

Inorganic Modification

Level 12 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	8	10	12

Base: Max Presence 20 **Intermediate:** Max Presence 30
Advanced: Max Presence 40 **Arcane:** Max Presence 50
Maintenance: 5 / 5 / 5 / 10

Free Access: **Level** 14

Increase Resistances

Level 16 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	150	200
Req. Intelligence	8	10	12	14

Base: +10 Resistances **Intermediate:** +20 Resistances
Advanced: +30 Resistances **Arcane:** +40 Resistances
Maintenance: 15 / 20 / 30 / 40 *Daily*

Royal Shield

Level 18 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	150	260	400
Req. Intelligence	6	8	10	12

Base: 500 Resistance Points **Intermediate:** 3000 Resistance Points
Advanced: 5000 Resistance Points **Arcane:** 10000 Resistance Points
Maintenance: 5 / 15 / 15 / 20

Heal

Level 20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	150	200
Req. Intelligence	8	10	12	14

Base: 50 Life Points **Intermediate:** 150 Life Points
Advanced: 250 Life Points **Arcane:** 350 Life Points
Maintenance: No

Damage Barrier

Level 22 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Damage Barrier 30 **Intermediate:** Damage Barrier 50
Advanced: Damage Barrier 80 **Arcane:** Damage Barrier 100
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 24

Create Homunculus

Level 26 **Action**: Active **Type**: Effect

NOTE: Now Homunculus can contain Zeon, but they cannot have any Intellectual Ability higher than their Caster

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	80	250	350
Req. Intelligence	6	9	12	15

Base: 1 Homunculus **Intermediate:** 10 Homunculus
Advanced: 25 Homunculus **Arcane:** 100 Homunculus
Maintenance: 10 / 20 / 25 / 35 *Daily*

Minor Change

Level 28 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**

Zeon	60	90	150	250
Req. Intelligence	6	9	12	15

Base: MR80 / Max Presence 60 **Intermediate:** MR100 / Max Presence 90
Advanced: MR140 / Max Presence 120 **Arcane:** MR180 / Max Presence 180
Maintenance: 10 / 10 / 15 / 25 *Daily*

Imitate

Level 30 **Action**: Active **Type**: Effect/Spiritual

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	100	200	300	400
Req. Intelligence	6	9	12	15

Base: Max Presence 30 **Intermediate:** Max Presence 80
Advanced: Max Presence 120 **Arcane:** Max Presence 160
Maintenance: 5 / 10 / 15 / 20 *Daily*

Immunity

Level 32 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	240	300
Req. Intelligence	6	9	12	15

Base: 5 Intensities **Intermediate:** 15 Intensities
Advanced: 25 Intensities **Arcane:** 35 Intensities
Maintenance: 10 / 20 / 25 /30 *Daily*

Free Access: **Level** 34

Damage Reduction

Level 36 **Action**: Active **Type**: Effect
NOTE: The effects of two Damage Reduction Spells don't cumulate

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	240
Req. Intelligence	8	10	12	14

Base: -40 Damage **Intermediate:** -60 Damage
Advanced: -80 Damage **Arcane:** -120 Damage
Maintenance: No

Physical Control

Level 38 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: MR 80 **Intermediate:** MR 120
Advanced: MR 140 **Arcane:** MR 180
Maintenance: 25 / 40 / 50 / 60 *Daily*

Raise Abilities

Level 40 **Action**: Active **Type**: Effect
NOTE: Cannot raise Abilities above 320

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	280	350
Req. Intelligence	6	9	12	15

Base: +50 Bonus **Intermediate:** +150 Bonus

Advanced: +250 Bonus **Arcane:** +400 Bonus
Maintenance: 5 / 10 / 15 / 20

Fuse

Level 42 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	350
Req. Intelligence	7	9	12	15

Base: MR80 / Max Presence 80 **Intermediate:** MR120 / Max Presence 100
Advanced: MR140 / Max Presence 150 **Arcane:** MR180 / Max Presence 200
Maintenance: 15 / 20 / 25 / 30

Free Access: **Level** 44

Create Memories

Level 46 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	350
Req. Intelligence	7	9	12	15

Base: MR or PsR 100 **Intermediate:** MR or PsR 120
Advanced: MR or PsR 160 **Arcane:** MR or PsR 200
Maintenance: No

Recover

Level 48 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	300	350	400
Req. Intelligence	8	10	12	14

Base: 500 Life Points **Intermediate:** 750 Life Points
Advanced: MR 1000 Life Points **Arcane:** 1500 Life Points
Maintenance: No

Acquire Powers

Level 50 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	200	300	400
Req. Intelligence	7	10	13	16

Base: 100DP **Intermediate:** 200DP
Advanced: 300DP **Arcane:** 400DP
Maintenance: 20 / 40 / 50 / 60

Create Monstrosity

Level 52 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	250	500
Req. Intelligence	8	10	12	15

Base: Level 2 **Intermediate:** Level 4
Advanced: Level 8 **Arcane:** Level 12
Maintenance: 10 / 15 / 25 / 50

Free Access: **Level** 54

Protective Aura

Level 56 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	350
Req. Intelligence	6	9	12	15

Base: +20 Resistances / 100m area **Intermediate:** +50 Resistances / 500m area
Advanced: +80 Resistances / 1km area **Arcane:** +120 Resistances / 10km area
Maintenance: 10 / 15 / 25 / 35

Spiritual Standstill

Level 58 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	300
Req. Intelligence	8	10	12	15

Base: MR100 **Intermediate:** MR120
Advanced: MR140 **Arcane:** MR180
Maintenance: 15 / 20 / 25 / 30

Perfect Shield

Level 60 **Action**: Active **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	300	400
Req. Intelligence	8	10	13	16

Base: 100 Resistance Points **Intermediate:** 250 Resistance Points
Advanced: 500 Resistance Points **Arcane:** 1000 Resistance Points
Maintenance: 15 / 20 / 30 / 40 *Daily*

Vitality

Level 62 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	350
Req. Intelligence	8	10	13	16

Base: +50 Life Points **Intermediate:** +75 Life Points
Advanced: MR +100 Life Points **Arcane:** MR +150 Life Points
Maintenance: 15 / 20 / 25 / 35 *Daily*

Free Access: **Level** 64

Complete Creation

Level 66 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	300	400
Req. Intelligence	8	10	12	14

Base: Max Presence 50 **Intermediate:** Max Presence 80
Advanced: Max Presence 120 **Arcane:** Max Presence 150
Maintenance: 15 / 20 / 30 / 40 *Daily*

Reinforce Magic

Level 68 **Action**: Passive **Type**: Effect

Note: Gives to the Reinforced Spell the following bonuses:
+20MR +50% to Damage / Resistance Points (round down at intervals of 5)

+20% to all other numerals present on the spell, except for Gnosis

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	200	300	400
Req. Intelligence	8	12	15	18

Base: Affects spells cast at Base Level **Intermediate:** Affects spells cast at Intermediate **Level**
Advanced: Affects spells cast at Advanced Level **Arcane:** Affects spells cast at Arcane Level
Maintenance: 10 / 20 / 30 / 40

Transmute

Level 70 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	800
Req. Intelligence	9	12	15	18

Base: MR120 / Max Presence 50 **Intermediate:** MR160 / Max Presence 100
Advanced: MR220 / Max Presence 150 **Arcane:** MR260 / Max Presence 200
Maintenance: No

Metamorphism

Level 72 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	350
Req. Intelligence	8	10	12	14

Base: MR100 **Intermediate:** MR120
Advanced: MR160 **Arcane:** MR200
Maintenance: 10 / 10 / 15 / 20 *Daily*

Free Access: **Level** 74

Recreate

Level 76 **Action**: Active **Type**: Effect
NOTE: Halve the maximum Presence affected, if the entity that caused the damage to the target has Gnosis higher of that of the caster by at least 15 points

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	500	750	1500
Req. Intelligence	8	12	15	18

Base: Presence 60 **Intermediate:** Presence 120
Advanced: Presence 180 **Arcane:** Presence 240
Maintenance: No

Create Being

Level 78 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	400	600	1000
Req. Intelligence	9	12	15	17

Base: Level 1 **Intermediate:** Level 5
Advanced: Level 9 **Arcane:** Level 12
Maintenance: 50 / 80 / 120 / 200 *Daily*

Chimera

Level 80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	500	1000	2500

Req. Intelligence	10	13	15	17

Base: +100DP / Up to 100DP of Disadvantages **Intermediate:** +200DP / Up to 100DP of Disadvantages
Advanced: +300DP / Up to 200DP of Disadvantages **Arcane:** +400DP / Up to 200DP of Disadvantages
Maintenance: No

Zone of Safety

Level 82 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	500	800	1500
Req. Intelligence	12	15	17	18

Base: MR140 / 100m area **Intermediate:** MR180 / 500m area
Advanced: MR220 / 1km area **Arcane:** MR250 / 5km area
Maintenance: 35 / 50 / 80 / 150 *Daily*

Free Access: **Level** 84

Maintain Magic

Level 86 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	500	900	1600
Req. Intelligence	10	12	14	16

Base: 500 Zeon Points **Intermediate:** 2000 Zeon Points
Advanced: 5000 Zeon Points **Arcane:** 10000 Zeon Points
Maintenance: No

Radius of Omniscience

Level 88 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	500	800	1200	2000
Req. Intelligence	13	14	15	16

Base: Max Presence 30 **Intermediate:** Max Presence 50
Advanced: Max Presence 80 **Arcane:** Max Presence 100
Maintenance: No

Greater Creation

Level 90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	400	800	1200	2000
Req. Intelligence	10	12	14	16

Base: 500 Presence Points / Max Presence 100 **Intermediate:** 1000 Presence Points / Max Presence 120
Advanced: 2000 Presence Points / Max Presence 140 **Arcane:** 5000 Presence Points / Max Presence 180
Maintenance: 20 / 25 / 25 / 30 *Daily*

Eternal Magic

Level 92 **Action**: Active **Type**: Effect
Note: No Zeon Cost limit

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	600	1000	2500	5000
Req. Intelligence	12	14	16	18

Base: Affects a spell cast at Base Level **Intermediate:** Affects a spell cast at Intermediate Level
Advanced: Affects a spell cast at Advanced Level **Arcane:** Affects a spell cast at Arcane Level
Maintenance: No

Free Access: **Level** 94

The Barrier

Level 96 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	800	2500	5000	10000
Req. Intelligence	15	16	17	19

Base: RM120 / 100 km2 or in line **Intermediate:** RM180 / 1000 km2 or in line
Advanced: RM240 / 10000 km2 or in line **Arcane:** RM300 / No space limit
Maintenance: 40 / 45 / 45 / 50 *Daily*

The Gift of Life

Level 98 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	800	2000	4000	8000
Req. Intelligence	16	17	18	19

Base: Level 1 and 50DP for Natural Beings **Intermediate:** Level 6 and 100DP for Natural Beings
Advanced: Level 11 and 150DP for Natural Beings **Arcane:** Level 16 and 200DP for Natural Beings
Maintenance: 30 / 40 / 45 / 50

Create

Level 100 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	1000	3000	6000	12000
Req. Intelligence	17	18	19	20

Base: Presence 1000 / Max Presence 180 / 1 existential rule
Intermediate: Presence 10000 / Max Presence 220 / 5 existential rules
Advanced: Presence 10000 / Max Presence 260 / 10 existential rules
Arcane: Presence 100000 / Max Presence 320 / any number of existential rules
Maintenance: No

Book of Destruction

Fragility

Level 2 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	120	150
Req. Intelligence	5	8	10	12

Base: -2 Fortitude / Max Presence 30 **Intermediate:** -4 Fortitude / Max Presence 60
Advanced: -8 Fortitude / Max Presence 90 **Arcane:** -12 Fortitude / Max Presence 120
Maintenance: 5 / 10 / 15 /15

Free Access: **Level** 4

Dismantle

Level 6 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	150
Req. Intelligence	5	8	10	12

Base: Max Presence 20 **Intermediate:** Max Presence 40
Advanced: Max Presence 60 **Arcane:** Max Presence 80
Maintenance: No

Destroy Intensities

Level 8 **Action**: Active **Type**: Effect
NOTE: Beings made of the Destroyed Intensities lose 5 Life Points per Intensity Destroyed if they fail the RM check

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	40	80	120	150
Req. Intelligence	5	8	10	12

Base: 1 Intensity / MR100 **Intermediate:** 5 Intensities / MR120
Advanced: 10 Intensities / MR140 **Arcane:** 20 Intensities / MR160
Maintenance: No

Minor Destruction

Level 10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	90	140	180
Req. Intelligence	6	9	11	13

Base: Max Presence 20 **Intermediate:** Max Presence 40
Advanced: Max Presence 60 **Arcane:** Max Presence 80
Maintenance: No

Sphere of Destruction

Level 12 **Action**: Active **Type**: Attack
NOTE: Increasing the Spell **Level** increases the number of Spheres Each attack can be used against a different target, but you must decide target distribution when you cast the spell

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	100	150
Req. Intelligence	5	8	10	13

Base: 1 attack **Intermediate:** 3 attacks

Advanced: 5 attacks **Arcane:** 7 attacks
Maintenance: No

Free Access: **Level** 14

Increase Weakness

Level 16 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	120	150
Req. Intelligence	6	8	10	12

Base: MR120 **Intermediate:** MR140
Advanced: MR160 **Arcane:** MR200
Maintenance: 5 / 10 / 15 / 15 *Daily*

Magic Destruction

Level 18 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	150	300	500
Req. Intelligence	6	9	12	16

Base: Up to 50 Zeon Value **Intermediate:** Up to 120 Zeon Value
Advanced: Up to 200 Zeon Value **Arcane:** Up to 350 Zeon Value
Maintenance: No

Aggravate Damage

Level 20 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	220
Req. Intelligence	6	9	12	15

Base: +30 Damage **Intermediate:** +50 Damage
Advanced: +90 Damage **Arcane:** +120 Damage
Maintenance: No

Destruction of Matrices

Level 22 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	240	320
Req. Intelligence	6	9	12	16

Base: Medium Difficulty (80) **Intermediate:** Very Difficult Difficulty (140)
Advanced: Almost Impossible Difficulty (240) **Arcane:** Inhuman Difficulty (320)
Maintenance: No

Free Access: **Level** 24

Wound

Level 26 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	180	300
Req. Intelligence	6	9	12	15

Base: 20% Life Points / MR120 **Intermediate:** 40% Life Points / MR140
Advanced: 60% Life Points / MR160 **Arcane:** 80% Life Points / MR200
Maintenance: No

Destroy Ki

Level 28 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	220	300
Req. Intelligence	6	9	12	15

Base: MR140 **Intermediate:** MR160
Advanced: MR180 **Arcane:** MR220
Maintenance: No

Produce Damage

Level 30 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	180	300
Req. Intelligence	6	9	12	15

Base: MR120 / 50 Damage **Intermediate:** MR140 / 100 Damage
Advanced: MR160 / 180 Damage **Arcane:** MR200 / 250 Damage
Maintenance: No

Destruction of Senses

Level 32 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	200	280
Req. Intelligence	8	10	12	15

Base: MR100 **Intermediate:** MR120
Advanced: MR140 **Arcane:** MR180
Maintenance: 5 / 10 / 15 / 15

Free Access: **Level** 34

Mystic Bolt

Level 36 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	220	300
Req. Intelligence	6	9	12	15

Base: Damage 100 **Intermediate:** Damage 150
Advanced: Damage 200 **Arcane:** Damage 250
Maintenance: No

Unravel Ties

Level 38 **Action**: Active **Type**: Spiritual
NOTE: Bonds with Familiars gain +40MR against this spell

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	200	300	500
Req. Intelligence	8	10	13	16

Base: MR 120 **Intermediate:** MR 140
Advanced: MR 160 **Arcane:** MR 200
Maintenance: No

Destroy Resistances

Level 40 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	300

Req. Intelligence	7	9	12	15

Base: MR120 **Intermediate:** MR160
Advanced: MR200 **Arcane:** MR240
Maintenance: 10 / 20 / 25 / 30

Undo States

Level 42 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	7	10	12	15

Base: MR120 / Max Presence 120 **Intermediate:** MR140 / Max Presence 200
Advanced: MR160 / Max Presence 300 **Arcane:** MR200 / Max Presence 400
Maintenance: No

Free Access: **Level** 44

Dome of Destruction

Level 46 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	7	10	12	15

Base: Damage 80 / 10m area **Intermediate:** Damage 120 / 50m area
Advanced: Damage 160 / 100m area **Arcane:** Damage 200 / 150m area
Maintenance: No

Zone of Decay

Level 48 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: MR100 / 10m area **Intermediate:** MR120 / 30m area
Advanced: MR160 / 60m area **Arcane:** MR200 / 100m area
Maintenance: 15 / 20 / 25 / 30

Aura of Destruction

Level 50 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	350
Req. Intelligence	8	10	12	15

