Arcane Armor

Requirement You must not be wearing armor.

Duration 4 hours

An invisible field of force springs into existence around you, granting a +2 bonus to your Defense for the duration. As well, for the duration, normal precipitation does not touch you, light wind does not affect you, and you are not discomfited by cold or heat, though you still take damage from cold and fire.

ARCANA

Magic Dart

Target One creature or object within long range

A magical dart flies from your fingertip. The dart automatically hits, provided there is an unobstructed path between you and the target. The target takes 1d3 + 1 damage.

ARCANA

Arcane Shield

Duration 1 minute

For the duration, a barrier of energy shields you, imposing 1 bane on attack rolls against your Defense or Agility.

Triggered When a creature makes an attack roll against your Defense or Agility, you can use a triggered action to cast this spell. The triggering creature makes the attack roll with 3 banes, and then the effect ends.

Arcane Sight

Duration 1 minute

For the duration, you see auras around creatures, objects, and areas affected by magic. At the GM's discretion, you might also learn the tradition to which the magic belongs.

ARCANA

Unerring Darts

Target Up to three creatures or objects within long range

Seven magical darts fly from your fingertip, divided as you choose among the targets. Each dart automatically hits, provided there is an unobstructed path between you and the target. A target takes 1 damage for each dart that hits it.

Shadow 117   Attack 1

Empowered Magic

Duration 1 minute

For the duration, when you cast an attack spell, you make any required attack roll with 1 boon, and challenge rolls made to resist the spell's effect are made with 1 bane.

ARCANA

Explosive Darts

Target Up to three creatures or objects within long range

Three magical darts fly from your fingertip, divided as you choose among the targets. Each dart automatically hits provided there is an unobstructed path between you and the target.

Each dart deals 1 damage to its target, then explodes in a 1-yard radius from a point within the target's space. Everything in the area takes 1d6 + 1 damage, or half the damage with a success on an Agility challenge roll.

Arcana

Arcane Lightning

Area A cone, 5 yards long, originating from a point you can reach

Lightning deals 5d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.

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Destroy Magic

Area A cube, 5 yards on a side, originating from a point within medium range

All effects created by rank 3 or lower spells that affect anything in the area end immediately.

arcana

Harness Magic

Duration See the effect

You harness magical energy, measured in points; roll 1d6 + 3 to determine how many points you gain. You can spend energy points to cast a spell you know instead of expending a casting of that spell, even if it has no castings remaining. You spend a number of points equal to the spell's rank (minimum 1). The effect ends when you expend the last energy point or when you complete a rest.

ạrcaNa

Arcane Retribution

Duration 4 hours; see the effect

You gain a +5 bonus to Defense for the duration. The next time a creature within short range of you would get a success on an attack roll with a weapon against you, this effect ends and the success automatically becomes a failure. The triggering creature must make a Strength challenge roll. On a failure, it takes 10d6 damage, is moved 2d6 yards away from you, and falls prone. It takes half the damage on a success.

Shadow 118   Attack 5