

# Core Exxet rules changes

## Revisions to Character Creation:

Upon receiving any level, the character has a choice of a "natural bonus" that can be applied to several skills.

- In Core Exxet they have the choice of where to distribute +10 to five different skills (similar to the freelancer class ability) as part of their natural bonus. This counts as a special bonus, and cannot exceed 100 in any skill in combination with the next part of the natural bonus and the default characteristic bonus.
- Additionally, the character has the ability to chose 1 physical skill (based on STR, DEX, AGI, CON, or PER) and 1 mental skill (based on POW, WP, or INT) to add their characteristic bonus again to that skill. This counts as a special bonus and cannot exceed 100 in any skill in combination with the other part of natural bonus and the default characteristic bonus.
  - EX: Pasuzu has 10 in WP and chooses withstand pain as his skill for both parts of his natural bonus this level, and has a +80 in the bonus column for that skill already. He applies the +10 from the first part of a natural bonus, making it +90. Then he applies the characteristic bonus from WP (+15), making the total 105. Since it may not exceed 100, the extra 5 points are dropped.
- Changed Advantage: Acute Senses
  - Adds +50 to Notice and Search (instead of +30)
  - Adds +1 to PER when performing a PER check.
- For purposes of the disadvantage "Shamanism" they are hereby referred to as "Wizardry" (due to the Shamanism field of magic introduced in Arcanna Exxet)
- Changed Module: Area Attack (50 DP) (old cost 40 DP)
- New Module: Chained Attack (50 DP)
  - For the purposes of multiple attacks, the user can use the multiple attack penalty of the next lowest size with small being the minimum.
    - A small weapon has no change; a large is treated as a medium weapon; a medium as a small.

## Changes to Secondary abilities

See Core Exxet tables.

- Athleticism
  - Movement allows for a 1 turn increase in speed.
  - Running decides how long a person can run before losing a fatigue
    - Note: running is speed-2
  - Max Move is how long a player can run before losing a fatigue
- Swim
  - The movement value is applied to your movement speed to decide how fast you swim Minimum value of 1
- Jump
  - Movement value is the bonus applied before reducing by 1/5<sup>th</sup> for a running start.
- Feats of Strength
  - Has effects at GM discretion before 120.
  - The Strength modifier is only used for one action and is not used in combat for extra damage.

## Revisions to Magic:

In Core Exxet, the spell system was greatly reworked. Magicians still use Path magic and zeon as well as accumulation to cast their spells, but use degrees instead of added effects to power up their spells. Casters working with the new system will find their intelligence much more integral to casting powerful spells, while accumulation and innate magic not as much.

Others on the forum have graciously made a tabular translation of the spells and their effects which I have included at the end of this document.

It is good to note that there are many advantages and disadvantages to each magic system, and neither is "more correct"

- **Revisions to Combat:**

- The combat section of Core Exxet details more formally the way to calculate the damage done to any combatant. The formula is as follows:  

$$(\text{Attacker's total (after modifiers)} - \text{Defender's Total (after modifiers)} - 20 \text{ for absorption} - 10 * \text{AT of the defender of the attack type}) / 100 \text{ (making a percentage)} (\text{Round down before the next operation}) * \text{the final damage of the weapon}$$
 Shorthand:  $\text{Floor}[(A - D - a - 10 * AT) / 100] * fd$
- If the **Defender's Total** is higher than the **Attacker's Total**, The counterattack bonus is 1/2 of the difference between the two combatants' totals, rounded down to the nearest group of 5.

It should be noted that both the **Attacker's Total** and the **Defender's Total** cannot become negative. If appropriate modifiers would result in negative values, they are simply floored at 0.

- Creatures with Damage Resistance roll a zero for defense, just applying absorption and armor. If a creature with Damage Resistance is surprised, he applies only HALF of his absorption and armor.
- Creatures with Damage resistance now roll -80 for magical or psychic shields.
- When creatures with Damage Resistance fumble, they no longer give double bonus to the opposing enemy.
- Multiple attacks with weapons are changed to be more dependent on the size category of the weapon.

Size	Penalty per add. attack
Small	-20
Medium	-30
Large	-40

Note: Shift up or down based on Size. Eg: a large creature with a large weapon is treated as a medium weapon. A small creature with a medium weapon is a large weapon.

- Flight Type 10-14 (on table 40) is changed to 7 to 14.
- Using stealth as a combat maneuver grants you special bonuses.
  - If you can stealth, successfully, towards a target would grant a total of +170 (Surprise+ blinded) to attacking. (instead of it applying negatively to the enemy)
  - A person can defend against a stealth attack using ½ MA, ½ Ki accumulations, and ½ Psychic Potential. If a person is prepared for a stealth attack, he does not use this penalty.
  - If a character wants a stealth attack to be “stealthy” (aka no one can see it unless they are looking directly at the target), he uses the lower of Attack or Stealth to make the attack.
  - MASTER MOVE: Decoultruse (there was no translation for this) Requirements: Mastery in Hiding
    - A person can attempt to hide in mid-combat using this maneuver, or while in plain sight
    - Applies a -200 if just facing one enemy and -250 if facing multiple enemies
    - If successful, the user will disappear leaving only an afterimage-cloudlike thing behind. The user will still need to find a place to hide to stay hidden.
    - If a user has items like smoke bombs or something to obstruct light or the view, he only applies a -100 and -125 for this maneuver.
    - No other actions are allowed during that round, or you will be revealed immediately

- If using the Acrobatics maneuver to try to get behind an enemy, the enemy adds +10 to his attack value each time the enemy is successful for purposes of this maneuver. This cumulative effect disappears after one day of the two not fighting.
- The Defensive Maneuver Absorb hits is changed to apply a -80 (minimum 0) to the defense ability, including any penalties for multiple defenses and combat situations. However, unless a critical is dealt to the one using this maneuver, he may make an action during the turn. The user of this cannot counter even if the user manages to achieve such a result.
- **Revisions to Psychics:**
  - The maximum amount of psychic points that can be spent to permanently improve the potential of a single psychic power is corrected to be 10, instead of 5. The maximum amount that a psychic power can be improved by is 100. Therefore one can achieve +100 potential on a psychic power by spending 10 pp.
    - See: Strengthening a Power, Page 194
- **General Revisions:**
  - Characteristics checks now are reworked to use a "roll over" system instead of the "roll under" system described in the book. One now rolls 1d10 and adds their characteristic score (not their bonus) to the roll. The rule of 10 changes the result into a 12. A 1 is just a 1. In opposed checks, every point above 4 that one character has over the other will count as 2 points for determining check results.
  - Level of Difficulties
    - Simple actions: 6+
    - Normal actions: 10+
    - Complex actions: 15+
    - Extreme actions: 20+
  - Remove the Fumble level (+15 or -15) to checking fumbles. The ability always fails on a 1, 2, or 3. Still roll a d100 to determine negatives.
  - Resistance checks automatically succeed if your base is 20 points above the resistance instead of 50.
  - Secondary Fumbles are changed to:
    - 1 to 50: Basic failure
    - 51 to 95: Major failure
    - 96 to 100: Catastrophic failure
  - Unarmed breakage: -2
  - Missing Costs:
    - Circlet: 50 SC
    - Forehead Protector: 80 SC
    - Leather Hood: 40 SC
    - Casque: 1 GC
    - Mail Coif: 5 GC
    - Open Helm: 20 GC
    - Great Helm : 40 GC
  - Table 73: In Flames; The scorching roll is reduced to "100 to 179"
- **Changed in Prometheus exxet:**
  - Such a drastic change that it needs to be mentioned
  - Armor:
    - Through various means a player can have more than 3 layers of items that grant armor (such as clothing, spells, or natural armor), however only the best three are counted towards your armor total for each armor type.
- **Game Manager Rules:**
  - Elemental Form uses the "Intermediate Grade" of the appropriate spell (Same for Specter form)
    - New Power: **Major Form** (20 DP 30 Gnosis)
      - Must be bought with the appropriate form. Allows the spell to be advanced level instead of intermediate
- **Game Manager Optional Rules:**
  - To play a game with more of a superhero feel, a GM can add the following advantage:
    - Mutations:
      - The person has innate powers caused by a mutation

- **Effect:** The player obtains 50 DP which he can purchase powers from chapter 26 as if he had 20 Gnosis. One can spend additional CP to increase it to 100 and 150.
- **Cost:** 1, 2, 3
- A game master can always play with the old rules of the table of combat.

Book of Magic

Core Exxet Version

Translated by Elric of Melniboné

Compiled by NekoShogun

Edited by KilledWithStyle

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## Core Exxet Book of Magic

### Book of Light

#### Create Light

**Level 2**                      **Action:** Active                      **Type:** Effect

This spell creates light on an object or a point designated by the caster

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	20	50	100	200
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 5m area			<b>Intermediate:</b> 25m area	
<b>Advanced:</b> 100m area			<b>Arcane:</b> 500m area	
<b>Maintenance:</b> 5 / 5 / 10 /15 <i>Daily</i>				

**Free Access:** Level 4

#### Imbue Calm

**Level 6**                      **Action:** Active                      **Type:** Spiritual

This spell calms individuals feeling fear or hatred within the spell's effect area Makes any Fear, Terror, or Anger States disappear, even if of supernatural origin It does not prevent violent actions deliberately done in cold blood or premeditated actions

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	160
<b>Req. Intelligence</b>	5	8	11	14
<b>Base:</b> MR or PsR 80 / 10m area			<b>Intermediate:</b> MR or PsR 100 / 25m area	
<b>Advanced:</b> MR or PsR 120 / 50m area			<b>Arcane:</b> MR or PsR 140 / 100m area	
<b>Maintenance:</b> No				

#### Blinding Flash

**Level 8**                      **Action:** Active                      **Type:** Automatic

This spell causes a blinding flash of light within a radius determined by the spell It blind anyone looking at it when it goes off for as many rounds as he failed the PhR check by, divided by 10 It is not possible to designate specific targets within the flash, and everyone except the caster is equally affected Characters can resist this spell by passing a PhR check If someone is actively looking away from the spell, they can add a +40 to their PhR check

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	100	150	200
<b>Req. Intelligence</b>	6	9	11	14
<b>Base:</b> PhR 140 / 10m area			<b>Intermediate:</b> PhR 140 / 25m area	
<b>Advanced:</b> PhR 140 / 50m area			<b>Arcane:</b> PhR 160 / 100m area	
<b>Maintenance:</b> No				

#### Shield of Light

**Level 10**                      **Action:** Passive                      **Type:** Defense

This spell forms a barrier of Energy that protects the caster from any source of attack. The shield can only be damaged by supernatural attacks. Attacks based on darkness cause double damage.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	50	120	180	250
<b>Req. Intelligence</b>	6	8	10	14
<b>Base:</b> 300 Resistance Points			<b>Intermediate:</b> 1000 Resistance Points	
<b>Advanced:</b> 1800 Resistance Points			<b>Arcane:</b> 3000 Resistance Points	
<b>Maintenance:</b> 5 / 15 / 20 / 25				

### Perceive

**Level 12**                      **Action:** Active                      **Type:** Effect

This spell improves the perception of the caster, increasing his secondary abilities of Notice and Search. It also increases Magic Appraisal by the same amount, but only for the purpose of detecting or measuring the magic potency of something or someone, not to hide it.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	50	150	200	250
<b>Req. Intelligence</b>	6	9	12	14
<b>Base:</b> +50 Notice, Search and Magic Appraisal			<b>Intermediate:</b> +150 Notice, Search and Magic Appraisal	
<b>Advanced:</b> +200 Notice, Search and Magic Appraisal			<b>Arcane:</b> +250 Notice, Search and Magic Appraisal	
<b>Maintenance:</b> 5 / 15 / 20 / 25				

**Free Access: Level 14**

### Armor of Light

**Level 16**                      **Action:** Active                      **Type:** Effect

This spell forms a magical armor around its owner. Although it counts as armor, it does not count as an additional layer of armor for purposes of penalties to initiative.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> EnergyAT2, other AT1			<b>Intermediate:</b> EnergyAT5, other AT2	
<b>Advanced:</b> EnergyAT8, other AT4			<b>Arcane:</b> EnergyAT12, other AT6	
<b>Maintenance:</b> 5 / 10 / 15 / 20				

### Banish Shadows

**Level 18**                      **Action:** Active                      **Type:** Effect/Spiritual

This spell destroys shadows within a radius. Any darkness based creatures within the radius must pass a MR check or lose life points equal to double their Failure Level; Damage Resistance increases the damage by its damage multiple. As long as the spell is maintained, darkness creatures must do a new MR check each combat turn.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	60	100	150	250
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR 140 / 10m area			<b>Intermediate:</b> MR 180 / 100m area	



**Advanced:** MR 220 / 250m area**Arcane:** MR 280 / 500m area**Maintenance:** 10 / 10 / 15 / 25

### Detect Negative Emotions

**Level 20****Action:** Active**Type:** Detection

This spell detects any negative sentiments such as hatred, fear, or anger within a radius around the caster. It also senses creatures based on such emotions. This spell can be resisted using the listed MR for the spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	50	100	160	280
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR 80 / 25m radius			<b>Intermediate:</b> MR 140 / 150m radius	
<b>Advanced:</b> MR 160 / 500m radius			<b>Arcane:</b> MR 200/ 1km radius	
<b>Maintenance:</b> 5 / 10 / 20 / 30				

### Light Beam

**Level 22****Action:** Active**Type:** Attack

This spell projects a beam of Light based on magical energy. Light Beam is an energy attack type with a base damage dependant on spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	50	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Base Damage 60			<b>Intermediate:</b> Base Damage 90	
<b>Advanced:</b> Base Damage 120			<b>Arcane:</b> Base Damage 150	
<b>Maintenance:</b> No				

**Free Access:** Level 24

### Hologram

**Level 26****Action:** Active**Type:** Effect

This spell creates an immaterial luminous form with a maximum size determined by the spell level. The caster the can give the hologram the appearance he desires making it very difficult to tell it from something real. If he creates a creature, it can perform any inhuman action the caster wishes, but will mimic the physical abilities of the caster. The hologram cannot touch anyone nor be touched, but if it receives any damage based on Energy, it disappears. To detect the that the hologram is not real it requires a notice check of almost impossible or search of very difficult

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	40	150	250	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Image has maximum size of 1m2			<b>Intermediate:</b> Image has maximum size of 15m2	
<b>Advanced:</b> Image has maximum size of 50m2			<b>Arcane:</b> Image has maximum size of 100m2	
<b>Maintenance:</b> 5 / 20 / 25 / 30			<b>Arcane:</b> The notice and search checks become impossible and absurd.	

### Bonds of Light

**Level 28****Action:** Active**Type:** Attack

This spell casts bonds of light that hold the designated target immobile. An attack is made using the rules for Trapping, although the caster suffers no penalty to his Ability for performing this maneuver. The bonds use a Strength based on the level the spell is cast at for check. If anyone tries to help free the person Trapped, the bonds of Light are treated as an Energy weapon with a Fortitude dependant on the spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	60	100	140	180
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Strength 8 / Fortitude 25			<b>Intermediate:</b> Strength 12 / Fortitude 25	
<b>Advanced:</b> Strength 15 / Fortitude 30			<b>Arcane:</b> Strength 18 / Fortitude 35	
<b>Maintenance:</b> 10 / 10 / 15 / 15				

### Control Light

**Level 30**                      **Action:** Active                      **Type:** Effect/Spiritual

This spell modifies and controls the form, color, and intensity of light in a radius. If it is cast at Light-based beings, they must pass a MR check or they will fall under the control of the caster. A creature may only repeat the check if it is ordered to do something against its nature.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	50	150	250	350
<b>Req. Intelligence</b>	6	9	12	16
<b>Base:</b> MR 80 /20m radius			<b>Intermediate:</b> MR 140 /150m radius	
<b>Advanced:</b> MR 180 /300m radius			<b>Arcane:</b> MR 220 /500m radius	
<b>Maintenance:</b> 5 / 20 / 25 /30				

### Detect Life

**Level 32**                      **Action:** Active                      **Type:** Detection

This spell detects any life-form within a radius. This spell only detects the number of life-forms and their exact location. Resisting the spell requires beating a MR Check determined by the spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	60	100	150	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR 140 /25m radius			<b>Intermediate:</b> MR 180 /50m radius	
<b>Advanced:</b> MR 220 /150m radius			<b>Arcane:</b> MR 280 /500m radius	
<b>Maintenance:</b> 5 / 10 / 15 /30				

### Free Access: Level 34

### Spy of Light

**Level 36**                      **Action:** Active                      **Type:** Effect

This spell creates a small light of energy that moves as wished by the caster, with a Flight Value of 14. Through it, the caster can see and hear as though he were present, but doing so overwhelms his body's senses, and he can only perceive the world through the Spy of Light. Each combat turn the caster decides if he will see through the Spy of Light or his own senses. The Spy of Light has a determined noticed and search based on spell level. If attacked, it can defend itself with the Magic Projection of its caster. For purposes of initiative, it acts when its controller does. It is only possible to attack it with supernatural attacks, although it is destroyed if it receives any damage.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	100	200	300	400
<b>Req. Intelligence</b>	6	9	12	16
<b>Base:</b> Notice and Search 100 /1 km distance			<b>Intermediate:</b> Notice and Search 150 /10 km distance	
<b>Advanced:</b> Notice and Search 200 /50 km distance			<b>Arcane:</b> Notice and Search 250 /500 km distance	
<b>Maintenance:</b> 20 / 40 / 60 / 80 <i>Daily</i>				

### Ecstasy

**Level 38**                      **Action:** Active                      **Type:** Spiritual

This spell intoxicates anyone affected with a feeling of utter ecstasy. The sensation of pleasure is so powerful that the victim's senses are completely clouded, and he receives a -20 All Action Penalty while affected. However, the spells victims are also completely oblivious and immune to any pain or other affliction based penalty, except those for actually being physically incapacitated.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	16
<b>Base:</b> MR 80 / 10m radius			<b>Intermediate:</b> MR 100 / 50m radius	
<b>Advanced:</b> MR 120 / 100m radius			<b>Arcane:</b> MR 160 / 250m radius	
<b>Maintenance:</b> 10 / 10 / 15 / 15				

### Banish Negative Emotions

**Level 40**                      **Action:** Active                      **Type:** Spiritual

This spell temporarily banishes any negative sentiments such as hatred, fear, or anger within a radius of the caster. Resisting the spell requires beating a MR or PsR check.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	80	180	240	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR or PsR 100 / 100m radius			<b>Intermediate:</b> MR or PsR 150 / 500m radius	
<b>Advanced:</b> MR or PsR 180 / 1km radius			<b>Arcane:</b> MR or PsR 220 / 5km radius	
<b>Maintenance:</b> No				

### Healing Light

**Level 42**                      **Action:** Active                      **Type:** Effect

This spell causes whomever the spell is directed at to recover Life Points. This spell does not restore permanently lost or destroyed limbs, nor eliminate penalties caused by Critical attacks.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	70	100	150	200
<b>Req. Intelligence</b>	7	10	13	15
<b>Base:</b> 40 Life Points			<b>Intermediate:</b> 80 Life Points	
<b>Advanced:</b> 120 Life Points			<b>Arcane:</b> 250 Life Points	
<b>Maintenance:</b> No				

**Free Access:** Level 44

## Seeking Sphere

**Level 46**

**Action:** Active

**Type:** Attack

This spell unleashes a sphere of luminous energy with a base damage decided by the spell. The caster can control it using his Magic Projection until it hits its target. If the target successfully dodges, the Seeking Sphere can continue attacking the following turn, since it has not been destroyed. When Seeking Sphere causes damage, or is blocked, the Sphere explodes and vanishes. If the caster abandons control of it, it will act independently, following its last designated target with a Magic Projection decided by the spell level.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15

**Base:** Base Damage 100 / Magic Projection 150

**Intermediate:** Base Damage 120 / Magic Projection 180

**Advanced:** Base Damage 160 / Magic Projection 210

**Arcane:** Base Damage 200 / Magic Projection 240

**Maintenance:** 15 / 20 / 25 / 30

## Zone of Detection

**Level 48**

**Action:** Active

**Type:** Detection

This spell allows the caster to detect any being within the area of the spell that does not pass a MR check. The Zone of Detection only tells the caster how many individuals are in the zone, and their exact location. It also senses spells of Detection that attempt to enter the area, as long as the spell caster using them does not beat the MR (regardless of his actual location). The zone has a set radius and is stationary where it was cast.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	140	200	280	360
<b>Req. Intelligence</b>	7	10	12	15

**Base:** MR 180 /20m radius

**Intermediate:** MR 240 /80m radius

**Advanced:** MR 280 /150m radius

**Arcane:** MR 340 /250m radius

**Maintenance:** 10 / 10 / 15 / 15 *Daily*

## Enter Another's Dreams

**Level 50**

**Action:** Active

**Type:** Spiritual

This allows the caster to physically enter a sleeper's dreams. The caster has no control over the dream world of the dreamer, and anything that happens there will be real to the caster. The person must have peaceful dreams to be affected by this spell, and the moment the dream turns into a nightmare, or he awakens or dies, the mage abandons the dream world and returns to reality. Any Spiritual spell cast on the dreamer while the caster is present in his dreams will also affect the caster. The target may roll a MR or PsR check. Once he is in the target person's dreams, the caster can jump to the unconscious of yet another dreamer who is physically no more than the original distance from the target. Naturally, this new dreamer will have the right to his own MR or PsR Check. If the dreamer's consciousness happens to be in the world of The Wake, the caster is trapped there even when the spell expires.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15

**Base:** MR or PsR 140 /10m distance

**Intermediate:** MR or PsR 160 /80m distance

**Advanced:** MR or PsR 200 /140m distance

**Arcane:** MR or PsR 240 /200m distance

**Maintenance:** 10 / 10 / 15 / 15 *Daily*

**Light Form****Level 52****Action:** Active**Type:** Effect

The body designated by the caster is transformed to pure luminous energy and becomes intangible to matter and on-energy attacks. While in this state, the transformed person gains a bonus to his abilities of Notice and Search, and a bonus to his Resistance against effects based on Light. In this state, the damage caused by Darkness based attacks is doubled.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	120	140	160
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<b>Req. Intelligence</b>	8	11	13	16
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**Base:** +50 Notice and Search / +20 Resistances      **Intermediate:** +60 Notice and Search / +30 Resistances

**Advanced:** As Intermediate, but resistance bonus applies to all effects not based on Darkness

**Arcane:** As Advanced, but doesn't suffer double damage from Darkness based attacks

**Maintenance:** 10 / 15 / 15 / 20

**Free Access:** Level 54**Blessing****Level 56****Action:** Active**Type:** Effect

Blessing endows the affected party with incredible energy. Those affected receive a bonus to all their actions and Resistances. All allies within a distance of the caster are affected. No one can be affected by more than one Blessing at a time.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	180	240	300
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<b>Req. Intelligence</b>	8	10	12	15
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**Base:** +10 All Action bonus / +10 Resistances / 5m radius

**Intermediate:** +20 All Action bonus / +20 Resistances / 25m radius

**Advanced:** +30 All Action bonus / +30 Resistances / 50m radius

**Arcane:** +30 All Action bonus / +30 Resistances / 150m radius

**Maintenance:** 5 / 10 / 15 / 15

**Create Good Feelings****Level 58****Action:** Active**Type:** Spiritual

This creates positive sentiments such as love, pleasure, or friendship in the people designated by the caster. The spell has a radius, and can be resisted using MR or PsR. Those affected can repeat the Resistance Check once per day.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	180	240	300
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<b>Req. Intelligence</b>	8	10	12	15
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**Base:** MR or PsR 120 / 20m radius

**Intermediate:** MR or PsR 160 / 100m radius

**Advanced:** MR or PsR 180 / 250m radius      **Arcane:** MR or PsR 220 / 500m radius

**Maintenance:** 10 / 20 / 25 / 30 *Daily*

**See Truth****Level 60****Action:** Active**Type:** Effect

This spell permits the affected person to perceive supernatural forces that are invisible to the human eye. Although this spell does not directly work against illusion spells because they affect the mind, not the vision, anyone using See Truth against visual illusions can apply a bonus to their MR Checks, since it would help detect their falseness.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	120	180	250
<b>Req. Intelligence</b>	8	12	14	16
<b>Base:</b> Allows seeing Magic, Matrixes and Invisible Beings / +50MR against Illusions				
<b>Intermediate:</b> As Base, but also allows seeing Spiritual Beings				
<b>Advanced:</b> As Intermediate, but gives +75MR against Illusions				
<b>Arcane:</b> As Advanced, but gives +100MR against Illusions				
<b>Maintenance:</b> 10 / 15 / 15 / 25 <i>Daily</i>				

### Shield from Negative

**Level 62**                      **Action:** Active                      **Type:** Automatic

This spell enchants a certain area, making it impenetrable for beings naturally based in negative emotions or Darkness. Any such creature entering the zone must pass a MR Check or suffer the loss of a number of Life Points equal to the margin of failure. Additionally, if it fails the check, it receives an immediate –40 All Action Penalty. The affected zone is stationary in the place it was cast.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	180	240	300
<b>Req. Intelligence</b>	7	9	12	15
<b>Base:</b> MR 120 / 20m radius		<b>Intermediate:</b> MR 140 / 100m radius		
<b>Advanced:</b> MR 160 / 250m radius		<b>Arcane:</b> MR 180 / 500m radius		
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				

### Free Access: Level 64

#### Find

**Level 66**                      **Action:** Active                      **Type:** Detection

By means of Find, the caster can locate any person, place, or thing, and know its exact location in that moment regardless of the distance separating them. Anything can be found, whether an individual object, or a type of object, or simply something that fulfills a specified condition. For example, the caster can try to locate a city, the thief who stole his crosier (even if he doesn't know who did it), or the closest eligible maiden of royal blood. Objects, places, or people affected must make a dice roll against a MR Check to avoid being located. Large places apply a –40 penalty to this check.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	160	200	260	320
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b> MR 140		<b>Intermediate:</b> MR 180		
<b>Advanced:</b> MR 220		<b>Arcane:</b> MR 260		
<b>Maintenance:</b> No				

#### Restore

**Level 68**                      **Action:** Active                      **Type:** Effect

This spell restores the penalties that apply to a given individual. Restored negatives may have been caused by fatigue, hunger, physical damage, or spells, but not physical deficiencies, such as loss of a limb or other body part. Recover restitution also a certain amount of fatigue points spent.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	250	300
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> Eliminates up to -40 penalty / Restores up to 2 Fatigue points				
<b>Intermediate:</b> Eliminates up to -80 penalty / Restores up to 5 Fatigue points				
<b>Advanced:</b> Eliminates up to -120 penalty / Restores up to 10 Fatigue points				
<b>Arcane:</b> Eliminates any penalty / Restores Fatigue points to maximum				
<b>Maintenance:</b> No				

### Hypnotic Display

**Level 70**                      **Action:** Active                      **Type:** Automatic

This spell creates spectacle of lights in a specified place that has a fascinating and dumbfounding affect. All the characters that see the display cannot help but continue watching it. It is visible for a large radius, and anyone seeing it must make a MR or PsR Check to resist its effects. Those affected can perform Passive Actions, but cannot move. They can make a new Resistance Check every time they are attacked. The condition for being affected is looking directly at the Hypnotic Display.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	200	280	360
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> MR or PsR 120 / 1 km radius		<b>Intermediate:</b> MR or PsR 150 / 5 km radius		
<b>Advanced:</b> MR or PsR 180 / 15 km radius		<b>Arcane:</b> MR or PsR 220 / 25 km radius		
<b>Maintenance:</b> 5 / 10 / 10 / 15				

### Catastrophic Light

**Level 72**                      **Action:** Active                      **Type:** Attack

This spell creates a deadly discharge of Light which uses the Energy Attack Type. The spell's base damage and radius of effect are decided by the spell level.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	180	240	350
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> Base Damage 120 / 25m radius		<b>Intermediate:</b> Base Damage 150 / 100m radius		
<b>Advanced:</b> Base Damage 200 / 150m radius		<b>Arcane:</b> Base Damage 250 / 250m radius		
<b>Maintenance:</b> No				

**Free Access:** Level 74

### Luminous Material Objects

**Level 76**                      **Action:** Active                      **Type:** Effect

Forms a material object from luminous energy. Whether it is something as complex as a clock, or as simple as a sword, the object created cannot have a Presence of more than the spell level determines, but for all purposes it is treated as having a quality determined by the spell level. As an exceptional rule, the quality of the object does not affect its Presence.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	150	200	240	300
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> Presence 60 / +5 Quality	<b>Intermediate:</b> Presence 100 / +10 Quality			
<b>Advanced:</b> Presence 140 / +10 Quality	<b>Arcane:</b> Presence 180 / +15 Quality			
<b>Maintenance:</b> 15 / 20 / 25 / 30				

### Light Transmission

**Level 78**                      **Action:** Active                      **Type:** Effect/Spiritual

Transports individuals or objects designated by the caster from one light source to another that must less than a distance decided by the spell level. The quantity of Presence that can be transported cannot be greater than a value determined by the spell. If someone wishes to resist, the person may roll a MR Check.