Base: MR80 / Max Presence 60 / 1m area **Intermediate:** MR100 / Max Presence 90 / 5m area
Advanced: MR120 / Max Presence 120 / 15m area **Arcane:** MR150 / Max Presence 150 / 25m area
Maintenance: 15 / 20 / 25 / 30 *Daily*

Destroy Memories

Level 52 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: MR or PsR 100 **Intermediate:** MR or PsR 120
Advanced: MR or PsR 160 **Arcane:** MR or PsR 200
Maintenance: No

Free Access: **Level** 54

Block Learning

Level 56 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	300	500
Req. Intelligence	7	9	12	15

Base: MR120 **Intermediate:** MR160
Advanced: MR200 **Arcane:** MR240
Maintenance: 15 / 20 / 25 / 30 *Daily*

Forbid

Level 58 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	7	10	13	16

Base: MR120
Intermediate: MR160
Advanced: MR200
Arcane: MR240
Maintenance: 10 / 15 / 25 / 30

Destroy Powers

Level 60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: MR120 **Intermediate:** MR140
Advanced: MR180 **Arcane:** MR220
Maintenance: 15 / 20 / 25 / 30 *Daily*

Greater Mystic Bolt

Level 62 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	300	450	600
Req. Intelligence	8	10	13	16

Base: 150 Damage **Intermediate:** 300 Damage
Advanced: 450 Damage **Arcane:** 600 Damage
Maintenance: No

Free Access: **Level** 64

Destroy Will

Level 66 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	200	240	280
Req. Intelligence	8	10	13	16

Base: MR120 / 10m area **Intermediate:** MR140 / 25m area
Advanced: MR160 / 50m area **Arcane:** MR180 / 100m area
Maintenance: 20 / 20 / 25 / 30

Zone of Weakness

Level 68 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	9	12	14	16

Base: MR140 / 25m area **Intermediate:** MR160 / 100m area
Advanced: MR180 / 250m area **Arcane:** MR200 / 500m area
Maintenance: 20 / 30 / 40 / 50 *Daily*

Essence of Destruction

Level 70 **Action**: Active **Type**: Effect

NOTE: No Maximum Presence MR is equal to double target's Presence Effect of failure is determined by the Spell Casting **Level**

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	300
Req. Intelligence	9	12	14	16

Base: Damage equal to failure Level
Intermediate: Damage and all Action penalty equal to failure Level
Advanced: Damage equal to double failure Level and an all Action penalty equal to failure Level
Arcane: Damage and an all Action penalty equal to double failure Level
Maintenance: 15 / 20 / 25 / 30

Death

Level 72 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	250	300	350
Req. Intelligence	10	12	14	16

Base: MR or PhR 120 **Intermediate:** MR or PhR 140
Advanced: MR or PhR 160 **Arcane:** MR or PhR 180
Maintenance: No

Free Access: **Level** 74

Devouring Zone

Level 76 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	360	450	600
Req. Intelligence	9	12	15	17

Base: MR or PhR 140 / 500m area **Intermediate:** MR or PhR 195 / 6000m area
Advanced: MR or PhR 240 / 10500m area **Arcane:** MR or PhR 270 / 13500m area
Maintenance: 25 / 40 / 45 / 55 *Daily*

Destroy Capabilities

Level 78 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	250	350	500
Req. Intelligence	8	10	12	15

Base: MR120 / -50DP **Intermediate:** MR160 / -100DP
Advanced: MR200 / -150DP **Arcane:** MR240 / -200DP
Maintenance: No

Sever Existence

Level 80 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	500	600	800
Req. Intelligence	12	14	16	18

Base: MR120 / 10m line **Intermediate:** MR160 / 100m line
Advanced: MR200 / 250m line **Arcane:** MR240 / 1km line
Maintenance: No

Rain of Destruction

Level 82 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	450	600
Req. Intelligence	10	13	15	17

Base: Damage 200 / MR140 / 50m area **Intermediate:** Damage 250 / MR180 / 150m area
Advanced: Damage 300 / MR220 / 500m area **Arcane:** Damage 400 / MR260 / 1km area
Maintenance: No

Free Access: **Level** 84

Destruction of Zeon

Level 86 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	400	600	700
Req. Intelligence	10	12	14	16

Base: -50 Zeon Points / Only affects Base Level Spells
Intermediate: -150 Zeon Points / Affects up to Intermediate Level Spells
Advanced: -250 Zeon Points / Affects up to Advanced Level Spells
Arcane: -350 Zeon Points / Affects up to Arcane Level Spells
Maintenance: No

Sweep from the Heavens

Level 88 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	600	1000	2000
Req. Intelligence	12	14	16	18

Base: MR120 / -5Gnosis **Intermediate:** MR160 / -10Gnosis
Advanced: MR200 / -15Gnosis **Arcane:** MR260 / -20Gnosis
Maintenance: 15 / 30 / 50 / 100 *Daily*

Void

Level 90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	800
Req. Intelligence	12	14	16	18

Base: MR and PhR 120 / 5m area / 50m vortex area
Intermediate: MR and PhR 160 / 15m area / 500m vortex area
Advanced: MR and PhR 200 / 25m area / 1km vortex area
Arcane: MR and PhR 240 / 50m area / 3km vortex area
Maintenance: 25 / 40 / 45 / 55

Greater Destruction

Level 92 **Action**: Active **Type**: Effect

Note: No Zeon Cost limit

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	600	900	1500
Req. Intelligence	12	14	16	18

Base: Max Presence 100 **Intermediate:** Max Presence 160

Advanced: Max Presence 200 **Arcane:** Max Presence 240

Maintenance: No

Free Access: **Level** 94

Destroy Souls

Level 96 **Action**: Active **Type**: Automatic

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	500	800	1500	2500
Req. Intelligence	13	15	17	19

Base: MR100 / 5km area **Intermediate:** MR140 / 50 km area

Advanced: MR180 / 250 km area **Arcane:** MR220 / 1000 km area

Maintenance: No

Chaos

Level 98 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	700	1200	2000	5000
Req. Intelligence	14	16	18	20

Base: 100km area / Affects beings up to Gnosis 10

Intermediate: 1000km area / Affects beings up to Gnosis 20

Advanced: 10000km area / Affects beings up to Gnosis 30

Arcane: Affects all creation / Affects beings up to Gnosis 40

Maintenance: 70 / 80 / 90 / 100 *Daily*

Uncreation

Level 100 **Action**: Active **Type**: Automatic

NOTE: Not only beings with Gnosis 40, but also those with Gnosis 20 points higher than their Natura will remember the "uncreated thing"

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	1000	2500	5000	10000
Req. Intelligence	17	18	19	20

Base: MR140 **Intermediate:** MR160

Advanced: MR200 **Arcane:** MR240

Maintenance: No

Book of Air

Raise Wind

Level 2 **Action**: Active **Type**: Effect

NOTE: Maximum wind draft length is 10XMaximum wind draft width

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	90	120
Req. Intelligence	5	8	10	12

Base: 20Km/h / 25m Maximum wind draft width **Intermediate:** 40Km/h / 50m Maximum wind draft width
Advanced: 80Km/h / 75m Maximum wind draft width **Arcane:** 100Km/h / 100m Maximum wind draft width
Maintenance: 5 / 10 / 10 /15

Free Access: **Level** 4

Move

Level 6 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	90	120
Req. Intelligence	5	8	10	12

Base: Max Weight 10Kg **Intermediate:** Max Weight 50Kg
Advanced: Max Weight 100Kg **Arcane:** Max Weight 250Kg
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 8

Weight Reduction

Level 10 **Action**: Active **Type**: Effect

NOTE: Can reduce weight up to a minimum of 1Kg

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	140	240	350
Req. Intelligence	5	8	10	12

Base: -20 Kg **Intermediate:** -150 Kg
Advanced: -300 Kg **Arcane:** -500 Kg
Maintenance: 5 / 15 / 25 / 35 *Daily*

Stop Breathing

Level 12 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	110	150
Req. Intelligence	6	8	10	12

Base: Max Presence 80 **Intermediate:** Max Presence 150
Advanced: Max Presence 200 **Arcane:** Max Presence 350
Maintenance: 5 / 10 / 10 / 15 *Daily*

Free Access: **Level** 14

Free Movement

Level 16 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	110	150
Req. Intelligence	6	8	10	12

Base: Max Presence 80 **Intermediate:** Max Presence 120
Advanced: Max Presence 160 **Arcane:** Max Presence 240
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 18

Air Blow

Level 20 **Action**: Active **Type**: Attack
NOTE: Using on single target gives only +2Strength

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	140	200
Req. Intelligence	6	9	11	13

Base: 5m width / Strength6 **Intermediate:** 20m width / Strength9
Advanced: 30m width / Strength12 **Arcane:** 50m width / Strength14
Maintenance: No

Air Screen

Level 22 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	160	200	240
Req. Intelligence	6	8	10	14

Base: 300 Resistance Points **Intermediate:** 1500 Resistance Points
Advanced: 2000 Resistance Points **Arcane:** 3500 Resistance Points
Maintenance: 5 / 20 / 20 / 25

Free Access: **Level** 24

Automatic Transportation

Level 26 **Action**: Active **Type**: Effect
NOTE: Targets who want to resist transport, have to pass an MR120 Targets transported to unnatural positions (such as 10m above ground) have +40MR

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	120	150
Req. Intelligence	6	8	10	12

Base: 50m / Max Presence 50 **Intermediate:** 250m / Max Presence 90
Advanced: 400m / Max Presence 120 **Arcane:** 1km / Max Presence 150
Maintenance: No

Free Access: **Level** 28

Flight

Level 30 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	240
Req. Intelligence	6	9	12	15

Base: Flight 4 **Intermediate:** Flight 8
Advanced: Flight 12 **Arcane:** Flight 15
Maintenance: 15 / 20 / 25 /30

Reaction Increase

Level 32 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**

Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: +30 Initiative **Intermediate:** +60 Initiative
Advanced: +90 Initiative **Arcane:** +120 Initiative
Maintenance: 5 / 5 / 10 / 15

Free Access: **Level** 34

Electrify

Level 36 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	240
Req. Intelligence	7	10	13	15

Base: PhR100 / Max Presence 30 / Max length 1m **Intermediate:** PhR120 / Max Presence 40 / Max length 3m
Advanced: PhR140 / Max Presence 60 / Max length 5m **Arcane:** PhR160 / Max Presence 80 / Max length 10m
Maintenance: 10 / 15 / 20 / 25 *Daily*

Free Access: **Level** 38

Air Cut

Level 40 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	150	240	350
Req. Intelligence	6	9	12	15

Base: 3m line **Intermediate:** 12m line
Advanced: 25m line **Arcane:** 50m line
Maintenance: No

Speed

Level 42 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	14

Base: Max Presence 50 **Intermediate:** Max Presence 80
Advanced: Max Presence 120 **Arcane:** Max Presence 160
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 44

Lightning

Level 46 **Action**: Active **Type**: Attack

NOTE: Before unleashing the Lightning the caster must choose to either have it bounce or concentrate it on a single target A single target cannot be hit more than once due to bouncing and the caster himself is immune

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	280	400
Req. Intelligence	6	9	12	15

Base: 1 bounce OR +10 Damage **Intermediate:** 10 bounces OR +40 Damage
Advanced: 15 bounces OR +80 Damage **Arcane:** 25 bounces OR +150 Damage
Maintenance: No

Free Access: **Level** 48

Whirlwind

Level 50 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	7	9	12	15

Base: 3m area **Intermediate:** 6m area
Advanced: 12m area **Arcane:** 25m area
Maintenance: 30 / 40 / 50 / 60

Ethereal Form

Level 52 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence Does not allow moving in the Air

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: As described **Intermediate:** As Base, but allows movement in the Air
Advanced: As Intermediate, but those who see Magic need a Notice check against Very Difficult or a Search Check against Medium in order to see the ethereal body
Arcane: As Advanced, but Cut and Pierce attacks based on Energy only produce half damage
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Air Control

Level 56 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	150	240	350
Req. Intelligence	8	10	13	15

Base: MR120 / 50m area **Intermediate:** MR140 / 300m area
Advanced: MR180 / 500m area **Arcane:** MR220 / 1km area
Maintenance: 10 / 20 / 25 / 35

Free Access: **Level** 58

Electricity Control

Level 60 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	150	240	350
Req. Intelligence	8	10	13	15

Base: MR120 / 5 Intensities **Intermediate:** MR140 / 15 Intensities
Advanced: MR180 / 25 Intensities **Arcane:** MR220 / 40 Intensities
Maintenance: 10 / 20 / 25 / 35

Defensive Movement

Level 62 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	7	10	12	15

Base: 3 Dodges / Movement 8 **Intermediate:** 9 Dodges / Movement 12
Advanced: 15 Dodges / Movement 16 **Arcane:** Unlimited Dodges / Movement 18
Maintenance: 15 / 20 / 25 / 30

Free Access: **Level** 64

Teleport

Level 66 **Action**: Active **Type**: Detection

NOTE: To teleport to an exact location, the caster must know it, otherwise the teleport is approximate

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	180	300	450	600
Req. Intelligence	8	11	13	16

Base: Max Presence 80 / 10km **Intermediate:** Max Presence 150 / 10000km
Advanced: Max Presence 240 / 100000km **Arcane:** Max Presence 350 / Any distance
Maintenance: No

Free Access: **Level** 68

Immateriality

Level 70 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	350
Req. Intelligence	6	9	12	15

Base: MR100 / Max Presence 80 **Intermediate:** MR140 / Max Presence 120
Advanced: MR160 / Max Presence 160 **Arcane:** MR200 / Max Presence 200
Maintenance: 15 / 20 / 25 / 30 *Daily*

Hurricane

Level 72 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	450	600
Req. Intelligence	9	12	14	16

Base: 500m area **Intermediate:** 1km area
Advanced: 2km area **Arcane:** 5km area / Strength14
Maintenance: 10 / 15 / 20 / 25

Free Access: **Level** 74

Solid Air

Level 76 **Action**: Active **Type**: Effect/Attack

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	140	200	260	350
Req. Intelligence	9	11	13	16

Base: 25m area **Intermediate:** 150m area
Advanced: 300m area **Arcane:** 500m area / Strength16
Maintenance: 10 / 10 / 15 / 25

Free Access: **Level** 78

Weather Control

Level 80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	300	380	500
Req. Intelligence	9	12	14	16

Base: 5km **Intermediate:** 25km

Advanced: 100km **Arcane:** 1000km
Maintenance: 50 / 60 / 80 / 100 *Daily*

Create Sylph

Level 82 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate:** Level 3
Advanced: Level 6 **Arcane:** Level 10
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Superior Psychokinesis

Level 86 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	280	400	550
Req. Intelligence	10	12	14	16

Base: MR100 / 100 tons **Intermediate:** MR120 / 10000 tons
Advanced: MR140 / 25000 tons **Arcane:** MR160 / 150000 tons
Maintenance: 35 / 40 / 50 / 60 *Daily*

Free Access: **Level** 88

Relocate Magic

Level 90 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	180	270	360	450
Req. Intelligence	9	11	13	16

Base: Max Zeon 100 **Intermediate:** Max Zeon 200
Advanced: Max Zeon 300 **Arcane:** Max Zeon 400
Maintenance: 20 / 30 / 40 / 45 *Daily*

Passive Magic

Level 92 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	400	550	800
Req. Intelligence	12	12	14	16

Base: Affects Base Level Spells **Intermediate:** Affects Intermediate Level Spells
Advanced: Affects Advanced Level Spells **Arcane:** Affects Arcane Level Spells
Maintenance: 30 / 40 / 55 / 80

Free Access: **Level** 94

Lord of The Air

Level 96 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	450	600	1000
Req. Intelligence	10	12	14	16

Base: MR140/ 100km area **Intermediate:** MR180/ 1000km area

Advanced: MR200/ 10000km area **Arcane:** MR240/ 100000km area
Maintenance: 30 / 45 / 60 / 100 *Daily*

Free Access: **Level** 98

A Place in The World

Level 100 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	450	800	1200	1600
Req. Intelligence	12	14	16	18

Base: MR140 / 50km area **Intermediate:** MR180 / 250km area
Advanced: MR240 / 500km area **Arcane:** MR280 / 1000km area
Maintenance: 45 / 80 / 120 / 200

Book Of Water

Spring

Level 2 **Action**: Active **Type**: Effect

NOTE: Maximum wind draft length is 10XMaximum wind draft width

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	30	80	120	180
Req. Intelligence	5	7	10	12

Base: 100m **Intermediate:** 250m
Advanced: 500m **Arcane:** 1km
Maintenance: 5 / 10 / 15 / 20 *Daily*

Free Access: **Level** 4

Create Chill

Level 6 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	50	90	140
Req. Intelligence	5	7	10	12

Base: 1 Intensity **Intermediate:** 3 Intensities
Advanced: 5 Intensities **Arcane:** 8 Intensities
Maintenance: 5 / 5 / 10 / 15

