

MAGIC SPELLS AND MUSIC

This book will cover the basics of spells and magic in the world of Zelda. While magic is generated by the deities and nature, there are two major ways to implement magic. One is the path of the sage, who through the support of their deity are able to use magic as an art of battle and utility. The other path involves using music to synthesize magical effects.

TABLE OF CONTENTS

TABLE OF CONTENTS

SECTION A: GENERAL MAGIC

Bolt

Dark/Curse Magic

Earth Magic

Electrical Magic

Elemental Bolt

Fire Magic

Ice Magic

Light/Holy Magic

Water Magic

Wind Magic

SECTION A-2: ADVANCED MAGIC

Shield Curse

Wall of Bones

Wall of Earth

Wall of Fire

Wall of Ice

Wall of Light

Wall of Lightning

Wall of Water

Wall of Wind

Weapon Curse

SECTION B: SAGE MAGIC

Sage's Hand

SECTION C: MAGICAL SONGS

[Ballad of The Windfish](#)

[Ballad of Gales](#)

[Ballad of the Goddess](#)

[Command Melody](#)

[Din's Song](#)

[Earth God's Lyric](#)

[Elegy of Emptiness](#)

[Epona's Song](#)

[Farewell to Gibdo's](#)

[Farore's Song](#)

[Goron's Lullaby](#)

[Manbo's Mumbo](#)

[Majora's Madness \(Special\)](#)

[March of the Stalchildren](#)

[Melody of Darkness](#)

[Nayru's Song](#)

[New Wave Bossa Nova](#)

[Oath to Order](#)

[Saria's Song](#)

[Sharpe's Curse](#)

[Song of Discovery](#)

[Song of Light](#)

[Song of Passing](#)

[Song of Soaring](#)

[Song of the Hero](#)

[Sonata of Awakening](#)

[Sun's Song](#)

[The Frog's Song of Soul](#)

[Ting Tong Song](#)

[Tune of Ages](#)

[Tune of Echoes](#)

[Wind God's Aria](#)

[Wind's Requiem](#)

[Zeffa WindChime](#)

[Zelda's Lullaby](#)

[SECTION D: TRIFORCE MAGICS](#)

SECTION A: GENERAL MAGIC

Magic in its most basic form. This section covers all skills usable by keepers of the magic skill.

Magic spells are laid out as follows:

Magic Spell Name

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *range or targets of the spell*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Description: *A short description of the spell and it's effects*

Damage: *Damage of the spell*

Effect Duration: *Instant, turns, or rounds the spell effect stays active*

Casting Time: *time to cast the spell*

Required: *If items or something else is required for the spell*

Bolt

Prerequisites: *Bolt*

Range: *70ft (single target)*

MP Cost: *2MP/1 heart (1D4) damage [up to current level]*

Description: *Fires a bolt of magic at the enemy.*

Damage: *1 Heart (1D4) damage/ 2MP spent*

Effect Duration: *Instant*

Casting Time: *1 AP*

Dark/Curse Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create about 10ft of darkness, or curse an object with another spell. This is also a prerequisite to other dark/curse spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Earth Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Move about 2lbs of rocks, throwing them does 1 damage at 20ft. This is also a prerequisite to other earth spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Electrical Magic

Prerequisites: *level 3*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create simple electrical effects by powering something within 10ft, or shocking a metal object. This is also a prerequisite to other electrical spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Elemental Bolt

Prerequisites: *Bolt, [Elemental] Magic*

Range: *70ft (single target)*

MP Cost: *3MP/1 heart (1D4) elemental damage [up to current level]*

Description: *Adds an element to your bolt. You must choose your element when getting this spell, Ex Fire Bolt or Water Bolt.*

Damage: *1 Heart (1D4) elemental damage/ 2MP spent*

Effect Duration: *Instant*

Casting Time: *1 AP*

Fire Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create simple fire effects by lighting a torch or stick within 10ft, or holding a flame as a light. This is also a prerequisite to other fire spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Ice Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create a handful of ice, or cool down an object or container. This is also a prerequisite to other ice spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Light/Holy Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create a ball of light or heal another 1D4 HP. This is also a prerequisite to other ice spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Water Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create a cup of water, or remove a cups worth of water. This is also a prerequisite to other water spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

Wind Magic

Prerequisites: *N/A*

Range: *10ft*

MP Cost: *1/turn cast*

Description: *Create simple wind effects by blowing objects under 20lbs back 10ft, or pulling objects below 20lbs towards you. This is also a prerequisite to other wind spells.*

Damage: *N/A*

Effect Duration: *Instant*

Casting Time: *1 AP*

SECTION A-2: ADVANCED MAGIC

Magic in its most basic form. This section covers all skills usable by keepers of the magic skill.