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	250	360	450	600
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> 100 km / Presence 250 / MR120	<b>Intermediate:</b> 1000 km / Presence 500 / MR140			
<b>Advanced:</b> 5000 km / Presence 1000 / MR180	<b>Arcane:</b> 15000 km / Presence 2000 / MR200			
<b>Maintenance:</b> No				

### Lordship over Dreams

**Level 80**                      **Action:** Active                      **Type:** Effect/Spiritual

This spell permits the control of any type of dream. The caster has the ability to control the sleeper's dream world, modifying it as if he had a Gnosis of 45 (although it is not real). If the dream is fed by negative energy, in other words, if it turns into a nightmare, his Gnosis becomes only 30. If the dreamer wishes to resist the spell, it requires beating a MR Check.

NOTE: Base has no effect over the Wake

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	300	400	500	750
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR140				

**Intermediate:** MR150 / If the caster is in the Wake can control his surrounding and gain powers as a being with Gnosis 40, while in a place influenced by positive energy. On a neutral area, his powers will reach Gnosis 30  
This spell affects only the Wake's area where it's used and only if there isn't another entity with similar Gnosis entwined with it.

**Advanced:** MR160 / Like Intermediate but caster's Gnosis on neutral areas is 35

**Arcane:** MR180 / As Advanced but the spell has no spatial limits, influencing all the positive areas of the Wake

**Maintenance:** 60 / 65 / 70 / 80

### Create Being of Light

**Level 82**                      **Action:** Active                      **Type:** Effect

This spell creates a luminous being with the appearance of life, but completely under the control of the caster. The entity is developed as a Being Between Worlds, using the powers and limitations of Light Elementals explained in Chapter 26. The creature's maximum level is calculated using the same rules as the spell Create Being from the Path of Creation.

Casting Level	Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	250	350	500	700
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> Level 1			<b>Intermediate:</b> Level 3	
<b>Advanced:</b> Level 6			<b>Arcane:</b> Level 10	
<b>Maintenance:</b> 50 / 70 / 100 / 140 <i>Daily</i>				

**Free Access:** Level 84

### Reflecting Prism

**Level 86**                      **Action:** Passive                      **Type:** Defense

This spell Creates a body of light that works like a prismatic shield, reflecting any spell, psychic attack, or Ki technique back at the caster. For the charge to be reflected back, it must lose a Clashing Spells check. It is also necessary to make a successful Block using the Prism. If defending against an Area Attack, the prism does not reflect the entire spell; it will still affect anyone in the area of the spell except the caster of the Reflecting Prism. This spell does not reflect Spiritual spells. The caster can use his Magic Projection to redirect the attack. It will absorb a set number of damage before breaking.

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	160	250	300	400
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b> Clashing Spells Check against 100 / 800 Resistance Points				
<b>Intermediate:</b> Clashing Spells Check against 120 / 1500 Resistance Points				
<b>Advanced:</b> Clashing Spells Check against 140 / 3000 Resistance Points				
<b>Arcane:</b> Clashing Spells Check against 180 / 6000 Resistance Points				
<b>Maintenance:</b> 20 / 25 / 30 / 40 <i>Daily</i>				

### Radius of Omniscience

<b>Level 88</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	250	400	800
<b>Req. Intelligence</b>	10	12	15	18
<b>Base:</b> Presence 60 / 500m area		<b>Intermediate:</b> Presence 80 / 2km area		
<b>Advanced:</b> Presence 100 / 10km area		<b>Arcane:</b> Presence 120 / 50km area		
<b>Maintenance:</b> 40 / 50 / 60 / 65				

### Predict

<b>Level 90</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	300	450	600
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> 1 year		<b>Intermediate:</b> 5 years		
<b>Advanced:</b> 50 years / If the prediction is about something happening within 1 day, it will be very accurate				
<b>Arcane:</b> 100 years / If the prediction is about something happening within 1 year, it will be very accurate				
<b>Maintenance:</b> No				

### Prison of Light

<b>Level 92</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
Note: The caster cannot affect himself with the Prison of Light				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	350	500	800
<b>Req. Intelligence</b>	14	16	18	20

**Base:** MR 140 / 10000 Resistance Points

**Intermediate:** MR 180 / 250000 Resistance Points

**Advanced:** MR 220 / 500000 Resistance Points

**Arcane:** MR 240 / The prison cannot be broken from the inside, but possesses 500000 Resistance Points if attacked from the outside

**Maintenance:** 40 / 70 / 100 / 160

**Free Access:** Level 94

### One with the Light

**Level 96**

**Action:** Active

**Type:** Effect

**Casting Level**

Base	Intermediate	Advanced	Arcane
200	400	600	800
12	14	16	18

**Zeon**

**Req. Intelligence**

**Base:** One Day

**Intermediate:** One Week

**Advanced:** One Month

**Arcane:** One Year

**Maintenance:** No

### Ascension

**Level 98**

**Action:** Active

**Type:** Effect

Note: no difference to Gnosis awarded to caster or other people

**Casting Level**

Base	Intermediate	Advanced	Arcane
500	1000	2000	5000
14	16	18	20

**Zeon**

**Req. Intelligence**

**Base:** Gnosis 30

**Intermediate:** Gnosis 35

**Advanced:** Gnosis 40

**Arcane:** Gnosis 45

**Maintenance:** 30 / 40 / 45 / 50

### Light Holocaust

**Level 100**

**Action:** Active

**Type:** Attack/Spiritual

**Casting Level**

Base	Intermediate	Advanced	Arcane
600	1000	2500	10000
14	16	18	20

**Zeon**

**Req. Intelligence**

**Base:** Base Damage 350 / 100m area

**Intermediate:** Base Damage 500 / 100km area

**Advanced:** Base Damage 800 / 10000km area

**Arcane:** Base Damage 1000 / 1 au (astronomic unit) area

**Maintenance:** No

## Book of Darkness

### Create Darkness

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	20	50	100	200
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 5m area			<b>Intermediate:</b> 25m area	
<b>Advanced:</b> 100m area			<b>Arcane:</b> 500m area	
<b>Maintenance:</b> 5 / 5 / 10 / 15 <i>Daily</i>				

### Free Access: Level 4

### Induce Fear

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	140	180
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> MR or PsR 80 / 10m area			<b>Intermediate:</b> MR or PsR 100 / 50m area	
<b>Advanced:</b> MR or PsR 120 / 100m area			<b>Arcane:</b> MR or PsR 140 / 250m area	
<b>Maintenance:</b> No				

### See in Darkness

<b>Level 8</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
Note: Only works on natural darkness				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	100	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Max Presence 80			<b>Intermediate:</b> Max Presence 100	
<b>Advanced:</b> Max Presence 120			<b>Arcane:</b> Max Presence 140 / Works also on Supernatural Darkness	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				

### Shield of Darkness

<b>Level 10</b>	<b>Action:</b> Passive		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	120	180	250
<b>Req. Intelligence</b>	6	8	10	14
<b>Base:</b> 300 Resistance Points			<b>Intermediate:</b> 1000 Resistance Points	
<b>Advanced:</b> 1800 Resistance Points			<b>Arcane:</b> 3000 Resistance Points	
<b>Maintenance:</b> 5 / 15 / 20 / 25				

### Shadow

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	150	200	240
<b>Req. Intelligence</b>	5	9	12	14
<b>Base:</b> +50 Hide, Stealth and Magic Appraisal			<b>Intermediate:</b> +150 Hide, Stealth and Magic Appraisal	
<b>Advanced:</b> +200 Hide, Stealth and Magic Appraisal			<b>Arcane:</b> +250 Hide, Stealth and Magic Appraisal	
<b>Maintenance:</b> 5 / 15 / 20 / 25				

### Free Access: Level 14

### Armor of Darkness

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
Zeon	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> EnergyAT2, other AT1			<b>Intermediate:</b> EnergyAT5, other AT2	
<b>Advanced:</b> EnergyAT8, other AT4			<b>Arcane:</b> EnergyAT12, other AT6	
<b>Maintenance:</b> 5 / 10 / 15 / 20				

### Banish Light

<b>Level 18</b>	<b>Action:</b> Active		<b>Type:</b> Effect/Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
Zeon	60	100	150	250
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR 140 / 10m area			<b>Intermediate:</b> MR 180 / 100m area	
<b>Advanced:</b> MR 220 / 250m area			<b>Arcane:</b> MR 280 / 500m area	
<b>Maintenance:</b> 10 / 10 / 15 / 25				

### Hide Magic

<b>Level 20</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
Zeon	50	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> -100 Magic Appraisal			<b>Intermediate:</b> -180 Magic Appraisal	
<b>Advanced:</b> -240 Magic Appraisal			<b>Arcane:</b> -320 Magic Appraisal	
<b>Maintenance:</b> 5 / 20 / 25 / 30 <i>Daily</i>				

### Dark Beam

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
Zeon	50	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Base Damage 60			<b>Intermediate:</b> Base Damage 90	
<b>Advanced:</b> Base Damage 120			<b>Arcane:</b> Base Damage 150	
<b>Maintenance:</b> No				

### Free Access: Level 24

### Darkzone

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: also affect Magic detections				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
Zeon	60	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 20m area			<b>Intermediate:</b> 250m area	
<b>Advanced:</b> 500m area			<b>Arcane:</b> 1km area	
<b>Maintenance:</b> 5 / 10 / 15 / 15				

### Bonds of Darkness

<b>Level 28</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
Note: Base Fortitude is 25				

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	100	140	180
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Strength 8				<b>Intermediate:</b> Strength 12
<b>Advanced:</b> Strength 15 and Fortitude 30				<b>Arcane:</b> Strength 18 and Fortitude 35
<b>Maintenance:</b> 10 / 10 / 15 / 15				

### Control Darkness

<b>Level 30</b>	<b>Action:</b> Active	<b>Type:</b> Effect/Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	150	250	350
<b>Req. Intelligence</b>	6	9	12	16
<b>Base:</b> MR 80 /20m area				<b>Intermediate:</b> MR 140 /150m area
<b>Advanced:</b> MR 180 /300m area				<b>Arcane:</b> MR 220 /500m area
<b>Maintenance:</b> 5 / 20 / 25 /30				

### Concealment

<b>Level 32</b>	<b>Action:</b> Passive	<b>Type:</b> Effect		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> +50 MR or PsR / +50 Ki Concealment				<b>Intermediate:</b> +140 MR or PsR / +150 Ki Concealment
<b>Advanced:</b> +220 MR or PsR / +200 Ki Concealment				<b>Arcane:</b> +280 MR or PsR / +250 Ki Concealment
<b>Maintenance:</b> 10 / 20 / 25 /30 <i>Daily</i>				

### Free Access: Level 34

### Obfuscate

<b>Level 36</b>	<b>Action:</b> Active	<b>Type:</b> Effect		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Hide, Stealth and Ki Concealment +100				<b>Intermediate:</b> Hide, Stealth and Ki Concealment +150
<b>Advanced:</b> Hide, Stealth and Ki Concealment +200				<b>Arcane:</b> Hide, Stealth and Ki Concealment +250
<b>Maintenance:</b> 20 / 40 / 50 / 60 <i>Daily</i>				

### Enrage

<b>Level 38</b>	<b>Action:</b> Active	<b>Type:</b> Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	150	200
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR 80 / 5m area				<b>Intermediate:</b> MR 100 / 20m area
<b>Advanced:</b> MR 120 / 50m area				<b>Arcane:</b> MR 140 / 100m area
<b>Maintenance:</b> 10 / 10 / 15 / 20				

### Banish Positive Emotions

<b>Level 40</b>	<b>Action:</b> Active	<b>Type:</b> Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	180	240	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR or PsR 100 / 100m area				<b>Intermediate:</b> MR or PsR 150 / 500m area

**Advanced:** MR or PsR 180 / 1km area      **Arcane:** MR or PsR 220 / 5km area

**Maintenance:** No

### Night

**Level 42**                      **Action:** Active                      **Type:** Effect

NOTE: Seeing through the Darkness requires Impossible Notice Check or Absurd Search Check It's not considered supernatural darkness

**Casting Level**              **Base**    **Intermediate**    **Advanced**              **Arcane**

**Zeon**                              80      180                      240                      300

**Req. Intelligence**        6      9                              12                      15

**Base:** 25m area                                      **Intermediate:** 250m area

**Advanced:** 500m area / Supernatural darkness      **Arcane:** MR 1km area / Supernatural darkness

**Maintenance:** 10 / 20 / 25 / 30

**Free Access:** Level 44

### Dark Sphere

**Level 46**                      **Action:** Active                      **Type:** Attack

**Casting Level**              **Base**    **Intermediate**    **Advanced**              **Arcane**

**Zeon**                              120      180                      240                      300

**Req. Intelligence**        6      9                              12                      15

**Base:** Base Damage 100 / Magic Projection 150      **Intermediate:** Base Damage 120 / Magic Projection 180

**Advanced:** Base Damage 160 / Magic Projection 210      **Arcane:** Base Damage 200 / Magic Projection 240

**Maintenance:** 15 / 20 / 25 / 30

### Zone of Concealment

**Level 48**                      **Action:** Active                      **Type:** Detection

**Casting Level**              **Base**    **Intermediate**    **Advanced**              **Arcane**

**Zeon**                              140      180                      240                      300

**Req. Intelligence**        7      9                              12                      15

**Base:** +100MR / -140 Detection Abilities / 20m area      **Intermediate:** +150MR / -180 Detection / 50m area

**Advanced:** +200MR / -240 Detection / 250m area      **Arcane:** +300MR / -320 Detection / 500m area

**Maintenance:** 10 / 10 / 15 / 15 *Daily*

### Enter Another's Nightmares

**Level 50**                      **Action:** Active                      **Type:** Spiritual

**Casting Level**              **Base**    **Intermediate**    **Advanced**              **Arcane**

**Zeon**                              120      180                      240                      300

**Req. Intelligence**        6      9                              12                      15

**Base:** MR or PsR 140 / 10m distance      **Intermediate:** MR or PsR 160 / 80m distance

**Advanced:** MR or PsR 200 / 140m distance      **Arcane:** MR or PsR 240 / 200m distance

**Maintenance:** 10 / 10 / 15 / 15 *Daily*

### Dark Form

**Level 52**                      **Action:** Active                      **Type:** Effect

NOTE: No Maximum Presence

**Casting Level**              **Base**    **Intermediate**    **Advanced**              **Arcane**

**Zeon**                              100      120                      140                      160

**Req. Intelligence**        8      11                              13                      16

**Base:** +50 Notice and Search / +20 Resistances      **Intermediate:** +60 Notice and Search / +30 Resistances

**Advanced:** As Intermediate, but resistance bonus applies to all effects not based on Light

**Arcane:** As Advanced, but doesn't suffer double damage from Light based attacks

**Maintenance:** 10 / 15 / 15 / 20

**Free Access:** Level 54

### Perdition

**Level 56**                      **Action:** Active                      **Type:** Effect

NOTE: Causes -30 All **Action** Penalty

**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane**

**Zeon**                              100    180                      240                      300

**Req. Intelligence**        6        9                              12                      15

**Base:** MR120 / 5m area                      **Intermediate:** MR160 / 25m area

**Advanced:** MR180 / 50m area / -40 AAP    **Arcane:** MR200 / 150m area / -50 AAP

**Maintenance:** 5 / 10 / 15 / 15

### Create Negative Feelings

**Level 58**                      **Action:** Active                      **Type:** Spiritual

**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane**

**Zeon**                              100    180                      240                      300

**Req. Intelligence**        8        10                              12                      15

**Base:** MR or PsR 120 / 20m area                      **Intermediate:** MR or PsR 160 / 100m area

**Advanced:** MR or PsR 180 / 250m area    **Arcane:** MR or PsR 220 / 500m area

**Maintenance:** 10 / 20 / 25 / 30 *Daily*

### Erase Traces

**Level 60**                      **Action:** Active                      **Type:** Effect

Even Zen Level Track ability has no effect on it Does not affect time scanning powers

**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane**

**Zeon**                              100    200                      300                      400

**Req. Intelligence**        8        10                              13                      16

**Base:** 50m area                                      **Intermediate:** 250m area

**Advanced:** 1km area / The spell also allows to eliminate traces of the caster from time scanning powers

**Arcane:** 5km area / As Advanced, but the spell can eliminate traces of everything that happened in the past of the whole area

**Maintenance:** No

### Shield from Positive

**Level 62**                      **Action:** Active                      **Type:** Automatic

**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane**

**Zeon**                              140    180                      240                      300

**Req. Intelligence**        7        9                              12                      15

**Base:** MR 120 / 20m area                      **Intermediate:** MR 140 / 100m area

**Advanced:** MR 160 / 250m area                      **Arcane:** MR 180 / 500m area

**Maintenance:** 15 / 20 / 25 / 30 *Daily*

**Free Access:** Level 64

### Dark

**Level 66**                      **Action:** Passive                      **Type:** Defense

**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane**

**Zeon**                              120    180                      240                      300

**Req. Intelligence**        6        9                              12                      15

**Base:** Clashing Spell Damage 80 / 600 Resistance Points

**Intermediate:** Clashing Spell Damage 110 / 1200 Resistance Points

**Advanced:** Clashing Spell Damage 140 / 1800 Resistance Points

**Arcane:** Clashing Spell Damage 170 / 2200 Resistance Points

**Maintenance:** 10 / 10 / 15 / 15

### Devastate

**Level 68**                      **Action:** Active                                      **Type:** Spiritual

**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                              100      180                      240                      300

**Req. Intelligence**          6        9                              12                      15

**Base:** MR120    **Intermediate:** MR160

**Advanced:** MR200    **Arcane:** MR240

**Maintenance:** 10 / 20 / 25 / 30

### Mark of Fear

**Level 70**                      **Action:** Active                                      **Type:** Automatic

**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                              140      200                      280                      360

**Req. Intelligence**          10      12                              14                      16

**Base:** MR or PsR 120 / 1 km area                                      **Intermediate:** MR or PsR 150 / 5 km area

**Advanced:** MR or PsR 180 / 15 km area                                      **Arcane:** MR or PsR 220 / 25 km area

**Maintenance:** 5 / 10 / 10 / 15

### Catastrophic Darkness

**Level 72**                      **Action:** Active                                      **Type:** Attack

**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                              140      180                      240                      350

**Req. Intelligence**          10      12                              14                      16

**Base:** Base Damage 120 / 25m area                                      **Intermediate:** Base Damage 150 / 100m area

**Advanced:** Base Damage 200 / 150m area                                      **Arcane:** Base Damage 250 / 250m area

**Maintenance:** No

### Free Access: Level 74

### Dark Material Objects

**Level 76**                      **Action:** Active                                      **Type:** Effect

**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                              150      200                      240                      300

**Req. Intelligence**          10      12                              14                      16

**Base:** Presence 60 / +5 Quality                                      **Intermediate:** Presence 100 / +10 Quality

**Advanced:** Presence 140 / +10 Quality                                      **Arcane:** Presence 180 / +15 Quality

**Maintenance:** 15 / 20 / 25 / 30

### Travel by Shadows

**Level 78**                      **Action:** Active                                      **Type:** Effect/Spiritual

**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                              250      360                      450                      600

**Req. Intelligence**          10      12                              14                      16

**Base:** 100 km / Presence 250 / MR120                                      **Intermediate:** 1000 km / Presence 500 / MR140

**Advanced:** 5000 km / Presence 1000 / MR180                                      **Arcane:** 15000 km / Presence 2000 / MR200

**Maintenance:** No



### Lord of Nightmares

**Level 80**                      **Action:** Active                      **Type:** Effect/Spiritual

NOTE: Base has no effect over the Wake

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	300	400	500	750
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<b>Req. Intelligence</b>	12	14	16	18
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**Base:** MR140

**Intermediate:** MR150 / If the caster is in the Wake can control his surrounding and gain powers as a being with Gnosis 40, while in a place influenced by negative energy On a neutral area, his powers will reach Gnosis 30 This spell affects only the Wake's area where it's used and only if there isn't another entity with similar Gnosis entwined with it

**Advanced:** MR160 / Like Intermediate but caster's Gnosis on neutral areas is 35

**Arcane:** MR180 / As Advanced but the spell has no spatial limits, influencing all the negative areas of the Wake

**Maintenance:** 60 / 65 / 70 / 80

### Create Being of Darkness

**Level 82**                      **Action:** Active                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	250	350	500	700
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** Level 1                      **Intermediate:** Level 3

**Advanced:** Level 6                      **Arcane:** Level 10

**Maintenance:** 50 / 70 / 100 / 140 *Daily*

**Free Access:** Level 84

### Concealment from Magic

**Level 86**                      **Action:** Passive                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	240	280	320
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** Affects Automatic Spells on Base Level

**Intermediate:** Affects Automatic Spells on Intermediate Level

**Advanced:** Affects Automatic Spells on Advanced Level

**Arcane:** Affects Automatic Spells on Arcane Level

**Maintenance:** 10 / 15 / 15 / 20 *Daily*

### Kingdom of Darkness

**Level 88**                      **Action:** Active                      **Type:** Automatic

NOTE: Detection by Ki Detection requires Zen Non Dark Elemental beings within the Kingdom of Darkness also loose 1ki per turn (double for Light Elementals)

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	360	420	480
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** 50m area                      **Intermediate:** 500m area

**Advanced:** 1km area                      **Arcane:** 1km area / +30MA for casting Dark Magic Spells

**Maintenance:** 10 / 20 / 25 / 25

### Undetectable

**Level 90**                      **Action:** Active                      **Type:** Effect

NOTE: Only affects certain supernatural detections No maximum presence

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	350	450	600	800
<b>Req. Intelligence</b>	12	14	16	18

**Base:** Invisible to spells and psychic abilities      **Intermediate:** As Base, but also invisible to Ki abilities

**Advanced:** As Intermediate, but also invisible to all supernatural detections

**Arcane:** As Advanced, but can only be perceived by natural senses

**Maintenance:** 80 / 90 / 105 / 115 *Daily*

### Prison of Darkness

**Level 92**      **Action:** Active      **Type:** Spiritual

Note: The caster cannot affect himself with the Prison of Darkness

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	200	350	500	800
<b>Req. Intelligence</b>	14	16	18	20

**Base:** MR 140 / 10000 Resistance Points      **Intermediate:** MR 180 / 250000 Resistance Points

**Advanced:** MR 220 / 500000 Resistance Points

**Arcane:** MR 240 / The prison cannot be broken from the inside / 500000 Resistance Points

**Maintenance:** 40 / 70 / 100 / 160

**Free Access:** Level 94

### One with the Darkness

**Level 96**      **Action:** Active      **Type:** Effect

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	200	400	600	800
<b>Req. Intelligence</b>	12	14	16	18

**Base:** One Day      **Intermediate:** One Week

**Advanced:** One Month      **Arcane:** One Year

**Maintenance:** No

### Dark Ascension

**Level 98**      **Action:** Active      **Type:** Effect

Note: no difference to Gnosis awarded to caster or other people

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	500	1000	2000	5000
<b>Req. Intelligence</b>	14	16	18	20

**Base:** Gnosis 30      **Intermediate:** Gnosis 35

**Advanced:** Gnosis 40      **Arcane:** Gnosis 45

**Maintenance:** 30 / 40 / 45 / 50

### Holocaust of Darkness

**Level 100**      **Action:** Active      **Type:** Attack/Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	600	1000	2500	10000
<b>Req. Intelligence</b>	14	16	18	20

**Base:** Base Damage 350 / 100m area      **Intermediate:** Base Damage 500 / 100km area

**Advanced:** Base Damage 800 / 10000km area      **Arcane:** Base Damage 1000 / 1 au (astronomic unit) area

**Maintenance:** No

## Book of Creation

### Minor Creation

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	80	100	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	1 object / Max Presence 25		<b>Intermediate:</b> 5 objects / Max Presence 25	
<b>Advanced:</b>	1 object / Max Presence 30		<b>Arcane:</b> 5 objects / Max Presence 30	
<b>Maintenance:</b>	5 / 10 / 10 / 15			

**Free Access:** Level 4

### Reconstruct

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	140	200	280
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	Max Presence 20		<b>Intermediate:</b> Max Presence 60	
<b>Advanced:</b>	Max Presence 100		<b>Arcane:</b> Max Presence 120	
<b>Maintenance:</b>	No			

### Create Energy

<b>Level 8</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	150	200	250
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	1 Intensity		<b>Intermediate:</b> 5 Intensities	
<b>Advanced:</b>	10 Intensities		<b>Arcane:</b> 20 Intensities	
<b>Maintenance:</b>	5 / 15 / 20 / 25			

### Regeneration

<b>Level 10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	100	150	250
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b>	Regeneration 4		<b>Intermediate:</b> Regeneration 8	
<b>Advanced:</b>	Regeneration 12		<b>Arcane:</b> Regeneration 16	
<b>Maintenance:</b>	10 / 10 / 15 / 25 <i>Daily</i>			

### Inorganic Modification

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b>	Max Presence 20		<b>Intermediate:</b> Max Presence 30	
<b>Advanced:</b>	Max Presence 40		<b>Arcane:</b> Max Presence 50	
<b>Maintenance:</b>	5 / 5 / 5 / 10			

**Free Access:** Level 14

**Increase Resistances**

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	150	200
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> +10 Resistances			<b>Intermediate:</b> +20 Resistances	
<b>Advanced:</b> +30 Resistances			<b>Arcane:</b> +40 Resistances	
<b>Maintenance:</b> 15 / 20 / 30 / 40 <i>Daily</i>				

**Royal Shield**

<b>Level 18</b>	<b>Action:</b> Passive		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	150	260	400
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b> 500 Resistance Points			<b>Intermediate:</b> 3000 Resistance Points	
<b>Advanced:</b> 5000 Resistance Points			<b>Arcane:</b> 10000 Resistance Points	
<b>Maintenance:</b> 5 / 15 / 15 / 20				

**Heal**

<b>Level 20</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	150	200
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> 50 Life Points			<b>Intermediate:</b> 150 Life Points	
<b>Advanced:</b> 250 Life Points			<b>Arcane:</b> 350 Life Points	
<b>Maintenance:</b> No				

**Damage Barrier**

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Damage Barrier 30			<b>Intermediate:</b> Damage Barrier 50	
<b>Advanced:</b> Damage Barrier 80			<b>Arcane:</b> Damage Barrier 100	
<b>Maintenance:</b> 10 / 10 / 15 / 15 <i>Daily</i>				

**Free Access: Level 24****Create Homunculus**

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Now Homunculus can contain Zeon, but they cannot have any Intellectual Ability higher than their Caster				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	80	250	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 1 Homunculus			<b>Intermediate:</b> 10 Homunculus	
<b>Advanced:</b> 25 Homunculus			<b>Arcane:</b> 100 Homunculus	
<b>Maintenance:</b> 10 / 20 / 25 / 35 <i>Daily</i>				