Free Access: **Level** 8

Aquatic Capability

Level 10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	70	100	140
Req. Intelligence	5	8	10	12

Base: Max Presence 50 **Intermediate:** Max Presence 100
Advanced: Max Presence 200 **Arcane:** Max Presence 350
Maintenance: 10 / 20 / 20 / 25 *Daily*

Cold Immunity

Level 12 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	140	200	300
Req. Intelligence	6	8	10	13

Base: 5 Cold Intensities **Intermediate:** 12 Cold Intensities
Advanced: 20 Cold Intensities **Arcane:** 30 Cold Intensities
Maintenance: 5 / 10 / 10 / 15 *Daily*

Free Access: **Level** 14

Protection Bubble

Level 16 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	90	140	220
Req. Intelligence	6	9	12	15

Base: Up to Base Damage 40 **Intermediate:** Up to Base Damage 90

Advanced: Up to Base Damage 120 **Arcane:** Up to Base Damage 160
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 18

Water Impact

Level 20 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	90	140	200
Req. Intelligence	5	8	10	12

Base: 40 Damage / Strength8 **Intermediate:** 60 Damage / Strength10
Advanced: 80 Damage / Strength12 **Arcane:** 100 Damage / Strength14
Maintenance: No

Liquid Control

Level 22 **Action**: Active **Type**: Effect/Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	150	220
Req. Intelligence	6	9	12	15

Base: MR or PhR 100 / 5L **Intermediate:** MR or PhR 120 / 50L
Advanced: MR or PhR 140 / 500L **Arcane:** MR or PhR 180 / 5000L
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 24

Freeze Emotions

Level 26 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	10	12

Base: Affects natural psychological states **Intermediate:** As Base, but also stops Pain
Advanced: As Intermediate, but also stops supernatural state
Arcane: As Advanced, but the caster can choose which feelings to stop and which not
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 28

Control Cold

Level 30 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	120	180
Req. Intelligence	6	9	12	15

Base: MR100 / 5 Intensities **Intermediate:** MR120 / 8 Intensities
Advanced: MR140 / 12 Intensities **Arcane:** MR180 / 15 Intensities
Maintenance: 5 / 10 / 15 / 20

Freeze

Level 32 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	140	220
Req. Intelligence	6	9	12	15

Base: MR120 / 5m area **Intermediate:** MR140 / 10m area
Advanced: MR160 / 25m area **Arcane:** MR180 / 50m area
Maintenance: 10 / 10 / 15 / 15

Free Access: **Level** 34

Ice Screen

Level 36 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	180	240	300
Req. Intelligence	6	9	12	15

Base: 400 Resistance Points **Intermediate:** 1500 Resistance Points
Advanced: 2500 Resistance Points **Arcane:** 4000 Resistance Points
Maintenance: 10 / 10 / 15 / 15

Free Access: **Level** 38

Create Liquids

Level 40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	240	350
Req. Intelligence	6	9	12	16

Base: 50L of water **Intermediate:** 500L of water
Advanced: 5000L of water **Arcane:** 50000L of water
Maintenance: 10 / 20 / 25 / 30 *Daily*

Ice Attack

Level 42 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	300
Req. Intelligence	6	9	12	15

Base: Damage 100 **Intermediate:** Damage 150
Advanced: Damage 200 **Arcane:** Damage 250
Maintenance: No

Free Access: **Level** 44

Crystallization

Level 46 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	150	200
Req. Intelligence	8	10	12	14

Base: MR or PhR 140 **Intermediate:** MR or PhR 160
Advanced: MR or PhR 180 **Arcane:** MR or PhR 200
Maintenance: 5 / 10 / 15 / 20

Free Access: **Level** 58

Reflected Control

Level 50 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	350

Req. Intelligence	7	10	13	15

Base: MR80 **Intermediate:** MR130
Advanced: MR160 **Arcane:** MR200
Maintenance: 5 / 10 / 15 / 20

Liquid Body

Level 52 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: As described
Intermediate: As Base, but gives movement in water equal to natural Movement value
Advanced: As Intermediate, but weapons' quality raises to +10
Arcane: As Advanced, but Cold and Piercing attacks based on energy, produce only half damage
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Reflect States

Level 56 **Action**: Passive **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	320
Req. Intelligence	7	10	13	16

Base: MR120 **Intermediate:** MR150
Advanced: MR180 **Arcane:** MR220
Maintenance: 10 / 20 / 25 / 35

Free Access: **Level** 58

Ice Storm

Level 60 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	320
Req. Intelligence	7	10	12	15

Base: 50m area **Intermediate:** 150m area
Advanced: 500m area /PhR increased to 160 **Arcane:** 1km area / PhR increased to 180
Maintenance: 10 / 10 / 15 / 15

Tide Control

Level 62 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	300	450	600
Req. Intelligence	6	9	12	15

Base: 500m area **Intermediate:** 1km area
Advanced: 3km area **Arcane:** 5km area
Maintenance: 15 / 30 / 45 / 60 *Daily*

Free Access: **Level** 64

Water Confinement

Level 66 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**

Zeon	140	200	280	350
Req. Intelligence	7	10	13	16

Base: 10m3 **Intermediate:** 50m3
Advanced: 100m3 **Arcane:** 150m3 / Strength 15
Maintenance: 10 / 10 / 15 / 20

Free Access: **Level** 68

Glacier

Level 70 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	10	12	14	16

Base: 1km area **Intermediate:** 3km area
Advanced: 5km area **Arcane:** 10km area
Maintenance: 40 / 60 / 80 / 100 *Daily*

Tsunami

Level 72 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	450	550
Req. Intelligence	10	12	15	17

Base: 1km length **Intermediate:** 10km length
Advanced: 20km length **Arcane:** 30km length / Destroys constructions up to Damage Barrier 90
Maintenance: No

Free Access: **Level** 74

Soul Reflection

Level 76 **Action**: Active **Type**: Automatic
NOTE: Max Gnosis for Powers is 20 No max presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	280	320	400
Req. Intelligence	10	12	14	16

Base: MR140 / Copies entities up to Level 3 **Intermediate:** MR160 / Copies entities up to Level 5
Advanced: MR180 / Copies entities up to Level 8 / Copies Powers up to Gnosis 25
Arcane: MR200 / Copies entities up to Level 12 / Copies Powers up to Gnosis 30
Maintenance: 20 / 30 / 35 / 40

Free Access: **Level** 78

Slow Time

Level 80 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	320	450	600
Req. Intelligence	10	12	14	16

Base: 100m area / MR120 / Time is slowed to 1/10
Intermediate: 200m area / MR140 / Time is slowed to 1/100
Advanced: 500m area / MR160 / Time is slowed to 1/1000
Arcane: 1km area / MR180 / Time is slowed to 1/1000000
Maintenance: 20 / 25 / 30 / 35 *Daily*

Create Undine

Level 82 **Action**: Active **Type**: Effect

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate:** Level 3
Advanced: Level 6 **Arcane:** Level 10
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Freeze Magic

Level 86 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	400	550	800
Req. Intelligence	9	12	15	18

Base: Max Zeon Value 150 **Intermediate:** Max Zeon Value 250
Advanced: Max Zeon Value 300 **Arcane:** Max Zeon Value 400
Maintenance: 50 / 75 / 90 / 110 *Daily*

Free Access: **Level** 88

Inside The Mirror

Level 90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	480	600	800
Req. Intelligence	9	12	15	17

Base: 500m maximum area **Intermediate:** 2km maximum area
Advanced: 5km maximum area **Arcane:** 10km maximum area / Can imitate beings with Presence up to 30
Maintenance: 30 / 50 / 60 / 70 *Daily*

Lord of Ice

Level 92 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	450	600	1000
Req. Intelligence	10	12	14	16

Base: 100km area / MR140 **Intermediate:** 1000km area / MR180
Advanced: 10000km area / MR200 **Arcane:** 100000km area / MR240
Maintenance: 30 / 45 / 60 / 100 *Daily*

Free Access: **Level** 94

Lord of Water

Level 96 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	450	600	1000
Req. Intelligence	10	12	15	18

Base: MR140/ 100km area **Intermediate:** MR180/ 1000km area
Advanced: MR200/ 10000km area **Arcane:** MR240/ Affects all liquids in the world
Maintenance: 30 / 45 / 60 / 100 *Daily*

Free Access: **Level** 98

A Perfect World

Level 100 **Action**: Active **Type**: Automatic

NOTE: Beings with Gnosis 20 points higher than their Nature can also attempt the MR Check

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	450	800	1200	1600
Req. Intelligence	12	15	17	20

Base: MR120 **Intermediate:** MR180

Advanced: MR220 **Arcane:** MR260

Maintenance: 90 / 115 / 130 / 145 *Daily*

Book of Fire

Create Fire

Level 2 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	100	120
Req. Intelligence	5	8	10	12

Base: 1 Intensity **Intermediate:** 5 Intensities
Advanced: 8 Intensities **Arcane:** 10 Intensities
Maintenance: 5 / 10 / 10 / 15 *Daily*

Free Access: **Level** 4

Put Out Fire

Level 6 **Action**: Active **Type**: Effect, Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	120	200
Req. Intelligence	5	8	10	13

Base: -1 Intensity / MR100 **Intermediate:** -5 Intensity / MR120
Advanced: -10 Intensity / MR140 **Arcane:** -15 Intensity / MR180
Maintenance: No

Free Access: **Level** 8

Fire Immunity

Level 10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	140	200	300
Req. Intelligence	6	8	10	13

Base: 5 Intensities **Intermediate:** 12 Intensities
Advanced: 20 Intensities **Arcane:** 30 Intensities
Maintenance: 5 / 10 / 10 / 15 *Daily*

Detect Heat

Level 12 **Action**: Active **Type**: Detection

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	140	200
Req. Intelligence	6	9	12	15

Base: 25m area / MR120 **Intermediate:** 50m area / MR150
Advanced: 100m area / MR180 **Arcane:** 250m area / MR220
Maintenance: 10 / 10 / 15 / 15

Free Access: **Level** 14

Fire Ball

Level 16 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	100	160	250
Req. Intelligence	6	9	12	15

Base: Damage 50 / 5m area **Intermediate:** 100 / 25m area

Advanced: 140 / 80m area **Arcane:** 160 / 150m area
Maintenance: No

Free Access: **Level** 18

Control Fire

Level 20 **Action**: Active **Type**: Effect, Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	120	180
Req. Intelligence	6	9	12	15

Base: MR100 / 5 Intensities **Intermediate:** MR120 / 8 Intensities
Advanced: MR140 / 12 Intensities **Arcane:** MR180 / 15 Intensities
Maintenance: 5 / 10 / 15 / 20

Fire Barrier

Level 22 **Action**: Active **Type**: Automatic/Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	90	120	150
Req. Intelligence	6	9	12	15

Base: Damage 80 / 2m extension / 300 Resistance Points
Intermediate: Damage 90 / 5m extension / 500 Resistance Points
Advanced: Damage 100 / 10m extension / 800 Resistance Points / Blocks attacks based on Energy
Arcane: Damage 100 / 15m extension / 1500 Resistance Points / Final Attack 280 / Blocks all kind of attacks
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 24

Igneous Weapon

Level 26 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	120
Req. Intelligence	6	9	11	14

Base: +10 Base Damage **Intermediate:** +20 Base Damage
Advanced: +30 Base Damage **Arcane:** +40 Base Damage
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 28

Heat Wave

Level 30 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Damage 50 **Intermediate:** Damage 70
Advanced: Damage 90 **Arcane:** Damage 110
Maintenance: No

Read The Ashes

Level 32 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	140	220	340
Req. Intelligence	6	10	13	15

Base: 1 day **Intermediate:** 1 week
Advanced: 1 month **Arcane:** 1 year
Maintenance: No

Free Access: **Level** 34

Raise Weather Temperature

Level 36 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	140	240	300
Req. Intelligence	7	10	12	15

Base: +5°C / 1km area **Intermediate:** +10°C / 5km area
Advanced: +20°C / 10km area **Arcane:** +30°C / 15km area
Maintenance: 15 / 40 / 50 / 60 *Daily*

Free Access: **Level** 38

Fire Mine

Level 40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	320
Req. Intelligence	7	10	12	15

Base: 10m area / Damage 80 **Intermediate:** 50m area / Damage 120
Advanced: 150m area / Damage 180 **Arcane:** 250m area / Damage 240
Maintenance: 20 / 40 / 50 / 60 *Daily*

Increase Critical

Level 42 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: +20 Critical **Intermediate:** +40 Critical
Advanced: +60 Critical **Arcane:** +80 Critical
Maintenance: No

Free Access: **Level** 44

Dry

Level 46 **Action**: Active **Type**: Effect, Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	180	240
Req. Intelligence	8	10	12	14

Base: MR or PhR 100 / 5m area **Intermediate:** MR or PhR 120 / 15m area
Advanced: MR or PhR 140 / 25m area **Arcane:** MR or PhR 160 / 35m area
Maintenance: No

Free Access: **Level** 48

Melt

Level 50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	180	240

Req. Intelligence	8	10	12	14

Base: PhR80 / 10m area **Intermediate:** PhR100 / 50m area
Advanced: PhR120 / 100m area **Arcane:** PhR140 / 150m area
Maintenance: 10 / 10 / 15 / 15

Body of Fire

Level 52 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence No +30 Resistance Bonus against Fire Effects

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: As described
Intermediate: As Base, but gives +30 Resistance Bonus against Fire Effects
Advanced: As Intermediate, but the subject can move through any crack a flame might pass through
Arcane: As Advanced, but immune to Cold and Water attacks not of supernatural nature
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Vital Sacrifice

Level 56 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: Up to 50 Life Points sacrifice per turn **Intermediate:** Up to 100 Life Points sacrifice per turn
Advanced: Up to 150 Life Points sacrifice per turn **Arcane:** Up to 200 Life Points sacrifice per turn
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 58

Incinerate

Level 60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	150	200	260
Req. Intelligence	10	12	14	16

Base: MR140 / +100 to Table Result / 50m area **Intermediate:** MR160 / +120 to Table Result / 100m area
Advanced: MR180 / +140 to Table Result / 150m area **Arcane:** MR200 / +160 to Table Result / 200m area
Maintenance: 10 / 15 / 15 / 20

Consume Essence

Level 62 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: MR120 / 10m area **Intermediate:** MR160 / 25m area
Advanced: MR200 / 50m area **Arcane:** MR220 / 250m area
Maintenance: No

Free Access: **Level** 64

Power Sacrifice

Level 66 **Action**: Active **Type**: Effect

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Req. Intelligence	7	10	13	15

Base: Up to 20 Zeon per turn **Intermediate:** Up to 50 Zeon per turn
Advanced: Up to 80 Zeon per turn **Arcane:** Up to 120 Zeon per turn
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 68

Direct Critical

Level 70 **Action**: Active **Type**: Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	100	140	200	280
Req. Intelligence	9	11	13	16

Base: Critical 120 / MR140 **Intermediate:** Critical 140 / MR160
Advanced: Critical 180 / MR180 **Arcane:** Critical 220 / MR200
Maintenance: No

Magic For Capacities

Level 72 **Action**: Active **Type**: Effect
NOTE: Grants +1 to a characteristic for each 25 Zeon sacrificed

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: Up to 50 Zeon per turn **Intermediate:** Up to 100 Zeon per turn
Advanced: Up to 150 Zeon per turn **Arcane:** Up to 200 Zeon per turn
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 74

Fire Storm

Level 76 **Action**: Active **Type**: Automatic

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	150	200	240	280
Req. Intelligence	8	10	12	15

Base: 25m area / Final Attack 180 **Intermediate:** 150m area / Final Attack 240
Advanced: 200m area / Final Attack 280 **Arcane:** 250m area / Final Attack 320
Maintenance: 15 / 20 / 25 / 30

Free Access: **Level** 78

Consume Life for Magic

Level 80 **Action**: Active **Type**: Effect
NOTE: Each 5 Life Points sacrificed give 100 Zeon

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: Up to 20 Life Points per turn **Intermediate:** Up to 80 Life Points per turn
Advanced: Up to 140 Life Points per turn **Arcane:** Up to 200 Life Points per turn
Maintenance: 10 / 10 / 15 / 15 *Daily*

Create Ifreet

Level 82 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate:** Level 3
Advanced: Level 6 **Arcane:** Level 10
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Pyre

Level 86 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	300	350	400
Req. Intelligence	10	12	14	18

Base: 15 Intensities **Intermediate:** 25 Intensities
Advanced: 35 Intensities **Arcane:** 45 Intensities
Maintenance: 25 / 30 / 30 / 35 *Daily*

Free Access: **Level** 88

Devastation

Level 90 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	10	13	16	18

Base: 1km area **Intermediate:** 5km area
Advanced: 10km area **Arcane:** 15km area
Maintenance: No

Sacrifice Others

Level 92 **Action**: Active **Type**: Effect, Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	750
Req. Intelligence	13	15	17	19

