

## START HERE

You get one effect for free; place it over this box. If you can pass a Sorcery test, the effect will manifest within arm's reach of you, covering an area with a diameter of 1 metre; imagine having a metre-wide hoop and placing it on the ground in front of or around you. All characters within that area will be affected until they leave the area. When cast, the spell will not affect the caster unless you wish otherwise.

You can increase the range, widen the area, and add more effects by placing more cards. Every card after the first adds a -1 penalty to your Sorcery stat. You can't combine inverse effects.

The spell continues until you choose to end it, or someone else dispels it. Whilst the spell is in effect reduce your Sorcery stat by the difficulty penalty of the spell.

AREA CARDS

RANGE CARDS

## ADDITIONAL EFFECTS

### Increase Range



#### 1 range card

Spell goes from arm's reach to short range (approx. 10m)

#### 2 range cards

Spell goes from arm's reach to medium range (approx. 40m)

### Increase Range



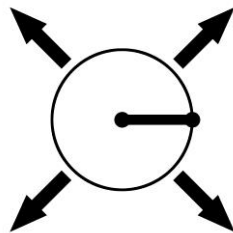
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Spell goes from arm's reach to short range (approx. 10m)

#### 2 range cards

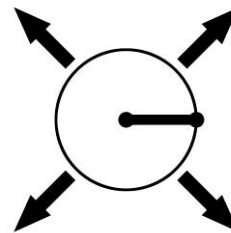
Spell goes from arm's reach to medium range (approx. 40m)

### Widen Area



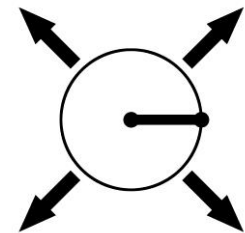
Each area card widens the spell's radius by 1m, catching more targets (both friend and foe).

### Widen Area



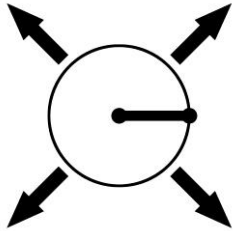
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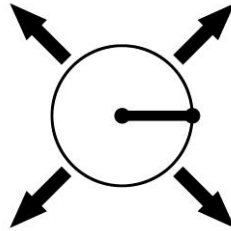
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### Photon Deflection



You distort the path of light around the target area, making it look like a bubble in a pane of glass. Anyone inside the area will be unable to see any light that does not originate from within it, and anyone outside the target area will be unable to see anything within it.

**Stunning Success:** With greater finesse you can make the distortion permeable in one direction. Choose whether to be able to see into or out of the area.

### Howling Wind



Localised wind whips up blinding dust and dirt. Anyone within the target area must pass a Reflex test to avoid being blinded for their next turn. If a character is wearing goggles or a gas mask, they ignore this effect.

**Stunning Success:** The winds are so powerful that they will affect people's ability to aim straight; all shooting from inside the target area is conducted at -2 to Ranged.

### Heatwave

[inverse: bitter chill]



The air in the target area heats up to around 55°C/130°F. Unless characters within pass a Physique check, they will drop or remove any items in contact with their skin that conduct heat efficiently, such as any items made of metal.

**Stunning Success:** You can focus the heat energy into a tiny point within the affected area. You may create a flame on something intended to be lit (match, candle, alcohol-soaked rag).

*Combination: Bitter Chill. If your target is already affected by this effect when hit with heatwave, the pain means they miss their next turn. The effects of both freeze and heatwave are then cancelled out.*

### Bitter Chill

[inverse: heatwave]



The target area drops sharply in temperature, taking characters' breath away. They only get one action in their next turn.

For each turn people spend within this area of effect, their Physique is temporarily reduced by 1 as hypothermia sets in unnaturally fast. If their Physique reaches 0, they are dead.

**Stunning Success:** You begin to freeze liquids in the affected area. A litre of water would freeze solid after five consecutive turns.

## Burden

[inverse: featherload]



Everything in the target area becomes twice as heavy. People's movement rates are halved, and some objects may require Physique tests to pick up.

**Stunning Success:** Objects in the target area feel dense as uranium. Characters within the affected area must pass Physique tests or fall prone under their own weight.

## Shockwave



A wave of force ripples out from the centre of the target area. Anyone caught in the blast must pass a Physique or Reflex check to avoid being knocked down; objects smaller than people may be knocked over. If this power is sustained, no-one in the target area can move towards the epicentre without passing a Physique test with a -2 penalty.

**Stunning Success:** the shockwave strikes with stunning force. Characters in the area who fail their Physique checks lose an action in the next turn while they shake it off.

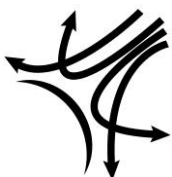
## Destabilise



You send ripples of force through solid objects caught within the area, temporarily weakening the bonds between their constituent molecules. Any characters within the area suffer a -25% penalty to their Physique when testing to avoid injury. Brittle objects become more brittle, malleable objects become more malleable, and so on.

**Stunning Success:** Characters suffer a -50% penalty to Physique when resisting injury, and if injured by firearms will suffer two levels of damage. Fast-moving machine parts have a 50% chance of warping and jamming.

## Kinetic Shield



The target area generates a strong field that has a chance to deflect incoming projectiles, conferring a -2 Ranged penalty on any attempts to shoot into the target area. Shots within the target area are unaffected, as are shots leaving the target area.

**Stunning Success:** Ranged penalty increased to -4.

## Jolt



A bolt of electricity flashes between your fingertips and any conductive objects in the target area, including people. Anyone affected must pass a Physique check to avoid missing their next turn. If they roll a dreadful failure, they have instead suffered an injury to the body as their heart struggles to cope.

**Stunning success:** You can generate about a car battery's worth of sustained charge and can maintain it as long as the spell is maintained. You can use this to power electrical devices in the target area.

## Featherload

[inverse: burden]



Anything within the target area now weighs half as much. **Stunning success:** Anything in the target area is weightless and will float for as long as the effect is maintained.

*Combination: Shockwave. Any human-sized object simultaneously subjected to these two effects will be thrown a number of metres equal to the amount by which the caster passed their Sorcery test, and must then pass a Physique test to avoid injury upon landing. If they strike another character whilst in flight, that character must also take a Physique test with a +1 bonus to avoid injury.*