**Minor Change**

<b>Level 28</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>

<b>Zeon</b>	60	90	150	250
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR80 / Max Presence 60			<b>Intermediate:</b> MR100 / Max Presence 90	
<b>Advanced:</b> MR140 / Max Presence 120			<b>Arcane:</b> MR180 / Max Presence 180	
<b>Maintenance:</b> 10 / 10 / 15 / 25 <i>Daily</i>				

### Imitate

<b>Level 30</b>	<b>Action:</b> Active		<b>Type:</b> Effect/Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	200	300	400
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Max Presence 30			<b>Intermediate:</b> Max Presence 80	
<b>Advanced:</b> Max Presence 120			<b>Arcane:</b> Max Presence 160	
<b>Maintenance:</b> 5 / 10 / 15 / 20 <i>Daily</i>				

### Immunity

<b>Level 32</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 5 Intensities			<b>Intermediate:</b> 15 Intensities	
<b>Advanced:</b> 25 Intensities			<b>Arcane:</b> 35 Intensities	
<b>Maintenance:</b> 10 / 20 / 25 / 30 <i>Daily</i>				

### Free Access: Level 34

### Damage Reduction

<b>Level 36</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: The effects of two Damage Reduction Spells don't cumulate				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	240
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> -40 Damage			<b>Intermediate:</b> -60 Damage	
<b>Advanced:</b> -80 Damage			<b>Arcane:</b> -120 Damage	
<b>Maintenance:</b> No				

### Physical Control

<b>Level 38</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR 80			<b>Intermediate:</b> MR 120	
<b>Advanced:</b> MR 140			<b>Arcane:</b> MR 180	
<b>Maintenance:</b> 25 / 40 / 50 / 60 <i>Daily</i>				

### Raise Abilities

<b>Level 40</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Cannot raise Abilities above 320				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	180	280	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> +50 Bonus			<b>Intermediate:</b> +150 Bonus	

**Advanced:** +250 Bonus  
**Maintenance:** 5 / 10 / 15 / 20

**Arcane:** +400 Bonus

### Fuse

<b>Level 42</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	180	240	350
<b>Req. Intelligence</b>	7	9	12	15
<b>Base:</b> MR80 / Max Presence 80			<b>Intermediate:</b> MR120 / Max Presence 100	
<b>Advanced:</b> MR140 / Max Presence 150			<b>Arcane:</b> MR180 / Max Presence 200	
<b>Maintenance:</b> 15 / 20 / 25 / 30				

**Free Access:** Level 44

### Create Memories

<b>Level 46</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	180	240	350
<b>Req. Intelligence</b>	7	9	12	15
<b>Base:</b> MR or PsR 100			<b>Intermediate:</b> MR or PsR 120	
<b>Advanced:</b> MR or PsR 160			<b>Arcane:</b> MR or PsR 200	
<b>Maintenance:</b> No				

### Recover

<b>Level 48</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	300	350	400
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> 500 Life Points			<b>Intermediate:</b> 750 Life Points	
<b>Advanced:</b> MR 1000 Life Points			<b>Arcane:</b> 1500 Life Points	
<b>Maintenance:</b> No				

### Acquire Powers

<b>Level 50</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	200	300	400
<b>Req. Intelligence</b>	7	10	13	16
<b>Base:</b> 100DP			<b>Intermediate:</b> 200DP	
<b>Advanced:</b> 300DP			<b>Arcane:</b> 400DP	
<b>Maintenance:</b> 20 / 40 / 50 / 60				

### Create Monstrosity

<b>Level 52</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Maximum Presence				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	250	500
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> Level 2			<b>Intermediate:</b> Level 4	
<b>Advanced:</b> Level 8			<b>Arcane:</b> Level 12	
<b>Maintenance:</b> 10 / 15 / 25 / 50				

**Free Access:** Level 54

### Protective Aura

<b>Level 56</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	+20 Resistances / 100m area		<b>Intermediate:</b> +50 Resistances / 500m area	
<b>Advanced:</b>	+80 Resistances / 1km area		<b>Arcane:</b> +120 Resistances / 10km area	
<b>Maintenance:</b>	10 / 15 / 25 / 35			

### Spiritual Standstill

<b>Level 58</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	250	300
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b>	MR100		<b>Intermediate:</b> MR120	
<b>Advanced:</b>	MR140		<b>Arcane:</b> MR180	
<b>Maintenance:</b>	15 / 20 / 25 / 30			

### Perfect Shield

<b>Level 60</b>	<b>Action:</b> Active		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	300	400
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b>	100 Resistance Points		<b>Intermediate:</b> 250 Resistance Points	
<b>Advanced:</b>	500 Resistance Points		<b>Arcane:</b> 1000 Resistance Points	
<b>Maintenance:</b>	15 / 20 / 30 / 40 <i>Daily</i>			

### Vitality

<b>Level 62</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	250	350
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b>	+50 Life Points		<b>Intermediate:</b> +75 Life Points	
<b>Advanced:</b>	MR +100 Life Points		<b>Arcane:</b> MR +150 Life Points	
<b>Maintenance:</b>	15 / 20 / 25 / 35 <i>Daily</i>			

### Free Access: Level 64

### Complete Creation

<b>Level 66</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	300	400
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b>	Max Presence 50		<b>Intermediate:</b> Max Presence 80	
<b>Advanced:</b>	Max Presence 120		<b>Arcane:</b> Max Presence 150	
<b>Maintenance:</b>	15 / 20 / 30 / 40 <i>Daily</i>			

### Reinforce Magic

<b>Level 68</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
Note: Gives to the Reinforced Spell the following bonuses:				
+20MR	+50% to Damage / Resistance Points (round down at intervals of 5)			

+20% to all other numerals present on the spell, except for Gnosis

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      100    200                      300                      400

**Req. Intelligence**    8        12                      15                      18

**Base:** Affects spells cast at Base Level      **Intermediate:** Affects spells cast at Intermediate Level

**Advanced:** Affects spells cast at Advanced Level      **Arcane:** Affects spells cast at Arcane Level

**Maintenance:** 10 / 20 / 30 / 40

### Transmute

**Level 70**                      **Action:** Active                      **Type:** Spiritual

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      250    350                      500                      800

**Req. Intelligence**    9        12                      15                      18

**Base:** MR120 / Max Presence 50      **Intermediate:** MR160 / Max Presence 100

**Advanced:** MR220 / Max Presence 150      **Arcane:** MR260 / Max Presence 200

**Maintenance:** No

### Metamorphosis

**Level 72**                      **Action:** Active                      **Type:** Spiritual

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      150    200                      250                      350

**Req. Intelligence**    8        10                      12                      14

**Base:** MR100                      **Intermediate:** MR120

**Advanced:** MR160                      **Arcane:** MR200

**Maintenance:** 10 / 10 / 15 / 20 *Daily*

### Free Access: Level 74

### Recreate

**Level 76**                      **Action:** Active                      **Type:** Effect

NOTE: Halve the maximum Presence affected, if the entity that caused the damage to the target has Gnosis higher of that of the caster by at least 15 points

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      300    500                      750                      1500

**Req. Intelligence**    8        12                      15                      18

**Base:** Presence 60                      **Intermediate:** Presence 120

**Advanced:** Presence 180                      **Arcane:** Presence 240

**Maintenance:** No

### Create Being

**Level 78**                      **Action:** Active                      **Type:** Effect

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      250    400                      600                      1000

**Req. Intelligence**    9        12                      15                      17

**Base:** Level 1                      **Intermediate:** Level 5

**Advanced:** Level 9                      **Arcane:** Level 12

**Maintenance:** 50 / 80 / 120 / 200 *Daily*

### Chimera

**Level 80**                      **Action:** Active                      **Type:** Effect

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      250    500                      1000                      2500



**Req. Intelligence** 10 13 15 17  
**Base:** +100DP / Up to 100DP of Disadvantages **Intermediate:** +200DP / Up to 100DP of Disadvantages  
**Advanced:** +300DP / Up to 200DP of Disadvantages **Arcane:** +400DP / Up to 200DP of Disadvantages  
**Maintenance:** No

### Zone of Safety

**Level 82** **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 350 500 800 1500  
**Req. Intelligence** 12 15 17 18  
**Base:** MR140 / 100m area **Intermediate:** MR180 / 500m area  
**Advanced:** MR220 / 1km area **Arcane:** MR250 / 5km area  
**Maintenance:** 35 / 50 / 80 / 150 *Daily*

**Free Access:** Level 84

### Maintain Magic

**Level 86** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 250 500 900 1600  
**Req. Intelligence** 10 12 14 16  
**Base:** 500 Zeon Points **Intermediate:** 2000 Zeon Points  
**Advanced:** 5000 Zeon Points **Arcane:** 10000 Zeon Points  
**Maintenance:** No

### Radius of Omniscience

**Level 88** **Action:** Passive **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 500 800 1200 2000  
**Req. Intelligence** 13 14 15 16  
**Base:** Max Presence 30 **Intermediate:** Max Presence 50  
**Advanced:** Max Presence 80 **Arcane:** Max Presence 100  
**Maintenance:** No

### Greater Creation

**Level 90** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 400 800 1200 2000  
**Req. Intelligence** 10 12 14 16  
**Base:** 500 Presence Points / Max Presence 100 **Intermediate:** 1000 Presence Points / Max Presence 120  
**Advanced:** 2000 Presence Points / Max Presence 140 **Arcane:** 5000 Presence Points / Max Presence 180  
**Maintenance:** 20 / 25 / 25 / 30 *Daily*

### Eternal Magic

**Level 92** **Action:** Active **Type:** Effect  
Note: No Zeon Cost limit  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 600 1000 2500 5000  
**Req. Intelligence** 12 14 16 18  
**Base:** Affects a spell cast at Base Level **Intermediate:** Affects a spell cast at Intermediate Level  
**Advanced:** Affects a spell cast at Advanced Level **Arcane:** Affects a spell cast at Arcane Level  
**Maintenance:** No

**Free Access: Level 94****The Barrier**

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	800	2500	5000	10000
<b>Req. Intelligence</b>	15	16	17	19
<b>Base:</b>	RM120 / 100 km <sup>2</sup> or in line		<b>Intermediate:</b> RM180 / 1000 km <sup>2</sup> or in line	
<b>Advanced:</b>	RM240 / 10000 km <sup>2</sup> or in line		<b>Arcane:</b> RM300 / No space limit	
<b>Maintenance:</b>	40 / 45 / 45 / 50 <i>Daily</i>			

**The Gift of Life**

<b>Level 98</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	800	2000	4000	8000
<b>Req. Intelligence</b>	16	17	18	19
<b>Base:</b>	Level 1 and 50DP for Natural Beings		<b>Intermediate:</b> Level 6 and 100DP for Natural Beings	
<b>Advanced:</b>	Level 11 and 150DP for Natural Beings		<b>Arcane:</b> Level 16 and 200DP for Natural Beings	
<b>Maintenance:</b>	30 / 40 / 45 / 50			

**Create**

<b>Level 100</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	1000	3000	6000	12000
<b>Req. Intelligence</b>	17	18	19	20
<b>Base:</b>	Presence 1000 / Max Presence 180 / 1 existential rule			
<b>Intermediate:</b>	Presence 10000 / Max Presence 220 / 5 existential rules			
<b>Advanced:</b>	Presence 10000 / Max Presence 260 / 10 existential rules			
<b>Arcane:</b>	Presence 100000 / Max Presence 320 / any number of existential rules			
<b>Maintenance:</b>	No			

## Book of Destruction

### Fragility

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	60	120	150
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	-2 Fortitude / Max Presence 30		<b>Intermediate:</b> -4 Fortitude / Max Presence 60	
<b>Advanced:</b>	-8 Fortitude / Max Presence 90		<b>Arcane:</b> -12 Fortitude / Max Presence 120	
<b>Maintenance:</b>	5 / 10 / 15 / 15			

### Free Access: Level 4

### Dismantle

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	150
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	Max Presence 20		<b>Intermediate:</b> Max Presence 40	
<b>Advanced:</b>	Max Presence 60		<b>Arcane:</b> Max Presence 80	
<b>Maintenance:</b>	No			

### Destroy Intensities

<b>Level 8</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Beings made of the Destroyed Intensities lose 5 Life Points per Intensity Destroyed if they fail the RM check				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	150
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	1 Intensity / MR100		<b>Intermediate:</b> 5 Intensities / MR120	
<b>Advanced:</b>	10 Intensities / MR140		<b>Arcane:</b> 20 Intensities / MR160	
<b>Maintenance:</b>	No			

### Minor Destruction

<b>Level 10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	90	140	180
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b>	Max Presence 20		<b>Intermediate:</b> Max Presence 40	
<b>Advanced:</b>	Max Presence 60		<b>Arcane:</b> Max Presence 80	
<b>Maintenance:</b>	No			

### Sphere of Destruction

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
NOTE: Increasing the Spell Level increases the number of Spheres Each attack can be used against a different target, but you must decide target distribution when you cast the spell				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	60	100	150
<b>Req. Intelligence</b>	5	8	10	13
<b>Base:</b>	1 attack		<b>Intermediate:</b> 3 attacks	

**Advanced:** 5 attacks**Arcane:** 7 attacks**Maintenance:** No**Free Access:** Level 14**Increase Weakness****Level 16**                      **Action:** Active                                      **Type:** Spiritual**Casting Level**              **Base**    **Intermediate**    **Advanced**    **Arcane****Zeon**                              50      80                      120                      150**Req. Intelligence**        6        8                      10                      12**Base:** MR120                                      **Intermediate:** MR140**Advanced:** MR160                              **Arcane:** MR200**Maintenance:** 5 / 10 / 15 / 15 *Daily***Magic Destruction****Level 18**                      **Action:** Passive                                      **Type:** Effect**Casting Level**              **Base**    **Intermediate**    **Advanced**    **Arcane****Zeon**                              60      150                      300                      500**Req. Intelligence**        6        9                      12                      16**Base:** Up to 50 Zeon Value                      **Intermediate:** Up to 120 Zeon Value**Advanced:** Up to 200 Zeon Value              **Arcane:** Up to 350 Zeon Value**Maintenance:** No**Aggravate Damage****Level 20**                      **Action:** Passive                                      **Type:** Effect**Casting Level**              **Base**    **Intermediate**    **Advanced**    **Arcane****Zeon**                              60      100                      150                      220**Req. Intelligence**        6        9                      12                      15**Base:** +30 Damage                              **Intermediate:** +50 Damage**Advanced:** +90 Damage                      **Arcane:** +120 Damage**Maintenance:** No**Destruction of Matrices****Level 22**                      **Action:** Passive                                      **Type:** Effect**Casting Level**              **Base**    **Intermediate**    **Advanced**    **Arcane****Zeon**                              80      140                      240                      320**Req. Intelligence**        6        9                      12                      16**Base:** Medium Difficulty (80)                      **Intermediate:** Very Difficult Difficulty (140)**Advanced:** Almost Impossible Difficulty (240)              **Arcane:** Inhuman Difficulty (320)**Maintenance:** No**Free Access:** Level 24**Wound****Level 26**                      **Action:** Active                                      **Type:** Spiritual**Casting Level**              **Base**    **Intermediate**    **Advanced**    **Arcane****Zeon**                              80      120                      180                      300**Req. Intelligence**        6        9                      12                      15**Base:** 20% Life Points / MR120                      **Intermediate:** 40% Life Points / MR140**Advanced:** 60% Life Points / MR160              **Arcane:** 80% Life Points / MR200**Maintenance:** No

**Destroy Ki**

<b>Level 28</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	140	220	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR140				<b>Intermediate:</b> MR160
<b>Advanced:</b> MR180				<b>Arcane:</b> MR220
<b>Maintenance:</b> No				

**Produce Damage**

<b>Level 30</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	180	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR120 / 50 Damage				<b>Intermediate:</b> MR140 / 100 Damage
<b>Advanced:</b> MR160 / 180 Damage				<b>Arcane:</b> MR200 / 250 Damage
<b>Maintenance:</b> No				

**Destruction of Senses**

<b>Level 32</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	140	200	280
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> MR100				<b>Intermediate:</b> MR120
<b>Advanced:</b> MR140				<b>Arcane:</b> MR180
<b>Maintenance:</b> 5 / 10 / 15 / 15				

**Free Access: Level 34****Mystic Bolt**

<b>Level 36</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	140	220	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Damage 100				<b>Intermediate:</b> Damage 150
<b>Advanced:</b> Damage 200				<b>Arcane:</b> Damage 250
<b>Maintenance:</b> No				

**Unravel Ties**

<b>Level 38</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
NOTE: Bonds with Familiars gain +40MR against this spell				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	200	300	500
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b> MR 120				<b>Intermediate:</b> MR 140
<b>Advanced:</b> MR 160				<b>Arcane:</b> MR 200
<b>Maintenance:</b> No				

**Destroy Resistances**

<b>Level 40</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	160	240	300

**Req. Intelligence** 7 9 12 15  
**Base:** MR120 **Intermediate:** MR160  
**Advanced:** MR200 **Arcane:** MR240  
**Maintenance:** 10 / 20 / 25 / 30

### Undo States

**Level 42** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 120 180 240 300  
**Req. Intelligence** 7 10 12 15  
**Base:** MR120 / Max Presence 120 **Intermediate:** MR140 / Max Presence 200  
**Advanced:** MR160 / Max Presence 300 **Arcane:** MR200 / Max Presence 400  
**Maintenance:** No

### Free Access: Level 44

### Dome of Destruction

**Level 46** **Action:** Active **Type:** Attack  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 100 180 240 300  
**Req. Intelligence** 7 10 12 15  
**Base:** Damage 80 / 10m area **Intermediate:** Damage 120 / 50m area  
**Advanced:** Damage 160 / 100m area **Arcane:** Damage 200 / 150m area  
**Maintenance:** No

### Zone of Decay

**Level 48** **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 140 180 240 300  
**Req. Intelligence** 7 9 12 15  
**Base:** MR100 / 10m area **Intermediate:** MR120 / 30m area  
**Advanced:** MR160 / 60m area **Arcane:** MR200 / 100m area  
**Maintenance:** 15 / 20 / 25 / 30

### Aura of Destruction

**Level 50** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 150 200 250 350  
**Req. Intelligence** 8 10 12 15  
**Base:** MR80 / Max Presence 60 / 1m area **Intermediate:** MR100 / Max Presence 90 / 5m area  
**Advanced:** MR120 / Max Presence 120 / 15m area **Arcane:** MR150 / Max Presence 150 / 25m area  
**Maintenance:** 15 / 20 / 25 / 30 *Daily*

### Destroy Memories

**Level 52** **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 140 180 240 300  
**Req. Intelligence** 7 9 12 15  
**Base:** MR or PsR 100 **Intermediate:** MR or PsR 120  
**Advanced:** MR or PsR 160 **Arcane:** MR or PsR 200  
**Maintenance:** No

**Free Access: Level 54****Block Learning**

<b>Level 56</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	180	300	500
<b>Req. Intelligence</b>	7	9	12	15
<b>Base:</b> MR120			<b>Intermediate:</b> MR160	
<b>Advanced:</b> MR200			<b>Arcane:</b> MR240	
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				

**Forbid**

<b>Level 58</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	180	240	300
<b>Req. Intelligence</b>	7	10	13	16
<b>Base:</b> MR120				
<b>Intermediate:</b> MR160				
<b>Advanced:</b> MR200				
<b>Arcane:</b> MR240				
<b>Maintenance:</b> 10 / 15 / 25 / 30				

**Destroy Powers**

<b>Level 60</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	180	240	300
<b>Req. Intelligence</b>	7	9	12	15
<b>Base:</b> MR120			<b>Intermediate:</b> MR140	
<b>Advanced:</b> MR180			<b>Arcane:</b> MR220	
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				

**Greater Mystic Bolt**

<b>Level 62</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	300	450	600
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b> 150 Damage			<b>Intermediate:</b> 300 Damage	
<b>Advanced:</b> 450 Damage			<b>Arcane:</b> 600 Damage	
<b>Maintenance:</b> No				

**Free Access: Level 64****Destroy Will**

<b>Level 66</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	160	200	240	280
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b> MR120 / 10m area			<b>Intermediate:</b> MR140 / 25m area	
<b>Advanced:</b> MR160 / 50m area			<b>Arcane:</b> MR180 / 100m area	
<b>Maintenance:</b> 20 / 20 / 25 / 30				

**Zone of Weakness**

<b>Level 68</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	300	400	500
<b>Req. Intelligence</b>	9	12	14	16
<b>Base:</b> MR140 / 25m area			<b>Intermediate:</b> MR160 / 100m area	
<b>Advanced:</b> MR180 / 250m area			<b>Arcane:</b> MR200 / 500m area	
<b>Maintenance:</b> 20 / 30 / 40 / 50 <i>Daily</i>				

**Essence of Destruction**

<b>Level 70</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Maximum Presence MR is equal to double target's Presence Effect of failure is determined by the Spell Casting Level				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	250	300
<b>Req. Intelligence</b>	9	12	14	16
<b>Base:</b> Damage equal to failure Level				
<b>Intermediate:</b> Damage and all Action penalty equal to failure Level				
<b>Advanced:</b> Damage equal to double failure Level and an all Action penalty equal to failure Level				
<b>Arcane:</b> Damage and an all Action penalty equal to double failure Level				
<b>Maintenance:</b> 15 / 20 / 25 / 30				

**Death**

<b>Level 72</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	250	300	350
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> MR or PhR 120			<b>Intermediate:</b> MR or PhR 140	
<b>Advanced:</b> MR or PhR 160			<b>Arcane:</b> MR or PhR 180	
<b>Maintenance:</b> No				

**Free Access: Level 74****Devouring Zone**

<b>Level 76</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	360	450	600
<b>Req. Intelligence</b>	9	12	15	17
<b>Base:</b> MR or PhR 140 / 500m area			<b>Intermediate:</b> MR or PhR 195 / 6000m area	
<b>Advanced:</b> MR or PhR 240 / 10500m area			<b>Arcane:</b> MR or PhR 270 / 13500m area	
<b>Maintenance:</b> 25 / 40 / 45 / 55 <i>Daily</i>				

**Destroy Capabilities**

<b>Level 78</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	250	350	500
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> MR120 / -50DP			<b>Intermediate:</b> MR160 / -100DP	
<b>Advanced:</b> MR200 / -150DP			<b>Arcane:</b> MR240 / -200DP	
<b>Maintenance:</b> No				



**Sever Existence**

<b>Level 80</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	350	500	600	800
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR120 / 10m line			<b>Intermediate:</b> MR160 / 100m line	
<b>Advanced:</b> MR200 / 250m line			<b>Arcane:</b> MR240 / 1km line	
<b>Maintenance:</b> No				

**Rain of Destruction**

<b>Level 82</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	450	600
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b> Damage 200 / MR140 / 50m area			<b>Intermediate:</b> Damage 250 / MR180 / 150m area	
<b>Advanced:</b> Damage 300 / MR220 / 500m area			<b>Arcane:</b> Damage 400 / MR260 / 1km area	
<b>Maintenance:</b> No				

**Free Access: Level 84****Destruction of Zeon**

<b>Level 86</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	400	600	700
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> -50 Zeon Points / Only affects Base Level Spells				
<b>Intermediate:</b> -150 Zeon Points / Affects up to Intermediate Level Spells				
<b>Advanced:</b> -250 Zeon Points / Affects up to Advanced Level Spells				
<b>Arcane:</b> -350 Zeon Points / Affects up to Arcane Level Spells				
<b>Maintenance:</b> No				

**Sweep from the Heavens**

<b>Level 88</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	600	1000	2000
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR120 / -5Gnosis			<b>Intermediate:</b> MR160 / -10Gnosis	
<b>Advanced:</b> MR200 / -15Gnosis			<b>Arcane:</b> MR260 / -20Gnosis	
<b>Maintenance:</b> 15 / 30 / 50 / 100 <i>Daily</i>				

**Void**

<b>Level 90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	500	800
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR and PhR 120 / 5m area / 50m vortex area				
<b>Intermediate:</b> MR and PhR 160 / 15m area / 500m vortex area				
<b>Advanced:</b> MR and PhR 200 / 25m area / 1km vortex area				
<b>Arcane:</b> MR and PhR 240 / 50m area / 3km vortex area				
<b>Maintenance:</b> 25 / 40 / 45 / 55				

**Greater Destruction****Level 92**                      **Action:** Active                      **Type:** Effect

Note: No Zeon Cost limit

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	350	600	900	1500
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> Max Presence 100			<b>Intermediate:</b> Max Presence 160	
<b>Advanced:</b> Max Presence 200			<b>Arcane:</b> Max Presence 240	
<b>Maintenance:</b> No				

**Free Access: Level 94****Destroy Souls**

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	500	800	1500	2500
<b>Req. Intelligence</b>	13	15	17	19
<b>Base:</b> MR100 / 5km area			<b>Intermediate:</b> MR140 / 50 km area	
<b>Advanced:</b> MR180 / 250 km area			<b>Arcane:</b> MR220 / 1000 km area	
<b>Maintenance:</b> No				

**Chaos**

<b>Level 98</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	700	1200	2000	5000
<b>Req. Intelligence</b>	14	16	18	20
<b>Base:</b> 100km area / Affects beings up to Gnosis 10				
<b>Intermediate:</b> 1000km area / Affects beings up to Gnosis 20				
<b>Advanced:</b> 10000km area / Affects beings up to Gnosis 30				
<b>Arcane:</b> Affects all creation / Affects beings up to Gnosis 40				
<b>Maintenance:</b> 70 / 80 / 90 / 100 <i>Daily</i>				

**Uncreation**

<b>Level 100</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
NOTE: Not only beings with Gnosis 40, but also those with Gnosis 20 points higher than their Natura will remember the "uncreated thing"				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	1000	2500	5000	10000
<b>Req. Intelligence</b>	17	18	19	20
<b>Base:</b> MR140			<b>Intermediate:</b> MR160	
<b>Advanced:</b> MR200			<b>Arcane:</b> MR240	
<b>Maintenance:</b> No				

## Book of Air

### Raise Wind

**Level 2**

**Action:** Active

**Type:** Effect

NOTE: Maximum wind draft length is 10XMaximum wind draft width

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      30      60                      90                      120

**Req. Intelligence**      5      8                      10                      12

**Base:** 20Km/h / 25m Maximum wind draft width      **Intermediate:** 40Km/h / 50m Maximum wind draft width

**Advanced:** 80Km/h / 75m Maximum wind draft width      **Arcane:** 100Km/h / 100m Maximum wind draft width

**Maintenance:** 5 / 10 / 10 / 15

**Free Access:** Level 4

### Move

**Level 6**

**Action:** Active

**Type:** Spiritual

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      30      60                      90                      120

**Req. Intelligence**      5      8                      10                      12

**Base:** Max Weight 10Kg

**Intermediate:** Max Weight 50Kg

**Advanced:** Max Weight 100Kg

**Arcane:** Max Weight 250Kg

**Maintenance:** 5 / 10 / 10 / 15

**Free Access:** Level 8

### Weight Reduction

**Level 10**

**Action:** Active

**Type:** Effect

NOTE: Can reduce weight up to a minimum of 1Kg

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      40      140                      240                      350

**Req. Intelligence**      5      8                      10                      12

**Base:** -20 Kg

**Intermediate:** -150 Kg

**Advanced:** -300 Kg

**Arcane:** -500 Kg

**Maintenance:** 5 / 15 / 25 / 35 *Daily*

### Stop Breathing

**Level 12**

**Action:** Passive

**Type:** Effect

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      40      80                      110                      150

**Req. Intelligence**      6      8                      10                      12

**Base:** Max Presence 80

**Intermediate:** Max Presence 150

**Advanced:** Max Presence 200

**Arcane:** Max Presence 350

**Maintenance:** 5 / 10 / 10 / 15 *Daily*

**Free Access:** Level 14

### Free Movement

**Level 16**

**Action:** Active

**Type:** Effect

**Casting Level**      **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                      50      80                      110                      150

