

# PUNCH

Touch your target and hit them with an invisible psychokinetic force, like a bruising punch.

(INDIRECT)

P. 283

P

TYPE

T

RANGE

S

DAMAGE

I

DURATION

F-6

DRAIN

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COMBAT SPELL

# CLOUT

Smack your target at range with an invisible psychokinetic force, like a bruising punch.

(INDIRECT)

P. 284

P

TYPE

LOS

RANGE

S

DAMAGE

I

DURATION

F-3

DRAIN

COMBAT SPELL

# BLAST

Smack multiple targets at range with an invisible psychokinetic force, like a bruising punch.

(INDIRECT)

P. 284

P

TYPE

LOS (A)

RANGE

S

DAMAGE

I

DURATION

F

DRAIN

COMBAT SPELL

# DEATH TOUCH

Trigger massive cellular necrosis with a single touch. lck.

(DIRECT)

P. 284

M

TYPE

T

RANGE

P

DAMAGE

I

DURATION

F-6

DRAIN

COMBAT SPELL

# MANABOLT

Trigger massive cellular necrosis from a distance. Still ick.

(DIRECT)

P. 284

M

TYPE

LOS

RANGE

P

DAMAGE

I

DURATION

F-3

DRAIN

COMBAT SPELL

# MANABALL

Trigger massive cellular necrosis in several targets from a distance. Multiple ick.

(DIRECT)

P. 284

M

TYPE

LOS (A)

RANGE

P

DAMAGE

I

DURATION

F

DRAIN

COMBAT SPELL

# FIREBALL

Flames, pain, and  
an intimidating  
explosion. A classic.

(INDIRECT, ELEMENTAL)

P. 284

P

TYPE

LOS (A)

RANGE

P

DAMAGE

I

DURATION

F-1

DRAIN

COMBAT SPELL

# LIGHTNING BOLT

A jolt of massive electrical power, targeted precisely.  
Simple, effective, bright.

(INDIRECT, ELEMENTAL)

P. 284

P

TYPE

LOS

RANGE

P

DAMAGE

I

DURATION

F-3

DRAIN

COMBAT SPELL

# SHATTER

Cook a target from inside,  
like microwaving a hot dog.

(DIRECT)

P. 284

P

TYPE

T

RANGE

P

DAMAGE

I

DURATION

F-6

DRAIN

COMBAT SPELL

# POWERBOLT

Cook a target  
from inside  
at range.

(DIRECT)

P. 284

P

TYPE

LOS

RANGE

P

DAMAGE

I

DURATION

F-3

DRAIN

COMBAT SPELL

# POWERBALL

Cook multiple  
targets from  
inside at range.

(DIRECT)

P. 284

P

TYPE

LOS (A)

RANGE

P

DAMAGE

I

DURATION

F

DRAIN

COMBAT SPELL

# KNOCKOUT

Need a target out  
but not dead? Go  
with this spell.

(DIRECT)

P. 284

M

TYPE

T

RANGE

S

DAMAGE

I

DURATION

F-6

DRAIN

COMBAT SPELL

# STUNBOLT

Need a target out but  
not dead? Go with  
this ranged spell.

(DIRECT)

P. 284

M

TYPE

LOS

RANGE

S

DAMAGE

I

DURATION

F-3

DRAIN

COMBAT SPELL

# STUNBALL

Need multiple targets  
out but not dead?  
Go with this spell.

(DIRECT)

P. 285

M

TYPE

LOS (A)

RANGE

S

DAMAGE

I

DURATION

F

DRAIN

COMBAT SPELL

# ANALYZE DEVICE

Get information on  
just what that gizmo or  
doohickey actually does.

(ACTIVE, DIRECTIONAL)

P. 285

P

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

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DETECTION SPELL

# ANALYZE MAGIC

Learn what that  
magical artifact you  
just found can do.

(ACTIVE, DIRECTIONAL)

P. 285

P

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

DETECTION SPELL

# ANALYZE TRUTH

Does your subject believe  
what he's saying is true?  
Cast this and find out.

(ACTIVE, DIRECTIONAL)

P. 286

M

TYPE

T

RANGE

S

DURATION

F-2

DRAIN

DETECTION SPELL

# CLAIR- AUDIENCE

Hear sounds from places  
where you're not.