Magic spells are laid out as follows:

Magic Spell Name

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *range or targets of the spell*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Description: *A short description of the spell and it's effects*

Damage: *Damage of the spell*

Effect Duration: *Instant, turns, or rounds the spell effect stays active*

Casting Time: *time to cast the spell*

Required: *If items or something else is required for the spell*

Shield Curse

Prerequisites: *Dark/Curse Magic*

Range: *Touch*

MP Cost: *3MP*

Description: *Target player is cursed and unable to use any shield until they pass a magic check or 1D4 turns have passed. Does not stack with another curse.*

Damage: *N/A*

Effect Duration: *1D4 turns*

Casting Time: *1 AP*

Wall of Bones

Prerequisites: *Dark/Curse Magic*

Range: *Wall (5ft x 20ft) placed any direction up to 20ft from caster*

MP Cost: *4MP*

Description: *Creates a wall of bones and skeletons that has the ability to reach out and grab enemies within 5ft of it. The wall counts as having a Brawl 12 for the grapple attempt.*

Damage: *N/A*

Effect Duration: *1D6 rounds*

Casting Time: *2 AP*

Wall of Earth

Prerequisites: *Earth Magic*

Range: *Wall (5-15ft x 5-15ft) placed any direction up to 20ft from caster*

MP Cost: *4MP*

Description: *Creates a wall of earth that can be shaped in any way from 5-15ft in length or width. The wall is solid and is made of the hardest stone available nearby, giving it properties of the stone it's made of.*

Damage: *N/A*

Effect Duration: *1D6 rounds*

Casting Time: *2 AP*

Wall of Fire

Prerequisites: *Fire Magic*

Range: *Wall (5ft x 20ft) placed any direction up to 20ft from caster*

MP Cost: *4MP*

Description: *Creates a wall of fire that deals 1D4 fire damage to all those it touches. It also creates 20ft of light around it.*

Damage: *N/A*

Effect Duration: *1D6 rounds*

Casting Time: *2 AP*

Wall of Ice

Prerequisites: *Ice Magic*

Range: *Wall (5ft x 20ft) placed any direction up to 20ft from caster*

MP Cost: *4MP*

Description: *Creates a wall of ice that deals 1D4 cold/ice damage to all those it touches. If cast on a character it skewers them on a failed acrobatics check, dealing 1D4 Piercing damage. The wall is solid and cannot be seen through.*

Damage: *N/A*

Effect Duration: *1D6 rounds*

Casting Time: *2 AP*

Wall of Light

Prerequisites: *Light/Holy Magic*

Range: *Wall 5ft by 20ft placed any direction up to 20ft from caster*

MP Cost: *4MP*

Description: *Creates a wall of holy light that blinds anything that is cast on (with failed endurance save). The wall is so bright it cannot be seen through however the wall itself only repels undead or dark beings dealing 1D4 holy/light damage.*

Damage: *N/A*

Effect Duration: *1D6 rounds*

Casting Time: *2 AP*

Wall of Lightning

Prerequisites: *Electrical Magic*

Range: *Wall 5ft by 15ft placed any direction up to 20ft from caster*

MP Cost: *4MP*

Description: *Creates a wall of lightning that electrocutes anything that touches it, or anything metal within 5ft of the wall. The wall is see through and generates 5ft of light around it.*

Damage: *N/A*

Effect Duration: *1D4 rounds*

Casting Time: *2 AP*

Wall of Water

Prerequisites: *Water Magic*

Range: *Wall (5ft x 20ft) placed any direction up to 20ft from caster*

MP Cost: 4MP

Description: *Creates a wall of water that deals 1D4 water damage to all those it touches, and launches then upwards 15ft and backwards 10ft. If they hit the ceiling or wall they take an additional 1D4 Bludgeoning damage.*

Damage: N/A

Effect Duration: 1D6 rounds

Casting Time: 2 AP

Wall of Wind

Prerequisites: *Wind Magic*

Range: *Wall (5ft x 20ft) placed any direction up to 20ft from caster*

MP Cost: 4MP

Description: *Creates a wall of wind that is invisible minus the sound or dust particles it picks up. Touching this wall launches objects under 300lbs backwards 10ft, and reflects all projectiles.*