**Req. Intelligence**      6      8                      10                      12

**Base:** Max Presence 80  
**Advanced:** Max Presence 160  
**Maintenance:** 5 / 10 / 10 / 15

**Intermediate:** Max Presence 120  
**Arcane:** Max Presence 240

**Free Access: Level 18**

### Air Blow

**Level 20**                      **Action:** Active                      **Type:** Attack

NOTE: Using on single target gives only +2Strength

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	40	80	140	200
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<b>Req. Intelligence</b>	6	9	11	13
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**Base:** 5m width / Strength6

**Intermediate:** 20m width / Strength9

**Advanced:** 30m width / Strength12

**Arcane:** 50m width / Strength14

**Maintenance:** No

### Air Screen

**Level 22**                      **Action:** Passive                      **Type:** Defense

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	50	160	200	240
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<b>Req. Intelligence</b>	6	8	10	14
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**Base:** 300 Resistance Points

**Intermediate:** 1500 Resistance Points

**Advanced:** 2000 Resistance Points

**Arcane:** 3500 Resistance Points

**Maintenance:** 5 / 20 / 20 / 25

**Free Access: Level 24**

### Automatic Transportation

**Level 26**                      **Action:** Active                      **Type:** Effect

NOTE: Targets who want to resist transport, have to pass an MR120 Targets transported to unnatural positions (such as 10m above ground) have +40MR

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	50	80	120	150
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<b>Req. Intelligence</b>	6	8	10	12
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**Base:** 50m / Max Presence 50

**Intermediate:** 250m / Max Presence 90

**Advanced:** 400m / Max Presence 120

**Arcane:** 1km / Max Presence 150

**Maintenance:** No

**Free Access: Level 28**

### Flight

**Level 30**                      **Action:** Active                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	60	100	150	240
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<b>Req. Intelligence</b>	6	9	12	15
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**Base:** Flight 4

**Intermediate:** Flight 8

**Advanced:** Flight 12

**Arcane:** Flight 15

**Maintenance:** 15 / 20 / 25 / 30

### Reaction Increase

**Level 32**                      **Action:** Active                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> +30 Initiative			<b>Intermediate:</b> +60 Initiative	
<b>Advanced:</b> +90 Initiative			<b>Arcane:</b> +120 Initiative	
<b>Maintenance:</b> 5 / 5 / 10 / 15				

**Free Access:** Level 34

### Electrify

<b>Level 36</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	240
<b>Req. Intelligence</b>	7	10	13	15
<b>Base:</b> PhR100 / Max Presence 30 / Max length 1m			<b>Intermediate:</b> PhR120 / Max Presence 40 / Max length 3m	
<b>Advanced:</b> PhR140 / Max Presence 60 / Max length 5m			<b>Arcane:</b> PhR160 / Max Presence 80 / Max length 10m	
<b>Maintenance:</b> 10 / 15 / 20 / 25 <i>Daily</i>				

**Free Access:** Level 38

### Air Cut

<b>Level 40</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	150	240	350
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 3m line			<b>Intermediate:</b> 12m line	
<b>Advanced:</b> 25m line			<b>Arcane:</b> 50m line	
<b>Maintenance:</b> No				

### Speed

<b>Level 42</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> Max Presence 50			<b>Intermediate:</b> Max Presence 80	
<b>Advanced:</b> Max Presence 120			<b>Arcane:</b> Max Presence 160	
<b>Maintenance:</b> 10 / 10 / 15 / 15 <i>Daily</i>				

**Free Access:** Level 44

### Lightning

<b>Level 46</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
NOTE: Before unleashing the Lightning the caster must choose to either have it bounce or concentrate it on a single target A single target cannot be hit more than once due to bouncing and the caster himself is immune				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	180	280	400
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 1 bounce OR +10 Damage			<b>Intermediate:</b> 10 bounces OR +40 Damage	
<b>Advanced:</b> 15 bounces OR +80 Damage			<b>Arcane:</b> 25 bounces OR +150 Damage	
<b>Maintenance:</b> No				

**Free Access:** Level 48

**Whirlwind**

**Level 50**                    **Action:** Active                    **Type:** Automatic  
**Casting Level**        **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                    140    180                    240                    300  
**Req. Intelligence**    7        9                        12                    15  
**Base:** 3m area                    **Intermediate:** 6m area  
**Advanced:** 12m area            **Arcane:** 25m area  
**Maintenance:** 30 / 40 / 50 / 60

**Ethereal Form**

**Level 52**                    **Action:** Active                    **Type:** Effect  
NOTE: No Maximum Presence Does not allow moving in the Air  
**Casting Level**        **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                    100    120                    140                    160  
**Req. Intelligence**    8        11                        13                    16  
**Base:** As described                    **Intermediate:** As Base, but allows movement in the Air  
**Advanced:** As Intermediate, but those who see Magic need a Notice check against Very Difficult or a Search Check against Medium in order to see the ethereal body  
**Arcane:** As Advanced, but Cut and Pierce attacks based on Energy only produce half damage  
**Maintenance:** 10 / 15 / 15 / 20

**Free Access: Level 54****Air Control**

**Level 56**                    **Action:** Active                    **Type:** Effect/Spiritual  
**Casting Level**        **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                    80     150                    240                    350  
**Req. Intelligence**    8        10                        13                    15  
**Base:** MR120 / 50m area                    **Intermediate:** MR140 / 300m area  
**Advanced:** MR180 / 500m area            **Arcane:** MR220 / 1km area  
**Maintenance:** 10 / 20 / 25 / 35

**Free Access: Level 58****Electricity Control**

**Level 60**                    **Action:** Active                    **Type:** Effect/Spiritual  
**Casting Level**        **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                    80     150                    240                    350  
**Req. Intelligence**    8        10                        13                    15  
**Base:** MR120 / 5 Intensities                    **Intermediate:** MR140 / 15 Intensities  
**Advanced:** MR180 / 25 Intensities            **Arcane:** MR220 / 40 Intensities  
**Maintenance:** 10 / 20 / 25 / 35

**Defensive Movement**

**Level 62**                    **Action:** Passive                    **Type:** Defense  
**Casting Level**        **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                    120    180                    240                    300  
**Req. Intelligence**    7        10                        12                    15  
**Base:** 3 Dodges / Movement 8                    **Intermediate:** 9 Dodges / Movement 12  
**Advanced:** 15 Dodges / Movement 16            **Arcane:** Unlimited Dodges / Movement 18  
**Maintenance:** 15 / 20 / 25 / 30

**Free Access: Level 64****Teleport****Level 66**                      **Action:** Active                      **Type:** Detection

NOTE: To teleport to an exact location, the caster must know it, otherwise the teleport is approximate

**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane****Zeon**                              180    300                      450                      600**Req. Intelligence**        8        11                      13                      16**Base:** Max Presence 80 / 10km                      **Intermediate:** Max Presence 150 / 10000km**Advanced:** Max Presence 240 / 100000km                      **Arcane:** Max Presence 350 / Any distance**Maintenance:** No**Free Access: Level 68****Immateriality****Level 70**                      **Action:** Active                      **Type:** Effect/Spiritual**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane****Zeon**                              120    180                      240                      350**Req. Intelligence**        6        9                      12                      15**Base:** MR100 / Max Presence 80                      **Intermediate:** MR140 / Max Presence 120**Advanced:** MR160 / Max Presence 160                      **Arcane:** MR200 / Max Presence 200**Maintenance:** 15 / 20 / 25 / 30 *Daily***Hurricane****Level 72**                      **Action:** Active                      **Type:** Automatic**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane****Zeon**                              200    300                      450                      600**Req. Intelligence**        9        12                      14                      16**Base:** 500m area                      **Intermediate:** 1km area**Advanced:** 2km area                      **Arcane:** 5km area / Strength14**Maintenance:** 10 / 15 / 20 / 25**Free Access: Level 74****Solid Air****Level 76**                      **Action:** Active                      **Type:** Effect/Attack**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane****Zeon**                              140    200                      260                      350**Req. Intelligence**        9        11                      13                      16**Base:** 25m area                      **Intermediate:** 150m area**Advanced:** 300m area                      **Arcane:** 500m area / Strength16**Maintenance:** 10 / 10 / 15 / 25**Free Access: Level 78****Weather Control****Level 80**                      **Action:** Active                      **Type:** Effect**Casting Level**              **Base**    **Intermediate**    **Advanced**        **Arcane****Zeon**                              250    300                      380                      500**Req. Intelligence**        9        12                      14                      16**Base:** 5km                      **Intermediate:** 25km

**Advanced:** 100km**Arcane:** 1000km**Maintenance:** 50 / 60 / 80 / 100 *Daily*

### Create Sylph

**Level 82****Action:** Active**Type:** Effect**Casting Level**

Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	250	350	500	700
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** Level 1**Intermediate:** Level 3**Advanced:** Level 6**Arcane:** Level 10**Maintenance:** 50 / 70 / 100 / 140 *Daily***Free Access:** Level 84

### Superior Psychokinesis

**Level 86****Action:** Active**Type:** Effect**Casting Level**

Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	160	280	400	550
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** MR100 / 100 tons**Intermediate:** MR120 / 10000 tons**Advanced:** MR140 / 25000 tons**Arcane:** MR160 / 150000 tons**Maintenance:** 35 / 40 / 50 / 60 *Daily***Free Access:** Level 88

### Relocate Magic

**Level 90****Action:** Active**Type:** Spiritual**Casting Level**

Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	180	270	360	450
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<b>Req. Intelligence</b>	9	11	13	16
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**Base:** Max Zeon 100**Intermediate:** Max Zeon 200**Advanced:** Max Zeon 300**Arcane:** Max Zeon 400**Maintenance:** 20 / 30 / 40 / 45 *Daily*

### Passive Magic

**Level 92****Action:** Active**Type:** Effect

NOTE: No Maximum Presence Affected

**Casting Level**

Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	300	400	550	800
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<b>Req. Intelligence</b>	12	12	14	16
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**Base:** Affects Base Level Spells**Intermediate:** Affects Intermediate Level Spells**Advanced:** Affects Advanced Level Spells**Arcane:** Affects Arcane Level Spells**Maintenance:** 30 / 40 / 55 / 80**Free Access:** Level 94

### Lord of The Air

**Level 96****Action:** Active**Type:** Automatic**Casting Level**

Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	300	450	600	1000
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** MR140/ 100km area**Intermediate:** MR180/ 1000km area



**Advanced:** MR200/ 10000km area  
**Maintenance:** 30 / 45 / 60 / 100 *Daily*

**Arcane:** MR240/ 100000km area

**Free Access:** Level 98

### A Place in The World

<b>Level 100</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	450	800	1200	1600
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR140 / 50km area	<b>Intermediate:</b> MR180 / 250km area			
<b>Advanced:</b> MR240 / 500km area	<b>Arcane:</b> MR280 / 1000km area			
<b>Maintenance:</b> 45 / 80 / 120 / 200				

## Book Of Water

### Spring

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Maximum wind draft length is 10XMaximum wind draft width				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	80	120	180
<b>Req. Intelligence</b>	5	7	10	12
<b>Base:</b> 100m			<b>Intermediate:</b> 250m	
<b>Advanced:</b> 500m			<b>Arcane:</b> 1km	
<b>Maintenance:</b> 5 / 10 / 15 / 20 <i>Daily</i>				

**Free Access:** Level 4

### Create Chill

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	50	90	140
<b>Req. Intelligence</b>	5	7	10	12
<b>Base:</b> 1 Intensity			<b>Intermediate:</b> 3 Intensities	
<b>Advanced:</b> 5 Intensities			<b>Arcane:</b> 8 Intensities	
<b>Maintenance:</b> 5 / 5 / 10 / 15				

**Free Access:** Level 8

### Aquatic Capability

<b>Level 10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	70	100	140
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Max Presence 50			<b>Intermediate:</b> Max Presence 100	
<b>Advanced:</b> Max Presence 200			<b>Arcane:</b> Max Presence 350	
<b>Maintenance:</b> 10 / 20 / 20 / 25 <i>Daily</i>				

### Cold Immunity

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	140	200	300
<b>Req. Intelligence</b>	6	8	10	13
<b>Base:</b> 5 Cold Intensities			<b>Intermediate:</b> 12 Cold Intensities	
<b>Advanced:</b> 20 Cold Intensities			<b>Arcane:</b> 30 Cold Intensities	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				

**Free Access:** Level 14

### Protection Bubble

<b>Level 16</b>	<b>Action:</b> Passive		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	90	140	220
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Up to Base Damage 40			<b>Intermediate:</b> Up to Base Damage 90	

**Advanced:** Up to Base Damage 120

**Arcane:** Up to Base Damage 160

**Maintenance:** 5 / 5 / 10 / 10

**Free Access:** Level 18

### Water Impact

<b>Level 20</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	90	140	200
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 40 Damage / Strength8			<b>Intermediate:</b> 60 Damage / Strength10	
<b>Advanced:</b> 80 Damage / Strength12			<b>Arcane:</b> 100 Damage / Strength14	
<b>Maintenance:</b> No				

### Liquid Control

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Effect/Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	100	150	220
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR or PhR 100 / 5L			<b>Intermediate:</b> MR or PhR 120 / 50L	
<b>Advanced:</b> MR or PhR 140 / 500L			<b>Arcane:</b> MR or PhR 180 / 5000L	
<b>Maintenance:</b> 10 / 10 / 15 / 15 <i>Daily</i>				

**Free Access:** Level 24

### Freeze Emotions

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Maximum Presence				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	10	12
<b>Base:</b> Affects natural psychological states			<b>Intermediate:</b> As Base, but also stops Pain	
<b>Advanced:</b> As Intermediate, but also stops supernatural state				
<b>Arcane:</b> As Advanced, but the caster can choose which feelings to stop and which not				
<b>Maintenance:</b> 5 / 5 / 10 / 10				

**Free Access:** Level 28

### Control Cold

<b>Level 30</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	120	180
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR100 / 5 Intensities			<b>Intermediate:</b> MR120 / 8 Intensities	
<b>Advanced:</b> MR140 / 12 Intensities			<b>Arcane:</b> MR180 / 15 Intensities	
<b>Maintenance:</b> 5 / 10 / 15 / 20				

### Freeze

<b>Level 32</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	100	140	220
<b>Req. Intelligence</b>	6	9	12	15

**Base:** MR120 / 5m area  
**Advanced:** MR160 / 25m area  
**Maintenance:** 10 / 10 / 15 / 15

**Intermediate:** MR140 / 10m area  
**Arcane:** MR180 / 50m area

**Free Access:** Level 34

### Ice Screen

<b>Level 36</b>	<b>Action:</b> Passive		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 400 Resistance Points			<b>Intermediate:</b> 1500 Resistance Points	
<b>Advanced:</b> 2500 Resistance Points			<b>Arcane:</b> 4000 Resistance Points	
<b>Maintenance:</b> 10 / 10 / 15 / 15				

**Free Access:** Level 38

### Create Liquids

<b>Level 40</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	140	240	350
<b>Req. Intelligence</b>	6	9	12	16
<b>Base:</b> 50L of water			<b>Intermediate:</b> 500L of water	
<b>Advanced:</b> 5000L of water			<b>Arcane:</b> 50000L of water	
<b>Maintenance:</b> 10 / 20 / 25 / 30 <i>Daily</i>				

### Ice Attack

<b>Level 42</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	160	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Damage 100			<b>Intermediate:</b> Damage 150	
<b>Advanced:</b> Damage 200			<b>Arcane:</b> Damage 250	
<b>Maintenance:</b> No				

**Free Access:** Level 44

### Crystallization

<b>Level 46</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	150	200
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> MR or PhR 140			<b>Intermediate:</b> MR or PhR 160	
<b>Advanced:</b> MR or PhR 180			<b>Arcane:</b> MR or PhR 200	
<b>Maintenance:</b> 5 / 10 / 15 / 20				

**Free Access:** Level 58

### Reflected Control

<b>Level 50</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	160	240	350

**Req. Intelligence** 7 10 13 15  
**Base:** MR80 **Intermediate:** MR130  
**Advanced:** MR160 **Arcane:** MR200  
**Maintenance:** 5 / 10 / 15 / 20

### Liquid Body

**Level 52** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 100 120 140 160  
**Req. Intelligence** 8 11 13 16  
**Base:** As described  
**Intermediate:** As Base, but gives movement in water equal to natural Movement value  
**Advanced:** As Intermediate, but weapons' quality raises to +10  
**Arcane:** As Advanced, but Cold and Piercing attacks based on energy, produce only half damage  
**Maintenance:** 10 / 15 / 15 / 20

**Free Access:** Level 54

### Reflect States

**Level 56** **Action:** Passive **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 120 180 240 320  
**Req. Intelligence** 7 10 13 16  
**Base:** MR120 **Intermediate:** MR150  
**Advanced:** MR180 **Arcane:** MR220  
**Maintenance:** 10 / 20 / 25 / 35

**Free Access:** Level 58

### Ice Storm

**Level 60** **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 120 180 240 320  
**Req. Intelligence** 7 10 12 15  
**Base:** 50m area **Intermediate:** 150m area  
**Advanced:** 500m area / PhR increased to 160 **Arcane:** 1km area / PhR increased to 180  
**Maintenance:** 10 / 10 / 15 / 15

### Tide Control

**Level 62** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 150 300 450 600  
**Req. Intelligence** 6 9 12 15  
**Base:** 500m area **Intermediate:** 1km area  
**Advanced:** 3km area **Arcane:** 5km area  
**Maintenance:** 15 / 30 / 45 / 60 *Daily*

**Free Access:** Level 64

### Water Confinement

**Level 66** **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**

<b>Zeon</b>	140	200	280	350
<b>Req. Intelligence</b>	7	10	13	16
<b>Base:</b>	10m3		<b>Intermediate:</b> 50m3	
<b>Advanced:</b>	100m3		<b>Arcane:</b> 150m3 / Strength 15	
<b>Maintenance:</b>	10 / 10 / 15 / 20			

**Free Access:** Level 68

### Glacier

<b>Level 70</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	300	400	500
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b>	1km area		<b>Intermediate:</b> 3km area	
<b>Advanced:</b>	5km area		<b>Arcane:</b> 10km area	
<b>Maintenance:</b>	40 / 60 / 80 / 100 <i>Daily</i>			

### Tsunami

<b>Level 72</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	450	550
<b>Req. Intelligence</b>	10	12	15	17
<b>Base:</b>	1km length		<b>Intermediate:</b> 10km length	
<b>Advanced:</b>	20km length		<b>Arcane:</b> 30km length / Destroys constructions up to Damage Barrier 90	
<b>Maintenance:</b>	No			

**Free Access:** Level 74

### Soul Reflection

<b>Level 76</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
NOTE: Max Gnosis for Powers is 20 No max presence affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	280	320	400
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b>	MR140 / Copies entities up to Level 3		<b>Intermediate:</b> MR160 / Copies entities up to Level 5	
<b>Advanced:</b>	MR180 / Copies entities up to Level 8 / Copies Powers up to Gnosis 25			
<b>Arcane:</b>	MR200 / Copies entities up to Level 12 / Copies Powers up to Gnosis 30			
<b>Maintenance:</b>	20 / 30 / 35 / 40			

**Free Access:** Level 78

### Slow Time

<b>Level 80</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	320	450	600
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b>	100m area / MR120 / Time is slowed to 1/10			
<b>Intermediate:</b>	200m area / MR140 / Time is slowed to 1/100			
<b>Advanced:</b>	500m area / MR160 / Time is slowed to 1/1000			
<b>Arcane:</b>	1km area / MR180 / Time is slowed to 1/1000000			
<b>Maintenance:</b>	20 / 25 / 30 / 35 <i>Daily</i>			

### Create Undine

<b>Level 82</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	500	700
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> Level 1			<b>Intermediate:</b> Level 3	
<b>Advanced:</b> Level 6			<b>Arcane:</b> Level 10	
<b>Maintenance:</b> 50 / 70 / 100 / 140 <i>Daily</i>				

**Free Access:** Level 84

### Freeze Magic

<b>Level 86</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	400	550	800
<b>Req. Intelligence</b>	9	12	15	18
<b>Base:</b> Max Zeon Value 150			<b>Intermediate:</b> Max Zeon Value 250	
<b>Advanced:</b> Max Zeon Value 300			<b>Arcane:</b> Max Zeon Value 400	
<b>Maintenance:</b> 50 / 75 / 90 / 110 <i>Daily</i>				

**Free Access:** Level 88

### Inside The Mirror

<b>Level 90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	480	600	800
<b>Req. Intelligence</b>	9	12	15	17
<b>Base:</b> 500m maximum area			<b>Intermediate:</b> 2km maximum area	
<b>Advanced:</b> 5km maximum area			<b>Arcane:</b> 10km maximum area / Can imitate beings with Presence up to 30	
<b>Maintenance:</b> 30 / 50 / 60 / 70 <i>Daily</i>				

### Lord of Ice

<b>Level 92</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	450	600	1000
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> 100km area / MR140			<b>Intermediate:</b> 1000km area / MR180	
<b>Advanced:</b> 10000km area / MR200			<b>Arcane:</b> 100000km area / MR240	
<b>Maintenance:</b> 30 / 45 / 60 / 100 <i>Daily</i>				

**Free Access:** Level 94

### Lord of Water

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	450	600	1000
<b>Req. Intelligence</b>	10	12	15	18
<b>Base:</b> MR140/ 100km area			<b>Intermediate:</b> MR180/ 1000km area	
<b>Advanced:</b> MR200/ 10000km area			<b>Arcane:</b> MR240/ Affects all liquids in the world	
<b>Maintenance:</b> 30 / 45 / 60 / 100 <i>Daily</i>				

**Free Access:** Level 98

## A Perfect World

**Level** 100

**Action:** Active

**Type:** Automatic

NOTE: Beings with Gnosis 20 points higher than their Nature can also attempt the MR Check

**Casting Level**

**Base Intermediate Advanced Arcane**

**Zeon**

450 800 1200 1600

**Req. Intelligence**

12 15 17 20

**Base:** MR120

**Intermediate:** MR180

**Advanced:** MR220

**Arcane:** MR260

**Maintenance:** 90 / 115 / 130 / 145 *Daily*



## Book of Fire

### Create Fire

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	80	100	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 1 Intensity			<b>Intermediate:</b> 5 Intensities	
<b>Advanced:</b> 8 Intensities			<b>Arcane:</b> 10 Intensities	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				

**Free Access:** Level 4

### Put Out Fire

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Effect, Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	80	120	200
<b>Req. Intelligence</b>	5	8	10	13
<b>Base:</b> -1 Intensity / MR100			<b>Intermediate:</b> -5 Intensity / MR120	
<b>Advanced:</b> -10 Intensity / MR140			<b>Arcane:</b> -15 Intensity / MR180	
<b>Maintenance:</b> No				

**Free Access:** Level 8

### Fire Immunity

<b>Level 10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	140	200	300
<b>Req. Intelligence</b>	6	8	10	13
<b>Base:</b> 5 Intensities			<b>Intermediate:</b> 12 Intensities	
<b>Advanced:</b> 20 Intensities			<b>Arcane:</b> 30 Intensities	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				

### Detect Heat

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Detection	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	100	140	200
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> 25m area / MR120			<b>Intermediate:</b> 50m area / MR150	
<b>Advanced:</b> 100m area / MR180			<b>Arcane:</b> 250m area / MR220	
<b>Maintenance:</b> 10 / 10 / 15 / 15				

**Free Access:** Level 14

### Fire Ball

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	100	160	250
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Damage 50 / 5m area			<b>Intermediate:</b> 100 / 25m area	

**Advanced:** 140 / 80m area**Arcane:** 160 / 150m area**Maintenance:** No**Free Access:** Level 18**Control Fire**

<b>Level 20</b>	<b>Action:</b> Active		<b>Type:</b> Effect, Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	120	180
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	MR100 / 5 Intensities		<b>Intermediate:</b> MR120 / 8 Intensities	
<b>Advanced:</b>	MR140 / 12 Intensities		<b>Arcane:</b> MR180 / 15 Intensities	
<b>Maintenance:</b>	5 / 10 / 15 / 20			

**Fire Barrier**

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Automatic/Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	Damage 80 / 2m extension / 300 Resistance Points			
<b>Intermediate:</b>	Damage 90 / 5m extension / 500 Resistance Points			
<b>Advanced:</b>	Damage 100 / 10m extension / 800 Resistance Points / Blocks attacks based on Energy			
<b>Arcane:</b>	Damage 100 / 15m extension / 1500 Resistance Points / Final Attack 280 / Blocks all kind of attacks			
<b>Maintenance:</b>	5 / 10 / 10 / 15			

**Free Access:** Level 24**Igneous Weapon**

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	100	120
<b>Req. Intelligence</b>	6	9	11	14
<b>Base:</b>	+10 Base Damage		<b>Intermediate:</b> +20 Base Damage	
<b>Advanced:</b>	+30 Base Damage		<b>Arcane:</b> +40 Base Damage	
<b>Maintenance:</b>	5 / 10 / 10 / 15			

**Free Access:** Level 28**Heat Wave**

<b>Level 30</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	Damage 50		<b>Intermediate:</b> Damage 70	
<b>Advanced:</b>	Damage 90		<b>Arcane:</b> Damage 110	
<b>Maintenance:</b>	No			

**Read The Ashes**

<b>Level 32</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	140	220	340
<b>Req. Intelligence</b>	6	10	13	15

**Base:** 1 day  
**Advanced:** 1 month  
**Maintenance:** No

**Intermediate:** 1 week  
**Arcane:** 1 year

**Free Access:** Level 34

### Raise Weather Temperature

<b>Level 36</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	140	240	300
<b>Req. Intelligence</b>	7	10	12	15
<b>Base:</b> +5°C / 1km area			<b>Intermediate:</b> +10°C / 5km area	
<b>Advanced:</b> +20°C / 10km area			<b>Arcane:</b> +30°C / 15km area	
<b>Maintenance:</b> 15 / 40 / 50 / 60 <i>Daily</i>				

**Free Access:** Level 38

### Fire Mine

<b>Level 40</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	160	240	320
<b>Req. Intelligence</b>	7	10	12	15
<b>Base:</b> 10m area / Damage 80			<b>Intermediate:</b> 50m area / Damage 120	
<b>Advanced:</b> 150m area / Damage 180			<b>Arcane:</b> 250m area / Damage 240	
<b>Maintenance:</b> 20 / 40 / 50 / 60 <i>Daily</i>				

### Increase Critical

<b>Level 42</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> +20 Critical			<b>Intermediate:</b> +40 Critical	
<b>Advanced:</b> +60 Critical			<b>Arcane:</b> +80 Critical	
<b>Maintenance:</b> No				

**Free Access:** Level 44

### Dry

<b>Level 46</b>	<b>Action:</b> Active		<b>Type:</b> Effect, Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	180	240
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> MR or PhR 100 / 5m area			<b>Intermediate:</b> MR or PhR 120 / 15m area	
<b>Advanced:</b> MR or PhR 140 / 25m area			<b>Arcane:</b> MR or PhR 160 / 35m area	
<b>Maintenance:</b> No				

**Free Access:** Level 48

### Melt

<b>Level 50</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	180	240

**Req. Intelligence** 8 10 12 14  
**Base:** PhR80 / 10m area **Intermediate:** PhR100 / 50m area  
**Advanced:** PhR120 / 100m area **Arcane:** PhR140 / 150m area  
**Maintenance:** 10 / 10 / 15 / 15

### Body of Fire

**Level 52** **Action:** Active **Type:** Effect  
 NOTE: No Maximum Presence No +30 Resistance Bonus against Fire Effects

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	100	120	140	160
<b>Req. Intelligence</b>	8	11	13	16