Base: 1km area / MR120 **Intermediate:** 2km area / MR140
Advanced: 3km area / MR160 **Arcane:** 5km area / MR180
Maintenance: 50 / 70 / 100 / 150 *Daily*

Free Access: **Level** 94

Lord of Fire

Level 96 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	450	600	1000
Req. Intelligence	10	12	15	18

Base: MR140/ 100km area **Intermediate:** MR180/ 1000km area
Advanced: MR200/ 10000km area **Arcane:** MR240/ Affects all heat sources
Maintenance: 30 / 45 / 60 / 100 *Daily*

Free Access: **Level** 98

Armageddon

Level 100 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	450	800	1200	1600
Req. Intelligence	15	16	17	18

Base: MR140 / 10km area **Intermediate:** MR150 / 25km area
Advanced: MR160 / 50km area **Arcane:** MR180 / 150km area
Maintenance: 90 / 100 / 105 / 110

Book of Earth

Detect Minerals

Level 2 **Action**: Active **Type**: Detection

NOTE: Maximum wind draft length is 10XMaximum wind draft width

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	20	60	100	140
Req. Intelligence	5	8	10	12

Base: 10m area **Intermediate:** 50m area
Advanced: 150m area **Arcane:** 500m area
Maintenance: No

Free Access: **Level** 4

Mineral Control

Level 6 **Action**: Active **Type**: Effect, Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	100	140
Req. Intelligence	5	8	10	12

Base: Max Presence 30 / MR100 **Intermediate:** Max Presence 60 / MR120
Advanced: Max Presence 90 / MR130 **Arcane:** Max Presence 120 / MR140
Maintenance: 5 / 10 / 10 / 15 *Daily*

Free Access: **Level** 8

Weight Increment

Level 10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	120	200	320
Req. Intelligence	5	8	10	12

Base: +20Kg **Intermediate:** +120Kg
Advanced: +200Kg **Arcane:** +300Kg
Maintenance: 5 / 25 / 30 / 40 *Daily*

Transform Mineral

Level 12 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	160
Req. Intelligence	6	8	11	13

Base: Max Presence 30 / Up to 10kg of mass **Intermediate:** Max Presence 50 / Up to 50kg of mass
Advanced: Max Presence 70 / Up to 100kg of mass **Arcane:** Max Presence 90 / Up to 250km of mass
Maintenance: 5 / 5 / 5 / 10

Free Access: **Level** 14

Firmness

Level 16 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	120	160
Req. Intelligence	6	9	11	13

Base: +20PhR / +3Fortitude **Intermediate:** +30PhR / +5Fortitude

Advanced: +45PhR / +7Fortitude **Arcane:** +60PhR / +9Fortitude
Maintenance: 5 / 10 / 15 / 20 *Daily*

Free Access: **Level** 18

Stone Barrier

Level 20 **Action**: Active **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	160	240	300
Req. Intelligence	6	9	12	15

Base: Damage Barrier 60 / 600 Resistance Points
Intermediate: Damage Barrier 100 / 1600 Resistance Points
Advanced: Damage Barrier 150 / 3000 Resistance Points
Arcane: Damage Barrier 200 / 5000 Resistance Points
Maintenance: 10 / 20 / 25 / 30

Slowness

Level 22 **Action**: Active **Type**: Spiritual
NOTE: If Movement is reduced to 0, each additional Movement reduction point inflicts an All **Action** Penalty of -20

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: MR120 / -50 Initiative, -2 Movement **Intermediate:** MR140 / -70 Initiative, -4 Movement
Advanced: MR160 / -90 Initiative, -6 Movement **Arcane:** MR180 / -120 Initiative, -10 Movement
Maintenance: 10 / 10 / 15 / 15

Free Access: **Level** 24

Shell

Level 26 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	15

Base: AT2 **Intermediate:** AT4
Advanced: AT6 **Arcane:** AT8
Maintenance: 5 / 5 / 10 / 10 *Daily*

Free Access: **Level** 28

Magnetic Shield

Level 30 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	90	120	160
Req. Intelligence	6	8	11	14

Base: 300 Resistance Points **Intermediate:** 600 Resistance Points
Advanced: 900 Resistance Points **Arcane:** 1200 Resistance Points
Maintenance: 5 / 10 / 10 / 20

Pass Through Solid Matter

Level 32 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140

Req. Intelligence	7	10	12	14

Base: Max Presence 100 **Intermediate:** Max Presence 140
Advanced: Max Presence 180 **Arcane:** Max Presence 240
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 34

Earth Spike

Level 36 **Action**: Active **Type**: Attack
NOTE: Cannot be used on targets flying above 10m from ground

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	150	200
Req. Intelligence	8	10	12	14

Base: 2 Spikes **Intermediate:** 4 Spikes
Advanced: 6 Spikes **Arcane:** 8 Spikes
Maintenance: No

Free Access: **Level** 38

Breakage

Level 40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: +4 Breakage **Intermediate:** +8 Breakage
Advanced: +12 Breakage **Arcane:** +15 Breakage
Maintenance: 10 / 10 / 15 / 15

Telemetry

Level 42 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: MR80 / 1 moth **Intermediate:** MR120 / 1 year
Advanced: MR140 / 10 years **Arcane:** MR160 / 1 century
Maintenance: No

Free Access: **Level** 44

Magnetic Control

Level 46 **Action**: Active **Type**: Effect
NOTE: -4Strength on objects/beings partially made of metal If used to maneuver a weapon at distance, use rules for Lesser Telekinesis

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	320
Req. Intelligence	6	9	12	15

Base: 25m area / Str10 **Intermediate:** 150m area / Str12
Advanced: 350m area / Str13 **Arcane:** 500m area / Str14
Maintenance: 10 / 20 / 25 / 30

Free Access: **Level** 48

Forge
Level 50
Action: Active
Type: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	270	360	450
Req. Intelligence	7	9	12	15

Base: Forge 120
Intermediate: Forge 180
Advanced: Forge 240
Arcane: Forge 280
Maintenance: No

Solid Body
Level 52 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence Damage Barrier equal to double character's presence Regardless of Strength bonus, -2Movement

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: As described / AT6 / +1Str **Intermediate:** As described / AT8 / +2Str
Advanced: As Intermediate, but cannot be harmed except by physical attacks not based on energy / AT10 / +3Str
Arcane: As Advanced, but physical attacks based on energy only inflict half damage / AT12 / +4Str
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Resistance
Level 56 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	8	10	13	15

Base: +500 Life Points **Intermediate:** +1200 Life Points
Advanced: +2000 Life Points **Arcane:** +3000 Life Points
Maintenance: 10 / 20 / 25 / 30

Free Access: **Level** 58

Petrify
Level 60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	260	320
Req. Intelligence	7	10	13	16

Base: MR120 **Intermediate:** MR150
Advanced: MR180 **Arcane:** MR220
Maintenance: 10 / 10 / 15 / 20 *Daily*

Fissure
Level 62 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	300

Req. Intelligence	8	10	12	14

Base: 10m length and 3m width / Constructions with Damage Barrier 40
Intermediate: 25m length and 8m width / Constructions with Damage Barrier 60
Advanced: 36m length and 12m width / Constructions with Damage Barrier 80
Arcane: 48m length and 15m width / Constructions with Damage Barrier 100
Maintenance: No

Free Access: **Level** 64

Reverse Gravity

Level 66 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: 25m area / 50m fall / MR120 **Intermediate:** 50m area / 100m fall / MR140
Advanced: 100m area / 200m fall / MR160 **Arcane:** 150m area / 300m fall / MR180
Maintenance: 40 / 50 / 60 / 65 *Daily*

Free Access: **Level** 68

Mineral Creation

Level 70 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	8	10	12	15

Base: Max Presence 40 **Intermediate:** Max Presence 70
Advanced: Max Presence 100 **Arcane:** Max Presence 140
Maintenance: 15 / 20 / 25 / 30 *Daily*

Terrain Erudition

Level 72 **Action**: Active **Type**: Effect
NOTE: Grants +1 to a characteristic for each 25 Zeon sacrificed

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	270	360	450
Req. Intelligence	7	10	12	15

Base: 500m area **Intermediate:** 3km area
Advanced: 10km area **Arcane:** 15km area
Maintenance: No

Free Access: **Level** 74

Earthquake

Level 76 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	300	400
Req. Intelligence	8	10	12	14

Base: 500m area **Intermediate:** 3km area
Advanced: 10km area **Arcane:** 15km area
Maintenance: 15 / 20 / 25 / 30

Free Access: **Level** 78

Gravity Destruction

Level 80 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	180	250	320	400
Req. Intelligence	9	12	15	17

Base: 20m area **Intermediate:** 50m area
Advanced: 100m area **Arcane:** 150m area
Maintenance: 20 / 25 / 35 / 40

Create Golem

Level 82 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate:** Level 3
Advanced: Level 6 **Arcane:** Level 10
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Gravity Increment

Level 86 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: 2X weight / 100m area **Intermediate:** 3X weight / 200m area
Advanced: 5X weight / 300m area **Arcane:** 10X weight / 400m area
Maintenance: 20 / 25 / 30 / 35 *Daily*

Free Access: **Level** 88

Meteor

Level 90 **Action**: Active **Type**: Attack
NOTE: When casting Meteor roll a d10 for each meteor to calculate the time when the meteor strikes Base Damage for direct impact is 200 using either Impact or Fire AT

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	250	350	450
Req. Intelligence	10	13	15	17

Base: 1 meteor **Intermediate:** 5 meteors
Advanced: 10 meteors **Arcane:** 15 meteors
Maintenance: No

Gravity Control

Level 92 **Action**: Active **Type**: Effect
NOTE: Caster can also null gravity within the area

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	500	650	800
Req. Intelligence	12	14	16	18

Base: 100km area **Intermediate:** 750km area
Advanced: 1500km area **Arcane:** 5000km area
Maintenance: 70 / 100 / 130 / 160 *Daily*

Free Access: **Level** 94

One With The Earth

Level 96 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	450	600	1000
Req. Intelligence	10	12	15	18

Base: MR140/ 100km area **Intermediate:** MR180/ 1000km area
Advanced: MR200/ 10000km area **Arcane:** MR240/ Affects all minerals
Maintenance: 30 / 45 / 60 / 100 *Daily*

Free Access: **Level** 98

Atomic Control

Level 100 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	450	800	1200	1600
Req. Intelligence	12	14	16	18

Base: MR or PhR140 / 100m area **Intermediate:** MR or PhR160 / 250m area
Advanced: MR or PhR200 / 500m area **Arcane:** MR or PhR240 / 1km area
Maintenance: 45 / 80 / 120 / 160

Book of Essence

Natural Affinity

Level 2 **Action**: Active **Type**: Effect

NOTE: No Maximum Presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	100	120
Req. Intelligence	5	8	10	12

Base: Affects natural animals **Intermediate:** Affects all natural beings
Advanced: Affects both natural beings and being between worlds
Arcane: All creatures including supernatural beings of high existential power
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 4

Detect Essence

Level 6 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	100	140
Req. Intelligence	5	8	10	12

Base: 10m area / MR100 **Intermediate:** 25m area / MR140
Advanced: 50m area / MR160 **Arcane:** 100m area / MR200
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 8

Communication Through Essence

Level 10 **Action**: Active **Type**: Automatic

NOTE: No maximum presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	70	100	150
Req. Intelligence	6	9	10	13

Base: Can communicate with animals and plants
Intermediate: Can communicate with all natural beings
Advanced: Can communicate with both natural beings and beings between worlds
Arcane: Can communicate with any class of being
Maintenance: 10 / 20 / 20 / 25 *Daily*

Natural Knowledge

Level 12 **Action**: Active **Type**: Effect

NOTE: No Maximum Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	60	90	120
Req. Intelligence	6	9	10	13

Base: Analyzes base properties of an animal and plant
Intermediate: Analyzes all properties of an animal and plant
Advanced: Analyzes all properties of a natural race
Arcane: Analyzes base properties and mystical or special powers of a natural being
Maintenance: No

Free Access: **Level** 14

Healing

Level 16 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	150
Req. Intelligence	8	10	13	15

Base: 20% Life Points **Intermediate:** 40% Life Points
Advanced: 60% Life Points **Arcane:** 80% Life Points
Maintenance: No

Free Access: **Level** 18

Soul Barrier

Level 20 **Action**: Active **Type**: Shield

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	60	90	120
Req. Intelligence	6	9	12	15

Base: Up to MR140 **Intermediate:** Up to MR160
Advanced: Up to MR200 **Arcane:** Up to MR240
Maintenance: 5 / 10 / 10 / 15 *Daily*

Share Senses

Level 22 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	180	240	300
Req. Intelligence	6	9	12	15

Base: MR or PsR 100 / Max Presence 100 / 1km distance
Intermediate: MR or PsR 160 / Max Presence 160 / 10km distance
Advanced: MR or PsR 200 / Max Presence 190 / 50km distance
Arcane: MR or PsR 240 / Max Presence 220 / 150km distance
Maintenance: 10 / 20 / 25 / 30 *Daily*

Free Access: **Level** 24

Modify Essence

Level 26 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	140
Req. Intelligence	6	8	10	12

Base: MR140 **Intermediate:** MR160
Advanced: MR180 **Arcane:** MR200
Maintenance: 5 / 10 / 10 / 15

Free Access: **Level** 28

Soul Poison

Level 30 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Poison Level 40 **Intermediate:** Poison Level 50

Advanced: Poison Level 60 **Arcane:** Poison Level 70
Maintenance: No

Analyze Soul

Level 32 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	7	10	13	15

Base: MR120 **Intermediate:** MR140
Advanced: RM180 **Arcane:** MR200
Maintenance: No

Free Access: **Level** 34

Acquire Natural Powers

Level 36 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	200	280	360
Req. Intelligence	7	10	13	15

Base: +50DP **Intermediate:** +100DP
Advanced: +150DP **Arcane:** +200DP
Maintenance: 25 / 40 / 60 / 80 *Daily*

Free Access: **Level** 38

Revitalize

Level 40 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	7	9	12	15

Base: 50m area **Intermediate:** 200m area
Advanced: 500m area **Arcane:** 1km area
Maintenance: 10 / 20 / 15 / 30

Life Mind

Level 42 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	6	9	12	15

Base: MR80 / 500m area **Intermediate:** MR120 / 1km area
Advanced: MR140 / 2km area **Arcane:** MR160 / 3km area
Maintenance: 10 / 10 / 15 / 15

Free Access: **Level** 44

Alter Growth

Level 46 **Action**: Active **Type**: Spiritual
NOTE: No Max Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	180	240
Req. Intelligence	9	11	13	16

Base: X2 Growth Rate Alteration / MR100 **Intermediate:** X10 Growth Rate Alteration / MR120
Advanced: X50 Growth Rate Alteration / MR140 **Arcane:** X100 Growth Rate Alteration / MR160
Maintenance: 10 / 15 / 15 / 20 *Daily*

Free Access: **Level** 48

Natural Imitation

Level 50 **Action**: Active **Type**: Effect
NOTE: Created Animals cannot be above **Level** 5

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	180	240	300
Req. Intelligence	8	10	13	15

Base: 2 Levels **Intermediate:** 10 Levels
Advanced: 20 Levels **Arcane:** 50 Levels
Maintenance: 10 / 10 / 15 / 15

Spiritual Form

Level 52 **Action**: Active **Type**: Effect
NOTE: No Maximum Presence Only obtains powers based on Casting **Level** as a Spiritual Being

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: The character is intangible to all matter and attacks not based on energy
Intermediate: As Base, but the character is also unaffected by physical necessities
Advanced: As Intermediate, but the character is also affected from spiritual invisibility
Arcane: As Advanced, but the character also obtains interaction with the world
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 54

Natural Control

Level 56 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req Intelligence	8	10	12	15

Base: MR80 **Intermediate:** MR120
Advanced: MR150 **Arcane:** MR180
Maintenance: 20 / 40 / 50 / 60 *Daily*

Free Access: **Level** 58

State Induction

Level 60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	8	10	12	15

Base: MR100 **Intermediate:** MR140
Advanced: MR180 **Arcane:** MR200
Maintenance: No

Return To The Flow

Level 62 **Action**: Active **Type**: Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	100	180	240	300
Req. Intelligence	8	10	12	15

Base: MR120 **Intermediate:** MR160
Advanced: MR180 **Arcane:** MR220
Maintenance: No

Free Access: **Level** 64

Shield Area

Level 66 **Action**: Active **Type**: Automatic

NOTE: You can choose between shielding an Area with given radius OR make a Wall with double that radius

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Req. Intelligence	8	10	13	15

Base: 20m area / MR120 **Intermediate:** 30m area / MR160
Advanced: 40m area / MR180 **Arcane:** 50m area / MR200
Maintenance: 15 / 20 / 25 / 30 *Daily*

Free Access: **Level** 68

Supernatural Control

Level 70 **Action**: Active **Type**: Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Req. Intelligence	8	10	13	15