Damage: N/A

Effect Duration: 1D6 rounds

Casting Time: 2 AP

Weapon Curse

Prerequisites: *Dark/Curse Magic*

Range: *Touch*

MP Cost: 3MP

Description: *Target player is cursed and unable to use any weapon until they pass a magic check or 1D4 turns have passed. Does not stack with another curse.*

Damage: N/A

Effect Duration: 1D4 turns

Casting Time: 1 AP

SECTION B: SAGE MAGIC

Magic from direct power of the deities. These spells can only be used by the deity in which they fall under.

Sage spells are laid out as follows:

Magic Spell Name (REQ LVL):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Deity: *Sage Deity Required, or any*

Range: *range of the spell, or its targets*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Description: *A short description of the spell and it's effects*

Damage: *Damage of the spell*

Effect Duration: *Instant, turns, or rounds effect of spell lasts*

Casting Time: *time to cast the spell*

Required: *If items or something else is required for the spell*

Sage's Hand

Prerequisites: *Level 1*

Deity: *Any*

Range: *single target within 30ft*

MP Cost: *1MP/round*

Description: *Levitate a target object that weighs 10lbs and is up to 30ft away.*

Damage: *N/A*

Duration: *X rounds (X is MP spent)*

Casting Time: *1 AP*

Required: *N/A*

SECTION C: MAGICAL SONGS

Magic usable only by music players. This requires both the magic and music skills, unless of course you're a minstrel.

Sage spells are laid out as follows:

Magic Song Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Range or target area of the spell*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Effect Duration: *Instant, turns, or rounds effect stays active*

Casting Time: *Time required to have song take effect*

Save DC: *If applicable, the DC to save against*

Ballad of The Windfish

Prerequisites: *N/A*

Range: *20ft straight Line, 10ft Wide*

MP Cost: *4MP*

Effect: *Creates a wave of water 10ft wide moving 20ft forward dealing 2D4 water damage to all hit.*

Effect Duration: *instant*

Casting Time: *1 AP*

Ballad of Gales

Prerequisites: *level 7*

Range: *50ft range, 15ft area*

MP Cost: *6MP*

Effect: *Creates a wave of water 10ft wide moving 20ft forward dealing 2D4 water damage to all hit.*

Effect Duration: *instant*

Casting Time: *1 AP*

Ballad of the Goddess

Prerequisites: *Sage of Hylia*

Range: *Up to 2 targets in 50ft range*

MP Cost: *3MP / target*

Effect: *Targets get +3AP on their attacks of choice, as long as it's with a melee weapon..*

Effect Duration: *song duration*

Casting Time: *1 AP*

Command Melody

Prerequisites: *level 2*

Range: *30ft, single target / 3 levels*

MP Cost: *2MP / target*

Effect: *Command a single target (+1 / 3 levels optional) to either drop their weapon, run away, or go prone. They can avoid this command by passing an Endurance save.*

Effect Duration: *instant*

Casting Time: *1 AP*

Save: *Endurance*

Din's Song

Prerequisites: *Sage of Din*

Range: *15ft around Caster*

MP Cost: *2MP / turn*

Effect: *Caster creates a ring of fire around them dealing 1D4 fire damage to any enemies that enter it..*

Effect Duration: *song duration*

Casting Time: *1 AP*

Earth God's Lyric

Prerequisites: *level 3*

Range: *25ft from caster*

MP Cost: *3MP*

Effect: *This song creates mobile earth around the caster. They can choose to either make walls or throw stones at the enemy. When creating a wall it is 10ft high by 20ft wide. When throwing stones it does 2D4 Bludgeoning Earth damage per shot (A ranged check is needed to hit).*

Effect Duration: *1 AP (wall lasts 2D4 turns)*

Casting Time: *instant*

Elegy of Emptiness

Prerequisites: *level 5*

Range: *25ft from caster*

MP Cost: *3MP / turn*

Effect: *This song has two uses. In combat all chosen targets whom hear this song must take a Charisma save. If they fail they will give up any hostile actions and go prone for the song's duration (they can remake the save each turn). Out of combat the song takes a rendition of the caster's darkness in their soul and turns it into an embodied statue. While this statue will remain for up to an hour, the outcome of the statues looks are a true representation of the caster's inner darkness.*