**Base:** As described

**Intermediate:** As Base, but gives +30 Resistance Bonus against Fire Effects

**Advanced:** As Intermediate, but the subject can move through any crack a flame might pass through

**Arcane:** As Advanced, but immune to Cold and Water attacks not of supernatural nature

**Maintenance:** 10 / 15 / 15 / 20

**Free Access:** Level 54

### Vital Sacrifice

**Level 56** **Action:** Active **Type:** Effect

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15

**Base:** Up to 50 Life Points sacrifice per turn

**Intermediate:** Up to 100 Life Points sacrifice per turn

**Advanced:** Up to 150 Life Points sacrifice per turn

**Arcane:** Up to 200 Life Points sacrifice per turn

**Maintenance:** 10 / 10 / 15 / 15 *Daily*

**Free Access:** Level 58

### Incinerate

**Level 60** **Action:** Active **Type:** Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	100	150	200	260
<b>Req. Intelligence</b>	10	12	14	16

**Base:** MR140 / +100 to Table Result / 50m area **Intermediate:** MR160 / +120 to Table Result / 100m area

**Advanced:** MR180 / +140 to Table Result / 150m area **Arcane:** MR200 / +160 to Table Result / 200m area

**Maintenance:** 10 / 15 / 15 / 20

### Consume Essence

**Level 62** **Action:** Active **Type:** Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15

**Base:** MR120 / 10m area

**Intermediate:** MR160 / 25m area

**Advanced:** MR200 / 50m area

**Arcane:** MR220 / 250m area

**Maintenance:** No

**Free Access:** Level 64

### Power Sacrifice

**Level 66** **Action:** Active **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	7	10	13	15
<b>Base:</b>	Up to 20 Zeon per turn		<b>Intermediate:</b> Up to 50 Zeon per turn	
<b>Advanced:</b>	Up to 80 Zeon per turn		<b>Arcane:</b> Up to 120 Zeon per turn	
<b>Maintenance:</b>	10 / 10 / 15 / 15 <i>Daily</i>			

**Free Access:** Level 68

### Direct Critical

<b>Level 70</b>	<b>Action:</b> Active	<b>Type:</b> Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	140	200	280
<b>Req. Intelligence</b>	9	11	13	16
<b>Base:</b>	Critical 120 / MR140		<b>Intermediate:</b> Critical 140 / MR160	
<b>Advanced:</b>	Critical 180 / MR180		<b>Arcane:</b> Critical 220 / MR200	
<b>Maintenance:</b>	No			

### Magic For Capacities

<b>Level 72</b>	<b>Action:</b> Active	<b>Type:</b> Effect		
NOTE: Grants +1 to a characteristic for each 25 Zeon sacrificed				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	Up to 50 Zeon per turn		<b>Intermediate:</b> Up to 100 Zeon per turn	
<b>Advanced:</b>	Up to 150 Zeon per turn		<b>Arcane:</b> Up to 200 Zeon per turn	
<b>Maintenance:</b>	10 / 10 / 15 / 15 <i>Daily</i>			

**Free Access:** Level 74

### Fire Storm

<b>Level 76</b>	<b>Action:</b> Active	<b>Type:</b> Automatic		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	240	280
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b>	25m area / Final Attack 180		<b>Intermediate:</b> 150m area / Final Attack 240	
<b>Advanced:</b>	200m area / Final Attack 280		<b>Arcane:</b> 250m area / Final Attack 320	
<b>Maintenance:</b>	15 / 20 / 25 / 30			

**Free Access:** Level 78

### Consume Life for Magic

<b>Level 80</b>	<b>Action:</b> Active	<b>Type:</b> Effect		
NOTE: Each 5 Life Points sacrificed give 100 Zeon				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	Up to 20 Life Points per turn		<b>Intermediate:</b> Up to 80 Life Points per turn	
<b>Advanced:</b>	Up to 140 Life Points per turn		<b>Arcane:</b> Up to 200 Life Points per turn	
<b>Maintenance:</b>	10 / 10 / 15 / 15 <i>Daily</i>			

**Create Ifreet**

<b>Level 82</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	500	700
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> Level 1				<b>Intermediate:</b> Level 3
<b>Advanced:</b> Level 6				<b>Arcane:</b> Level 10
<b>Maintenance:</b> 50 / 70 / 100 / 140 <i>Daily</i>				

**Free Access:** Level 84**Pyre**

<b>Level 86</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	300	350	400
<b>Req. Intelligence</b>	10	12	14	18
<b>Base:</b> 15 Intensities				<b>Intermediate:</b> 25 Intensities
<b>Advanced:</b> 35 Intensities				<b>Arcane:</b> 45 Intensities
<b>Maintenance:</b> 25 / 30 / 30 / 35 <i>Daily</i>				

**Free Access:** Level 88**Devastation**

<b>Level 90</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	300	400	500
<b>Req. Intelligence</b>	10	13	16	18
<b>Base:</b> 1km area				<b>Intermediate:</b> 5km area
<b>Advanced:</b> 10km area				<b>Arcane:</b> 15km area
<b>Maintenance:</b> No				

**Sacrifice Others**

<b>Level 92</b>	<b>Action:</b> Active		<b>Type:</b> Effect, Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	500	750
<b>Req. Intelligence</b>	13	15	17	19
<b>Base:</b> 1km area / MR120				<b>Intermediate:</b> 2km area / MR140
<b>Advanced:</b> 3km area / MR160				<b>Arcane:</b> 5km area / MR180
<b>Maintenance:</b> 50 / 70 / 100 / 150 <i>Daily</i>				

**Free Access:** Level 94**Lord of Fire**

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	450	600	1000
<b>Req. Intelligence</b>	10	12	15	18
<b>Base:</b> MR140/ 100km area				<b>Intermediate:</b> MR180/ 1000km area
<b>Advanced:</b> MR200/ 10000km area				<b>Arcane:</b> MR240/ Affects all heat sources
<b>Maintenance:</b> 30 / 45 / 60 / 100 <i>Daily</i>				

**Free Access:** Level 98

**Armageddon****Level** 100**Action:** Active**Type:** Automatic**Casting Level****Base Intermediate Advanced Arcane****Zeon**

450 800 1200 1600

**Req. Intelligence**

15 16 17 18

**Base:** MR140 / 10km area**Intermediate:** MR150 / 25km area**Advanced:** MR160 / 50km area**Arcane:** MR180 / 150km area**Maintenance:** 90 / 100 / 105 / 110

## Book of Earth

### Detect Minerals

**Level 2**                      **Action:** Active                      **Type:** Detection  
NOTE: Maximum wind draft length is 10XMaximum wind draft width

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	20	60	100	140
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 10m area			<b>Intermediate:</b> 50m area	
<b>Advanced:</b> 150m area			<b>Arcane:</b> 500m area	
<b>Maintenance:</b> No				

**Free Access:** Level 4

### Mineral Control

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Effect, Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	60	100	140
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Max Presence 30 / MR100			<b>Intermediate:</b> Max Presence 60 / MR120	
<b>Advanced:</b> Max Presence 90 / MR130			<b>Arcane:</b> Max Presence 120 / MR140	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				

**Free Access:** Level 8

### Weight Increment

<b>Level 10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	120	200	320
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> +20Kg			<b>Intermediate:</b> +120Kg	
<b>Advanced:</b> +200Kg			<b>Arcane:</b> +300Kg	
<b>Maintenance:</b> 5 / 25 / 30 / 40 <i>Daily</i>				

### Transform Mineral

<b>Level 12</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	160
<b>Req. Intelligence</b>	6	8	11	13
<b>Base:</b> Max Presence 30 / Up to 10kg of mass			<b>Intermediate:</b> Max Presence 50 / Up to 50kg of mass	
<b>Advanced:</b> Max Presence 70 / Up to 100kg of mass			<b>Arcane:</b> Max Presence 90 / Up to 250km of mass	
<b>Maintenance:</b> 5 / 5 / 5 / 10				

**Free Access:** Level 14

### Firmness

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	120	160
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> +20PhR / +3Fortitude			<b>Intermediate:</b> +30PhR / +5Fortitude	



**Advanced:** +45PhR / +7Fortitude  
**Maintenance:** 5 / 10 / 15 / 20 *Daily*

**Arcane:** +60PhR / +9Fortitude

**Free Access:** Level 18

### Stone Barrier

<b>Level 20</b>	<b>Action:</b> Active		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	160	240	300
<b>Req. Intelligence</b>	6	9	12	15

**Base:** Damage Barrier 60 / 600 Resistance Points

**Intermediate:** Damage Barrier 100 / 1600 Resistance Points

**Advanced:** Damage Barrier 150 / 3000 Resistance Points

**Arcane:** Damage Barrier 200 / 5000 Resistance Points

**Maintenance:** 10 / 20 / 25 / 30

### Slowness

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
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NOTE: If Movement is reduced to 0, each additional Movement reduction point inflicts an All **Action** Penalty of -20

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15

**Base:** MR120 / -50 Initiative, -2 Movement

**Intermediate:** MR140 / -70 Initiative, -4 Movement

**Advanced:** MR160 / -90 Initiative, -6 Movement

**Arcane:** MR180 / -120 Initiative, -10 Movement

**Maintenance:** 10 / 10 / 15 / 15

**Free Access:** Level 24

### Shell

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	12	15

**Base:** AT2

**Intermediate:** AT4

**Advanced:** AT6

**Arcane:** AT8

**Maintenance:** 5 / 5 / 10 / 10 *Daily*

**Free Access:** Level 28

### Magnetic Shield

<b>Level 30</b>	<b>Action:</b> Passive		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	90	120	160
<b>Req. Intelligence</b>	6	8	11	14

**Base:** 300 Resistance Points

**Intermediate:** 600 Resistance Points

**Advanced:** 900 Resistance Points

**Arcane:** 1200 Resistance Points

**Maintenance:** 5 / 10 / 10 / 20

### Pass Through Solid Matter

<b>Level 32</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140

<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b> Max Presence	100		<b>Intermediate:</b> Max Presence	140
<b>Advanced:</b> Max Presence	180		<b>Arcane:</b> Max Presence	240
<b>Maintenance:</b>	5 / 5 / 10 / 10			

**Free Access:** Level 34

### Earth Spike

<b>Level 36</b>	<b>Action:</b> Active	<b>Type:</b> Attack		
NOTE: Cannot be used on targets flying above 10m from ground				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	150	200
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b>	2 Spikes		<b>Intermediate:</b> 4 Spikes	
<b>Advanced:</b>	6 Spikes		<b>Arcane:</b> 8 Spikes	
<b>Maintenance:</b>	No			

**Free Access:** Level 38

### Breakage

<b>Level 40</b>	<b>Action:</b> Active	<b>Type:</b> Effect		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	+4 Breakage		<b>Intermediate:</b> +8 Breakage	
<b>Advanced:</b>	+12 Breakage		<b>Arcane:</b> +15 Breakage	
<b>Maintenance:</b>	10 / 10 / 15 / 15			

### Telemetry

<b>Level 42</b>	<b>Action:</b> Active	<b>Type:</b> Effect		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	MR80 / 1 moth		<b>Intermediate:</b> MR120 / 1 year	
<b>Advanced:</b>	MR140 / 10 years		<b>Arcane:</b> MR160 / 1 century	
<b>Maintenance:</b>	No			

**Free Access:** Level 44

### Magnetic Control

<b>Level 46</b>	<b>Action:</b> Active	<b>Type:</b> Effect		
NOTE: -4Strength on objects/beings partially made of metal If used to maneuver a weapon at distance, use rules for Lesser Telekinesis				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	180	240	320
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	25m area / Str10		<b>Intermediate:</b> 150m area / Str12	
<b>Advanced:</b>	350m area / Str13		<b>Arcane:</b> 500m area / Str14	
<b>Maintenance:</b>	10 / 20 / 25 / 30			

**Free Access:** Level 48

**Forge****Level 50****Action:** Active**Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	160	270	360	450
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<b>Req. Intelligence</b>	7	9	12	15
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**Base:** Forge 120**Intermediate:** Forge 180**Advanced:** Forge 240**Arcane:** Forge 280**Maintenance:** No**Solid Body****Level 52****Action:** Active**Type:** Effect

NOTE: No Maximum Presence Damage Barrier equal to double character's presence Regardless of Strength bonus, -2Movement

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	120	140	160
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<b>Req. Intelligence</b>	8	11	13	16
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**Base:** As described / AT6 / +1Str**Intermediate:** As described / AT8 / +2Str**Advanced:** As Intermediate, but cannot be harmed except by physical attacks not based on energy / AT10 / +3Str**Arcane:** As Advanced, but physical attacks based on energy only inflict half damage / AT12 / +4Str**Maintenance:** 10 / 15 / 15 / 20**Free Access: Level 54****Resistance****Level 56****Action:** Active**Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	120	180	240	300
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<b>Req. Intelligence</b>	8	10	13	15
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**Base:** +500 Life Points**Intermediate:** +1200 Life Points**Advanced:** +2000 Life Points**Arcane:** +3000 Life Points**Maintenance:** 10 / 20 / 25 / 30**Free Access: Level 58****Petrify****Level 60****Action:** Active**Type:** Spiritual

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	140	200	260	320
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<b>Req. Intelligence</b>	7	10	13	16
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**Base:** MR120**Intermediate:** MR150**Advanced:** MR180**Arcane:** MR220**Maintenance:** 10 / 10 / 15 / 20 *Daily***Fissure****Level 62****Action:** Active**Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	150	200	250	300
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**Req. Intelligence** 8 10 12 14  
**Base:** 10m length and 3m width / Constructions with Damage Barrier 40  
**Intermediate:** 25m length and 8m width / Constructions with Damage Barrier 60  
**Advanced:** 36m length and 12m width / Constructions with Damage Barrier 80  
**Arcane:** 48m length and 15m width / Constructions with Damage Barrier 100  
**Maintenance:** No

**Free Access:** Level 64

### Reverse Gravity

**Level 66** **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 200 240 280 320  
**Req. Intelligence** 10 12 14 16  
**Base:** 25m area / 50m fall / MR120 **Intermediate:** 50m area / 100m fall / MR140  
**Advanced:** 100m area / 200m fall / MR160 **Arcane:** 150m area / 300m fall / MR180  
**Maintenance:** 40 / 50 / 60 / 65 *Daily*

**Free Access:** Level 68

### Mineral Creation

**Level 70** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 120 180 240 300  
**Req. Intelligence** 8 10 12 15  
**Base:** Max Presence 40 **Intermediate:** Max Presence 70  
**Advanced:** Max Presence 100 **Arcane:** Max Presence 140  
**Maintenance:** 15 / 20 / 25 / 30 *Daily*

### Terrain Erudition

**Level 72** **Action:** Active **Type:** Effect  
NOTE: Grants +1 to a characteristic for each 25 Zeon sacrificed  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 120 270 360 450  
**Req. Intelligence** 7 10 12 15  
**Base:** 500m area **Intermediate:** 3km area  
**Advanced:** 10km area **Arcane:** 15km area  
**Maintenance:** No

**Free Access:** Level 74

### Earthquake

**Level 76** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 150 200 300 400  
**Req. Intelligence** 8 10 12 14  
**Base:** 500m area **Intermediate:** 3km area  
**Advanced:** 10km area **Arcane:** 15km area  
**Maintenance:** 15 / 20 / 25 / 30

**Free Access:** Level 78

**Gravity Destruction**

**Level 80**                      **Action:** Active                      **Type:** Automatic  
**Casting Level**            **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                         180    250                    320                    400  
**Req. Intelligence**       9        12                      15                      17  
**Base:** 20m area                                      **Intermediate:** 50m area  
**Advanced:** 100m area                              **Arcane:** 150m area  
**Maintenance:** 20 / 25 / 35 / 40

**Create Golem**

**Level 82**                      **Action:** Active                      **Type:** Effect  
**Casting Level**            **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                         250    350                    500                    700  
**Req. Intelligence**       10      12                      14                      16  
**Base:** Level 1    **Intermediate:** Level 3  
**Advanced:** Level 6                                   **Arcane:** Level 10  
**Maintenance:** 50 / 70 / 100 / 140 *Daily*

**Free Access:** Level 84**Gravity Increment**

**Level 86**                      **Action:** Active                      **Type:** Effect  
**Casting Level**            **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                         200    240                    280                    320  
**Req. Intelligence**       10      12                      14                      16  
**Base:** 2X weight / 100m area                      **Intermediate:** 3X weight / 200m area  
**Advanced:** 5X weight / 300m area                      **Arcane:** 10X weight / 400m area  
**Maintenance:** 20 / 25 / 30 / 35 *Daily*

**Free Access:** Level 88**Meteor**

**Level 90**                      **Action:** Active                      **Type:** Attack  
NOTE: When casting Meteor roll a d10 for each meteor to calculate the time when the meteor strikes Base  
Damage for direct impact is 200 using either Impact or Fire AT  
**Casting Level**            **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                         200    250                    350                    450  
**Req. Intelligence**       10      13                      15                      17  
**Base:** 1 meteor    **Intermediate:** 5 meteors  
**Advanced:** 10 meteors                              **Arcane:** 15 meteors  
**Maintenance:** No

**Gravity Control**

**Level 92**                      **Action:** Active                      **Type:** Effect  
NOTE: Caster can also null gravity within the area  
**Casting Level**            **Base**   **Intermediate**   **Advanced**    **Arcane**  
**Zeon**                         350    500                    650                    800  
**Req. Intelligence**       12      14                      16                      18  
**Base:** 100km area                                      **Intermediate:** 750km area  
**Advanced:** 1500km area                              **Arcane:** 5000km area  
**Maintenance:** 70 / 100 / 130 / 160 *Daily*

**Free Access:** Level 94

**One With The Earth**

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	450	600	1000
<b>Req. Intelligence</b>	10	12	15	18
<b>Base:</b> MR140/ 100km area			<b>Intermediate:</b> MR180/ 1000km area	
<b>Advanced:</b> MR200/ 10000km area			<b>Arcane:</b> MR240/ Affects all minerals	
<b>Maintenance:</b> 30 / 45 / 60 / 100 <i>Daily</i>				

**Free Access: Level 98****Atomic Control**

<b>Level 100</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	450	800	1200	1600
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR or PhR140 / 100m area			<b>Intermediate:</b> MR or PhR160 / 250m area	
<b>Advanced:</b> MR or PhR200 / 500m area			<b>Arcane:</b> MR or PhR240 / 1km area	
<b>Maintenance:</b> 45 / 80 / 120 / 160				

## Book of Essence

### Natural Affinity

**Level 2**                      **Action:** Active                      **Type:** Effect

NOTE: No Maximum Presence affected

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	30	80	100	120
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<b>Req. Intelligence</b>	5	8	10	12
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**Base:** Affects natural animals                      **Intermediate:** Affects all natural beings

**Advanced:** Affects both natural beings and being between worlds

**Arcane:** All creatures including supernatural beings of high existential power

**Maintenance:** 5 / 10 / 10 / 15

**Free Access:** Level 4

### Detect Essence

**Level 6**                      **Action:** Active                      **Type:** Automatic

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	30	60	100	140
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<b>Req. Intelligence</b>	5	8	10	12
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**Base:** 10m area / MR100                      **Intermediate:** 25m area / MR140

**Advanced:** 50m area / MR160                      **Arcane:** 100m area / MR200

**Maintenance:** 5 / 10 / 10 / 15

**Free Access:** Level 8

### Communication Through Essence

**Level 10**                      **Action:** Active                      **Type:** Automatic

NOTE: No maximum presence affected

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	30	70	100	150
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<b>Req. Intelligence</b>	6	9	10	13
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**Base:** Can communicate with animals and plants

**Intermediate:** Can communicate with all natural beings

**Advanced:** Can communicate with both natural beings and beings between worlds

**Arcane:** Can communicate with any class of being

**Maintenance:** 10 / 20 / 20 / 25 *Daily*

### Natural Knowledge

**Level 12**                      **Action:** Active                      **Type:** Effect

NOTE: No Maximum Presence Affected

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	40	60	90	120
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<b>Req. Intelligence</b>	6	9	10	13
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**Base:** Analyzes base properties of an animal and plant

**Intermediate:** Analyzes all properties of an animal and plant

**Advanced:** Analyzes all properties of a natural race

**Arcane:** Analyzes base properties and mystical or special powers of a natural being

**Maintenance:** No

**Free Access:** Level 14

**Healing**

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	150
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> 20% Life Points			<b>Intermediate:</b> 40% Life Points	
<b>Advanced:</b> 60% Life Points			<b>Arcane:</b> 80% Life Points	
<b>Maintenance:</b> No				

**Free Access:** Level 18**Soul Barrier**

<b>Level 20</b>	<b>Action:</b> Active		<b>Type:</b> Shield	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	60	90	120
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Up to MR140			<b>Intermediate:</b> Up to MR160	
<b>Advanced:</b> Up to MR200			<b>Arcane:</b> Up to MR240	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				

**Share Senses**

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	180	240	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> MR or PsR 100 / Max Presence 100 / 1km distance				
<b>Intermediate:</b> MR or PsR 160 / Max Presence 160 / 10km distance				
<b>Advanced:</b> MR or PsR 200 / Max Presence 190 / 50km distance				
<b>Arcane:</b> MR or PsR 240 / Max Presence 220 / 150km distance				
<b>Maintenance:</b> 10 / 20 / 25 / 30 <i>Daily</i>				

**Free Access:** Level 24**Modify Essence**

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	100	140
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b> MR140			<b>Intermediate:</b> MR160	
<b>Advanced:</b> MR180			<b>Arcane:</b> MR200	
<b>Maintenance:</b> 5 / 10 / 10 / 15				

**Free Access:** Level 28**Soul Poison**

<b>Level 30</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Poison Level 40			<b>Intermediate:</b> Poison Level 50	



**Advanced:** Poison Level 60**Arcane:** Poison Level 70**Maintenance:** No**Analyze Soul****Level 32****Action:** Active**Type:** Effect**Casting Level**

Base	Intermediate	Advanced	Arcane
60	90	120	150
7	10	13	15

**Zeon****Req. Intelligence****Base:** MR120**Intermediate:** MR140**Advanced:** RM180**Arcane:** MR200**Maintenance:** No**Free Access:** Level 34**Acquire Natural Powers****Level 36****Action:** Active**Type:** Effect**Casting Level**

Base	Intermediate	Advanced	Arcane
120	200	280	360
7	10	13	15

**Zeon****Req. Intelligence****Base:** +50DP**Intermediate:** +100DP**Advanced:** +150DP**Arcane:** +200DP**Maintenance:** 25 / 40 / 60 / 80 *Daily***Free Access:** Level 38**Revitalize****Level 40****Action:** Active**Type:** Automatic**Casting Level**

Base	Intermediate	Advanced	Arcane
100	180	240	300
7	9	12	15

**Zeon****Req. Intelligence****Base:** 50m area**Intermediate:** 200m area**Advanced:** 500m area**Arcane:** 1km area**Maintenance:** 10 / 20 / 15 / 30**Life Mind****Level 42****Action:** Active**Type:** Automatic**Casting Level**

Base	Intermediate	Advanced	Arcane
120	180	240	300
6	9	12	15

**Zeon****Req. Intelligence****Base:** MR80 / 500m area**Intermediate:** MR120 / 1km area**Advanced:** MR140 / 2km area**Arcane:** MR160 / 3km area**Maintenance:** 10 / 10 / 15 / 15**Free Access:** Level 44**Alter Growth****Level 46****Action:** Active**Type:** Spiritual

NOTE: No Max Presence Affected

**Casting Level**

Base	Intermediate	Advanced	Arcane
80	140	180	240
9	11	13	16

**Zeon****Req. Intelligence**

**Base:** X2 Growth Rate Alteration / MR100  
**Advanced:** X50 Growth Rate Alteration / MR140  
**Maintenance:** 10 / 15 / 15 / 20 *Daily*

**Intermediate:** X10 Growth Rate Alteration / MR120  
**Arcane:** X100 Growth Rate Alteration / MR160

**Free Access:** Level 48

### Natural Imitation

**Level 50**                      **Action:** Active                      **Type:** Effect

NOTE: Created Animals cannot be above **Level 5**

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	60	180	240	300
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<b>Req. Intelligence</b>	8	10	13	15
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**Base:** 2 Levels                      **Intermediate:** 10 Levels

**Advanced:** 20 Levels                      **Arcane:** 50 Levels

**Maintenance:** 10 / 10 / 15 / 15

### Spiritual Form

**Level 52**                      **Action:** Active                      **Type:** Effect

NOTE: No Maximum Presence Only obtains powers based on Casting **Level** as a Spiritual Being

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	120	140	160
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<b>Req. Intelligence</b>	8	11	13	16
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**Base:** The character is intangible to all matter and attacks not based on energy

**Intermediate:** As Base, but the character is also unaffected by physical necessities

**Advanced:** As Intermediate, but the character is also affected from spiritual invisibility

**Arcane:** As Advanced, but the character also obtains interaction with the world

**Maintenance:** 10 / 15 / 15 / 20

**Free Access:** Level 54

### Natural Control

**Level 56**                      **Action:** Active                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	180	240	300
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Req Intelligence	8	10	12	15
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**Base:** MR80                      **Intermediate:** MR120

**Advanced:** MR150                      **Arcane:** MR180

**Maintenance:** 20 / 40 / 50 / 60 *Daily*

**Free Access:** Level 58

### State Induction

**Level 60**                      **Action:** Active                      **Type:** Spiritual

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	180	240	300
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<b>Req. Intelligence</b>	8	10	12	15
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**Base:** MR100                      **Intermediate:** MR140

**Advanced:** MR180                      **Arcane:** MR200

**Maintenance:** No

### Return To The Flow

**Level 62**                      **Action:** Active                      **Type:** Spiritual

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	180	240	300
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> MR120			<b>Intermediate:</b> MR160	
<b>Advanced:</b> MR180			<b>Arcane:</b> MR220	
<b>Maintenance:</b> No				

**Free Access: Level 64**

### Shield Area

<b>Level 66</b>	<b>Action:</b> Active	<b>Type:</b> Automatic		
NOTE: You can choose between shielding an Area with given radius OR make a Wall with double that radius				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> 20m area / MR120			<b>Intermediate:</b> 30m area / MR160	
<b>Advanced:</b> 40m area / MR180			<b>Arcane:</b> 50m area / MR200	
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				

**Free Access: Level 68**

### Supernatural Control

<b>Level 70</b>	<b>Action:</b> Active	<b>Type:</b> Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> MR100			<b>Intermediate:</b> MR120	
<b>Advanced:</b> MR140			<b>Arcane:</b> MR180	
<b>Maintenance:</b> 25 / 40 / 50 / 60 <i>Daily</i>				

### Share Essence

<b>Level 72</b>	<b>Action:</b> Active	<b>Type:</b> Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	180	240	300
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> Max Presence 100 / MR120			<b>Intermediate:</b> Max Presence 140 / MR140	
<b>Advanced:</b> Max Presence 200 / MR170			<b>Arcane:</b> Max Presence 260 / MR200	
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				

**Free Access: Level 74**

### Transmigrate Soul

<b>Level 76</b>	<b>Action:</b> Active	<b>Type:</b> Spiritual		
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	180	240	300	540
<b>Req. Intelligence</b>	9	12	15	18
<b>Base:</b> MR100 / Max Presence 60			<b>Intermediate:</b> MR140 / Max Presence 100	
<b>Advanced:</b> MR160 / Max Presence 140			<b>Arcane:</b> MR200 / Max Presence 180	
<b>Maintenance:</b> 15 / 20 / 25 / 30				

**Free Access: Level 78**

**Spiritual Existence**

<b>Level 80</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	500	1000	2500
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b>	Up to 100DP of Disadvantages		<b>Intermediate:</b> +100DP / Up to 100DP of Disadvantages	
<b>Advanced:</b>	+200DP / Up to 200DP of Disadvantages		<b>Arcane:</b> +300DP / Up to 200DP of Disadvantages	
<b>Maintenance:</b>	No			

**Spirit Creation**

<b>Level 82</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	500	700
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b>	Level 1		<b>Intermediate:</b> Level 3	
<b>Advanced:</b>	Level 6		<b>Arcane:</b> Level 10	
<b>Maintenance:</b>	50 / 70 / 100 / 140 <i>Daily</i>			

