

IRIDIUM V2

SPELL LIST

RANK	SPELL	COST	RANGE	COMP.	REALM	LEVEL	DESCRIPTION
6	CAMOUFLAGE	1 POINT/TURN	PERSONAL	T	NATURAL	1	THIS SPELL IS A LESSER VERSION OF INVISIBILITY, SINCE IT LEAVES A SHAKY OUTLINE OF THE CASTOR. IT WILL NOT MASK SMELL OR SOUND. HOWEVER, INFRA-VISION WILL BE BLOCKED. IF SOMEONE IS ACTIVELY SEARCHING FOR THE CASTER AND THE CASTER IS NOT MOVING, THERE IS ONLY A 35% PLUS WIS PERCENTILE BONUS OF THE PERSON SEARCHING OF DETECTION. IF THE CASTER MOVES THIS CHANCE IS DOUBLED. THIS SPELL WILL ALSO GIVE A +15 TO DEFENSE WITH A +5 EVERY 2 RANKS.
1	GUST	2 PTS	100 FEET	T,G	NATURAL	1	THIS SPELL ALLOWS THE CASTER TO CREATE A GENTLE WIND, WHICH WILL PUSH MOST GAS OR DUST CLOUDS 100 FEET AWAY. THIS IS USEFUL AGAINST GAS ATTACK SPELLS. IT WILL ALSO WORK AGAINST NORMAL FOGS.
1	PRODUCE NORMAL FIRE	1 POINT/OBJECT	MINIMAL	T,O	NATURAL	1	THIS SPELL CREATES A SPURT OF GREEN FLAME, WHICH WILL IGNITE ANY FLAMMABLE OBJECT IT STRIKES. THE FLAME WILL REACH ONLY A FEW FEET FROM THE CASTER'S HAND. IF THE CASTER WISHES TO USE THIS SPELL AS A TORCH, THE FLAME WILL BURN AROUND HIS HAND FOR 10 MINUTES PER RANK OF THE SPELL OR UNTIL DISPELLED.
1	AIRY SHIELD	1 POINT/ROUND	100 SQ FT + 3/RANK	T,G	NATURAL	2	THIS SPELL WILL PROTECT THE CASTER FROM 400 POINTS OF DAMAGE FROM MISSILE ATTACKS SUCH AS BULLETS. IT DOES THIS BY CREATING AN AREA OF FIERCELY SWIRLING WINDS BETWEEN THE CASTER AND THE OPPONENT. THE SQUARE FEET IS THE AREA OF PROTECTION PROVIDED AND THE CASTER CAN HAVE AS MANY PEOPLE AS WILL FIT WITHIN. IT WILL NOT STOP SOMEONE FROM WALKING THROUGH IT.
1	WIND	2 PTS/TURN	500 + 100 FT/RANK	T,G	NATURAL	2	THIS SPELL MOVES WINDS AT THE CASTER'S Will/5 IN MILES PER HOUR AND WILL DISPERSE GASES IN 2-8 ROUNDS. THIS IS THE NEXT STEP UP FROM THE GUST SPELL. IT IS A STRONG BREEZE BUT NOT SO POTENT AS TO MOVE PEOPLE OR OBJECTS.
5	WHIRLWIND	3 PTS/ROUND	100 FEET	T,G	NATURAL	3	WHIRLWIND RESEMBLES ITS PREREQ CLOSELY EXCEPT THAT IT WILL MOVE OBJECTS. IT WILL CAUSE A WHIRLWIND WHICH WILL LIFT OBJECTS UP TO 1 LB/RANK OF THE CASTER AND MOVE THEM AT 30 M.P.H. THESE OBJECT WILL DO 1D10/LB TO ANYONE IN THE AREA OF EFFECT.
1	TORNADO	5 PTS/ROUND	SIGHT	T,G,O	NATURAL	4	TORNADO IS EXACTLY THAT, A TORNADO WHICH THE CASTER CAN CONTROL. THIS CYCLONIC WIND WILL LIFT OBJECTS UP TO 400 LB + 10 LBS/RANK AND MOVE THEM AT 110 M.P.H. ANYONE CAUGHT IN THE TORNADO WILL TAKE THE SPELLS RANK IN DIE 20S FOR EVERY ROUND HE/SHE REMAINS IN THE TORNADO. TO ESCAPE, THE VICTIM MUST HAVE ACROBATICS OR SOME MEANS OF FLIGHT THEN THEY MUST SAVE VS. (1/2) X AGILITY, ELSE SAVE VS. (1/SPILLS RANK) X AGILITY. IF THE VICTIM IS WITHIN THE TORNADO FOR 2 ROUNDS, THE CASTER MAY MOVE THE TORNADO AND THE OPPONENT TO WHEREVER HE/SHE WISHES.

Background

Born in the last century to a wealthy family in Milan, young Vito was the seventh son of a weapons dealer. Despite the nefarious nature of his father's business, Vito would eventually find God and through him the Catholic Church. During his years in the Seminary he would be discovered to have extraordinary sensitivity to magic. He was contacted by the Order of Dilucesco. They taught him of magic and the ways of a devoted warrior of God. He has had his difficulties with the Church but has never felt any doubts that he serves God as a holy instrument on Earth.



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