Effect Duration: *song duration + 1 turn*

Casting Time: *1 AP*

Epona's Song

Prerequisites: *Mount Skill*

Range: *15ftx15ft*

MP Cost: *1MP*

Effect: *Gives +5 to chance to tame an animal, or calls your tamed pet to your side.*

Effect Duration: *instant*

Casting Time: *1 AP*

Farewell to Gibdo's

Prerequisites: *level 3*

Range: *25ft around the caster*

MP Cost: *1MP / turn*

Effect: *Creates a circle of protection from undead. No undead can cross the circle except with a successful Endurance save with -5 to their roll. If they touch the circle without passing this save they take 1D6 holy damage and get launched back 20ft. The circle is lit up and clearly visible to all. Undead already inside the circle are unaffected unless they try to cross out of it.*

Effect Duration: *song duration*

Casting Time: *instant*

Farore's Song

Prerequisites: *Sage of Farore*

Range: *25ft around the caster*

MP Cost: *2MP / turn*

Effect: *Increases the movespeed of all chosen targets in the area to 45ft.*

Effect Duration: *song duration*

Casting Time: *instant*

Goron's Lullaby

Prerequisites: *none*

Range: *20ft radius around caster*

MP Cost: *4MP*

Effect: *Targets in range*

Effect Duration: *Song duration + 2d4 rounds afterward, unless awoken or following a hostile action taken against them.*

Casting Time: *1 AP*

Save DC: *10*

Manbo's Mumbo

Prerequisites: *N/A*

Range: *10ftx10ft*

MP Cost: *1MP*

Effect: *The musician and everyone within 10ft of him can be warped to the dungeon entrance.*

Effect Duration: *instant*

Casting Time: *2 turns*

Majora's Madness (Special)

Prerequisites: *Level 8*

Range: *100ft*

MP Cost: *16MP*

Effect: *All who hear it must make a save or go insane for 1d3 days. Caster takes a reduced save due to the concentration required to perform the music for this song.*

Effect Duration: *1d3 days*

Casting Time: *2 rounds*

Save: *Endurance+4 for audience, Endurance-2 for caster*

March of the Stalchildren

Prerequisites: *none*

Range: *Caster*

MP Cost: *4MP*

Effect: *Caster summons 1d4 Stalchildren under their command for the duration of the effect. These Stalchildren will follow orders given by the caster to the best of their ability. At the end of the spell's effect they return from whence they came, be it the ground or a shadow-warp. If the musician is interrupted the Stalchildren will continue to obey the last order given until the rolled duration, even if the song is cut off prematurely.*

Effect Duration: *2d6 rounds + song duration*

Casting Time: *2 AP*

Melody of Darkness

Prerequisites: *level 6*

Range: *Up to 4 targets within 20ft*

MP Cost: *4MP*

Effect: *Caster opens a rip to the Dark world teleporting the chosen targets there or back. It only works in area where dark world tears can be found. Upon learning this song and playing it for the first time the caster will be forever connected to the dark world and be able to see these tears naturally.*

Effect Duration: *instant*

Casting Time: *1 minute*

Nayru's Song

Prerequisites: *Sage of Farore*

Range: *1 target within 60ft*

MP Cost: *5MP*

Effect: *Target ignores the most recent damage done to them. This can only be done once per day..*

Effect Duration: *instant*

Casting Time: *instant*

New Wave Bossa Nova

Prerequisites: *level 4*

Range: *30ft (20ft area around the target)*

MP Cost: *4MP / turn*

Effect: *Caster creates a whirlpool in any body of water within 30ft. The whirlpool is 20ft wide and maintains it's form as long as the caster plays. Anything caught in this whirlpool takes 2D4 water damage per round, and get pulled to the center. If they have the "swim skill" they can try to pass a Strength or Dexterity check to swim out, if failed they remain in the whirlpool.*

Effect Duration: *1 turn + song duration*

Casting Time: *1 AP*

Oath to Order

Prerequisites: *level 3*

Range: *20ft around caster*

MP Cost: *2MP*

Effect: *Caster creates an empowering field of music increasing their influence to all party members and allies. This gives all allies within the casters range of influence +2 to their next skill or combat roll.*