**Free Access:** Level 84**The Vital Essence**

<b>Level 86</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	300	400	500
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b>	MR100 / 1km distance		<b>Intermediate:</b> MR120 / 5km distance	
<b>Advanced:</b>	MR140 / 50km distance		<b>Arcane:</b> MR160 / 150km distance	
<b>Maintenance:</b>	No			

**Free Access:** Level 88**Greenness**

<b>Level 90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	500	1000	2500
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b>	10km area		<b>Intermediate:</b> 150km area	
<b>Advanced:</b>	350km area		<b>Arcane:</b> 600km area	
<b>Maintenance:</b>	No			

**Life Dominion**

<b>Level 92</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	500	750	1000
<b>Req. Intelligence</b>	10	13	15	18
<b>Base:</b>	MR100 / 100km area		<b>Intermediate:</b> MR130 / 500km area	
<b>Advanced:</b>	MR160 / 1500km area		<b>Arcane:</b> MR200 / 2500km area	
<b>Maintenance:</b>	60 / 75 / 85 / 100 <i>Daily</i>			

**Free Access:** Level 94**Resurrection**

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
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<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	400	500	600	700
<b>Req. Intelligence</b>	10	13	15	18
<b>Base:</b> Max Presence 30 / 1 month			<b>Intermediate:</b> Max Presence 60 / 1 year	
<b>Advanced:</b> Max Presence 120 / 10 years			<b>Arcane:</b> Max Presence 150 / 1 century	
<b>Maintenance:</b> No				

**Free Access: Level 98**

### **Lord of The Souls**

<b>Level 100</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	600	800	1200	1500
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> MR120 / 100km area			<b>Intermediate:</b> MR140 / 1000km area	
<b>Advanced:</b> MR180 / 2500km area			<b>Arcane:</b> MR200 / 5000km area	
<b>Maintenance:</b> 120 / 160 / 240 / 300 <i>Daily</i>				

## Book of Illusion

### Illusory Sound

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	50	90	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> MR100 / 20m area			<b>Intermediate:</b> MR120 / 50m area	
<b>Advanced:</b> MR140 / 100m area			<b>Arcane:</b> MR160 / 250m area	
<b>Maintenance:</b> 5 / 5 / 10 / 10				

**Free Access:** Level 4

### Illusory Smell

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	50	90	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> MR100 / 20m area			<b>Intermediate:</b> MR120 / 50m area	
<b>Advanced:</b> MR140 / 100m area			<b>Arcane:</b> MR160 / 250m area	
<b>Maintenance:</b> 5 / 5 / 10 / 10				

**Free Access:** Level 8

### Illusory Touch

<b>Level 10</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	50	90	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> MR100 / 20m area			<b>Intermediate:</b> MR120 / 50m area	
<b>Advanced:</b> MR140 / 100m area			<b>Arcane:</b> MR160 / 250m area	
<b>Maintenance:</b> 5 / 5 / 10 / 10				

### Visual Illusion

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
NOTE: No Maximum Presence Affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	70	100	130
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b> MR100 / 10m area			<b>Intermediate:</b> MR120 / 25m area	
<b>Advanced:</b> MR140 / 50m area			<b>Arcane:</b> MR160 / 100m area	
<b>Maintenance:</b> 5 / 5 / 10 / 10				

**Free Access:** Level 14

### Detect Illusions

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	160	200	240
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b> Affects Base Level Spells			<b>Intermediate:</b> Affects Intermediate Level Spells	

**Advanced:** Affects Advanced Level Spells**Arcane:** Affects Arcane Level Spells**Maintenance:** 10 / 20 / 20 / 25**Free Access:** Level 18**Sweet Talk****Level 20****Action:** Active**Type:** Effect**Casting Level****Base Intermediate Advanced Arcane****Zeon** 50 80 100 120**Req. Intelligence** 6 8 10 13**Base:** +50 Leadership and Persuasion **Intermediate:** +80 Leadership and Persuasion**Advanced:** +100 Leadership and Persuasion **Arcane:** +120 Leadership and Persuasion**Maintenance:** 5 / 10 / 10 / 15 *Daily***Alter Appearance****Level 22****Action:** Active**Type:** Effect**Casting Level****Base Intermediate Advanced Arcane****Zeon** 60 90 120 150**Req. Intelligence** 6 9 12 15**Base:** MR120 **Intermediate:** MR160**Advanced:** MR200 **Arcane:** MR240**Maintenance:** 10 / 10 / 15 / 15 *Daily***Free Access:** Level 24**Illusory Invisibility****Level 26****Action:** Active**Type:** Automatic**Casting Level****Base Intermediate Advanced Arcane****Zeon** 60 90 120 150**Req. Intelligence** 6 9 12 15**Base:** MR120 / Max Presence 140 **Intermediate:** MR150 / Max Presence 200**Advanced:** MR180 / Max Presence 260 **Arcane:** MR210 / Max Presence 320**Maintenance:** 5 / 5 / 10 / 10**Free Access:** Level 28**Mirror Image****Level 30****Action:** Active**Type:** Automatic**Casting Level****Base Intermediate Advanced Arcane****Zeon** 60 90 120 150**Req. Intelligence** 8 10 12 14**Base:** MR120 / 5 Copies **Intermediate:** MR140 / 10 Copies**Advanced:** MR160 / 20 Copies **Arcane:** MR180 / 50 Copies**Maintenance:** 10 / 10 / 15 / 15**Total Illusion****Level 32****Action:** Active**Type:** Automatic

NOTE: No Max Presence

**Casting Level****Base Intermediate Advanced Arcane****Zeon** 80 180 240 300**Req. Intelligence** 6 9 12 15**Base:** MR120 **Intermediate:** MR160

**Advanced:** MR200  
**Maintenance:** 5 / 5 / 10 / 10

**Arcane:** MR240

**Free Access:** Level 34

### Confusion

**Level 36**                      **Action:** Active                      **Type:** Spiritual  
**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                              50      70                      90                      120  
**Req. Intelligence**          6        9                              11                      13  
**Base:** MR140                                      **Intermediate:** MR160  
**Advanced:** MR180                                  **Arcane:** MR200  
**Maintenance:** 5 / 5 / 5 / 10

**Free Access:** Level 38

### Create Illusory Being

**Level 40**                      **Action:** Active                      **Type:** Automatic  
NOTE: No Level restriction besides that of Casting Level  
**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                              60      90                      120                      150  
**Req. Intelligence**          7        10                              13                      15  
**Base:** MR120 / Level 2 / 20m area              **Intermediate:** MR140 / Level 4 / 50m area  
**Advanced:** MR160 / Level 7 / 100m area      **Arcane:** MR180 / Level 10 / 250m area  
**Maintenance:** 5 / 5 / 10 / 10 *Daily*

### Resistance to Illusions

**Level 42**                      **Action:** Active                      **Type:** Effect  
**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                              80      100                      120                      140  
**Req. Intelligence**          7        10                              12                      14  
**Base:** +20MR                                      **Intermediate:** +40MR  
**Advanced:** +60MR                                  **Arcane:** +80MR  
**Maintenance:** 10 / 10 / 15 / 15 *Daily*

**Free Access:** Level 44

### Detect Lie

**Level 46**                      **Action:** Active                      **Type:** Automatic  
**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                              80      120                      160                      200  
**Req. Intelligence**          7        10                              13                      15  
**Base:** MR or PsR120                                  **Intermediate:** MR or PsR140  
**Advanced:** MR or PsR160                              **Arcane:** MR or PsR180  
**Maintenance:** 10 / 15 / 20 / 20 *Daily*

**Free Access:** Level 48

### Ghostly Illusion

**Level 50**                      **Action:** Active                      **Type:** Automatic  
NOTE: Created Animals cannot be above Level 5  
**Casting Level**              **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                              120      180                      240                      300



<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	MR120 / Max Presence 60		<b>Intermediate:</b> MR150 / Max Presence 80	
<b>Advanced:</b>	MR180 / Max Presence 100		<b>Arcane:</b> MR210 / Max Presence 120	
<b>Maintenance:</b>	10 / 10 / 15 / 15			

### Distort Detection

<b>Level</b>	52		<b>Action:</b>	Active	<b>Type:</b>	Effect
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>		
<b>Zeon</b>	120	180	240	300		
<b>Req. Intelligence</b>	7	10	13	15		
<b>Base:</b>	MR120 / 10m area		<b>Intermediate:</b> MR140 / 50m area			
<b>Advanced:</b>	MR180 / 250m area		<b>Arcane:</b> MR220 / 500m area			
<b>Maintenance:</b>	15 / 20 / 25 / 30 <i>Daily</i>					

**Free Access:** Level 54

### Lie

<b>Level</b>	56		<b>Action:</b>	Active	<b>Type:</b>	Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>		
<b>Zeon</b>	100	120	140	160		
<b>Req. Intelligence</b>	8	11	14	16		
<b>Base:</b>	MR100		<b>Intermediate:</b> MR120			
<b>Advanced:</b>	MR140		<b>Arcane:</b> MR160			
<b>Maintenance:</b>	10 / 15 / 15 / 20 <i>Daily</i>					

**Free Access:** Level 58

### Destroy Illusions

<b>Level</b>	60		<b>Action:</b>	Active	<b>Type:</b>	Effect
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>		
<b>Zeon</b>	80	180	300	500		
<b>Req. Intelligence</b>	7	10	12	15		
<b>Base:</b>	Max Zeon 80		<b>Intermediate:</b> Max Zeon 140			
<b>Advanced:</b>	Max Zeon 200		<b>Arcane:</b> Max Zeon 300			
<b>Maintenance:</b>	No					

**Free Access:** Level 64

### Ghostly Being

<b>Level</b>	62		<b>Action:</b>	Active	<b>Type:</b>	Effect
NOTE: Has same area limitations of Create Illusory Being						
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>		
<b>Zeon</b>	100	120	150	200		
<b>Req. Intelligence</b>	8	11	13	16		
<b>Base:</b>	MR120 / Level 2 / 20m area		<b>Intermediate:</b> MR140 / Level 4 / 50m area			
<b>Advanced:</b>	MR160 / Level 7 / 100m area		<b>Arcane:</b> MR180 / Level 10 / 250m area			
<b>Maintenance:</b>	10 / 15 / 15 / 20					

**Free Access:** Level 68

### Gullibility

<b>Level</b>	66		<b>Action:</b>	Active	<b>Type:</b>	Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>		

<b>Zeon</b>	60	100	140	200
<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b>	MR140		<b>Intermediate:</b> MR160	
<b>Advanced:</b>	MR180		<b>Arcane:</b> MR200	
<b>Maintenance:</b>	10 / 10 / 15 / 15			

### Ghostly Attack

<b>Level</b>	70	<b>Action:</b> Active	<b>Type:</b> Attack, Spiritual	
NOTE: Caster may choose the Attack <b>Type</b>				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	140	220	300
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	MR140 / Damage 100		<b>Intermediate:</b> MR160 / Damage 180	
<b>Advanced:</b>	MR180 / Damage 250		<b>Arcane:</b> MR200 / Damage 300	
<b>Maintenance:</b>	No			

### The Gift of Lying

<b>Level</b>	72	<b>Action:</b> Active	<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	320
<b>Req. Intelligence</b>	8	10	14	16
<b>Base:</b>	MR or PsR140		<b>Intermediate:</b> MR or PsR160	
<b>Advanced:</b>	MR or PsR180		<b>Arcane:</b> MR or PsR220	
<b>Maintenance:</b>	15 / 20 / 25 / 35 <i>Daily</i>			

**Free Access:** Level 74

### Illusory Life

<b>Level</b>	76	<b>Action:</b> Active	<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	200	260	320
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b>	MR or PsR140		<b>Intermediate:</b> MR or PsR160	
<b>Advanced:</b>	MR or PsR180		<b>Arcane:</b> MR or PsR200	
<b>Maintenance:</b>	15 / 20 / 30 / 35, <i>Daily</i>			

**Free Access:** Level 78

### Major Illusion

<b>Level</b>	80	<b>Action:</b> Active	<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	350	500	700
<b>Req. Intelligence</b>	9	12	15	18
<b>Base:</b>	MR120 / 1km area			
<b>Intermediate:</b>	MR160 / 5km area			
<b>Advanced:</b>	MR200 / 10km area			
<b>Arcane:</b>	MR240 / 20km area			
<b>Maintenance:</b>	25 / 35 / 50 / 70 <i>Daily</i>			

### Fix Illusion

<b>Level</b>	82	<b>Action:</b> Active	<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	360	450	600

**Req. Intelligence** 9 12 15 18  
**Base:** +1000 Zeon Maintenance **Intermediate:** +1500 Zeon Maintenance  
**Advanced:** +3000 Zeon Maintenance **Arcane:** +5000 Zeon Maintenance  
**Maintenance:** 50 / 70 / 100 / 140 *Daily*

**Free Access: Level 84**

### Illusion of The Senses

**Level 86** **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 200 250 300 350  
**Req. Intelligence** 10 12 14 16  
**Base:** MR or PsR120 **Intermediate:** MR or PsR150  
**Advanced:** MR or PsR190 **Arcane:** MR or PsR220  
**Maintenance:** 20 / 25 / 30 / 35

**Free Access: Level 88**

### Non-Existence

**Level 90** **Action:** Active **Type:** Automatic  
NOTE: Psychic Detections can also work  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 250 300 400 500  
**Req. Intelligence** 11 13 15 17  
**Base:** MR120 **Intermediate:** MR140  
**Advanced:** MR160 **Arcane:** MR180  
**Maintenance:** 25 / 30 / 40 / 50 *Daily*

### Deceive Death

**Level 92** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 500 800 1200 1500  
**Req. Intelligence** 10 15 17 19  
**Base:** Level 5 **Intermediate:** Level 10  
**Advanced:** Level 15 **Arcane:** Level 20  
**Maintenance:** 100 / 160 / 240 / 300 *Daily*

**Free Access: Level 94**

### World of Lies

**Level 96** **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 500 900 1400 2000  
**Req. Intelligence** 13 15 17 19  
**Base:** MR140 / 1 km area / 100 Levels to distribute  
**Intermediate:** MR180 / 100 km area / 500 Levels to distribute  
**Advanced:** MR220 / 1000 km area / 1500 Levels to distribute  
**Arcane:** MR260 / 10000 km area / 5000 Levels to distribute  
**Maintenance:** 50 / 90 / 140 / 200 *Daily*

**Free Access: Level 98**

**False Reality****Level** 100**Action:** Active**Type:** Automatic**Casting Level**

<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
600	1000	2000	3000
14	16	18	19

**Zeon****Req. Intelligence****Base:** MR140**Intermediate:** MR180**Advanced:** MR220**Arcane:** MR240**Maintenance:** No

## Book of Necromancy

### Feel Death

<b>Level 2</b>	<b>Action:</b> Active		<b>Type:</b> Detection	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	60	90	120
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b>	100m area / MR 120		<b>Intermediate:</b> 250m area / MR 140	
<b>Advanced:</b>	500m area / MR 160		<b>Arcane:</b> 1km area / MR 180	
<b>Maintenance:</b>	5 / 10 / 10 / 15			

### Free Access: Level 4

### See The Great Beyond

<b>Level 6</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Presence				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	60	90	120
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b>	Allows seeing Spectral Beings			
<b>Intermediate:</b>	Allows seeing Spectral Beings and souls waiting for The Call			
<b>Advanced:</b>	Allows seeing all class of Spiritual Beings			
<b>Arcane:</b>	Allows seeing all class of Spiritual Beings as well as anything of supernatural characteristics that is in the ambient			
<b>Maintenance:</b>	5 / 10 / 10 / 15			

### Control Scavengers

<b>Level 8</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Each creature must have Presence no higher than 20 20 isn't the Combined total Presence				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	120	200	300
<b>Req. Intelligence</b>	6	8	11	13
<b>Base:</b>	10m area		<b>Intermediate:</b> 150m area	
<b>Advanced:</b>	500m area		<b>Arcane:</b> 2km area	
<b>Maintenance:</b>	5 / 10 / 10 / 15			

### Spectral Shield

<b>Level 10</b>	<b>Action:</b> Passive		<b>Type:</b> Shield	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	60	80	100
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b>	Max MR140		<b>Intermediate:</b> Max MR180	
<b>Advanced:</b>	Max MR220		<b>Arcane:</b> Max MR260	
<b>Maintenance:</b>	5 / 5 / 10 / 15			

### Drain Life

<b>Level 12</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	140	230	320
<b>Req. Intelligence</b>	6	9	12	14
<b>Base:</b>	MR100		<b>Intermediate:</b> MR140	

**Advanced:** MR180**Arcane:** MR240**Maintenance:** No**Free Access:** Level 14**Necromantic Detection**

<b>Level 16</b>	<b>Action:</b> Active		<b>Type:</b> Detection	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	100	120
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> MR120 / 20m area			<b>Intermediate:</b> MR160 / 50m area	
<b>Advanced:</b> MR200 / 100m area			<b>Arcane:</b> MR240 / 150m area	
<b>Maintenance:</b> 5 / 10 / 10 / 15				

**Talk to the Dead**

<b>Level 18</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Level 4			<b>Intermediate:</b> Level 8	
<b>Advanced:</b> Level 12			<b>Arcane:</b> Level 16	
<b>Maintenance:</b> 5 / 5 / 5 / 5				

**Necromantic Paralysis**

<b>Level 20</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	7	10	13	15
<b>Base:</b> 10m area / MR120			<b>Intermediate:</b> 25m area / MR140	
<b>Advanced:</b> 50m area / MR160			<b>Arcane:</b> 100m area / MR180	
<b>Maintenance:</b> 10 / 10 / 15 / 15				

**Necromitude**

<b>Level 22</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> 50 Life Points			<b>Intermediate:</b> 100 Life Points	
<b>Advanced:</b> 150 Life Points			<b>Arcane:</b> 250 Life Points	
<b>Maintenance:</b> No				

**Free Access:** Level 24**Death Beam**

<b>Level 26</b>	<b>Action:</b> Active		<b>Type:</b> Attack	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> Damage 80			<b>Intermediate:</b> Damage 100	
<b>Advanced:</b> Damage 140			<b>Arcane:</b> Damage 180	
<b>Maintenance:</b> No				

**Raise Corpses**

<b>Level 28</b>	<b>Action:</b> Active			<b>Type:</b> Effect
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	180	300	450
<b>Req. Intelligence</b>	7	10	13	15
<b>Base:</b> 100 Presence Points (Max Level 0)			<b>Intermediate:</b> 300 Presence Points (Max Level 1)	
<b>Advanced:</b> 600 Presence Points (Max Level 2)			<b>Arcane:</b> 1000 Presence Points (Max Level 3)	
<b>Maintenance:</b> 10 / 20 / 25 / 30 <i>Daily</i>				

**Dead Body**

<b>Level 30</b>	<b>Action:</b> Active			<b>Type:</b> Effect
NOTE: While with negative life points, the character ignores penalties, including those inflicted by critical hits				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> Level 3			<b>Intermediate:</b> Level 6	
<b>Advanced:</b> Level 12			<b>Arcane:</b> Level 18	
<b>Maintenance:</b> 10 / 10 / 15 / 15 <i>Daily</i>				

**Drain Magic**

<b>Level 32</b>	<b>Action:</b> Active			<b>Type:</b> Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	140	220	300
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> MR140			<b>Intermediate:</b> MR180	
<b>Advanced:</b> MR220			<b>Arcane:</b> MR260	
<b>Maintenance:</b> No				

**Free Access: Level 34****Destroy Undead**

<b>Level 36</b>	<b>Action:</b> Active			<b>Type:</b> Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	160	240	320
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> MR140			<b>Intermediate:</b> MR180	
<b>Advanced:</b> MR220			<b>Arcane:</b> MR260	
<b>Maintenance:</b> No				

**Drain Characteristics**

<b>Level 38</b>	<b>Action:</b> Active			<b>Type:</b> Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	150	240	320
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> MR 140			<b>Intermediate:</b> MR 180	
<b>Advanced:</b> MR 220			<b>Arcane:</b> MR 260	
<b>Maintenance:</b> 5 / 10 / 15 / 15				

**Control Dead**

<b>Level 40</b>	<b>Action:</b> Active			<b>Type:</b> Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	140	180	250
<b>Req. Intelligence</b>	9	11	14	16

**Base:** MR120 / 20m area  
**Advanced:** MR160 / 100m area  
**Maintenance:** 10 / 15 / 20 / 25 *Daily*

**Intermediate:** MR140 / 50m area  
**Arcane:** MR180 / 150m area

### Wither Life

**Level 42**                      **Action:** Active                      **Type:** Automatic  
**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                            100    140                    180                    220  
**Req. Intelligence**        9        12                      14                      16  
**Base:** 10m area                      **Intermediate:** 20m area  
**Advanced:** 30m area                      **Arcane:** 50m area  
**Maintenance:** 10 / 15 / 20 / 25 *Daily*

### Free Access: Level 44

### Necromantic Shield

**Level 46**                      **Action:** Passive                      **Type:** Shield  
**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                            80    160                    240                    300  
**Req. Intelligence**        9        11                      13                      15  
**Base:** 1000 Resistance Points                      **Intermediate:** 2000 Resistance Points  
**Advanced:** 3500 Resistance Points                      **Arcane:** 5000 Resistance Points  
**Maintenance:** 5 / 10 / 15 / 15

### Dominate Life

**Level 48**                      **Action:** Passive                      **Type:** Spiritual  
**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                            140    180                    240                    300  
**Req. Intelligence**        9        11                      13                      15  
**Base:** MR100                                      **Intermediate:** MR120  
**Advanced:** MR140                                      **Arcane:** MR160  
**Maintenance:** 30 / 40 / 50 / 60 *Daily*

### Vampire Stigma

**Level 50**                      **Action:** Active                      **Type:** Effect  
NOTE: On Damage Accumulation Creatures divide inflicted damage by the Life Accumulation Multiple of the creature to calculate how many Life Points are absorbed  
**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                            140    180                    240                    300  
**Req. Intelligence**        9        11                      13                      15  
**Base:** 20% Absorption                      **Intermediate:** 40% Absorption  
**Advanced:** 60% Absorption                      **Arcane:** 100% Absorption  
**Maintenance:** 15 / 20 / 25 / 30

### Spectral Form

**Level 52**                      **Action:** Active                      **Type:** Effect  
**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**  
**Zeon**                            100    180                    240                    300  
**Req. Intelligence**        10      12                      14                      16  
**Base:** The caster is immaterial and can only be damaged by attacks capable of damaging energy  
**Intermediate:** As Base, but those who touch the caster must pass a MR or PhR against double the caster's Presence, and if they fail they suffer all action penalty and Lose Life points equal to half their failure **Level**  
**Advanced:** As Intermediate, but the caster gains Life Points equal to the Life Points lost by people that come



into contact with him

**Arcane:** As Advanced, but if people that come into contact fail their MR or PhR check by more than 40, they instantly die

**Maintenance:** 10 / 20 / 25 / 30

**Free Access:** Level 54

### Necromantic Modification

**Level 56**                      **Action:** Active                      **Type:** Effect

NOTE: Cannot be cast on living beings

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	200	300	400
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<b>Req. Intelligence</b>	9	11	13	16
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<b>Base:</b> 100DP			<b>Intermediate:</b> 200DP	
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<b>Advanced:</b> 300DP			<b>Arcane:</b> 400DP	
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**Maintenance:** 10 / 20 / 30 / 40

### Summon Dead

**Level 58**                      **Action:** Active                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	140	160	180
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<b>Req. Intelligence</b>	9	12	14	16
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<b>Base:</b> Max Level 3			<b>Intermediate:</b> Max Level 6	
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<b>Advanced:</b> Max Level 9			<b>Arcane:</b> Max Level 12	
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**Maintenance:** No

### Raise Specters

**Level 60**                      **Action:** Active                      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	240	280	320
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** Max number of spirits 1 / Max Total Presence 100

**Intermediate:** Max number of spirits 2 / Max Total Presence 160

**Advanced:** Max number of spirits 4 / Max Total Presence 220

**Arcane:** Max number of spirits 6 / Max Total Presence 280

**Maintenance:** 20 / 25 / 30 / 35 *Daily*

### Drain Life Force

**Level 62**                      **Action:** Active                      **Type:** Spiritual

NOTE: The Aging Effect applies only if the caster decides so

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	180	240	300	360
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<b>Req. Intelligence</b>	9	12	15	18
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<b>Base:</b> MR100			<b>Intermediate:</b> MR130	
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<b>Advanced:</b> MR160			<b>Arcane:</b> MR190	
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**Maintenance:** No

**Free Access:** Level 64

### Kill

**Level 66**                      **Action:** Active                      **Type:** Spiritual

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	100	140	180	220
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**Req. Intelligence** 10 12 14 16  
**Base:** MR or PhR80 **Intermediate:** MR or PhR100  
**Advanced:** MR or PhR120 **Arcane:** MR or PhR140  
**Maintenance:** No

### Soul Beam

**Level 68** **Action:** Active **Type:** Attack  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 140 260 380 500  
**Req. Intelligence** 9 11 13 16  
**Base:** Damage 100 **Intermediate:** Damage 200  
**Advanced:** Damage 300 **Arcane:** Damage 400  
**Maintenance:** No

### Necromantic Chimera

**Level 70** **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 250 360 500 800  
**Req. Intelligence** 9 12 15 17  
**Base:** Level 2 **Intermediate:** Level 6  
**Advanced:** Level 10 **Arcane:** Level 13  
**Maintenance:** 50 / 80 / 100 / 160 *Daily*

### Life Perversion

**Level 72** **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 180 240 300 360  
**Req. Intelligence** 10 13 15 18  
**Base:** MR or PhR 100 **Intermediate:** MR or PhR 140  
**Advanced:** MR or PhR 180 **Arcane:** MR or PhR 220  
**Maintenance:** No

### Free Access: Level 74

### Vassalage

**Level 76** **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 250 360 450 540  
**Req. Intelligence** 10 13 15 18  
**Base:** MR or PhR 100 **Intermediate:** MR or PhR 140  
**Advanced:** MR or PhR 180 **Arcane:** MR or PhR 220  
**Maintenance:** No

### Drain Souls

**Level 78** **Action:** Active **Type:** Spiritual  
NOTE: The caster can acquire powers and abilities as a being with Gnosis 30  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 200 240 280 320  
**Req. Intelligence** 10 12 14 16  
**Base:** MR120 **Intermediate:** MR140  
**Advanced:** MR160 **Arcane:** MR180  
**Maintenance:** No

**Surpass Death**

<b>Level 80</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	250	500	1000	2500
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b> +100DP / Up to 100DP in Disadvantages				
<b>Intermediate:</b> +200DP / Up to 100DP in Disadvantages				
<b>Advanced:</b> +300DP / Up to 200DP in Disadvantages				
<b>Arcane:</b> +400DP / Up to 200DP in Disadvantages				
<b>Maintenance:</b> No				

**True Rise**

<b>Level 82</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	350	500	800	1200
<b>Req. Intelligence</b>	9	12	14	16
<b>Base:</b> Max Level 3			<b>Intermediate:</b> Max Level 6	
<b>Advanced:</b> Max Level 9			<b>Arcane:</b> Max Level 12	
<b>Maintenance:</b> No				

**Free Access: Level 84****Well of Life**

<b>Level 86</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	400	500	600
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> 50m area			<b>Intermediate:</b> 250m area	
<b>Advanced:</b> 500m area			<b>Arcane:</b> 1km area	
<b>Maintenance:</b> 15 / 20 / 25 / 30				

**Cursed Land**

<b>Level 88</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: People whose Gnosis is 5 points higher than their Nature are raised as Specters				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	350	600	900	1500
<b>Req. Intelligence</b>	9	12	14	16
<b>Base:</b> 1km area			<b>Intermediate:</b> 10km area	
<b>Advanced:</b> 100km area			<b>Arcane:</b> 1000km area	
<b>Maintenance:</b> 35 / 60 / 90 / 150				

