



# IRIDIUM V2

## SPELL LIST

RANK	SPELL	COST	RANGE	COMP.	REALM	LEVEL	DESCRIPTION
1	GLOW/DARKNESS	4 PTS	TOUCH	T,G	VAMPIRIC	1	GLOW/DARKNESS IS ONE OF THE GREAT UTILITY SPELLS OF VAMPIRICS. THIS SPELL IS USUALLY CAST ON INANIMATE OBJECTS AND WILL LAST UNTIL THE CASTER DISPELLS IT OR DIES. HOWEVER, IF IT IS CAST ON A LIVING CREATURE THEN THE CASTER MUST CONCENTRATE ON IT TO MAINTAIN IT. IF THE CASTER IS JOSTLED OR HIT OR MOVES MORE THAN 1/2 MOVEMENT THE SPELL WILL CEASE. NORMALLY, THE SPELL WILL AFFECT A 10. SPHERE +1. PER RANK OF THE SPELL AROUND THE SOURCE. NOTE THAT THE CASTER CAN SEE THROUGH HIS OWN DARKNESS, ALTHOUGH NO ONE ELSE CAN.
1	INVISIBILITY I	1 PT/5 RDS	PERSONAL	T	VAMPIRIC	1	ALTHOUGH THE CASTER CAN ONLY MOVE AT 1/4 NORMAL MOVEMENT, THIS SPELL IS POWERFUL IN THAT IT IS MORE EFFECTIVE AGAINST THE MORE INTELLIGENT OBSERVER. THIS SPELL WILL RENDER THE CASTER UNNOTICED, AS THOUGH THEY BELONG IN THIS AREA BUT ARE BENEATH NOTICE. PEOPLE WILL AVOID WALKING INTO THE CASTER. HOWEVER, CREATURES OF ANIMAL INTELLIGENCE, THOSE POSSESSING EXCEPTIONAL SMELL, OR OF A 30 OR LOWER INT WILL NOTICE THE CASTER; I.E. GUARD DOGS WILL BARK AT YOU. THE CASTER WILL ALSO MAKE NOISE UNLESS HE CAN MOVE SILENTLY. IF THIS POWER IS EMPLOYED IN COMBAT IT WILL GIVE THE CASTER A +20 TO THEIR DEFENSE STAT UNTIL THE CASTER IS HIT, HITS AN OPPONENT, OR IS JARRED.
3	TELEKINESIS	4 PTS	100./LVL	T,G	VAMPIRIC	1	TELEKINESIS IS PERHAPS ONE OF THE BEST KNOWN SPELLS. IT ALLOWS THE CASTER TO MOVE UP TO 10 POUNDS OF MATTER PER LEVEL. AT FIRST LEVEL ONE WOULD BE ABLE TO OPEN A DOOR OR MOVE SMALL OBJECTS ABOUT. TO KNOCK SOMEONE DOWN IT WOULD DEPEND ON THE TARGET'S SIZE BUT WOULD ROUGHLY REQUIRE 60 POUNDS OF FORCE. THIS IS LEFT TO THE DISCRETION OF THE GM. THE CASTER MUST MAKE A SUCCESSFUL TO HIT ON A MOVING TARGET; I.E. IF THE THUGGEE IS SWINGING A SWORD TO CUT OFF THE HEAD OF HIS COMPANION, THE CASTER HAS TO ROLL A TO HIT ON THE THUGGEE TO KNOCK THE SWORD ASIDE. IF THE CASTER MISSES, HE STILL EXPENDS THE POINTS FOR THE PUSH. ONLY DIRECTED SPELL BONUSES APPLY. THE TELEKINESIS EFFECT WILL ONLY LAST 10 MINUTES PER RANK OF THE SPELL.
3	FLY	4 PTS/TURN	TOUCH	T,G	VAMPIRIC	3	FLY ALLOWS THE CASTER TO SWOOP THROUGH THE AIR, BUT HE MUST MAKE A CONTROL ROLL TO DO SO WITH SKILL. THE CONTROL ROLL IS 40% + 5%/RANK OF THE SPELL. THIS CHECK IS NEEDED AT THE BEGINNING OF A FLIGHT, WHEN THE USER LANDS, AND IF THEY ARE ATTEMPTING A DIFFICULT MANEUVER. THE USER OF THE SPELL IS ABLE TO FLY IN ANY DIRECTION AS WELL AS HOVER. THE USER MAY CARRY UP TO THEIR NORMAL ENCUMBRANCE WHILE FLYING. THE CASTER HAS CONTROL OF WHEN HE NEGATES IT BUT THE USER CONTROLS THE FLIGHT DIRECTION. FOR EXAMPLE, IF THE CASTER CASTS FLY ON A PERSON THAT PERSON COULD FLY OUT OVER A CANYON AND THE CASTER COULD NEGATE IT IN MID AIR CAUSING THE USER TO PLUNGE TO HIS DEATH.

### Background

Linsey has travelled the world working on airplanes. Most women work as stewardesses but Linsey was either a mechanic or a pilot and always found trouble whenever she was in a country more than a few days. Growing up, her father would often take her flying and that is where she grew to love the freedom of the skies. When she had enough money, she bought her own plane and began carrying cargo for whoever could pay for the fuel and her time. She did this, visiting places all over the world until she broke down in Texas. Now she is one fuel pump away from getting out of Wayside. She pays for it all crop dusting.



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