Base: MR100 **Intermediate:** MR120
Advanced: MR140 **Arcane:** MR180
Maintenance: 25 / 40 / 50 / 60 *Daily*

Share Essence

Level 72 **Action**: Active **Type**: Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	140	180	240	300
Req. Intelligence	8	10	12	15

Base: Max Presence 100 / MR120 **Intermediate:** Max Presence 140 / MR140
Advanced: Max Presence 200 / MR170 **Arcane:** Max Presence 260 / MR200
Maintenance: 15 / 20 / 25 / 30 *Daily*

Free Access: **Level** 74

Transmigrate Soul

Level 76 **Action**: Active **Type**: Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	180	240	300	540
Req. Intelligence	9	12	15	18

Base: MR100 / Max Presence 60 **Intermediate:** MR140 / Max Presence 100
Advanced: MR160 / Max Presence 140 **Arcane:** MR200 / Max Presence 180
Maintenance: 15 / 20 / 25 / 30

Free Access: **Level** 78

Spiritual Existence

Level 80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	500	1000	2500
Req. Intelligence	10	13	15	17

Base: Up to 100DP of Disadvantages **Intermediate:** +100DP / Up to 100DP of Disadvantages
Advanced: +200DP / Up to 200DP of Disadvantages **Arcane:** +300DP / Up to 200DP of Disadvantages
Maintenance: No

Spirit Creation

Level 82 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	700
Req. Intelligence	10	12	14	16

Base: Level 1 **Intermediate: Level** 3
Advanced: Level 6 **Arcane: Level** 10
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: Level 84

The Vital Essence

Level 86 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	10	12	14	16

Base: MR100 / 1km distance **Intermediate:** MR120 / 5km distance
Advanced: MR140 / 50km distance **Arcane:** MR160 / 150km distance
Maintenance: No

Free Access: Level 88

Greenness

Level 90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	500	1000	2500
Req. Intelligence	10	13	15	17

Base: 10km area **Intermediate:** 150km area
Advanced: 350km area **Arcane:** 600km area
Maintenance: No

Life Dominion

Level 92 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	500	750	1000
Req. Intelligence	10	13	15	18

Base: MR100 / 100km area **Intermediate:** MR130 / 500km area
Advanced: MR160 / 1500km area **Arcane:** MR200 / 2500km area
Maintenance: 60 / 75 / 85 / 100 *Daily*

Free Access: Level 94

Resurrection

Level 96 **Action**: Active **Type**: Effect

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	400	500	600	700
Req. Intelligence	10	13	15	18

Base: Max Presence 30 / 1 month **Intermediate:** Max Presence 60 / 1 year
Advanced: Max Presence 120 / 10 years **Arcane:** Max Presence 150 / 1 century
Maintenance: No

Free Access: **Level** 98

Lord of The Souls

Level 100 **Action**: Active **Type**: Automatic

Casting Level	Base	Intermediate	Advanced	Arcane
Zeon	600	800	1200	1500
Req. Intelligence	12	14	16	18

Base: MR120 / 100km area **Intermediate:** MR140 / 1000km area
Advanced: MR180 / 2500km area **Arcane:** MR200 / 5000km area
Maintenance: 120 / 160 / 240 / 300 *Daily*

Book of Illusion

Illusory Sound

Level 2 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	50	90	120
Req. Intelligence	5	8	10	12

Base: MR100 / 20m area **Intermediate:** MR120 / 50m area
Advanced: MR140 / 100m area **Arcane:** MR160 / 250m area
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 4

Illusory Smell

Level 6 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	50	90	120
Req. Intelligence	5	8	10	12

Base: MR100 / 20m area **Intermediate:** MR120 / 50m area
Advanced: MR140 / 100m area **Arcane:** MR160 / 250m area
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 8

Illusory Touch

Level 10 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	50	90	120
Req. Intelligence	5	8	10	12

Base: MR100 / 20m area **Intermediate:** MR120 / 50m area
Advanced: MR140 / 100m area **Arcane:** MR160 / 250m area
Maintenance: 5 / 5 / 10 / 10

Visual Illusion

Level 12 **Action**: Active **Type**: Automatic
NOTE: No Maximum Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	70	100	130
Req. Intelligence	6	8	10	12

Base: MR100 / 10m area **Intermediate:** MR120 / 25m area
Advanced: MR140 / 50m area **Arcane:** MR160 / 100m area
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 14

Detect Illusions

Level 16 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	160	200	240
Req. Intelligence	6	8	10	12

Base: Affects Base Level Spells **Intermediate:** Affects Intermediate Level Spells

Advanced: Affects Advanced Level Spells **Arcane:** Affects Arcane Level Spells
Maintenance: 10 / 20 / 20 / 25

Free Access: **Level** 18

Sweet Talk

Level 20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	120
Req. Intelligence	6	8	10	13

Base: +50 Leadership and Persuasion **Intermediate:** +80 Leadership and Persuasion
Advanced: +100 Leadership and Persuasion **Arcane:** +120 Leadership and Persuasion
Maintenance: 5 / 10 / 10 / 15 *Daily*

Alter Appearance

Level 22 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: MR120 **Intermediate:** MR160
Advanced: MR200 **Arcane:** MR240
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 24

Illusory Invisibility

Level 26 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: MR120 / Max Presence 140 **Intermediate:** MR150 / Max Presence 200
Advanced: MR180 / Max Presence 260 **Arcane:** MR210 / Max Presence 320
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 28

Mirror Image

Level 30 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	8	10	12	14

Base: MR120 / 5 Copies **Intermediate:** MR140 / 10 Copies
Advanced: MR160 / 20 Copies **Arcane:** MR180 / 50 Copies
Maintenance: 10 / 10 / 15 / 15

Total Illusion

Level 32 **Action**: Active **Type**: Automatic
NOTE: No Max Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	240	300
Req. Intelligence	6	9	12	15

Base: MR120 **Intermediate:** MR160

Advanced: MR200 **Arcane:** MR240
Maintenance: 5 / 5 / 10 / 10

Free Access: **Level** 34

Confusion

Level 36 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	70	90	120
Req. Intelligence	6	9	11	13

Base: MR140 **Intermediate:** MR160
Advanced: MR180 **Arcane:** MR200
Maintenance: 5 / 5 / 5 / 10

Free Access: **Level** 38

Create Illusory Being

Level 40 **Action**: Active **Type**: Automatic
NOTE: No Level restriction besides that of Casting Level

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	7	10	13	15

Base: MR120 / Level 2 / 20m area **Intermediate:** MR140 / Level 4 / 50m area
Advanced: MR160 / Level 7 / 100m area **Arcane:** MR180 / Level 10 / 250m area
Maintenance: 5 / 5 / 10 / 10 *Daily*

Resistance to Illusions

Level 42 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	7	10	12	14

Base: +20MR **Intermediate:** +40MR
Advanced: +60MR **Arcane:** +80MR
Maintenance: 10 / 10 / 15 / 15 *Daily*

Free Access: **Level** 44

Detect Lie

Level 46 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	7	10	13	15

Base: MR or PsR120 **Intermediate:** MR or PsR140
Advanced: MR or PsR160 **Arcane:** MR or PsR180
Maintenance: 10 / 15 / 20 / 20 *Daily*

Free Access: **Level** 48

Ghostly Illusion

Level 50 **Action**: Active **Type**: Automatic
NOTE: Created Animals cannot be above **Level** 5

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300

Req. Intelligence	6	9	12	15

Base: MR120 / Max Presence 60 **Intermediate:** MR150 / Max Presence 80
Advanced: MR180 / Max Presence 100 **Arcane:** MR210 / Max Presence 120
Maintenance: 10 / 10 / 15 / 15

Distort Detection

Level 52 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	7	10	13	15

Base: MR120 / 10m area **Intermediate:** MR140 / 50m area
Advanced: MR180 / 250m area **Arcane:** MR220 / 500m area
Maintenance: 15 / 20 / 25 / 30 *Daily*

Free Access: **Level** 54

Lie

Level 56 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	14	16

Base: MR100 **Intermediate:** MR120
Advanced: MR140 **Arcane:** MR160
Maintenance: 10 / 15 / 15 / 20 *Daily*

Free Access: **Level** 58

Destroy Illusions

Level 60 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	300	500
Req. Intelligence	7	10	12	15

Base: Max Zeon 80 **Intermediate:** Max Zeon 140
Advanced: Max Zeon 200 **Arcane:** Max Zeon 300
Maintenance: No

Free Access: **Level** 64

Ghostly Being

Level 62 **Action**: Active **Type**: Effect
NOTE: Has same area limitations of Create Illusory Being

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	150	200
Req. Intelligence	8	11	13	16

Base: MR120 / Level 2 / 20m area **Intermediate:** MR140 / Level 4 / 50m area
Advanced: MR160 / Level 7 / 100m area **Arcane:** MR180 / Level 10 / 250m area
Maintenance: 10 / 15 / 15 / 20

Free Access: **Level** 68

Gullibility

Level 66 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**

Zeon	60	100	140	200
Req. Intelligence	7	10	12	14

Base: MR140 **Intermediate:** MR160
Advanced: MR180 **Arcane:** MR200
Maintenance: 10 / 10 / 15 / 15

Ghostly Attack

Level 70 **Action**: Active **Type**: Attack, Spiritual
NOTE: Caster may choose the Attack **Type**

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	220	300
Req. Intelligence	6	9	12	15

Base: MR140 / Damage 100 **Intermediate:** MR160 / Damage 180
Advanced: MR180 / Damage 250 **Arcane:** MR200 / Damage 300
Maintenance: No

The Gift of Lying

Level 72 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	320
Req. Intelligence	8	10	14	16

Base: MR or PsR140 **Intermediate:** MR or PsR160
Advanced: MR or PsR180 **Arcane:** MR or PsR220
Maintenance: 15 / 20 / 25 / 35 *Daily*

Free Access: **Level** 74

Illusory Life

Level 76 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	260	320
Req. Intelligence	8	10	13	16

Base: MR or PsR140 **Intermediate:** MR or PsR160
Advanced: MR or PsR180 **Arcane:** MR or PsR200
Maintenance: 15 / 20 / 30 / 35, *Daily*

Free Access: **Level** 78

Major Illusion

Level 80 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	350	500	700
Req. Intelligence	9	12	15	18

Base: MR120 / 1km area
Intermediate: MR160 / 5km area
Advanced: MR200 / 10km area
Arcane: MR240 / 20km area
Maintenance: 25 / 35 / 50 / 70 *Daily*

Fix Illusion

Level 82 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	360	450	600

Req. Intelligence	9	12	15	18

Base: +1000 Zeon Maintenance **Intermediate:** +1500 Zeon Maintenance
Advanced: +3000 Zeon Maintenance **Arcane:** +5000 Zeon Maintenance
Maintenance: 50 / 70 / 100 / 140 *Daily*

Free Access: **Level** 84

Illusion of The Senses

Level 86 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	250	300	350
Req. Intelligence	10	12	14	16

Base: MR or PsR120 **Intermediate:** MR or PsR150
Advanced: MR or PsR190 **Arcane:** MR or PsR220
Maintenance: 20 / 25 / 30 / 35

Free Access: **Level** 88

Non-Existence

Level 90 **Action**: Active **Type**: Automatic
NOTE: Psychic Detections can also work

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	300	400	500
Req. Intelligence	11	13	15	17

Base: MR120 **Intermediate:** MR140
Advanced: MR160 **Arcane:** MR180
Maintenance: 25 / 30 / 40 / 50 *Daily*

Deceive Death

Level 92 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	500	800	1200	1500
Req. Intelligence	10	15	17	19

Base: Level 5 **Intermediate:** Level 10
Advanced: Level 15 **Arcane:** Level 20
Maintenance: 100 / 160 / 240 / 300 *Daily*

Free Access: **Level** 94

World of Lies

Level 96 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	500	900	1400	2000
Req. Intelligence	13	15	17	19

Base: MR140 / 1 km area / 100 Levels to distribute
Intermediate: MR180 / 100 km area / 500 Levels to distribute
Advanced: MR220 / 1000 km area / 1500 Levels to distribute
Arcane: MR260 / 10000 km area / 5000 Levels to distribute
Maintenance: 50 / 90 / 140 / 200 *Daily*

Free Access: **Level** 98

False Reality

Level 100 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	600	1000	2000	3000
Req. Intelligence	14	16	18	19

Base: MR140 **Intermediate:** MR180
Advanced: MR220 **Arcane:** MR240
Maintenance: No

Book of Necromancy

Feel Death

Level 2 **Action**: Active **Type**: Detection

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	90	120
Req. Intelligence	6	8	10	12

Base: 100m area / MR 120 **Intermediate:** 250m area / MR 140
Advanced: 500m area / MR 160 **Arcane:** 1km area / MR 180
Maintenance: 5 / 10 / 10 /15

Free Access: **Level** 4

See The Great Beyond

Level 6 **Action**: Active **Type**: Effect
NOTE: No Max Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	90	120
Req. Intelligence	6	8	10	12

Base: Allows seeing Spectral Beings
Intermediate: Allows seeing Spectral Beings and souls waiting for The Call
Advanced: Allows seeing all class of Spiritual Beings
Arcane: Allows seeing all class of Spiritual Beings as well as anything of supernatural characteristics that is in the ambient
Maintenance: 5 / 10 / 10 / 15

Control Scavengers

Level 8 **Action**: Active **Type**: Effect
NOTE: Each creature must have Presence no higher than 20 20 isn't the Combined total Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	120	200	300
Req. Intelligence	6	8	11	13

Base: 10m area **Intermediate:** 150m area
Advanced: 500m area **Arcane:** 2km area
Maintenance: 5 / 10 / 10 / 15

Spectral Shield

Level 10 **Action**: Passive **Type**: Shield

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	60	80	100
Req. Intelligence	6	9	11	13

Base: Max MR140 **Intermediate:** Max MR180
Advanced: Max MR220 **Arcane:** Max MR260
Maintenance: 5 / 5 / 10 / 15

Drain Life

Level 12 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	140	230	320
Req. Intelligence	6	9	12	14

Base: MR100 **Intermediate:** MR140

Advanced: MR180 **Arcane:** MR240
Maintenance: No

Free Access: **Level** 14

Necromantic Detection

Level 16 **Action**: Active **Type**: Detection

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	120
Req. Intelligence	6	9	11	13

Base: MR120 / 20m area **Intermediate:** MR160 / 50m area
Advanced: MR200 / 100m area **Arcane:** MR240 / 150m area
Maintenance: 5 / 10 / 10 / 15

Talk to the Dead

Level 18 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Level 4 **Intermediate:** Level 8
Advanced: Level 12 **Arcane:** Level 16
Maintenance: 5 / 5 / 5 / 5

Necromantic Paralysis

Level 20 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	7	10	13	15

Base: 10m area / MR120 **Intermediate:** 25m area / MR140
Advanced: 50m area / MR160 **Arcane:** 100m area / MR180
Maintenance: 10 / 10 / 15 / 15

Necromitude

Level 22 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	14

Base: 50 Life Points **Intermediate:** 100 Life Points
Advanced: 150 Life Points **Arcane:** 250 Life Points
Maintenance: No

Free Access: **Level** 24

Death Beam

Level 26 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Damage 80 **Intermediate:** Damage 100
Advanced: Damage 140 **Arcane:** Damage 180
Maintenance: No

Raise Corpses

Level 28 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	300	450
Req. Intelligence	7	10	13	15

Base: 100 Presence Points (Max Level 0) **Intermediate:** 300 Presence Points (Max Level 1)
Advanced: 600 Presence Points (Max Level 2) **Arcane:** 1000 Presence Points (Max Level 3)
Maintenance: 10 / 20 / 25 / 30 *Daily*

Dead Body

Level 30 **Action**: Active **Type**: Effect

NOTE: While with negative life points, the character ignores penalties, including those inflicted by critical hits

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	14

Base: Level 3 **Intermediate:** Level 6
Advanced: Level 12 **Arcane:** Level 18
Maintenance: 10 / 10 / 15 / 15 *Daily*

Drain Magic

Level 32 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	140	220	300
Req. Intelligence	8	10	13	15

Base: MR140 **Intermediate:** MR180
Advanced: MR220 **Arcane:** MR260
Maintenance: No

Free Access: **Level** 34

Destroy Undead

Level 36 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	320
Req. Intelligence	8	10	13	15

Base: MR140 **Intermediate:** MR180
Advanced: MR220 **Arcane:** MR260
Maintenance: No

Drain Characteristics

Level 38 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	150	240	320
Req. Intelligence	8	10	13	15

Base: MR 140 **Intermediate:** MR 180
Advanced: MR 220 **Arcane:** MR 260
Maintenance: 5 / 10 / 15 / 15

Control Dead

Level 40 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	180	250
Req. Intelligence	9	11	14	16