**Sustenance**

<b>Level 90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	300	400	500
<b>Req. Intelligence</b>	10	13	16	18
<b>Base:</b> Max Presence 60			<b>Intermediate:</b> Max Presence 120	
<b>Advanced:</b> Max Presence 240			<b>Arcane:</b> Max Presence 480	
<b>Maintenance:</b> No				

**Raw Material**

<b>Level 92</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>

<b>Zeon</b>	350	500	900	1500
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b>	1000 human bodies		<b>Intermediate:</b> 10000 human bodies	
<b>Advanced:</b>	100000 human bodies		<b>Arcane:</b> 1000000 human bodies	
<b>Maintenance:</b>	No			

### Free Access: Level 94

#### Lord of the Dead

<b>Level 96</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	600	1000	2000
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b>	MR140 / 100km area		<b>Intermediate:</b> MR160 / 1000 km area	
<b>Advanced:</b>	MR180 / 10000 km area		<b>Arcane:</b> MR200 / 100000 km area	
<b>Maintenance:</b>	30 / 60 / 100 / 200 <i>Daily</i>			

#### Come Back From The Dead

<b>Level 98</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	400	800	1600	3200
<b>Req. Intelligence</b>	16	17	18	19
<b>Base:</b>	Max Level 4 / up to one month since death			
<b>Intermediate:</b>	Max Level 8 / up to one year since death			
<b>Advanced:</b>	Max Level 12 / up to ten years since death			
<b>Arcane:</b>	Max Level 16 / up to one century since death			
<b>Maintenance:</b>	No			

#### The Awakening

<b>Level 100</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
NOTE: Only people whose Gnosis is 15 points higher than their Natura are raised as undead with their full capabilities				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	900	2000	3500	5000
<b>Req. Intelligence</b>	17	18	19	20
<b>Base:</b>	Level 4		<b>Intermediate:</b> Level 8	
<b>Advanced:</b>	Level 12		<b>Arcane:</b> Level 15	
<b>Maintenance:</b>	45 / 100 / 175 / 250 <i>Daily</i>			

## Free Access: Level 1-10 (Slots 1-100)

### Create Fire

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	110	130
<b>Req. Intelligence</b>	6	8	10	12
<b>Base:</b> 1 Intensity			<b>Intermediate:</b> 3 Intensities	
<b>Advanced:</b> 6 Intensities			<b>Arcane:</b> 9 Intensities	
<b>Maintenance:</b> 5 / 10 / 10 / 15				
Closed Path: Water				

### Move Objects

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	70	90	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 10kg			<b>Intermediate:</b> 50kg	
<b>Advanced:</b> 100kg			<b>Arcane:</b> 150kg	
<b>Maintenance:</b> 5 / 10 / 10 / 15				
Closed Path: Destruction, Earth				

### Cleanliness

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	60	100	140
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Max Presence 40			<b>Intermediate:</b> Max Presence 80	
<b>Advanced:</b> Max Presence 120			<b>Arcane:</b> Max Presence 140	
<b>Maintenance:</b> No				
Closed Path: -				

### Jump

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Does not allow reaching Inhuman <b>Level</b> in checks at lower casting <b>Levels</b>				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	100	140
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> +50 Jump			<b>Intermediate:</b> +100 Jump	
<b>Advanced:</b> +150 Jump/Allows reaching Inhuman in Jump checks				
<b>Arcane:</b> +200 Jump/Allows reaching Zen in Jump checks				
<b>Maintenance:</b> 5 / 10 / 10 / 15				
Closed Path: Earth				

### Create Music

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	100	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 10m area / Music 80			<b>Intermediate:</b> 50m area / Music 120	
<b>Advanced:</b> 150m area / Music 180			<b>Arcane:</b> 250m area / Music 240	

**Maintenance:** 5 / 5 / 5 / 10

Closed Path: Destruction

### Opening

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	70	100	140
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Lock Picking 80			<b>Intermediate:</b> Lock Picking 140	
<b>Advanced:</b> Lock Picking 240			<b>Arcane:</b> Lock Picking 280	
<b>Maintenance:</b> No				
Closed Path: Destruction, Fire				

### Tie

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	160
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Sleight of Hand 120			<b>Intermediate:</b> Sleight of Hand 140	
<b>Advanced:</b> Sleight of Hand 180			<b>Arcane:</b> Sleight of Hand 240	
<b>Maintenance:</b> No				
Closed Path: Destruction, Illusion				

### Magic Detection

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	150
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 25m area / Magic Appraisal 140			<b>Intermediate:</b> 100m area / Magic Appraisal 180	
<b>Advanced:</b> 200m area / Magic Appraisal 200			<b>Arcane:</b> 300m area / Magic Appraisal 240	
<b>Maintenance:</b> 5 / 5 / 10 / 10				
Closed Path: Darkness				

### Stop Fall

<b>Level 1-10</b>	<b>Action:</b> Passive		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	160	240
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 50m fall / Max Presence 60			<b>Intermediate:</b> 150m fall / Max Presence 160	
<b>Advanced:</b> 500m fall / Max Presence 240			<b>Arcane:</b> Unlimited height fall / Max Presence 320	
<b>Maintenance:</b> 5 / 15 / 20 / 25				
Closed Path: Earth				

### Undo Writing

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	160
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> 500 text characters / Max Presence 30			<b>Intermediate:</b> 5000 text characters / Max Presence 60	
<b>Advanced:</b> 50000 text characters / Max Presence 90			<b>Arcane:</b> 250000 text characters / Max Presence 120	
<b>Maintenance:</b> No				
Closed Path: Creation				

**Static Message**

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	70	120	180
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Max 50 words			<b>Intermediate:</b> Max 150 words	
<b>Advanced:</b> Max 250 words			<b>Arcane:</b> Max 500 words	
<b>Maintenance:</b> 5 / 10 / 15 / 20 <i>Daily</i>				
Closed Path: Destruction				

**Change Color**

<b>Level 1-10</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	80	100	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b> Max Presence 40 / MR100			<b>Intermediate:</b> Max Presence 60 / MR120	
<b>Advanced:</b> Max Presence 80 / MR140			<b>Arcane:</b> Max Presence 100 / MR160	
<b>Maintenance:</b> 5 / 5 / 5 / 10 <i>Daily</i>				
Closed Path: Destruction				

## Free Access: Level 10-20 (Slots 10-100)

### Create Sounds

<b>Level 10-20</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	50	120	160
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> At 50m			<b>Intermediate:</b> At 200m	
<b>Advanced:</b> At 500m			<b>Arcane:</b> At 1km	
<b>Maintenance:</b> 5 / 10 / 15 / 20				
Closed Path: Destruction				

### Recreate Image

<b>Level 10-20</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	70	100	130
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> 1m2 Image	<b>Intermediate:</b> 5m2 Image		<b>Advanced:</b> 10m2 Image	
<b>Arcane:</b> 15m2 Image / The Image seems real so a Notice Check of Very Difficult or a Search check of Medium is required to understand it's not real				
<b>Maintenance:</b> 5 / 10 / 10 / 15				
Closed Path: Destruction				

### Enchant

<b>Level 10-20</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Can be cast on multiple objects as far as the Maximum Presence affected is equal to or below the maximum				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	100	130
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> Max Presence 40			<b>Intermediate:</b> Max Presence 60	
<b>Advanced:</b> Max Presence 90			<b>Arcane:</b> Max Presence 120	
<b>Maintenance:</b> 5 / 5 / 10 / 10 <i>Daily</i>				
Closed Path: -				

### Breathe Liquids

<b>Level 10-20</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	120	160
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> Max Presence 60			<b>Intermediate:</b> Max Presence 100	
<b>Advanced:</b> Max Presence 200			<b>Arcane:</b> Max Presence 320	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				
Closed Path: Earth, Fire				

### Climb

<b>Level 10-20</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Does not allow reaching Inhuman <b>Level</b> in checks at lower casting <b>Levels</b>				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	50	80	120	160
<b>Req. Intelligence</b>	6	9	11	13



**Base:** +50 Climb **Intermediate:** +100 Climb  
**Advanced:** +150 Climb / Can reach Inhuman Levels in Climb checks  
**Arcane:** +200 Climb / Can reach Zen Levels in Climb checks  
**Maintenance:** 5 / 5 / 5 / 10  
 Closed Path: Air

### Fog

**Level** 10-20 **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 60 120 180 240  
**Req. Intelligence** 6 9 11 13  
**Base:** 100m area **Intermediate:** 250m area  
**Advanced:** 500m area **Arcane:** 1km area  
**Maintenance:** 10 / 20 / 20 / 25 *Daily*  
 Closed Path: Fire

### Slippery Area

**Level** 10-20 **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 50 100 160 240  
**Req. Intelligence** 6 9 11 13  
**Base:** 5m area **Intermediate:** 25m area **Advanced:** 50m area  
**Arcane:** 100m area / Waking difficulty is increased to Very Hard, running to Impossible  
**Maintenance:** 5 / 10 / 10 / 15  
 Closed Path: Fire

### Repair

**Level** 10-20 **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 60 90 120 150  
**Req. Intelligence** 6 9 12 15  
**Base:** Max Presence 30 **Intermediate:** Max Presence 50  
**Advanced:** Max Presence 70 **Arcane:** Max Presence 90  
**Maintenance:** No  
 Closed Path: Destruction, Illusion

### Pass Without Leaving Trace

**Level** 10-20 **Action:** Active **Type:** Effect  
 NOTE: An Impossible Track check is required to find the traces  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 60 140 220 340  
**Req. Intelligence** 6 9 11 13  
**Base:** Max Presence 120 **Intermediate:** Max Presence 180  
**Advanced:** Max Presence 240 / An Inhuman Track check is required to find the traces  
**Arcane:** Max Presence 320 / A Zen Track check is required to find the traces  
**Maintenance:** 10 / 15 / 25 / 35 *Daily*  
 Closed Path: Light

### Attract Minor Vermin

**Level** 10-20 **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 30 80 140 180

<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b>	Attracts 500 animals		<b>Intermediate:</b> Attracts 10000 animals	
<b>Advanced:</b>	Attracts 100000 animals		<b>Arcane:</b> Attracts various millions animals	
<b>Maintenance:</b>	5 / 5 / 10 / 15			
Closed Path: -				

**Infinite Bag**

<b>Level</b>	10-20		<b>Action:</b> Active	<b>Type:</b> Effect
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	40	80	100	120
<b>Req. Intelligence</b>	5	8	10	12
<b>Base:</b>	X10 Capacity		<b>Intermediate:</b> X30 Capacity	
<b>Advanced:</b>	X40 Capacity		<b>Arcane:</b> X50 Capacity	
<b>Maintenance:</b>	5 / 10 / 10 / 15 <i>Daily</i>			
Closed Path: -				

**Inhumanity**

<b>Level</b>	10-20		<b>Action:</b> Active	<b>Type:</b> Effect
NOTE: No Max Presence affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	30	80	100	120
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b>	Can reach Inhumanity in a determined Ability			
<b>Intermediate:</b>	Can reach Inhumanity in all Abilities			
<b>Advanced:</b>	Can reach Inhumanity in all Abilities and Zen in a determined Ability			
<b>Arcane:</b>	Can reach Zen in all Abilities			
<b>Maintenance:</b>	5 / 5 / 10 / 15 <i>Daily</i>			
Closed Path: -				

## Free Access: Level 20-30 (Slots 20-100)

### Clouds

<b>Level 20-30</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	140	200	260
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> 100m area			<b>Intermediate:</b> 250m area	
<b>Advanced:</b> At 500m area			<b>Arcane:</b> At 1km area	
<b>Maintenance:</b> 10 / 15 / 20 / 30 <i>Daily</i>				
Closed Path: Fire, Earth				

### Cause Fear

<b>Level 20-30</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	120	140	160
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> 5m area / MR100			<b>Intermediate:</b> 15m area / MR120	
<b>Advanced:</b> 25m area / MR140			<b>Arcane:</b> 50m area / MR160	
<b>Maintenance:</b> 10 / 15 / 15 / 20				
Closed Path: Light				

### Magical Protection

<b>Level 20-30</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b> AT2			<b>Intermediate:</b> AT4	
<b>Advanced:</b> AT6			<b>Arcane:</b> AT8	
<b>Maintenance:</b> 10 / 10 / 15 / 15				
Closed Path: Destruction				

### Magic Shield

<b>Level 20-30</b>	<b>Action:</b> Passive		<b>Type:</b> Defense	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	120	180	240
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> 300 Resistance Points			<b>Intermediate:</b> 1000 Resistance Points	
<b>Advanced:</b> 2000 Resistance Points			<b>Arcane:</b> 3000 Resistance Points	
<b>Maintenance:</b> 10 / 20 / 20 / 25				
Closed Path: Destruction				

### Speed

<b>Level 20-30</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: Halve Movement bonus beyond 12				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	200
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b> +1Movement / +20 Initiative			<b>Intermediate:</b> +2Movement / +40 Initiative	
<b>Advanced:</b> +4Movement / +60 Initiative			<b>Arcane:</b> +6Movement / +80 Initiative	

**Maintenance:** 10 / 10 / 15 / 15

Closed Path: Earth

**Serenity**

**Level** 20-30              **Action:** Active                      **Type:** Spiritual

**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                            50      70                            100                            130

**Req. Intelligence**        6        9                              11                              13

**Base:** MR120                                      **Intermediate:** MR140

**Advanced:** MR160                              **Arcane:** MR180

**Maintenance:** 5 / 10 / 10 / 15

Closed Path: Fire, Darkness

**Net**

**Level** 20-30              **Action:** Active                      **Type:** Effect/Attack

NOTE: It's affected only by Supernatural and Heat attacks

**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                            60      90                            120                            150

**Req. Intelligence**        6        9                              12                              15

**Base:** 3m2 / 500 Life Points                      **Intermediate:** 6m2 / 750 Life Points

**Advanced:** 9m2 / 1000 Life Points              **Arcane:** 12m2 / 1500 Life Points / Trap with Strength12

**Maintenance:** 5 / 5 / 10 / 10

Closed Path: -

**Understand Languages**

**Level** 20-30              **Action:** Active                      **Type:** Effect

NOTE: No max Presence affected

**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                            100      160                            200                            240

**Req. Intelligence**        7        10                              12                              15

**Base:** Affects basic languages, spoken and known by many people in all countries of the world

**Intermediate:** Affects strange and unusual languages, spoken by minorities or no longer used in any society

**Advanced:** Affects unique languages and completely forgotten languages

**Arcane:** Affects all languages

**Maintenance:** 20 / 35 / 40 / 50 *Daily*

Closed Path: -

**Levitation**

**Level** 20-30              **Action:** Active                      **Type:** Effect

NOTE: No max Presence affected

**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**

**Zeon**                            50      80                            100                            120

**Req. Intelligence**        6        9                              11                              13

**Base:** Flight Value 4                                      **Intermediate:** Flight Value 6

**Advanced:** Flight Value 8                              **Arcane:** Flight Value 10

**Maintenance:** 5 / 10 / 10 / 15

Closed Path: Earth

**Send Message**

**Level** 20-30              **Action:** Active                      **Type:** Effect

NOTE: The message can be in any language

**Casting Level**            **Base**   **Intermediate**   **Advanced**      **Arcane**

<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b>	10km / 500 words		<b>Intermediate:</b> 100km / 1000 words	
<b>Advanced:</b>	250km / 2500 words		<b>Arcane:</b> 1000km / 5000 words	
<b>Maintenance:</b>	No			
<b>Closed Path:</b>	-			

### Contraceptive Protection

<b>Level 20-30</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	Max Presence 80		<b>Intermediate:</b> Max Presence 180	
<b>Advanced:</b>	Max Presence 260		<b>Arcane:</b> Max Presence 380	
<b>Maintenance:</b>	5 / 5 / 10 / 10 <i>Daily</i>			
<b>Closed Path:</b>	-			

### Close With Magic

<b>Level 20-30</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Level of Difficulty				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	120	140	160
<b>Req. Intelligence</b>	6	9	11	13
<b>Base:</b>	+1 difficulty Level		<b>Intermediate:</b> +2 difficulty Levels	
<b>Advanced:</b>	+3 difficulty Levels		<b>Arcane:</b> +4 difficulty Levels	
<b>Maintenance:</b>	No			
<b>Closed Path:</b>	Destruction			

## Free Access: Level 30-40 (Slots 30-100)

### True Close

<b>Level 30-40</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	160	200	240
<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b> Max Presence 20			<b>Intermediate:</b> Max Presence 40	
<b>Advanced:</b> Max Presence 60			<b>Arcane:</b> Max Presence 80	
<b>Maintenance:</b> 5 / 10 / 10 / 15 <i>Daily</i>				
Closed Path: -				

### Purification

<b>Level 30-40</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Presence Affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b> Max Poison Level 30			<b>Intermediate:</b> Max Poison Level 50	
<b>Advanced:</b> Max Poison Level 70			<b>Arcane:</b> Max Poison Level 90	
<b>Maintenance:</b> No				
Closed Path: Creation				

### Change of Outlook

<b>Level 30-40</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b> MR100			<b>Intermediate:</b> MR110	
<b>Advanced:</b> MR120			<b>Arcane:</b> ME130	
<b>Maintenance:</b> 10 / 10 / 15 / 15 <i>Daily</i>				
Closed Path: Destruction				

### Alter Size

<b>Level 30-40</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	140	180
<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b> Alters Size 2 points / MR100			<b>Intermediate:</b> Alters Size 4 points / MR120	
<b>Advanced:</b> Alters Size 6 points / MR140			<b>Arcane:</b> Alters Size 8 points / MR160	
<b>Maintenance:</b> 10 / 10 / 15 / 20				
Closed Path: Destruction				

### Invoke Aggressiveness

<b>Level 30-40</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
NOTE: Only MR check allowed				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	200
<b>Req. Intelligence</b>	7	10	12	14
<b>Base:</b> 20m area / MR80			<b>Intermediate:</b> 40m area / MR100	
<b>Advanced:</b> 60m area / MR120			<b>Arcane:</b> 80m area / MR140	

**Maintenance:** 10 / 10 / 15 / 15

Closed Path: Light

### Eliminate Spells

**Level** 30-40      **Action:** Active      **Type:** Effect  
**Casting Level**      **Base**    **Intermediate**    **Advanced**    **Arcane**  
**Zeon**                    150    200            240            280  
**Req. Intelligence**    7       10              12              14  
**Base:** Up to Zeon value 60      **Intermediate:** Up to Zeon value 80  
**Advanced:** Up to Zeon value 100      **Arcane:** Up to Zeon value 120  
**Maintenance:** No  
 Closed Path: Creation

### Resistance to Pain

**Level** 30-40      **Action:** Active      **Type:** Effect  
**Casting Level**      **Base**    **Intermediate**    **Advanced**    **Arcane**  
**Zeon**                    60    90              120            150  
**Req. Intelligence**    6       9              11              14  
**Base:** +50 Withstand Pain      **Intermediate:** +100 Withstand Pain  
**Advanced:** +150 Withstand Pain / Can achieve Inhumanity in Withstand Pain checks  
**Arcane:** +200 Withstand Pain / Can achieve Zen in Withstand Pain checks  
**Maintenance:** 10 / 10 / 15 / 15 *Daily*  
 Closed Path: Essence

### Magic Beam

**Level** 30-40      **Action:** Active      **Type:** Attack  
**Casting Level**      **Base**    **Intermediate**    **Advanced**    **Arcane**  
**Zeon**                    60    90              120            150  
**Req. Intelligence**    6       9              11              14  
**Base:** Damage 40      **Intermediate:** Damage 60  
**Advanced:** Damage 80      **Arcane:** Damage 100  
**Maintenance:** No  
 Closed Path: Creation

### Eliminate Dreams

**Level** 30-40      **Action:** Active      **Type:** Spiritual  
 NOTE: If cast on a character in The Wake, that character is immediately banished to the real world  
**Casting Level**      **Base**    **Intermediate**    **Advanced**    **Arcane**  
**Zeon**                    50    100            150            200  
**Req. Intelligence**    6       9              11              14  
**Base:** MR120      **Intermediate:** MR160  
**Advanced:** MR200      **Arcane:** MR240  
**Maintenance:** 5 / 10 / 15 / 15 *Daily*  
 Closed Path: Light, Darkness

### Extend Presence

**Level** 30-40      **Action:** Active      **Type:** Effect  
**Casting Level**      **Base**    **Intermediate**    **Advanced**    **Arcane**  
**Zeon**                    100    150            200            250  
**Req. Intelligence**    7       10              12              15  
**Base:** 5m      **Intermediate:** 25m      **Advanced:** 50m  
**Arcane:** 100m / The spell also creates copies of the objects brought by the character allowing him to use them

with his expanded presence

**Maintenance:** 10 / 15 / 20 / 25 *Daily*

Closed Path: -

### Heal Diseases

**Level 30-40**                      **Action:** Active                      **Type:** Effect

**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane**

**Zeon**                                      80        140                      200                      300

**Req. Intelligence**                      8        11                      13                      16

**Base:** Max Disease Level 30 / Max Presence 80                      **Intermediate:** Max Disease Level 50 / Max Presence 120

**Advanced:** Max Disease Level 70 / Max Presence 180                      **Arcane:** Max Disease Level 100 / Max Presence 240

**Maintenance:** No

Closed Path: -

### Sense Feelings

**Level 30-40**                      **Action:** Active                      **Type:** Detection

**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane**

**Zeon**                                      60        90                      120                      150

**Req. Intelligence**                      7        10                      13                      16

**Base:** 50m area / MR or PsR120                      **Intermediate:** 100m area / MR or PsR140

**Advanced:** 250m area / MR or PsR160                      **Arcane:** 500m area / MR or PsR180

**Maintenance:** 5 / 5 / 10 / 10

Closed Path: None



## Free Access: Level 40-50 (Slots 40-100)

### Cancel Magic

<b>Level 40-50</b>	<b>Action:</b> Active			<b>Type:</b> Automatic
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	240	280
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> Max Zeon Value 60 / 10m area				<b>Intermediate:</b> Max Zeon Value 100 / 25m area
<b>Advanced:</b> Max Zeon Value 140 / 50m area				<b>Arcane:</b> Max Zeon Value 180 / 100m area
<b>Maintenance:</b> 10 / 10 / 15 / 15				
Closed Path: Creation				

### Undo

<b>Level 40-50</b>	<b>Action:</b> Active			<b>Type:</b> Effect
NOTE: No Max Presence Affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	140	180	240
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> 50kg / MR80				<b>Intermediate:</b> 100kg / MR100
<b>Advanced:</b> 250kg / MR120				<b>Arcane:</b> 500kg / MR140
<b>Maintenance:</b> No				
Closed Path: Creation				

### Curse

<b>Level 40-50</b>	<b>Action:</b> Active			<b>Type:</b> Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	350	500	700
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b> The Curse only affects very concrete actions, like getting in love with someone or writing a poem for the king and simply causes accidents that impede the character to fully accomplish what he wishes / MR120				
<b>Intermediate:</b> The Curse also affects generic <b>actions</b> , like getting in love, fight, helping others, it causes real bad luck not allowing the target to reach his objective or in case of primary or secondary abilities, apply a -60 penalty each time he utilizes it / MR140				
<b>Advanced:</b> The Curse affects any action or condition and causes all classes of negative conditions to the target (pain, bleeding, muteness) or, in case of cursing an ability, it causes a penalty of -80 each time it's utilized / MR160				
<b>Arcane:</b> The Curse can have any level of complexity and cause major effects, including death to those that operate within its bonds / MR180				
<b>Maintenance:</b> 10 / 20 / 25 / 35 <i>Daily</i>				
Closed Path: -				

### Read Minds

<b>Level 40-50</b>	<b>Action:</b> Active			<b>Type:</b> Spiritual
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	160	200	240
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b> MR or PsR 80				<b>Intermediate:</b> MR or PsR 120
<b>Advanced:</b> MR or PsR 140				<b>Arcane:</b> MR or PsR 180
<b>Maintenance:</b> 10 / 20 / 20 / 25				
Closed Path: Darkness				

**Alter Energy****Level 40-50**                      **Action:** Active                      **Type:** Spiritual

NOTE: This spell does not damage Elemental Beings, but alters their elemental nature

**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane****Zeon**                                      100    160                      200                      240**Req. Intelligence**                      8                      10                      12                      14**Base:** 10 Intensities / MR120                      **Intermediate:** 15 Intensities / MR140**Advanced:** 20 Intensities / MR160                      **Arcane:** 25 Intensities / MR180**Maintenance:** 10 / 20 / 20 / 25 *Daily*

Closed Path: Destruction

**Send Dreams****Level 40-50**                      **Action:** Active                      **Type:** Automatic**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane****Zeon**                                      120    180                      240                      300**Req. Intelligence**                      8                      10                      12                      15**Base:** The dream shall be very vague and not explanatory, allowing only showing fragmented images, unconnected phrases and sounds**Intermediate:** The dream shall be vague but will allow showing the dreamer sequences and places**Advanced:** The message shall be clear, transmitting a comprehensible message as well as images and sequences created by the caster**Arcane:** The dreams shall be completely clear and hold a vague conscience as that of the caster, allowing the dreamer to interact with them and make suppositions**Maintenance:** No

Closed Path: -

**Friendship****Level 40-50**                      **Action:** Active                      **Type:** Spiritual**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane****Zeon**                                      80    120                      180                      220**Req. Intelligence**                      8                      10                      12                      14**Base:** MR or PsR 120                      **Intermediate:** MR or PsR 140**Advanced:** MR or PsR 160                      **Arcane:** MR or PsR 180**Maintenance:** 10 / 15 / 20 / 25 *Daily*

Closed Path: Darkness

**Cause Sickness****Level 40-50**                      **Action:** Active                      **Type:** Spiritual**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane****Zeon**                                      60    100                      140                      200**Req. Intelligence**                      8                      10                      12                      15**Base:** Level 30 Disease                      **Intermediate:** Level 50 Disease**Advanced:** Level 70 Disease                      **Arcane:** Level 90 Disease**Maintenance:** No

Closed Path: Illusion, Water

**Quick Transport****Level 40-50**                      **Action:** Active                      **Type:** Spiritual

NOTE: No Max Presence Affected Does not allow transporting someone in an unnatural position like in the middle of air

**Casting Level**                      **Base**    **Intermediate**    **Advanced**                      **Arcane****Zeon**                                      60    90                      120                      150

**Req. Intelligence** 6 9 12 15  
**Base:** 25m **Intermediate:** 100m  
**Advanced:** 200m **Arcane:** 350m  
**Maintenance:** No  
 Closed Path: Earth

### Slow

**Level** 40-50 **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 60 90 120 150  
**Req. Intelligence** 8 10 12 15  
**Base:** -2Movement / MR120 **Intermediate:** -4Movement / MR140  
**Advanced:** -8Movement / MR160 **Arcane:** -12Movement / MR180  
**Maintenance:** 10 / 10 / 15 / 15  
 Closed Path: Air

### Show The Invisible

**Level** 40-50 **Action:** Active **Type:** Automatic  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 60 90 120 150  
**Req. Intelligence** 6 9 12 15  
**Base:** 25m area / MR120 **Intermediate:** 50m area / MR160  
**Advanced:** 100m area / MR200 **Arcane:** 250m area / MR240  
**Maintenance:** 5 / 5 / 10 / 10  
 Closed Path: Darkness

### Absorb Information

**Level** 40-50 **Action:** Active **Type:** Effect  
 NOTE: Memorize checks to remember information acquired through this spell are reduced in difficulty by 2  
**Levels**  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 80 180 320 500  
**Req. Intelligence** 8 10 12 16  
**Base:** A short and not very complex book **Intermediate:** A big volume of great complexity  
**Advanced:** The equivalent of an encyclopedia **Arcane:** The knowledge of an entire library  
**Maintenance:** No  
 Closed Path: -

## Free Access: Level 50-60 (Slots 50-100)

### Blindness

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	200
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> MR100 / 5m area			<b>Intermediate:</b> MR120 / 25m area	
<b>Advanced:</b> MR140 / 50m area			<b>Arcane:</b> MR160 / 100m area	
<b>Maintenance:</b> 10 / 15 / 20 / 20				
Closed Path: Creation, Light				

