

Slayers Spells A

Aqua Create

Major Transform 3 1/2d6 (Earth to Water, evaporation) (55 Active Points); Spell (-1/2), Incantations (-1/4), Gestures (-1/4), Limited Range (16"; -1/4) Common, Shamanist [Water]. Skill Roll -0. This spell causes a jet of water to rise from the ground at the target point. Anything at the target point becomes immediately soaked. Since this will generally convert a hex of dirt into water, creatures who wish to avoid getting wet must Dive For Cover to avoid the column of water. Once called into being, the water will remain after the spell has ended. Once the water evaporates it returns to earth as a fine dust which is normally indiscernible from normally occurring dust.

Assha Dist:

(Total: 110 Active Cost, 32 Real Cost) Drain BODY 6d6, Limited Range 16" (+1/4), Affects Desolidified (+1/2) (105 Active Points); Limited Power Only Works On The Undead (-1 1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 30) plus Change Environment Light 1" radius (5 Active Points); Spell (-1/2), Instant (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 2) White[Good, Light]. Skill Roll -2. This spell causes the target to be engulfed in a divine light the flash of light only provides illumination for a Phase at most and is harmless to non-undead creatures. However the light is extremely painful to unnatural creatures such as undead. Any undead creature targeted by the spell will be destroyed by the divine energy of the spell. This spell can be increased to a maximum of 10d6 of Drain.

Using the conversions from BESM it says that this spell should attack the EGO instead of the BODY, however the description makes it pretty clear that undead take physical damage from it and can be destroyed so I made it a BODY drain instead.

Astral Break:

Drain BODY 7d6, Affects Desolidified Any form of Desolidification (+1/2) (105 Active Points); Limited Power Only Works On Creatures Susceptible To Astral Attacks (-1), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) Shamansit [Astral]. Skill Roll -2. This spell summons a swirling ball of astral power that hurdles towards the target. If the creature is susceptible to astral attacks then great damage can be inflicted.

Another spell that Reality Storm says should attack the EGO, but since it has the potential to seriously harm and/or kill I made it into a BODY drain as well.

Astral Vine

(Total: 221 Active Cost, 75 Real Cost) HKA 2 1/2d6, Trigger (Activating the Trigger requires a Zero Phase Action, ; +1/4), Affects Desolidified Any form of Desolidification (+1/2), Armor Piercing (x2; +1)

(110 Active Points); OAF (Weapon; -1), Spell (-1/2), Incantations (-1/4), Gestures (-1/4) (Real Cost: 37) plus FF (18 PD/18 ED/12 Mental Defense/6 Flash Defense: Hearing Group/6 Flash Defense: Sight Group) (Protect Carried Items), Hardened (+1/4), Trigger (Activating the Trigger requires a Zero Phase Action, ; +1/4) (105 Active Points); OAF (Weapon; -1), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 35) plus Endurance Reserve (63 END, 0 REC) Reserve: (6 Active Points); OAF (Weapon; -1), Spell (-1/2), Gestures (-1/4), Incantations (-1/4); REC: (0 Active Points) (Real Cost: 3) Shamanist [Astral]. Skill Roll -12. This spell enhances a melee weapon making it almost as powerful as the legendary Sword of Light. A weapon thus empowered becomes an enchanted weapon capable of harming Mazoku and desolid creatures. In addition the weapon can be used to intercept and render harmless spells targeted at the caster. The spell is a tricky and difficult one to cast but fortunately it is normally cast out of combat when the caster can spend extra time and concentrate without too much risk, thus making the Skill Roll much easier. When the spell is cast the caster feeds END into the END reserve of the spell. As the weapon is used in combat this END will be used until the END reserve is exhausted. If the END reserve becomes exhausted the spell ends and must be recast. However before the spell ends the caster can spend an attack action to feed more END into the reserve. Such END must come from the casters own END reserve. The empowered weapon will only use as much END as is required generally this means the full 11 END cost with attacks (unless the user chooses to inflict a lesser amount of damage) and the Force Field will only use 1 point of END per 5 active points of attack that it protects against (or its maximum of 10 END whichever is less). However the END will be used per attack intercepted so a volley of multiple spells can rapidly drain the END from the weapon.

This was a very tricky write-up. I could have made the spell intercept ability a missile deflection or a force wall. In the end I went with the force field since it seemed to work best as I picture the spell. As long as the weapon user is aware of the attack and interposes the weapon between himself and the attacker it will intercept the harmful spell. This also forces me to introduce some sort of END reserve rules for the setting. In my opinion spell casters should be allowed to buy personal END reserves to power their spells. I think that the GM should allow pretty liberal END amounts and/or REC for that END reserve. My own idea would be END Reserves with as much as a 10:1 ratio or as little as a 5:1 ratio. Characters in the Slayers get exhausted in spell combat but it seems to take a effort to exhaust them and they seem to recover pretty quickly.

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