Effect Duration: 8 min / until roll is used

Casting Time: 1 turn

Saria's Song

Prerequisites: *N/A*

Range: *target*

MP Cost: *3MP*

Effect: *Calls upon a forest fairy to help the musician. The musician can only have 1 fairy at a time.*

Effect Duration: *2D6 rounds before fairy leaves.*

Casting Time: *2 AP*

Sharpe's Curse

Prerequisites: *none*

Range: *20ft radius around caster*

MP Cost: *1MP / turn played*

Effect: *Deals 1 heart (1D4 damage) per turn to anyone hostile to caster. Undead are instead healed for 1 heart (1D4HP) per turn. This damage ignores armor, but must be heard.*

Effect Duration: *As long as song is played*

Casting Time: *1 AP*

Song of Discovery

Prerequisites: *N/A*

Range: *caster*

MP Cost: *2MP*

Effect: *Allows the caster to sense treasure, shrines, or temples nearby..*

Effect Duration: *30 min*

Casting Time: *5 minutes*

Song of Light

Prerequisites: *level 2*

Range: *1 target within 60ft*

MP Cost: *2MP*

Effect: *target now does Light damage in addition to their regular damage..*

Effect Duration: *song duration + 1D4 turns*

Casting Time: *1 AP*

Song of Passing

Prerequisites: *N/A*

Range: *caster*

MP Cost: *2MP*

Effect: *Allows the caster to know the direction of their goal. The player must state this goal be it “the end of the dungeon”, or “which way to the nearest town”.*

Effect Duration: *10 min*

Casting Time: *1 minute*

Song of Soaring

Prerequisites: *N/A*

Range: *target*

MP Cost: *3MP*

Effect: *Allows target to fly for a short time after the song is concluded, flight speed is double base speed of target and flight is considered to be of Perfect level.*

Effect Duration: *2d6 rounds*

Casting Time: *1 minute*

Song of the Hero

Prerequisites: *level 5*

Range: *target within 60ft*

MP Cost: *6 MP, continuous cast*

Effect: *Target becomes a chosen glowing with light and getting +4 AV, +2 AP, and +2 Damage to the weapon of their choice. While active the caster cannot defend themselves and cannot perform any other songs. Leaving the influence area or having the caster take damage to HP will cause the spell to end.*

Effect Duration: *song duration.*

Casting Time: *1 AP*

Sonata of Awakening

Prerequisites: *N/A*

Range: *20ftx20ft*

MP Cost: *1MP*

Effect: *Awakens sleeping creatures and players, as well as opens some doors and can even restore lost memories.*

Effect Duration: *instant*

Casting Time: *1 AP*

Sun's Song

Prerequisites: *N/A*

Range: *target*

MP Cost: *2MP*

Effect: *Light's up the area around the caster in light giving a 40ft area of full light for the duration..*

Effect Duration: *10 mins.*

Casting Time: *1 minute*

The Frog's Song of Soul

Prerequisites: *N/A*

Range: *target*

MP Cost: *4MP*

Effect: *After playing for 1 hour the musician may restore a person from death to 1 HP. Undead will be destroyed if they fail an Endurance save. This song cannot be done in combat.*

Effect Duration: *None*

Casting Time: *5 min*

Save: *Endurance*

Ting Tong Song

Prerequisites: *level 2*

Range: *up to 3 targets within 60ft*

MP Cost: *2MP / target*

Effect: *All targets affected get +1 AV and +1 AP while under it's effects.*

Effect Duration: *song duration*

Casting Time: *instant*

Tune of Ages

Prerequisites: *level 5*

Range: *caster*

MP Cost: *5MP*

Effect: *Caster can use this tune to relive a past event in the area. They will be able to tell if the ripples of time can show them a past event. If they play this tune and no significant event happened there then nothing will happen and they still lose 2MP.*

Effect Duration: *None*

Casting Time: *instant*

Tune of Echoes

Prerequisites: *level 9*

Range: *party*

MP Cost: *10MP*

Effect: *Combat has gone terribly, friends are dying, my dps stood in the fire. The tune of echoes reads the echoes of time and allows your party to start the combat over. This spell can only be cast once a week, and temporarily exhausted the caster giving them -2 on all rolls for the next hour (after the initial combat the spell was used for).*

Effect Duration: *None*

Casting Time: *instant*

Wind God's Aria

Prerequisites: *level 3*

Range: *Single Target / (3 levels after level 3)*

MP Cost: *2MP / turn / target*

Effect: *Causes target with a blade to be able to perform 25ft ranged melee attacks with the sword sending blades of wind out of their swings. They roll Brawl to attack at a range with this ability.*