### Visualize Cartography

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> 25km area			<b>Intermediate:</b> 100km area	
<b>Advanced:</b> 250km area			<b>Arcane:</b> 1000km area	
<b>Maintenance:</b> No				
Closed Path: Darkness				

### Deafness

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	13	15
<b>Base:</b> 5m area / MR120			<b>Intermediate:</b> 25m area / MR140	
<b>Advanced:</b> 50m area / MR160			<b>Arcane:</b> 100m area / MR180	
<b>Maintenance:</b> 5 / 5 / 10 / 10				
Closed Path: Creation				

### Inability to Speak

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b> 5m area / MR120			<b>Intermediate:</b> 25m area / MR150	
<b>Advanced:</b> 50m area / MR190			<b>Arcane:</b> 100m area / MR220	
<b>Maintenance:</b> 5 / 5 / 10 / 10				
Closed Path: Creation				

### Heal Wounds

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	140	180	220
<b>Req. Intelligence</b>	8	10	13	16
<b>Base:</b> Life Points 40			<b>Intermediate:</b> Life Points 80	
<b>Advanced:</b> Life Points 160			<b>Arcane:</b> Life Points 320	
<b>Maintenance:</b> No				
Closed Path: Destruction				

**Eliminate Fatigue**

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	8	10	12	14
<b>Base:</b>	1 Fatigue point		<b>Intermediate:</b> 3 Fatigue point	
<b>Advanced:</b>	5 Fatigue point		<b>Arcane:</b> 7 Fatigue point	
<b>Maintenance:</b>	No			
<b>Closed Path:</b>	Darkness			

**Magic Saddle**

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: The creature has Athleticism 200				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	140	180	220
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b>	Movement 10, 500 Life Points, Strength 10, Max Size 20			
<b>Intermediate:</b>	Movement 12, 1000 Life Points, Strength 12, Max Size 22			
<b>Advanced:</b>	Movement 14, 1500 Life Points, Strength 14, Max Size 24			
<b>Arcane:</b>	Movement 15, 2000 Life Points, Strength 15, Max Size 28			
<b>Maintenance:</b>	10 / 15 / 15 / 20 <i>Daily</i>			
<b>Closed Path:</b>	Illusion			

**Walk on Walls**

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Presence Affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	80	100	120
<b>Req. Intelligence</b>	8	10	12	15
<b>Base:</b>	Can move up to with Movement equal to $\frac{1}{4}$ of Base Movement			
<b>Intermediate:</b>	Can move up to with Movement equal to $\frac{1}{2}$ of Base Movement			
<b>Advanced:</b>	Can move with full Movement			
<b>Arcane:</b>	Can move or stand still with absolute control on any surface, such as a falling feather, a thread or jumping from a drop of rain to another			
<b>Maintenance:</b>	5 / 5 / 10 / 10			
<b>Closed Path:</b>	Water			

**Merge With Body**

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	60	90	120	150
<b>Req. Intelligence</b>	6	9	12	15
<b>Base:</b>	Max Presence 80		<b>Intermediate:</b> Max Presence 180	
<b>Advanced:</b>	Max Presence 280		<b>Arcane:</b> Max Presence 320	
<b>Maintenance:</b>	15 / 20 / 25 / 30 <i>Daily</i>			
<b>Closed Path:</b>	Destruction			

**Acid Cloud**

<b>Level 50-60</b>	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	160	240	320

**Req. Intelligence** 8 10 13 16  
**Base:** PhR120 / 5m area / Flight Movement 6 **Intermediate:** PhR140 / 10m area / Flight Movement 8  
**Advanced:** PhR160 / 20m area / Flight Movement 10 **Arcane:** PhR180 / 50m area / Flight Movement 12  
**Maintenance:** 10 / 20 / 25 / 35  
 Closed Path: Earth

### Leave Unprotected

**Level** 50-60 **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 80 100 120 140  
**Req. Intelligence** 8 10 12 14  
**Base:** -2AT / MR140 **Intermediate:** -4AT / MR160  
**Advanced:** -6AT / MR180 **Arcane:** -8AT / MR200  
**Maintenance:** 10 / 10 / 15 / 15  
 Closed Path: Creation

### Sleep

**Level** 50-60 **Action:** Active **Type:** Spiritual  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 80 120 160 200  
**Req. Intelligence** 8 10 12 14  
**Base:** 10m area / MR80 **Intermediate:** 25m area / MR100  
**Advanced:** 50m area / MR120 **Arcane:** 100m area / MR140  
**Maintenance:** 10 / 10 / 15 / 15 *Daily*  
 Closed Path: -

## Free Access: Level 60-70 (Slots 60-100)

### Increase Psychic Characteristics

**Level 60-70**      **Action:** Active      **Type:** Effect

NOTE: Once a characteristic goes over 12, halve its increments

**Casting Level**      **Base**    **Intermediate**    **Advanced**      **Arcane**

**Zeon**                    100    120                    140                    160

**Req. Intelligence**    9       11                    14                    16

**Base:** +1 to the characteristic      **Intermediate:** +3 to the characteristic

**Advanced:** +5 to the characteristic      **Arcane:** +7 to the characteristic

**Maintenance:** 10 / 15 / 15 / 20

Closed Path: Destruction

### Minor Alteration

**Level 60-70**      **Action:** Active      **Type:** Effect

**Casting Level**      **Base**    **Intermediate**    **Advanced**      **Arcane**

**Zeon**                    80     160                    240                    320

**Req. Intelligence**    9       11                    14                    16

**Base:** Max Presence 30      **Intermediate:** Max Presence 50

**Advanced:** Max Presence 70      **Arcane:** Max Presence 100

**Maintenance:** 5 / 10 / 15 / 20

Closed Path: Destruction

### Create Emotion

**Level 60-70**      **Action:** Active      **Type:** Spiritual

**Casting Level**      **Base**    **Intermediate**    **Advanced**      **Arcane**

**Zeon**                    120    180                    220                    280

**Req. Intelligence**    8       11                    13                    16

**Base:** MR or PsR 120      **Intermediate:** MR or PsR 140

**Advanced:** MR or PsR 160      **Arcane:** MR or PsR 180

**Maintenance:** 15 / 20 / 25 / 30 *Daily*

Closed Path: Illusion

### Paralyze

**Level 60-70**      **Action:** Active      **Type:** Spiritual

**Casting Level**      **Base**    **Intermediate**    **Advanced**      **Arcane**

**Zeon**                    140    200                    240                    280

**Req. Intelligence**    8       9                    13                    16

**Base:** 10m area / MR80      **Intermediate:** 25m area / MR100

**Advanced:** 50m area / MR120      **Arcane:** 100m area / MR140

**Maintenance:** 15 / 20 / 25 / 30

Closed Path: Air

### Increase Physical Characteristics

**Level 60-70**      **Action:** Active      **Type:** Effect

NOTE: Once a characteristic goes over 12, halve its increments

**Casting Level**      **Base**    **Intermediate**    **Advanced**      **Arcane**

**Zeon**                    100    120                    140                    160

**Req. Intelligence**    9       11                    14                    16

**Base:** +1 to the characteristic      **Intermediate:** +3 to the characteristic

**Advanced:** +5 to the characteristic      **Arcane:** +7 to the characteristic

**Maintenance:** 10 / 10 / 15 / 20

Closed Path: Destruction

### Magical Weapon

**Level 60-70**      **Action:** Active      **Type:** Effect

NOTE: No Max Presence

Casting Level	Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	140	200	240	280
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<b>Req. Intelligence</b>	9	11	14	16
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**Base:** +5 Quality      **Intermediate:** +10 Quality

**Advanced:** +15 Quality      **Arcane:** +20 Quality

**Maintenance:** 15 / 20 / 25 / 30 *Daily*

Closed Path: Destruction

### Weakness

**Level 60-70**      **Action:** Active      **Type:** Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	80	100	120	140
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<b>Req. Intelligence</b>	9	11	14	16
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**Base:** MR120      **Intermediate:** MR140

**Advanced:** MR160      **Arcane:** MR180

**Maintenance:** 10 / 10 / 15 / 15

Closed Path: Creation

### Body to Magic

**Level 60-70**      **Action:** Active      **Type:** Effect

NOTE: No Max Presence Affected

Casting Level	Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	100	120	140	160
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<b>Req. Intelligence</b>	10	11	13	16
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**Base:** Can only be damaged by attacks that can damage Energy

**Intermediate:** As Base, but allows to move through anything material that cannot touch energy

**Advanced:** As Intermediate, but gain +10MA

**Arcane:** As Advanced, but all damage from magic effects and spells is halved

**Maintenance:** 10 / 15 / 15 / 20

Closed Path: Earth

### Resist

**Level 60-70**      **Action:** Passive      **Type:** Effect

Casting Level	Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	80	100	120	140
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<b>Req. Intelligence</b>	8	11	13	16
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**Base:** +20 to one Resistance      **Intermediate:** +40 to one Resistance

**Advanced:** +60 to one Resistance      **Arcane:** +80 to one Resistance

**Maintenance:** 20 / 20 / 25 / 30

Closed Path: Destruction

### Forgetfulness

**Level 60-70**      **Action:** Active      **Type:** Spiritual

Casting Level	Base	Intermediate	Advanced	Arcane
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<b>Zeon</b>	120	160	200	240
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<b>Req. Intelligence</b>	8	11	13	16
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**Base:** MR or PsR120  
**Advanced:** MR or PsR160  
**Maintenance:** No  
 Closed Path: Essence

**Intermediate:** MR or PsR140  
**Arcane:** MR or PsR180

### Rejection

**Level** 60-70      **Action:** Active      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	180	220
<b>Req. Intelligence</b>	8	11	13	16

**Base:** Max Presence 30 / Strength 8      **Intermediate:** Max Presence 40 / Strength 10  
**Advanced:** Max Presence 50 / Strength 12      **Arcane:** Max Presence 60 / Strength 14  
**Maintenance:** 5 / 5 / 10 / 15 *Daily*  
 Closed Path: Essence, Water

### Plague

**Level** 60-70      **Action:** Active      **Type:** Automatic

NOTE: No MR allowed

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	140	200	240	280
<b>Req. Intelligence</b>	8	11	13	16

**Base:** 1km area / Max Disease Level 20  
**Intermediate:** 5km area / Max Disease Level 40  
**Advanced:** 10km area / Max Disease Level 60  
**Arcane:** 25km area / Max Disease Level 80 / The DR for the disease is increased by +10  
**Maintenance:** No  
 Closed Path: Illusion

## Free Access: Level 70-80 (Slots 70-100)

### Uselessness

<b>Level 70-80</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	120	180	240	300
<b>Req. Intelligence</b>	8	11	13	16
<b>Base:</b> MR120			<b>Intermediate:</b> MR140	
<b>Advanced:</b> MR180			<b>Arcane:</b> MR220	
<b>Maintenance:</b> 15 / 20 / 25 / 30				
Closed Path: Water				

### Levitation Sphere

<b>Level 70-80</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	250	300
<b>Req. Intelligence</b>	8	11	13	16
<b>Base:</b> MR80 / 25m area			<b>Intermediate:</b> MR100 / 150m area	
<b>Advanced:</b> MR120 / 250m area			<b>Arcane:</b> MR140 / 350m area	
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				
Closed Path: Earth, Water				

### Flight

<b>Level 70-80</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	120	140	160
<b>Req. Intelligence</b>	8	11	13	16
<b>Base:</b> Flight 8			<b>Intermediate:</b> Flight 10	
<b>Advanced:</b> Flight 12			<b>Arcane:</b> Flight 14	
<b>Maintenance:</b> 5 / 10 / 10 / 10				
Closed Path: Earth				

### Dominion

<b>Level 70-80</b>	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	160	200	240	280
<b>Req. Intelligence</b>	9	11	13	16
<b>Base:</b> MR or PsR100			<b>Intermediate:</b> MR or PsR120	
<b>Advanced:</b> MR or PsR140			<b>Arcane:</b> MR or PsR160	
<b>Maintenance:</b> 20 / 20 / 25 / 30				
Closed Path: -				

### Defensive Erudition

<b>Level 70-80</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	200
<b>Req. Intelligence</b>	9	11	13	16
<b>Base:</b> +20 Defensive Projection			<b>Intermediate:</b> +30 Defensive Projection	
<b>Advanced:</b> +40 Defensive Projection			<b>Arcane:</b> +50 Defensive Projection	
<b>Maintenance:</b> 10 / 10 / 15 / 15				
Closed Path: Destruction				

**Invisibility****Level** 70-80      **Action:** Active      **Type:** Effect

NOTE: No Max Presence

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	160	200	240	280
<b>Req. Intelligence</b>	9	11	13	16

**Base:** Notice against Impossible and Search against Absurd**Intermediate:** Notice against Inhuman and Search against Almost Impossible**Advanced:** Notice against Zen and Search against Impossible**Arcane:** Cannot be perceived with the sense of sight**Maintenance:** 20 / 20 / 25 / 30

Closed Path: Essence

**Deflect Trajectory****Level** 70-80      **Action:** Passive      **Type:** Effect / Defense

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	160	220	300
<b>Req. Intelligence</b>	9	11	13	16

**Base:** MR140**Intermediate:** MR160**Advanced:** MR200**Arcane:** MR240**Maintenance:** No

Closed Path: Fire

**Stall Spell****Level** 70-80      **Action:** Active      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	150	200	250	300
<b>Req. Intelligence</b>	9	11	13	16

**Base:** Max Zeon 80**Intermediate:** Max Zeon 120**Advanced:** Max Zeon 180**Arcane:** Max Zeon 240**Maintenance:** No

Closed Path: Air

**Containment****Level** 70-80      **Action:** Active      **Type:** Automatic

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	240	280	320
<b>Req. Intelligence</b>	9	11	14	16

**Base:** MR120 / 10m area**Intermediate:** MR140 / 25m area**Advanced:** MR160 / 50m area**Arcane:** MR180 / 100m area**Maintenance:** 40 / 50 / 60 / 65 *Daily*

Closed Path: -

**Detection Mark****Level** 70-80      **Action:** Active      **Type:** Effect / Spiritual

NOTE: No Max Presence Affected, but the Mark is effective within a maximum distance depending on casting Level

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	120	140	160
<b>Req. Intelligence</b>	9	11	13	16

**Base:** MR120 / 10km**Intermediate:** MR140 / 100km

**Advanced:** MR160 / 1000km  
**Maintenance:** 10 / 15 / 15 / 20 *Daily*  
 Closed Path: Darkness

**Arcane:** MR180 / Any distance

### Offensive Erudition

<b>Level</b> 70-80	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	120	160	200
<b>Req. Intelligence</b>	9	11	13	16
<b>Base:</b> +20 Offensive Projection			<b>Intermediate:</b> +30 Offensive Projection	
<b>Advanced:</b> +40 Offensive Projection			<b>Arcane:</b> +50 Offensive Projection	
<b>Maintenance:</b> 10 / 10 / 15 / 15				
Closed Path: Creation				

### Perfect Target

<b>Level</b> 70-80	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Presence affected				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	80	100	120	140
<b>Req. Intelligence</b>	9	11	13	16
<b>Base:</b> +40 Attack Ability			<b>Intermediate:</b> +60 Attack Ability	
<b>Advanced:</b> +80 Attack Ability			<b>Arcane:</b> +100 Attack Ability	
<b>Maintenance:</b> No				
Closed Path: -				

## Free Access: Level 80-90 (Slots 80-100)

### Disenchantment

<b>Level 80-90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	200	250	320	400
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b> Max Presence 80	<b>Intermediate:</b> Max Presence 100			
<b>Advanced:</b> Max Presence 120	<b>Arcane:</b> Max Presence 140			
<b>Maintenance:</b> No				
Closed Path: Creation				

### Natural Spell

<b>Level 80-90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	350	420	480	540
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b> Max Zeon Value 100	<b>Intermediate:</b> Max Zeon Value 140			
<b>Advanced:</b> Max Zeon Value 180	<b>Arcane:</b> Max Zeon Value 220			
<b>Maintenance:</b> 70 / 85 / 100 / 110 <i>Daily</i>				
Closed Path: -				

### Immortality

<b>Level 80-90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Presence Affected Base <b>Level</b> casting only makes the target immune to aging effects				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	400	500	600
<b>Req. Intelligence</b>	10	13	15	17
<b>Base:</b> Immunity to aging				
<b>Intermediate:</b> As Base, but also grants immunity to natural Poisons and Diseases				
<b>Advanced:</b> As Intermediate, but the character cannot die of bleeding-out or physical damage of natural origin				
<b>Arcane:</b> As Advanced, but the character can suffer any Level of physical damage without dying unless he suffers a lethal Critical on one of his vulnerable points Note that he normally suffers Action penalties due to damage				
<b>Maintenance:</b> 15 / 20 / 25 / 30 <i>Daily</i>				
Closed Path: Destruction				

### Eliminate Needs

<b>Level 80-90</b>	<b>Action:</b> Active		<b>Type:</b> Effect	
NOTE: No Max Presence Affected Base <b>Level</b> does not grant immunity to weather, but to fatigue Nevertheless it allows normally to spend Fatigue Points and penalties for low fatigue are ignored				
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	300	360	420	480
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> As described				
<b>Intermediate:</b> As Base, but the character is also immune to natural climatic effects				
<b>Advanced:</b> As Intermediate, but the character is immune to all action penalties caused by natural effects				
<b>Arcane:</b> As Advanced, but the character recovers 1 Fatigue Point per turn				
<b>Maintenance:</b> 15 / 20 / 25 / 25 <i>Daily</i>				
Closed Path: Essence				

**Steal Spell**

**Level 80-90**                      **Action:** Active                      **Type:** Automatic  
**Casting Level**                **Base**   **Intermediate**   **Advanced**     **Arcane**  
**Zeon**                                200    280                      340                      400  
**Req. Intelligence**        10     12                        14                        16  
**Base:** Max Zeon Value 120 / MR120     **Intermediate:** Max Zeon Value 180 / MR140  
**Advanced:** Max Zeon Value 240 / MR160   **Arcane:** Max Zeon Value 300 / MR180  
**Maintenance:** No  
Closed Path: -

**Gate**

**Level 80-90**                      **Action:** Active                      **Type:** Effect  
**Casting Level**                **Base**   **Intermediate**   **Advanced**     **Arcane**  
**Zeon**                                500    600                      700                      800  
**Req. Intelligence**        10     12                        14                        16  
**Base:** 5m opening / 1000km distance / 500 Presence per day  
**Intermediate:** 15m opening / 5000km distance / 1000 Presence per day  
**Advanced:** 25m opening / 25000km distance / 2000 Presence per day  
**Arcane:** 50m opening / any distance / Any Presence per day  
**Maintenance:** 25 / 30 / 35 / 40 *Daily*  
Closed Path: -

**Magic Prism**

**Level 80-90**                      **Action:** Active                      **Type:** Effect  
**Casting Level**                **Base**   **Intermediate**   **Advanced**     **Arcane**  
**Zeon**                                200    240                      280                      320  
**Req. Intelligence**        10     12                        14                        16  
**Base:** 400 Zeon Points                      **Intermediate:** 800 Zeon Points  
**Advanced:** 1500 Zeon Points                **Arcane:** 3000 Zeon Points  
**Maintenance:** 10 / 15 / 15 / 20 *Daily*  
Closed Path: Destruction

**Location**

**Level 80-90**                      **Action:** Active                      **Type:** Detection  
**Casting Level**                **Base**   **Intermediate**   **Advanced**     **Arcane**  
**Zeon**                                300    360                      420                      480  
**Req. Intelligence**        10     12                        14                        16  
**Base:** 100km / MR120                      **Intermediate:** 1000km / MR140  
**Advanced:** 10000km / MR180                **Arcane:** Any distance / MR220  
**Maintenance:** No  
Closed Path: Darkness

**Physical Immunity**

**Level 80-90**                      **Action:** Active                      **Type:** Effect  
**Casting Level**                **Base**   **Intermediate**   **Advanced**     **Arcane**  
**Zeon**                                200    240                      280                      320  
**Req. Intelligence**        10     12                        14                        16  
**Base:** Max Presence 60                      **Intermediate:** Max Presence 80  
**Advanced:** Max Presence 100                **Arcane:** Max Presence 120  
**Maintenance:** 10 / 15 / 15 / 20 *Daily*  
Closed Path: Essence

**Spell Return**

**Level** 80-90      **Action:** Passive      **Type:** Automatic  
**Casting Level**      **Base**   **Intermediate**   **Advanced**   **Arcane**  
**Zeon**                    150    200                    240                    280  
**Req. Intelligence**    10    12                    14                    16  
**Base:** Max Zeon Value 100      **Intermediate:** Max Zeon Value 120  
**Advanced:** Max Zeon Value 140      **Arcane:** Max Zeon Value 160  
**Maintenance:** No  
Closed Path: -

**Prepare Spell**

**Level** 80-90      **Action:** Active      **Type:** Effect  
**Casting Level**      **Base**   **Intermediate**   **Advanced**   **Arcane**  
**Zeon**                    200    300                    360                    420  
**Req. Intelligence**    10    12                    14                    16  
**Base:** Spell's Max Zeon Value 100      **Intermediate:** Spell's Max Zeon Value 200  
**Advanced:** Spell's Max Zeon Value 300      **Arcane:** Spell's Max Zeon Value 400  
**Maintenance:** 20 / 30 / 40 / 45 *Daily*  
Closed Path: -

**Teletransportation**

**Level** 80-90      **Action:** Active      **Type:** Effect  
**Casting Level**      **Base**   **Intermediate**   **Advanced**   **Arcane**  
**Zeon**                    300    480                    560                    640  
**Req. Intelligence**    10    12                    14                    16  
**Base:** 50km / Max Presence 80      **Intermediate:** 1000km / Max Presence 180  
**Advanced:** 5000km / Max Presence 240      **Arcane:** 10000km / Max Presence 320  
**Maintenance:** No  
Closed Path: Earth

## Free Access: Level 90-100

### Eye of Time

**Level 90-100**      **Action:** Active      **Type:** Effect

NOTE: No limits of stepping back and forth

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	300	400	500
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<b>Req. Intelligence</b>	11	13	15	17
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**Base:** 10 years      **Intermediate:** 100 years

**Advanced:** 1000 years      **Arcane:** Any time lapse

**Maintenance:** 10 / 15 / 20 / 25

Closed Path: Darkness

### Seal

**Level 90-100**      **Action:** Active      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	360	420	480
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<b>Req. Intelligence</b>	11	13	15	17
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**Base:** Affects spells in casting Base Level      **Intermediate:** Affects spells in casting Intermediate Level

**Advanced:** Affects spells in casting Advanced Level      **Arcane:** Affects spells in casting Arcane Level

**Maintenance:** No

Closed Path: -

### The Gift of Knowledge

**Level 90-100**      **Action:** Active      **Type:** Effect

NOTE: No more than +340 can be allocated to a single Intellectual Secondary Ability

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	300	400	500
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<b>Req. Intelligence</b>	10	12	14	16
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**Base:** +100 points      **Intermediate:** +250 points

**Advanced:** +400 points      **Arcane:** +600 points

**Maintenance:** 30 / 45 / 60 / 75 *Daily*

Closed Path: Destruction

### Shield Against Powers

**Level 90-100**      **Action:** Active      **Type:** Automatic

NOTE: Not even the caster may use Powers anymore within the selected area

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	300	360	420	480
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<b>Req. Intelligence</b>	11	13	15	17
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**Base:** 50m area / Zeon 100 / Psychic Potential 140 / Ki Cost 8 / Summoning below 180

**Intermediate:** 150m area / Zeon 150 / Psychic Potential 180 / Ki Cost 14 / Summoning below 240

**Advanced:** 300m area / Zeon 200 / Psychic Potential 240 / Ki Cost 22 / Summoning below 280

**Arcane:** 500m area / Zeon 250 / Psychic Potential 280 / Ki Cost 30 / Summoning below 320

**Maintenance:** 30 / 40 / 45 / 50 *Daily*

Closed Path: Creation

### Strengthen Magic

**Level 90-100**      **Action:** Active      **Type:** Effect

<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
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<b>Zeon</b>	200	360	480	600
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**Req. Intelligence** 11 13 15 17  
**Base:** +50 Zeon value to spells **Intermediate:** +100 Zeon value to spells  
**Advanced:** +150 Zeon value to spells **Arcane:** +250 Zeon value to spells  
**Maintenance:** 20 / 40 / 50 / 60 *Daily*  
 Closed Path: Destruction

### Conditioning

**Level** 90-100 **Action:** Active **Type:** Effect  
 NOTE: The conditioned spell will activate at the end of the turn its conditions are satisfied  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 300 400 500 600  
**Req. Intelligence** 11 13 15 17  
**Base:** Max Zeon 100 **Intermediate:** Max Zeon 150  
**Advanced:** Max Zeon 200 **Arcane:** Max Zeon 250  
**Maintenance:** 30 / 40 / 50 / 60 *Daily*  
 Closed Path: -

### Possession

**Level** 90-100 **Action:** Active **Type:** Spiritual  
 NOTE: When possessing Damage Accumulation beings, the caster suffers damage from energy damaging effects equal to 1/10 of damage suffered by the creature, regardless of its damage multiplier  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 300 400 500 600  
**Req. Intelligence** 10 12 14 16  
**Base:** MR120 **Intermediate:** MR140  
**Advanced:** MR180 **Arcane:** MR220  
**Maintenance:** 30 / 40 / 50 / 60 *Daily*  
 Closed Path: -

### Imitate Spells

**Level** 90-100 **Action:** Active **Type:** Effect (variable)  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 200 300 360 420  
**Req. Intelligence** 10 12 14 16  
**Base:** Max Zeon Value 100 **Intermediate:** Max Zeon Value 150  
**Advanced:** Max Zeon Value 200 **Arcane:** Max Zeon Value 250  
**Maintenance:** As per Imitated Spell  
 Closed Path: Destruction

### Innate Magic

**Level** 90-100 **Action:** Active **Type:** Effect  
**Casting Level** **Base** **Intermediate** **Advanced** **Arcane**  
**Zeon** 200 300 400 500  
**Req. Intelligence** 10 12 14 16  
**Base:** 25m area / +10 Zeon Value to Innate Magic  
**Intermediate:** 100m area / +20 Zeon Value to Innate Magic  
**Advanced:** 250m area / +30 Zeon Value to Innate Magic  
**Arcane:** 500m area / +40 Zeon Value to Innate Magic  
**Maintenance:** 50 / 60 / 70 / 80 *Daily*  
 Closed Path: -

**Link Maintenance**

<b>Level</b> 90-100	<b>Action:</b> Active		<b>Type:</b> Spiritual	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	100	150	200	250
<b>Req. Intelligence</b>	10	12	14	16
<b>Base:</b> MR120			<b>Intermediate:</b> MR140	
<b>Advanced:</b> MR160			<b>Arcane:</b> MR180	
<b>Maintenance:</b> No				
<b>Closed Path:</b> -				

**The Magistrate**

<b>Level</b> 90-100	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	450	600	800	1000
<b>Req. Intelligence</b>	12	14	16	18
<b>Base:</b> 50m Area / MR140			<b>Intermediate:</b> 100m Area / MR180	
<b>Advanced:</b> 500m Area / MR220			<b>Arcane:</b> 1km Area / MR260	
<b>Maintenance:</b> 45 / 60 / 80 / 100 <i>Daily</i>				
<b>Closed Path:</b> -				

**Predestination**

<b>Level</b> 90-100	<b>Action:</b> Active		<b>Type:</b> Automatic	
<b>Casting Level</b>	<b>Base</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Arcane</b>
<b>Zeon</b>	600	900	1200	1500
<b>Req. Intelligence</b>	12	15	17	19
<b>Base:</b> MR140			<b>Intermediate:</b> MR170	
<b>Advanced:</b> MR200			<b>Arcane:</b> MR240	
<b>Maintenance:</b> No				
<b>Closed Path:</b> -				