Base: MR120 / 20m area **Intermediate:** MR140 / 50m area
Advanced: MR160 / 100m area **Arcane:** MR180 / 150m area
Maintenance: 10 / 15 / 20 / 25 *Daily*

Wither Life

Level 42 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	180	220
Req. Intelligence	9	12	14	16

Base: 10m area **Intermediate:** 20m area
Advanced: 30m area **Arcane:** 50m area
Maintenance: 10 / 15 / 20 / 25 *Daily*

Free Access: **Level** 44

Necromantic Shield

Level 46 **Action**: Passive **Type**: Shield

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	300
Req. Intelligence	9	11	13	15

Base: 1000 Resistance Points **Intermediate:** 2000 Resistance Points
Advanced: 3500 Resistance Points **Arcane:** 5000 Resistance Points
Maintenance: 5 / 10 / 15 / 15

Dominate Life

Level 48 **Action**: Passive **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	9	11	13	15

Base: MR100 **Intermediate:** MR120
Advanced: MR140 **Arcane:** MR160
Maintenance: 30 / 40 / 50 / 60 *Daily*

Vampire Stigma

Level 50 **Action**: Active **Type**: Effect
NOTE: On Damage Accumulation Creatures divide inflicted damage by the Life Accumulation Multiple of the creature to calculate how many Life Points are absorbed

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	180	240	300
Req. Intelligence	9	11	13	15

Base: 20% Absorption **Intermediate:** 40% Absorption
Advanced: 60% Absorption **Arcane:** 100% Absorption
Maintenance: 15 / 20 / 25 / 30

Spectral Form

Level 52 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	180	240	300
Req. Intelligence	10	12	14	16

Base: The caster is immaterial and can only be damaged by attacks capable of damaging energy
Intermediate: As Base, but those who touch the caster must pass a MR or PhR against double the caster's Presence, and if they fail they suffer all action penalty and Lose Life points equal to half their failure **Level**
Advanced: As Intermediate, but the caster gains Life Points equal to the Life Points lost by people that come

into contact with him
Arcane: As Advanced, but if people that come into contact fail their MR or PhR check by more than 40, they instantly die
Maintenance: 10 / 20 / 25 / 30

Free Access: **Level** 54

Necromantic Modification

Level 56 **Action**: Active **Type**: Effect
NOTE: Cannot be cast on living beings

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	200	300	400
Req. Intelligence	9	11	13	16

Base: 100DP **Intermediate:** 200DP
Advanced: 300DP **Arcane:** 400DP
Maintenance: 10 / 20 / 30 / 40

Summon Dead

Level 58 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	160	180
Req. Intelligence	9	12	14	16

Base: Max Level 3 **Intermediate:** Max Level 6
Advanced: Max Level 9 **Arcane:** Max Level 12
Maintenance: No

Raise Specters

Level 60 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: Max number of spirits 1 / Max Total Presence 100
Intermediate: Max number of spirits 2 / Max Total Presence 160
Advanced: Max number of spirits 4 / Max Total Presence 220
Arcane: Max number of spirits 6 / Max Total Presence 280
Maintenance: 20 / 25 / 30 / 35 *Daily*

Drain Life Force

Level 62 **Action**: Active **Type**: Spiritual
NOTE: The Aging Effect applies only if the caster decides so

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	180	240	300	360
Req. Intelligence	9	12	15	18

Base: MR100 **Intermediate:** MR130
Advanced: MR160 **Arcane:** MR190
Maintenance: No

Free Access: **Level** 64

Kill

Level 66 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	180	220

Req. Intelligence	10	12	14	16

Base: MR or PhR80 **Intermediate:** MR or PhR100
Advanced: MR or PhR120 **Arcane:** MR or PhR140
Maintenance: No

Soul Beam

Level 68 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	260	380	500
Req. Intelligence	9	11	13	16

Base: Damage 100 **Intermediate:** Damage 200
Advanced: Damage 300 **Arcane:** Damage 400
Maintenance: No

Necromantic Chimera

Level 70 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	360	500	800
Req. Intelligence	9	12	15	17

Base: Level 2 **Intermediate:** Level 6
Advanced: Level 10 **Arcane:** Level 13
Maintenance: 50 / 80 / 100 / 160 *Daily*

Life Perversion

Level 72 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	180	240	300	360
Req. Intelligence	10	13	15	18

Base: MR or PhR 100 **Intermediate:** MR or PhR 140
Advanced: MR or PhR 180 **Arcane:** MR or PhR 220
Maintenance: No

Free Access: **Level** 74

Vassalage

Level 76 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	360	450	540
Req. Intelligence	10	13	15	18

Base: MR or PhR 100 **Intermediate:** MR or PhR 140
Advanced: MR or PhR 180 **Arcane:** MR or PhR 220
Maintenance: No

Drain Souls

Level 78 **Action**: Active **Type**: Spiritual
NOTE: The caster can acquire powers and abilities as a being with Gnosis 30

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: MR120 **Intermediate:** MR140
Advanced: MR160 **Arcane:** MR180
Maintenance: No

Surpass Death

Level 80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	250	500	1000	2500
Req. Intelligence	10	13	15	17

Base: +100DP / Up to 100DP in Disadvantages
Intermediate: +200DP / Up to 100DP in Disadvantages
Advanced: +300DP / Up to 200DP in Disadvantages
Arcane: +400DP / Up to 200DP in Disadvantages
Maintenance: No

True Rise

Level 82 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	500	800	1200
Req. Intelligence	9	12	14	16

Base: Max Level 3 **Intermediate:** Max Level 6
Advanced: Max Level 9 **Arcane:** Max Level 12
Maintenance: No

Free Access: **Level** 84

Well of Life

Level 86 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	400	500	600
Req. Intelligence	10	12	14	16

Base: 50m area **Intermediate:** 250m area
Advanced: 500m area **Arcane:** 1km area
Maintenance: 15 / 20 / 25 / 30

Cursed Land

Level 88 **Action**: Active **Type**: Effect
NOTE: People whose Gnosis is 5 points higher than their Nature are raised as Specters

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	600	900	1500
Req. Intelligence	9	12	14	16

Base: 1km area **Intermediate:** 10km area
Advanced: 100km area **Arcane:** 1000km area
Maintenance: 35 / 60 / 90 / 150

Sustenance

Level 90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	10	13	16	18

Base: Max Presence 60 **Intermediate:** Max Presence 120
Advanced: Max Presence 240 **Arcane:** Max Presence 480
Maintenance: No

Raw Material

Level 92 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**

Zeon	350	500	900	1500
Req. Intelligence	12	14	16	18

Base: 1000 human bodies **Intermediate:** 10000 human bodies
Advanced: 100000 human bodies **Arcane:** 1000000 human bodies
Maintenance: No

Free Access: **Level** 94

Lord of the Dead

Level 96 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	600	1000	2000
Req. Intelligence	12	14	16	18

Base: MR140 / 100km area **Intermediate:** MR160 / 1000 km area
Advanced: MR180 / 10000 km area **Arcane:** MR200 / 100000 km area
Maintenance: 30 / 60 / 100 / 200 *Daily*

Come Back From The Dead

Level 98 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	400	800	1600	3200
Req. Intelligence	16	17	18	19

Base: Max Level 4 / up to one month since death
Intermediate: Max Level 8 / up to one year since death
Advanced: Max Level 12 / up to ten years since death
Arcane: Max Level 16 / up to one century since death
Maintenance: No

The Awakening

Level 100 **Action**: Active **Type**: Automatic
NOTE: Only people whose Gnosis is 15 points higher than their Natura are raised as undead with their full capabilities

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	900	2000	3500	5000
Req. Intelligence	17	18	19	20

Base: Level 4 **Intermediate:** Level 8
Advanced: Level 12 **Arcane:** Level 15
Maintenance: 45 / 100 / 175 / 250 *Daily*

Free Access: Level 1-10 (Slots 1-100)

Create Fire

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	110	130
Req. Intelligence	6	8	10	12

Base: 1 Intensity **Intermediate:** 3 Intensities
Advanced: 6 Intensities **Arcane:** 9 Intensities
Maintenance: 5 / 10 / 10 /15
Closed Path: Water

Move Objects

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	70	90	120
Req. Intelligence	5	8	10	12

Base: 10kg **Intermediate:** 50kg
Advanced: 100kg **Arcane:** 150kg
Maintenance: 5 / 10 / 10 /15
Closed Path: Destruction, Earth

Cleanliness

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	60	100	140
Req. Intelligence	5	8	10	12

Base: Max Presence 40 **Intermediate:** Max Presence 80
Advanced: Max Presence 120 **Arcane:** Max Presence 140
Maintenance: No
Closed Path: -

Jump

Level 1-10 **Action**: Active **Type**: Effect
NOTE: Does not allow reaching Inhuman **Level** in checks at lower casting **Level**s

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	140
Req. Intelligence	5	8	10	12

Base: +50 Jump **Intermediate:** +100 Jump
Advanced: +150 Jump/Allows reaching Inhuman in Jump checks
Arcane: +200 Jump/Allows reaching Zen in Jump checks
Maintenance: 5 / 10 / 10 / 15
Closed Path: Earth

Create Music

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	120
Req. Intelligence	5	8	10	12

Base: 10m area / Music 80 **Intermediate:** 50m area / Music 120
Advanced: 150m area / Music 180 **Arcane:** 250m area / Music 240

Maintenance: 5 / 5 / 5 / 10
Closed Path: Destruction

Opening

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	70	100	140
Req. Intelligence	5	8	10	12

Base: Lock Picking 80 **Intermediate:** Lock Picking 140
Advanced: Lock Picking 240 **Arcane:** Lock Picking 280
Maintenance: No
Closed Path: Destruction, Fire

Tie

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	160
Req. Intelligence	5	8	10	12

Base: Sleight of Hand 120 **Intermediate:** Sleight of Hand 140
Advanced: Sleight of Hand 180 **Arcane:** Sleight of Hand 240
Maintenance: No
Closed Path: Destruction, Illusion

Magic Detection

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	150
Req. Intelligence	5	8	10	12

Base: 25m area / Magic Appraisal 140 **Intermediate:** 100m area / Magic Appraisal 180
Advanced: 200m area / Magic Appraisal 200 **Arcane:** 300m area / Magic Appraisal 240
Maintenance: 5 / 5 / 10 / 10
Closed Path: Darkness

Stop Fall

Level 1-10 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	160	240
Req. Intelligence	5	8	10	12

Base: 50m fall / Max Presence 60 **Intermediate:** 150m fall / Max Presence 160
Advanced: 500m fall / Max Presence 240 **Arcane:** Unlimited height fall / Max Presence 320
Maintenance: 5 / 15 / 20 / 25
Closed Path: Earth

Undo Writing

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	160
Req. Intelligence	5	8	10	12

Base: 500 text characters / Max Presence 30 **Intermediate:** 5000 text characters / Max Presence 60
Advanced: 50000 text characters / Max Presence 90 **Arcane:** 250000 text characters / Max Presence 120
Maintenance: No
Closed Path: Creation

Static Message

Level 1-10 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	70	120	180
Req. Intelligence	5	8	10	12

Base: Max 50 words **Intermediate:** Max 150 words
Advanced: Max 250 words **Arcane:** Max 500 words
Maintenance: 5 / 10 / 15 / 20 *Daily*
Closed Path: Destruction

Change Color

Level 1-10 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	100	120
Req. Intelligence	5	8	10	12

Base: Max Presence 40 / MR100 **Intermediate:** Max Presence 60 / MR120
Advanced: Max Presence 80 / MR140 **Arcane:** Max Presence 100 / MR160
Maintenance: 5 / 5 / 5 / 10 *Daily*
Closed Path: Destruction

Free Access: Level 10-20 (Slots 10-100)

Create Sounds

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	50	120	160
Req. Intelligence	6	9	11	13

Base: At 50m **Intermediate:** At 200m
Advanced: At 500m **Arcane:** At 1km
Maintenance: 5 / 10 / 15 / 20
Closed Path: Destruction

Recreate Image

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	70	100	130
Req. Intelligence	6	9	11	13

Base: 1m2 Image **Intermediate:** 5m2 Image **Advanced:** 10m2 Image
Arcane: 15m2 Image / The Image seems real so a Notice Check of Very Difficult or a Search check of Medium is required to understand it's not real
Maintenance: 5 / 10 / 10 /15
Closed Path: Destruction

Enchant

Level 10-20 **Action**: Active **Type**: Effect
NOTE: Can be cast on multiple objects as far as the Maximum Presence affected is equal to or below the maximum

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	130
Req. Intelligence	6	9	11	13

Base: Max Presence 40 **Intermediate:** Max Presence 60
Advanced: Max Presence 90 **Arcane:** Max Presence 120
Maintenance: 5 / 5 / 10 / 10 *Daily*
Closed Path: -

Breathe Liquids

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	120	160
Req. Intelligence	6	9	11	13

Base: Max Presence 60 **Intermediate:** Max Presence 100
Advanced: Max Presence 200 **Arcane:** Max Presence 320
Maintenance: 5 / 10 / 10 / 15 *Daily*
Closed Path: Earth, Fire

Climb

Level 10-20 **Action**: Active **Type**: Effect
NOTE: Does not allow reaching Inhuman **Level** in checks at lower casting **Level**s

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	120	160
Req. Intelligence	6	9	11	13

Base: +50 Climb **Intermediate:** +100 Climb
Advanced: +150 Climb / Can reach Inhuman Levels in Climb checks
Arcane: +200 Climb / Can reach Zen Levels in Climb checks
Maintenance: 5 / 5 / 5 / 10
Closed Path: Air

Fog

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	120	180	240
Req. Intelligence	6	9	11	13

Base: 100m area **Intermediate:** 250m area
Advanced: 500m area **Arcane:** 1km area
Maintenance: 10 / 20 / 20 / 25 *Daily*
Closed Path: Fire

Slippery Area

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	100	160	240
Req. Intelligence	6	9	11	13

Base: 5m area **Intermediate:** 25m area **Advanced:** 50m area
Arcane: 100m area / Waking difficulty is increased to Very Hard, running to Impossible
Maintenance: 5 / 10 / 10 / 15
Closed Path: Fire

Repair

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Max Presence 30 **Intermediate:** Max Presence 50
Advanced: Max Presence 70 **Arcane:** Max Presence 90
Maintenance: No
Closed Path: Destruction, Illusion

Pass Without Leaving Trace

Level 10-20 **Action**: Active **Type**: Effect
NOTE: An Impossible Track check is required to find the traces

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	140	220	340
Req. Intelligence	6	9	11	13

Base: Max Presence 120 **Intermediate:** Max Presence 180
Advanced: Max Presence 240 / An Inhuman Track check is required to find the traces
Arcane: Max Presence 320 / A Zen Track check is required to find the traces
Maintenance: 10 / 15 / 25 / 35 *Daily*
Closed Path: Light

Attract Minor Vermin

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	140	180

Req. Intelligence	6	9	11	13

Base: Attracts 500 animals **Intermediate:** Attracts 10000 animals
Advanced: Attracts 100000 animals **Arcane:** Attracts various millions animals
Maintenance: 5 / 5 / 10 / 15
Closed Path: -

Infinite Bag

Level 10-20 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	40	80	100	120
Req. Intelligence	5	8	10	12

Base: X10 Capacity **Intermediate:** X30 Capacity
Advanced: X40 Capacity **Arcane:** X50 Capacity
Maintenance: 5 / 10 / 10 / 15 *Daily*
Closed Path: -

Inhumanity

Level 10-20 **Action**: Active **Type**: Effect
NOTE: No Max Presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	30	80	100	120
Req. Intelligence	6	9	11	13

Base: Can reach Inhumanity in a determined Ability
Intermediate: Can reach Inhumanity in all Abilities
Advanced: Can reach Inhumanity in all Abilities and Zen in a determined Ability
Arcane: Can reach Zen in all Abilities
Maintenance: 5 / 5 / 10 / 15 *Daily*
Closed Path: -

Free Access: Level 20-30 (Slots 20-100)

Clouds

Level 20-30 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	200	260
Req. Intelligence	6	9	11	13

Base: 100m area **Intermediate:** 250m area
Advanced: At 500m area **Arcane:** At 1km area
Maintenance: 10 / 15 / 20 / 30 *Daily*
Closed Path: Fire, Earth

Cause Fear

Level 20-30 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	10	12	14	16

Base: 5m area / MR100 **Intermediate:** 15m area / MR120
Advanced: 25m area / MR140 **Arcane:** 50m area / MR160
Maintenance: 10 / 15 / 15 / 20
Closed Path: Light

Magical Protection

Level 20-30 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: AT2 **Intermediate:** AT4
Advanced: AT6 **Arcane:** AT8
Maintenance: 10 / 10 / 15 / 15
Closed Path: Destruction

Magic Shield

Level 20-30 **Action**: Passive **Type**: Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	120	180	240
Req. Intelligence	6	9	11	13

Base: 300 Resistance Points **Intermediate:** 1000 Resistance Points
Advanced: 2000 Resistance Points **Arcane:** 3000 Resistance Points
Maintenance: 10 / 20 / 20 / 25
Closed Path: Destruction