Effect Duration: *song duration*

Casting Time: *1 AP*

Wind's Requiem

Prerequisites: *N/A*

Range: *500ft around Caster*

MP Cost: 2MP

Effect: *Causes wind to gust in the chosen direction for 5min.*

Effect Duration: *5min*

Casting Time: *1 AP*

Zeffa WindChime

Prerequisites: *N/A*

Range: *20ftx20ft*

MP Cost: *1MP*

Effect: *Teleports player to a dungeon they have visited before (To the entrance).*

Effect Duration: *instant*

Casting Time: *1 minute*

Zelda's Lullaby

Prerequisites: *Royal Family*

Range: *10ftx10ft*

MP Cost: *1MP*

Effect: *Breaks any royal family seals, and opens paths sealed by the 6 sages.*

Effect Duration: *instant*

Casting Time: *1 AP*

**END OF SPELLBOOK! INFORMATION BELOW
HERE IS UNTESTED AND IS NOT FINISHED! IF
YOU MUST USE THE INFORMATION BELOW
THEN JUST KNOW YOUR GAME WILL PROBABLY
BREAK! YOU HAVE BEEN WARNED!**

SECTION D: TRIFORCE MAGICS

Some magics are derived from the research and/or worship of the powers inherent in the Triforce. These magics do not require any pieces of the Triforce, as they only bring forth an aspect of it inherent in all life.

(Maybe powers should be purchased separately, and upgradable to the next tier by spending another point? Would remove the previous version and replace it with the next..)

*-Note: All spells are graduated over time to CP5 cost abilities, getting progressively stronger and costly in MP to use unless there's a drawback to them. Take note of the power tree and use the naming scheme appropriate to the aspect of the triforce in question if you like :P *- End Note

POWER-

Focuses on dealing damage over all else. A disciple of the way of Power may not use spells from the Wisdom or Courage list. Power is typically channelled through the body or weapon used. Ranged and melee attacks are covered in this.

Power Spell Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Distance the spell may reach before becoming ineffective*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Duration: *Instant, turns, or rounds*

1CP -simple attack with weapon at +1 damage output. 1Mp/use

Strike -basic attack, no special bonuses

Smash -used to damage objects more than living creatures. +1 vs constructs and objects, -1 vs living beings

Puncture -used to bypass armour. Deals double damage to armour points before bleed over into hp (ie every one damage does 2 to the armour points, every one beyond that does normal damage to hp)

2CP- stronger attack with weapon at +2 damage output 1Mp/use

Powerful strike

Powerful smash

Powerful puncture

3CP- very strong attack with biteback. Weapon at +4 damage but player takes 2 damage on successful hit. 2MP/use

Wild strike

Wild smash

Wild puncture

4CP- less powerful than the wild variant but without the biteback. Weapon at +3 damage output 2MP/use

Destructive strike

Destructive smash

Destructive puncture

5CP The most powerful attack variant. +5 damage output 3MP/use

Devastating strike

Devastating smash

Devastating puncture

WISDOM-

Focuses on knowledge and protection. A disciple of the way of Wisdom may not use spells from the Power or Courage list.

Wisdom Spell Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Distance the spell may reach before becoming ineffective*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Duration: *Instant, turns, or rounds*

CP1

Remembrance – Helps you remember key information that you've learned in the past. Knowledge checks at +1
1mp/use

Armour – Uses your experience in battle to sharpen your senses, softens blows for a time. Grants DR1 for up to 10
damage taken or 5 rounds have passed. 2Mp/cast

Inspiration – Looking back on your past as well as others, you draw inspiration from the wisdom of the ages. +1 to
perform and craft checks 1mp/use

COURAGE-

Focuses on non-attacking enhancement bonuses and morale in combat/dangerous situations. A disciple of the way of
Courage may not use spells from the Power or Wisdom list.

Courage Spell Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Distance the spell may reach before becoming ineffective*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Duration: *Instant, turns, or rounds*

CP1

Quicken +1 to speed for initiative based checks (retroactive boost to initiative in combat) 1mp/cast lasts 5 rounds

Tenacity +1 to saves for 5 rounds or until save is used. 1Mp/cast

Stoic +1 to morale based checks for 5 rounds. 1Mp/cast