(PASSIVE, DIRECTIONAL)

P. 286

M

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

DETECTION SPELL

# CLAIR-VOYANCE

See sights from places  
where you're not.

(PASSIVE, DIRECTIONAL)

P. 286

M

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

DETECTION SPELL

# COMBAT SENSE

You can sense 'em coming—  
use this on Surprise and  
Defense tests.

(ACTIVE, PSYCHIC)

P. 286

M

TYPE

T

RANGE

S

DURATION

F

DRAIN

DETECTION SPELL

# DETECT ENEMIES

Find out how many people nearby are trying to kill you, and where they are.

(ACTIVE, AREA)

P. 286

M

TYPE

T

RANGE

S

DURATION

F-2

DRAIN

DETECTION SPELL

# DETECT INDIVIDUAL

Find a particular individual if they are in range of your senses.

(ACTIVE, AREA)

P. 286

M

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

DETECTION SPELL

# DETECT LIFE

Discover the number of living  
beings in a defined area.

(PASSIVE, DIRECTIONAL)

P. 286

M

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

DETECTION SPELL

# DETECT [LIFEFORM]

Find the particular type  
of life form to which  
your spell is attuned.

(ACTIVE, AREA)

P. 287

M

TYPE

T

RANGE

S

DURATION

F-2

DRAIN

DETECTION SPELL

# DETECT MAGIC

If magic is active near  
you, this spell will  
locate it for you.

(ACTIVE, AREA)

P. 287

M

TYPE

T

RANGE

S

DURATION

F-2

DRAIN

DETECTION SPELL

# MIND PROBE

Look into the mind of  
your target and see  
what you can dig up.

(ACTIVE, DIRECTIONAL)

P. 287

M

TYPE

T

RANGE

S

DURATION

F

DRAIN

DETECTION SPELL

# ANTIDOTE

Relieve the  
effects of toxins.

P. 288

M

TYPE

T

RANGE

P

DURATION

F-3

DRAIN

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HEALTH SPELL

# CURE DISEASE

Reduce the potency  
of a disease inflicting  
your target.

(ESSENCE)

P. 288

M

TYPE

T

RANGE

P

DURATION

F-4

DRAIN

HEALTH SPELL

# DECREASE [ATTRIBUTE]

Make a specific  
Attribute of a targeted  
person drop.

(ESSENCE)

P. 288

P

TYPE

T

RANGE

S

DURATION

F-2

DRAIN

HEALTH SPELL

# HEAL

Bring back a box on the target's Condition Monitor for each hit.

(ESSENCE)

P. 288

M

TYPE

T

RANGE

P

DURATION

F-4

DRAIN

HEALTH SPELL

# INCREASE [ATTRIBUTE]

Make a specific  
Attribute of a targeted  
person (including  
yourself) increase.

(ESSENCE)

P. 288

P

TYPE

T

RANGE

S

DURATION

F-3

DRAIN

HEALTH SPELL

# INCREASE REFLEXES

Boost Initiative and  
Initiative Dice of the target.

(ESSENCE)

P. 288

P

TYPE

T

RANGE

S

DURATION

F

DRAIN

HEALTH SPELL

# RESIST PAIN

Reduce penalties  
due to wounds.

P. 289

M

TYPE

T

RANGE

P

DURATION

(DV - 6)

DRAIN

HEALTH SPELL

# STABILIZE

Prevent severely wounded individuals from dying.

P. 289

M

TYPE

T

RANGE

P

DURATION

F-4

DRAIN

HEALTH SPELL

# AGONY

All of the pain of a serious wound, none of the lasting damage or scarring.

(REALISTIC, SINGLE-SENSE)

P. 290

M

TYPE

LOS

RANGE

S

DURATION

F-4

DRAIN

# BUGS

Make target feel like bugs are crawling all over them so they completely *freak the hell out*.

(REALISTIC, MULTI-SENSE)

P. 290

M

TYPE

LOS

RANGE

S

DURATION

F-3

DRAIN

ILLUSION SPELL

# CONFUSION

Disorient the target, making it difficult for them to do anything.

(REALISTIC, MULTI-SENSE)

P. 290

M

TYPE

LOS

RANGE

S

DURATION

F-3

DRAIN

ILLUSION SPELL

# CHAOS

Create the type of disorientation  
and weirdness that even cameras  
and sensors can see.