Speed

Level 20-30 **Action**: Active **Type**: Effect
NOTE: Halve Movement bonus beyond 12

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	6	9	11	13

Base: +1Movement / +20 Initiative **Intermediate:** +2Movement / +40 Initiative
Advanced: +4Movement / +60 Initiative **Arcane:** +6Movement / +80 Initiative

Maintenance: 10 / 10 / 15 / 15
Closed Path: Earth

Serenity

Level 20-30 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	70	100	130
Req. Intelligence	6	9	11	13

Base: MR120 **Intermediate:** MR140
Advanced: MR160 **Arcane:** MR180
Maintenance: 5 / 10 / 10 / 15
Closed Path: Fire, Darkness

Net

Level 20-30 **Action**: Active **Type**: Effect/Attack
NOTE: It's affected only by Supernatural and Heat attacks

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: 3m2 / 500 Life Points **Intermediate:** 6m2 / 750 Life Points
Advanced: 9m2 / 1000 Life Points **Arcane:** 12m2 / 1500 Life Points / Trap with Strength12
Maintenance: 5 / 5 / 10 / 10
Closed Path: -

Understand Languages

Level 20-30 **Action**: Active **Type**: Effect
NOTE: No max Presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	160	200	240
Req. Intelligence	7	10	12	15

Base: Affects basic languages, spoken and known by many people in all countries of the world
Intermediate: Affects strange and unusual languages, spoken by minorities or no longer used in any society
Advanced: Affects unique languages and completely forgotten languages
Arcane: Affects all languages
Maintenance: 20 / 35 / 40 / 50 *Daily*
Closed Path: -

Levitation

Level 20-30 **Action**: Active **Type**: Effect
NOTE: No max Presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	80	100	120
Req. Intelligence	6	9	11	13

Base: Flight Value 4 **Intermediate:** Flight Value 6
Advanced: Flight Value 8 **Arcane:** Flight Value 10
Maintenance: 5 / 10 / 10 / 15
Closed Path: Earth

Send Message

Level 20-30 **Action**: Active **Type**: Effect
NOTE: The message can be in any language

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**

Zeon	80	100	120	140
Req. Intelligence	6	9	11	13

Base: 10km / 500 words **Intermediate:** 100km / 1000 words
Advanced: 250km / 2500 words **Arcane:** 1000km / 5000 words
Maintenance: No
Closed Path: -

Contraceptive Protection

Level 20-30 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Max Presence 80 **Intermediate:** Max Presence 180
Advanced: Max Presence 260 **Arcane:** Max Presence 380
Maintenance: 5 / 5 / 10 / 10 *Daily*
Closed Path: -

Close With Magic

Level 20-30 **Action**: Active **Type**: Effect
NOTE: No Max Level of Difficulty

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	6	9	11	13

Base: +1 difficulty Level **Intermediate:** +2 difficulty Levels
Advanced: +3 difficulty Levels **Arcane:** +4 difficulty Levels
Maintenance: No
Closed Path: Destruction

Free Access: Level 30-40 (Slots 30-100)

True Close

Level 30-40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	200	240
Req. Intelligence	7	10	12	14

Base: Max Presence 20 **Intermediate:** Max Presence 40
Advanced: Max Presence 60 **Arcane:** Max Presence 80
Maintenance: 5 / 10 / 10 / 15 *Daily*
Closed Path: -

Purification

Level 30-40 **Action**: Active **Type**: Effect
NOTE: No Max Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	7	10	12	14

Base: Max Poison Level 30 **Intermediate:** Max Poison Level 50
Advanced: Max Poison Level 70 **Arcane:** Max Poison Level 90
Maintenance: No
Closed Path: Creation

Change of Outlook

Level 30-40 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	7	10	12	14

Base: MR100 **Intermediate:** MR110
Advanced: MR120 **Arcane:** ME130
Maintenance: 10 / 10 / 15 / 15 *Daily*
Closed Path: Destruction

Alter Size

Level 30-40 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	140	180
Req. Intelligence	7	10	12	14

Base: Alters Size 2 points / MR100 **Intermediate:** Alters Size 4 points / MR120
Advanced: Alters Size 6 points / MR140 **Arcane:** Alters Size 8 points / MR160
Maintenance: 10 / 10 / 15 / 20
Closed Path: Destruction

Invoke Aggressiveness

Level 30-40 **Action**: Active **Type**: Automatic
NOTE: Only MR check allowed

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	7	10	12	14

Base: 20m area / MR80 **Intermediate:** 40m area / MR100
Advanced: 60m area / MR120 **Arcane:** 80m area / MR140

Maintenance: 10 / 10 / 15 / 15
Closed Path: Light

Eliminate Spells

Level 30-40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	240	280
Req. Intelligence	7	10	12	14

Base: Up to Zeon value 60 **Intermediate:** Up to Zeon value 80
Advanced: Up to Zeon value 100 **Arcane:** Up to Zeon value 120
Maintenance: No
Closed Path: Creation

Resistance to Pain

Level 30-40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	11	14

Base: +50 Withstand Pain **Intermediate:** +100 Withstand Pain
Advanced: +150 Withstand Pain / Can achieve Inhumanity in Withstand Pain checks
Arcane: +200 Withstand Pain / Can achieve Zen in Withstand Pain checks
Maintenance: 10 / 10 / 15 / 15 *Daily*
Closed Path: Essence

Magic Beam

Level 30-40 **Action**: Active **Type**: Attack

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	11	14

Base: Damage 40 **Intermediate:** Damage 60
Advanced: Damage 80 **Arcane:** Damage 100
Maintenance: No
Closed Path: Creation

Eliminate Dreams

Level 30-40 **Action**: Active **Type**: Spiritual
NOTE: If cast on a character in The Wake, that character is immediately banished to the real world

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	50	100	150	200
Req. Intelligence	6	9	11	14

Base: MR120 **Intermediate:** MR160
Advanced: MR200 **Arcane:** MR240
Maintenance: 5 / 10 / 15 / 15 *Daily*
Closed Path: Light, Darkness

Extend Presence

Level 30-40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	150	200	250
Req. Intelligence	7	10	12	15

Base: 5m **Intermediate:** 25m **Advanced:** 50m
Arcane: 100m / The spell also creates copies of the objects brought by the character allowing him to use them

with his expanded presence
Maintenance: 10 / 15 / 20 / 25 *Daily*
Closed Path: -

Heal Diseases

Level 30-40 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	140	200	300
Req. Intelligence	8	11	13	16

Base: Max Disease Level 30 / Max Presence 80 **Intermediate:** Max Disease Level 50 / Max Presence 120
Advanced: Max Disease Level 70 / Max Presence 180 **Arcane:** Max Disease Level 100 / Max Presence 240
Maintenance: No
Closed Path: -

Sense Feelings

Level 30-40 **Action**: Active **Type**: Detection

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	7	10	13	16

Base: 50m area / MR or PsR120 **Intermediate:** 100m area / MR or PsR140
Advanced: 250m area / MR or PsR160 **Arcane:** 500m area / MR or PsR180
Maintenance: 5 / 5 / 10 / 10
Closed Path: None

Free Access: Level 40-50 (Slots 40-100)

Cancel Magic

Level 40-50 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	240	280
Req. Intelligence	8	10	12	14

Base: Max Zeon Value 60 / 10m area **Intermediate:** Max Zeon Value 100 / 25m area
Advanced: Max Zeon Value 140 / 50m area **Arcane:** Max Zeon Value 180 / 100m area
Maintenance: 10 / 10 / 15 / 15
Closed Path: Creation

Undo

Level 40-50 **Action**: Active **Type**: Effect
NOTE: No Max Presence Affected

Casting **Level**	Base	Intermediate	Advanced	Arcane
Zeon	100	140	180	240
Req. Intelligence	8	10	12	15

Base: 50kg / MR80 **Intermediate:** 100kg / MR100
Advanced: 250kg / MR120 **Arcane:** 500kg / MR140
Maintenance: No
Closed Path: Creation

Curse

Level 40-50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	350	500	700
Req. Intelligence	8	10	13	16

Base: The Curse only affects very concrete actions, like getting in love with someone or writing a poem for the king and simply causes accidents that impede the character to fully accomplish what he wishes / MR120
Intermediate: The Curse also affects generic **actions**, like getting in love, fight, helping others, it causes real bad luck not allowing the target to reach his objective or in case of primary or secondary abilities, apply a -60 penalty each time he utilizes it / MR140
Advanced: The Curse affects any action or condition and causes all classes of negative conditions to the target (pain, bleeding, muteness) or, in case of cursing an ability, it causes a penalty of -80 each time it's utilized / MR160
Arcane: The Curse can have any level of complexity and cause major effects, including death to those that operate within its bonds / MR180
Maintenance: 10 / 20 / 25 / 35 *Daily*
Closed Path: -

Read Minds

Level 40-50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	160	200	240
Req. Intelligence	8	10	12	15

Base: MR or PsR 80 **Intermediate:** MR or PsR 120
Advanced: MR or PsR 140 **Arcane:** MR or PsR 180
Maintenance: 10 / 20 / 20 / 25
Closed Path: Darkness

Alter Energy

Level 40-50 **Action**: Active **Type**: Spiritual

NOTE: This spell does not damage Elemental Beings, but alters their elemental nature

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	160	200	240
Req. Intelligence	8	10	12	14

Base: 10 Intensities / MR120 **Intermediate:** 15 Intensities / MR140

Advanced: 20 Intensities / MR160 **Arcane:** 25 Intensities / MR180

Maintenance: 10 / 20 / 20 / 25 *Daily*

Closed Path: Destruction

Send Dreams

Level 40-50 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	8	10	12	15

Base: The dream shall be very vague and not explanatory, allowing only showing fragmented images, unconnected phrases and sounds

Intermediate: The dream shall be vague but will allow showing the dreamer sequences and places

Advanced: The message shall be clear, transmitting a comprehensible message as well as images and sequences created by the caster

Arcane: The dreams shall be completely clear and hold a vague conscience as that of the caster, allowing the dreamer to interact with them and make suppositions

Maintenance: No

Closed Path: -

Friendship

Level 40-50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	180	220
Req. Intelligence	8	10	12	14

Base: MR or PsR 120 **Intermediate:** MR or PsR 140

Advanced: MR or PsR 160 **Arcane:** MR or PsR 180

Maintenance: 10 / 15 / 20 / 25 *Daily*

Closed Path: Darkness

Cause Sickness

Level 40-50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	100	140	200
Req. Intelligence	8	10	12	15

Base: Level 30 Disease **Intermediate:** Level 50 Disease

Advanced: Level 70 Disease **Arcane:** Level 90 Disease

Maintenance: No

Closed Path: Illusion, Water

Quick Transport

Level 40-50 **Action**: Active **Type**: Spiritual

NOTE: No Max Presence Affected Does not allow transporting someone in an unnatural position like in the middle of air

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150

Req. Intelligence	6	9	12	15

Base: 25m **Intermediate:** 100m
Advanced: 200m **Arcane:** 350m
Maintenance: No
Closed Path: Earth

Slow

Level 40-50 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	8	10	12	15

Base: -2Movement / MR120 **Intermediate:** -4Movement / MR140
Advanced: -8Movement / MR160 **Arcane:** -12Movement / MR180
Maintenance: 10 / 10 / 15 / 15
Closed Path: Air

Show The Invisible

Level 40-50 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: 25m area / MR120 **Intermediate:** 50m area / MR160
Advanced: 100m area / MR200 **Arcane:** 250m area / MR240
Maintenance: 5 / 5 / 10 / 10
Closed Path: Darkness

Absorb Information

Level 40-50 **Action**: Active **Type**: Effect
NOTE: Memorize checks to remember information acquired through this spell are reduced in difficulty by 2 **Level**s

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	180	320	500
Req. Intelligence	8	10	12	16

Base: A short and not very complex book **Intermediate:** A big volume of great complexity
Advanced: The equivalent of an encyclopedia **Arcane:** The knowledge of an entire library
Maintenance: No
Closed Path: -

Free Access: Level 50-60 (Slots 50-100)

Blindness

Level 50-60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	8	10	13	15

Base: MR100 / 5m area **Intermediate:** MR120 / 25m area
Advanced: MR140 / 50m area **Arcane:** MR160 / 100m area
Maintenance: 10 / 15 / 20 / 20
Closed Path: Creation, Light

Visualize Cartography

Level 50-60 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	8	10	13	15

Base: 25km area **Intermediate:** 100km area
Advanced: 250km area **Arcane:** 1000km area
Maintenance: No
Closed Path: Darkness

Deafness

Level 50-60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	13	15

Base: 5m area / MR120 **Intermediate:** 25m area / MR140
Advanced: 50m area / MR160 **Arcane:** 100m area / MR180
Maintenance: 5 / 5 / 10 / 10
Closed Path: Creation

Inability to Speak

Level 50-60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	14

Base: 5m area / MR120 **Intermediate:** 25m area / MR150
Advanced: 50m area / MR190 **Arcane:** 100m area / MR220
Maintenance: 5 / 5 / 10 / 10
Closed Path: Creation

Heal Wounds

Level 50-60 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	180	220
Req. Intelligence	8	10	13	16

Base: Life Points 40 **Intermediate:** Life Points 80
Advanced: Life Points 160 **Arcane:** Life Points 320
Maintenance: No
Closed Path: Destruction

Eliminate Fatigue

Level 50-60 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	14

Base: 1 Fatigue point **Intermediate:** 3 Fatigue point
Advanced: 5 Fatigue point **Arcane:** 7 Fatigue point
Maintenance: No
Closed Path: Darkness

Magic Saddle

Level 50-60 **Action**: Active **Type**: Effect
NOTE: The creature has Athleticism 200

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	140	180	220
Req. Intelligence	8	10	12	15

Base: Movement 10, 500 Life Points, Strength 10, Max Size 20
Intermediate: Movement 12, 1000 Life Points, Strength 12, Max Size 22
Advanced: Movement 14, 1500 Life Points, Strength 14, Max Size 24
Arcane: Movement 15, 2000 Life Points, Strength 15, Max Size 28
Maintenance: 10 / 15 / 15 / 20 *Daily*
Closed Path: Illusion

Walk on Walls

Level 50-60 **Action**: Active **Type**: Effect
NOTE: No Max Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	80	100	120
Req. Intelligence	8	10	12	15

Base: Can move up to with Movement equal to ¼ of Base Movement
Intermediate: Can move up to with Movement equal to ½ of Base Movement
Advanced: Can move with full Movement
Arcane: Can move or stand still with absolute control on any surface, such as a falling feather, a thread or jumping from a drop of rain to another
Maintenance: 5 / 5 / 10 / 10
Closed Path: Water

Merge With Body

Level 50-60 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	60	90	120	150
Req. Intelligence	6	9	12	15

Base: Max Presence 80 **Intermediate:** Max Presence 180
Advanced: Max Presence 280 **Arcane:** Max Presence 320
Maintenance: 15 / 20 / 25 / 30 *Daily*
Closed Path: Destruction

Acid Cloud

Level 50-60 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	160	240	320

Req. Intelligence	8	10	13	16

Base: PhR120 / 5m area / Flight Movement 6 **Intermediate:** PhR140 / 10m area / Flight Movement 8
Advanced: PhR160 / 20m area / Flight Movement 10 **Arcane:** PhR180 / 50m area / Flight Movement 12
Maintenance: 10 / 20 / 25 / 35
Closed Path: Earth

Leave Unprotected

Level 50-60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	10	12	14

Base: -2AT / MR140 **Intermediate:** -4AT / MR160
Advanced: -6AT / MR180 **Arcane:** -8AT / MR200
Maintenance: 10 / 10 / 15 / 15
Closed Path: Creation

Sleep

Level 50-60 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	8	10	12	14

Base: 10m area / MR80 **Intermediate:** 25m area / MR100
Advanced: 50m area / MR120 **Arcane:** 100m area / MR140
Maintenance: 10 / 10 / 15 / 15 *Daily*
Closed Path: -

Free Access: Level 60-70 (Slots 60-100)

Increase Psychic Characteristics

Level 60-70 **Action**: Active **Type**: Effect

NOTE: Once a characteristic goes over 12, halve its increments

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	9	11	14	16

Base: +1 to the characteristic **Intermediate:** +3 to the characteristic

Advanced: +5 to the characteristic **Arcane:** +7 to the characteristic

Maintenance: 10 / 15 / 15 / 20

Closed Path: Destruction

Minor Alteration

Level 60-70 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	160	240	320
Req. Intelligence	9	11	14	16

Base: Max Presence 30 **Intermediate:** Max Presence 50

Advanced: Max Presence 70 **Arcane:** Max Presence 100

Maintenance: 5 / 10 / 15 / 20

Closed Path: Destruction

Create Emotion

Level 60-70 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	220	280
Req. Intelligence	8	11	13	16

Base: MR or PsR 120 **Intermediate:** MR or PsR 140

Advanced: MR or PsR 160 **Arcane:** MR or PsR 180

Maintenance: 15 / 20 / 25 / 30 *Daily*

Closed Path: Illusion

Paralyze

Level 60-70 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	240	280
Req. Intelligence	8	9	13	16

Base: 10m area / MR80 **Intermediate:** 25m area / MR100

Advanced: 50m area / MR120 **Arcane:** 100m area / MR140

Maintenance: 15 / 20 / 25 / 30

Closed Path: Air

Increase Physical Characteristics

Level 60-70 **Action**: Active **Type**: Effect

NOTE: Once a characteristic goes over 12, halve its increments

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	9	11	14	16

Base: +1 to the characteristic **Intermediate:** +3 to the characteristic

Advanced: +5 to the characteristic **Arcane:** +7 to the characteristic

Maintenance: 10 / 10 / 15 / 20
Closed Path: Destruction

Magical Weapon

Level 60-70 **Action**: Active **Type**: Effect
NOTE: No Max Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	240	280
Req. Intelligence	9	11	14	16

Base: +5 Quality **Intermediate:** +10 Quality
Advanced: +15 Quality **Arcane:** +20 Quality
Maintenance: 15 / 20 / 25 / 30 *Daily*
Closed Path: Destruction

Weakness

Level 60-70 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	9	11	14	16

Base: MR120 **Intermediate:** MR140
Advanced: MR160 **Arcane:** MR180
Maintenance: 10 / 10 / 15 / 15
Closed Path: Creation

Body to Magic

Level 60-70 **Action**: Active **Type**: Effect
NOTE: No Max Presence Affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	10	11	13	16

Base: Can only be damaged by attacks that can damage Energy
Intermediate: As Base, but allows to move through anything material that cannot touch energy
Advanced: As Intermediate, but gain +10MA
Arcane: As Advanced, but all damage from magic effects and spells is halved
Maintenance: 10 / 15 / 15 / 20
Closed Path: Earth

Resist

Level 60-70 **Action**: Passive **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	8	11	13	16

Base: +20 to one Resistance **Intermediate:** +40 to one Resistance
Advanced: +60 to one Resistance **Arcane:** +80 to one Resistance
Maintenance: 20 / 20 / 25 / 30
Closed Path: Destruction

Forgetfulness

Level 60-70 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	160	200	240
Req. Intelligence	8	11	13	16

Base: MR or PsR120 **Intermediate:** MR or PsR140
Advanced: MR or PsR160 **Arcane:** MR or PsR180
Maintenance: No
Closed Path: Essence

Rejection

Level 60-70 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	180	220
Req. Intelligence	8	11	13	16

Base: Max Presence 30 / Strength 8 **Intermediate:** Max Presence 40 / Strength 10
Advanced: Max Presence 50 / Strength 12 **Arcane:** Max Presence 60 / Strength 14
Maintenance: 5 / 5 / 10 / 15 *Daily*
Closed Path: Essence, Water

Plague

Level 60-70 **Action**: Active **Type**: Automatic
NOTE: No MR allowed

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	140	200	240	280
Req. Intelligence	8	11	13	16

Base: 1km area / Max Disease Level 20
Intermediate: 5km area / Max Disease Level 40
Advanced: 10km area / Max Disease Level 60
Arcane: 25km area / Max Disease Level 80 / The DR for the disease is increased by +10
Maintenance: No
Closed Path: Illusion

Free Access: Level 70-80 (Slots 70-100)

Uselessness

Level 70-80 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	120	180	240	300
Req. Intelligence	8	11	13	16

Base: MR120 **Intermediate:** MR140
Advanced: MR180 **Arcane:** MR220
Maintenance: 15 / 20 / 25 / 30
Closed Path: Water

Levitation Sphere

Level 70-80 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	300
Req. Intelligence	8	11	13	16

Base: MR80 / 25m area **Intermediate:** MR100 / 150m area
Advanced: MR120 / 250m area **Arcane:** MR140 / 350m area
Maintenance: 15 / 20 / 25 / 30 *Daily*
Closed Path: Earth, Water

Flight

Level 70-80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	8	11	13	16

Base: Flight 8 **Intermediate:** Flight 10
Advanced: Flight 12 **Arcane:** Flight 14
Maintenance: 5 / 10 / 10 / 10
Closed Path: Earth

Dominion

Level 70-80 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	200	240	280
Req. Intelligence	9	11	13	16

Base: MR or PsR100 **Intermediate:** MR or PsR120
Advanced: MR or PsR140 **Arcane:** MR or PsR160
Maintenance: 20 / 20 / 25 / 30
Closed Path: -

Defensive Erudition

Level 70-80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	9	11	13	16

Base: +20 Defensive Projection **Intermediate:** +30 Defensive Projection
Advanced: +40 Defensive Projection **Arcane:** +50 Defensive Projection
Maintenance: 10 / 10 / 15 / 15
Closed Path: Destruction

Invisibility

Level 70-80 **Action**: Active **Type**: Effect

NOTE: No Max Presence

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	160	200	240	280
Req. Intelligence	9	11	13	16

Base: Notice against Impossible and Search against Absurd
Intermediate: Notice against Inhuman and Search against Almost Impossible
Advanced: Notice against Zen and Search against Impossible
Arcane: Cannot be perceived with the sense of sight
Maintenance: 20 / 20 / 25 / 30
Closed Path: Essence

Deflect Trajectory

Level 70-80 **Action**: Passive **Type**: Effect / Defense

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	160	220	300
Req. Intelligence	9	11	13	16

Base: MR140 **Intermediate:** MR160
Advanced: MR200 **Arcane:** MR240
Maintenance: No
Closed Path: Fire

Stall Spell

Level 70-80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	250	300
Req. Intelligence	9	11	13	16

Base: Max Zeon 80 **Intermediate:** Max Zeon 120
Advanced: Max Zeon 180 **Arcane:** Max Zeon 240
Maintenance: No
Closed Path: Air

Containment

Level 70-80 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	9	11	14	16

Base: MR120 / 10m area **Intermediate:** MR140 / 25m area
Advanced: MR160 / 50m area **Arcane:** MR180 / 100m area
Maintenance: 40 / 50 / 60 / 65 *Daily*
Closed Path: -

Detection Mark

Level 70-80 **Action**: Active **Type**: Effect / Spiritual

NOTE: No Max Presence Affected, but the Mark is effective within a maximum distance depending on casting Level

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	120	140	160
Req. Intelligence	9	11	13	16

Base: MR120 / 10km **Intermediate:** MR140 / 100km

Advanced: MR160 / 1000km **Arcane:** MR180 / Any distance
Maintenance: 10 / 15 / 15 / 20 *Daily*
Closed Path: Darkness

Offensive Erudition

Level 70-80 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	120	160	200
Req. Intelligence	9	11	13	16

Base: +20 Offensive Projection **Intermediate:** +30 Offensive Projection
Advanced: +40 Offensive Projection **Arcane:** +50 Offensive Projection
Maintenance: 10 / 10 / 15 / 15
Closed Path: Creation

Perfect Target

Level 70-80 **Action**: Active **Type**: Effect
NOTE: No Max Presence affected

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	80	100	120	140
Req. Intelligence	9	11	13	16

Base: +40 Attack Ability **Intermediate:** +60 Attack Ability
Advanced: +80 Attack Ability **Arcane:** +100 Attack Ability
Maintenance: No
Closed Path: -

Free Access: Level 80-90 (Slots 80-100)

Disenchantment

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	250	320	400
Req. Intelligence	10	13	15	17

Base: Max Presence 80 **Intermediate:** Max Presence 100
Advanced: Max Presence 120 **Arcane:** Max Presence 140
Maintenance: No
Closed Path: Creation

Natural Spell

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	350	420	480	540
Req. Intelligence	10	13	15	17

Base: Max Zeon Value 100 **Intermediate:** Max Zeon Value 140
Advanced: Max Zeon Value 180 **Arcane:** Max Zeon Value 220
Maintenance: 70 / 85 / 100 / 110 *Daily*
Closed Path: -

Immortality

Level 80-90 **Action**: Active **Type**: Effect
NOTE: No Max Presence Affected Base **Level** casting only makes the target immune to aging effects

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	400	500	600
Req. Intelligence	10	13	15	17

Base: Immunity to aging
Intermediate: As Base, but also grants immunity to natural Poisons and Diseases
Advanced: As Intermediate, but the character cannot die of bleeding-out or physical damage of natural origin
Arcane: As Advanced, but the character can suffer any Level of physical damage without dying unless he suffers a lethal Critical on one of his vulnerable points Note that he normally suffers Action penalties due to damage
Maintenance: 15 / 20 / 25 / 30 *Daily*
Closed Path: Destruction

Eliminate Needs

Level 80-90 **Action**: Active **Type**: Effect
NOTE: No Max Presence Affected Base **Level** does not grant immunity to weather, but to fatigue Nevertheless it allows normally to spend Fatigue Points and penalties for low fatigue are ignored

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	360	420	480
Req. Intelligence	10	12	14	16

Base: As described
Intermediate: As Base, but the character is also immune to natural climatic effects
Advanced: As Intermediate, but the character is immune to all action penalties caused by natural effects
Arcane: As Advanced, but the character recovers 1 Fatigue Point per turn
Maintenance: 15 / 20 / 25 / 25 *Daily*
Closed Path: Essence

Steal Spell

Level 80-90 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	280	340	400
Req. Intelligence	10	12	14	16

Base: Max Zeon Value 120 / MR120 **Intermediate:** Max Zeon Value 180 / MR140
Advanced: Max Zeon Value 240 / MR160 **Arcane:** Max Zeon Value 300 / MR180
Maintenance: No
Closed Path: -

Gate

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	500	600	700	800
Req. Intelligence	10	12	14	16

Base: 5m opening / 1000km distance / 500 Presence per day
Intermediate: 15m opening / 5000km distance / 1000 Presence per day
Advanced: 25m opening / 25000km distance / 2000 Presence per day
Arcane: 50m opening / any distance / Any Presence per day
Maintenance: 25 / 30 / 35 / 40 *Daily*
Closed Path: -

Magic Prism

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: 400 Zeon Points **Intermediate:** 800 Zeon Points
Advanced: 1500 Zeon Points **Arcane:** 3000 Zeon Points
Maintenance: 10 / 15 / 15 / 20 *Daily*
Closed Path: Destruction

Location

Level 80-90 **Action**: Active **Type**: Detection

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	360	420	480
Req. Intelligence	10	12	14	16

Base: 100km / MR120 **Intermediate:** 1000km / MR140
Advanced: 10000km / MR180 **Arcane:** Any distance / MR220
Maintenance: No
Closed Path: Darkness

Physical Immunity

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	240	280	320
Req. Intelligence	10	12	14	16

Base: Max Presence 60 **Intermediate:** Max Presence 80
Advanced: Max Presence 100 **Arcane:** Max Presence 120
Maintenance: 10 / 15 / 15 / 20 *Daily*
Closed Path: Essence

Spell Return

Level 80-90 **Action**: Passive **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	150	200	240	280
Req. Intelligence	10	12	14	16

Base: Max Zeon Value 100 **Intermediate:** Max Zeon Value 120
Advanced: Max Zeon Value 140 **Arcane:** Max Zeon Value 160
Maintenance: No
Closed Path: -

Prepare Spell

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	360	420
Req. Intelligence	10	12	14	16

Base: Spell's Max Zeon Value 100 **Intermediate:** Spell's Max Zeon Value 200
Advanced: Spell's Max Zeon Value 300 **Arcane:** Spell's Max Zeon Value 400
Maintenance: 20 / 30 / 40 / 45 *Daily*
Closed Path: -

Teletransportation

Level 80-90 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	480	560	640
Req. Intelligence	10	12	14	16

Base: 50km / Max Presence 80 **Intermediate:** 1000km / Max Presence 180
Advanced: 5000km / Max Presence 240 **Arcane:** 10000km / Max Presence 320
Maintenance: No
Closed Path: Earth

Free Access: Level 90-100

Eye of Time

Level 90-100 **Action**: Active **Type**: Effect

NOTE: No limits of stepping back and forth

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	11	13	15	17

Base: 10 years **Intermediate:** 100 years
Advanced: 1000 years **Arcane:** Any time lapse
Maintenance: 10 / 15 / 20 / 25
Closed Path: Darkness

Seal

Level 90-100 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	360	420	480
Req. Intelligence	11	13	15	17

Base: Affects spells in casting Base Level **Intermediate:** Affects spells in casting Intermediate Level
Advanced: Affects spells in casting Advanced Level **Arcane:** Affects spells in casting Arcane Level
Maintenance: No
Closed Path: -

The Gift of Knowledge

Level 90-100 **Action**: Active **Type**: Effect

NOTE: No more than +340 can be allocated to a single Intellectual Secondary Ability

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	10	12	14	16

Base: +100 points **Intermediate:** +250 points
Advanced: +400 points **Arcane:** +600 points
Maintenance: 30 / 45 / 60 / 75 *Daily*
Closed Path: Destruction

Shield Against Powers

Level 90-100 **Action**: Active **Type**: Automatic

NOTE: Not even the caster may use Powers anymore within the selected area

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	360	420	480
Req. Intelligence	11	13	15	17

Base: 50m area / Zeon 100 / Psychic Potential 140 / Ki Cost 8 / Summoning below 180
Intermediate: 150m area / Zeon 150 / Psychic Potential 180 / Ki Cost 14 / Summoning below 240
Advanced: 300m area / Zeon 200 / Psychic Potential 240 / Ki Cost 22 / Summoning below 280
Arcane: 500m area / Zeon 250 / Psychic Potential 280 / Ki Cost 30 / Summoning below 320
Maintenance: 30 / 40 / 45 / 50 *Daily*
Closed Path: Creation

Strengthen Magic

Level 90-100 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	360	480	600

Req. Intelligence	11	13	15	17

Base: +50 Zeon value to spells **Intermediate:** +100 Zeon value to spells
Advanced: +150 Zeon value to spells **Arcane:** +250 Zeon value to spells
Maintenance: 20 / 40 / 50 / 60 *Daily*
Closed Path: Destruction

Conditioning

Level 90-100 **Action**: Active **Type**: Effect
NOTE: The conditioned spell will activate at the end of the turn its conditions are satisfied

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	400	500	600
Req. Intelligence	11	13	15	17

Base: Max Zeon 100 **Intermediate:** Max Zeon 150
Advanced: Max Zeon 200 **Arcane:** Max Zeon 250
Maintenance: 30 / 40 / 50 / 60 *Daily*
Closed Path: -

Possession

Level 90-100 **Action**: Active **Type**: Spiritual
NOTE: When possessing Damage Accumulation beings, the caster suffers damage from energy damaging effects equal to 1/10 of damage suffered by the creature, regardless of its damage multiplier

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	300	400	500	600
Req. Intelligence	10	12	14	16

Base: MR120 **Intermediate:** MR140
Advanced: MR180 **Arcane:** MR220
Maintenance: 30 / 40 / 50 / 60 *Daily*
Closed Path: -

Imitate Spells

Level 90-100 **Action**: Active **Type**: Effect (variable)

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	360	420
Req. Intelligence	10	12	14	16

Base: Max Zeon Value 100 **Intermediate:** Max Zeon Value 150
Advanced: Max Zeon Value 200 **Arcane:** Max Zeon Value 250
Maintenance: As per Imitated Spell
Closed Path: Destruction

Innate Magic

Level 90-100 **Action**: Active **Type**: Effect

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	200	300	400	500
Req. Intelligence	10	12	14	16

Base: 25m area / +10 Zeon Value to Innate Magic
Intermediate: 100m area / +20 Zeon Value to Innate Magic
Advanced: 250m area / +30 Zeon Value to Innate Magic
Arcane: 500m area / +40 Zeon Value to Innate Magic
Maintenance: 50 / 60 / 70 / 80 *Daily*
Closed Path: -

Link Maintenance

Level 90-100 **Action**: Active **Type**: Spiritual

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	100	150	200	250
Req. Intelligence	10	12	14	16

Base: MR120 **Intermediate:** MR140
Advanced: MR160 **Arcane:** MR180
Maintenance: No
Closed Path: -

The Magistrate

Level 90-100 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	450	600	800	1000
Req. Intelligence	12	14	16	18

Base: 50m Area / MR140 **Intermediate:** 100m Area / MR180
Advanced: 500m Area / MR220 **Arcane:** 1km Area / MR260
Maintenance: 45 / 60 / 80 / 100 *Daily*
Closed Path: -

Predestination

Level 90-100 **Action**: Active **Type**: Automatic

Casting Level	**Base**	**Intermediate**	**Advanced**	**Arcane**
Zeon	600	900	1200	1500
Req. Intelligence	12	15	17	19

Base: MR140 **Intermediate:** MR170
Advanced: MR200 **Arcane:** MR240
Maintenance: No
Closed Path: -