(REALISTIC, MULTI-SENSE)

P. 290

P

TYPE

LOS

RANGE

S

DURATION

F-2

DRAIN

ILLUSION SPELL

# INVISIBILITY

Hide yourself  
from whoever  
you don't want  
to see you.

(REALISTIC, SINGLE-SENSE)

P. 291

M

TYPE

LOS

RANGE

S

DURATION

F-2

DRAIN

ILLUSION SPELL

# IMPROVED INVISIBILITY

Hide yourself  
from eyes,  
cameras, and  
sensors.

(REALISTIC, SINGLE-SENSE)

P. 291

P

TYPE

LOS

RANGE

S

DURATION

F-1

DRAIN

ILLUSION SPELL

# MASK

Change your appearance to whatever it needs to be.

(REALISTIC, MULTI-SENSE)

P. 291

M

TYPE

T

RANGE

S

DURATION

F-2

DRAIN

ILLUSION SPELL

# PHYSICAL MASK

Change your appearance so you're fooling cameras and electronic devices, not just other people.

(REALISTIC, MULTI-SENSE)

P. 291

P

TYPE

T

RANGE

S

DURATION

F-1

DRAIN

ILLUSION SPELL

# PHANTASM

Summon the illusion  
you want—object,  
scene, creature, or  
whatever.

(REALISTIC, MULTI-SENSE, AREA)

P. 291

M

TYPE

LOS (A)

RANGE

S

DURATION

F-1

DRAIN

ILLUSION SPELL

# HUSH

Someone—or something—  
trying to attack you with sound?  
This will stop 'em.

(REALISTIC, SINGLE-SENSE, AREA)

P. 291

M

TYPE

LOS (A)

RANGE

S

DURATION

F-2

DRAIN

ILLUSION SPELL

# STEALTH

Keep yourself quiet as  
you sneak wherever  
you need to.

(REALISTIC, SINGLE-SENSE)

P. 292

P

TYPE

LOS

RANGE

S

DURATION

F-2

DRAIN

ILLUSION SPELL

# ARMOR

Get an armor boost  
equal to hits thanks to  
magical protection.

(PHYSICAL)

P. 292

P

TYPE

LOS

RANGE

S

DURATION

F-2

DRAIN

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MANIPULATION SPELL

# CONTROL ACTIONS

Control your target  
like a puppeteer  
pulling strings.

(MENTAL)

P. 292

M

TYPE

LOS

RANGE

S

DURATION

F-1

DRAIN

MANIPULATION SPELL

# CONTROL THOUGHTS

Plant ideas and  
thoughts in your  
target's head.

(MENTAL)

P. 293

M

TYPE

LOS

RANGE

S

DURATION

F-1

DRAIN

MANIPULATION SPELL

# ICE SHEET

Put ice under some people's feet, then see if they can avoid falling down.

(ENVIRONMENTAL, AREA)

P. 293

P

TYPE

LOS (A)

RANGE

I

DURATION

F

DRAIN

MANIPULATION SPELL

# IGNITE

Light stuff on fire with magic.  
That simple, and that awesome.

(PHYSICAL)

P. 293

P

TYPE

LOS

RANGE

P

DURATION

F-1

DRAIN

MANIPULATION SPELL

# INFLUENCE

Implant a simple  
suggestion in your  
target's mind.

(MENTAL)

P. 293

M

TYPE

LOS

RANGE

P

DURATION

F-1

DRAIN

MANIPULATION SPELL

# LEVITATE

Make items, or even people, hover in mid-air.

(PHYSICAL)

P. 293

P

TYPE

LOS

RANGE

S

DURATION

F-2

DRAIN

MANIPULATION SPELL

# MANA BARRIER

Generate a barrier that blocks spirits, foci, dual-natured beings, and spells.

(ENVIRONMENTAL, AREA)

P. 294

M

TYPE

LOS (A)

RANGE

S

DURATION

F-2

DRAIN

MANIPULATION SPELL

# PHYSICAL BARRIER

Make glowing barrier that acts just like a physical wall.

(ENVIRONMENTAL, AREA)

P. 294

P

TYPE

LOS (A)

RANGE

S

DURATION

F-1

DRAIN

MANIPULATION SPELL