

## Master Quick Spell List (Public Pre-Release) - New Mechanics For spells

Master System rules on spells & the AP cost	
Spells now use the Arcane Magic skill to cast	
Spell Lv	AP COST
Basic	25
Advance	35
Expert	45

## Master Quick Spell List (Public Pre-Release) - General

Spell Name	Rank	Strain	Strain	Duration	Description
<b>General Spells</b>					
Telekinesis			1 per attack or per 10 minutes		<p>The easiest and most basic spell, Telekinesis is usually the first spell learned by a unicorn. This spell allows a Unicorn to move (Potency * Versatility) objects. Base Tk cannot finely manipulate an object. Fine manipulation is required to use a skill with the affected objects (such as picking a lock or firing a weapon). Telekinesis has a range of (5 * Potency/2 (Roundup)) yards; however, (Magic) skill roll is necessary to use Telekinesis to move objects outside of your line of sight or telekinetically grasp a target in combat.</p> <p>The weight of an object is irrelevant for the purposes of Telekinesis -- while the object is under the effects of Telekinesis, the object is considered weightless. (In reality, any heavier object is reduced to about the weight of a baseball.) The caster may attempt to move or manipulate any object which fits into a cube of space equal to (Potency) feet on each side. A potency of 4 is required to lift an adult pony, 3 for an adult pony with the Small Frame trait, and 2 for a foal. Self-levitation, the act of effecting oneself with Telekinesis, is exceptionally hard, costing 15 Strain a turn merely lighten oneself, and requiring a Magic check at a -30 penalty each turn to maintain. If the caster has at least two ranks in Mighty Spell for Telekinesis, she may achieve telekinetic flight through self-levitation for the cost of 30 Strain a turn, equivalent to Flight Rank 1. Self-levitation can not be zen cast.</p> <p>The caster's effective Strength for attacks using Telekinesis (such as making a melee attack with a telekinetically wielded weapon) is equal to her (Potency +1). Her Potency for calculating effective Strength is not modified by any ranks of Mighty Spell; however, she gains a +1 bonus on opposed rolls for each rank. Opponents in possession of an item may make an opposed test against the caster's effective Strength using their (Strength+2) to contest the caster's attempt to manipulate the item. Targets may make an opposed test against the spell's effective Strength using their Strength or Agility at a penalty equal to the degrees of success on the caster's Magic roll (up to a maximum penalty of -3, this cannot reduce the target's effective Strength or Agility below 1) to break out of a telekinetic grip. Targets who have a means of propulsion, such as wings or a nearby surface to kick off from, can use (Strength+2) with no penalty. A target may fire a projectile weapon as part of this opposed Strength check. This shot is unaimed, they lose AP in an amount equal to (weapon AP -5, minimum 10) on their next turn. If firing a projectile weapon to get out of a telekinetic sheath, use the weapon's strength requirement (with no bonus) for the check. Heavy weapons and projectile-weapon battle saddles always kick a character out of a telekinetic field -- no roll required. Heavy weapons and battle saddles (not including those which fire magical energy), will kick themselves out of the caster's telekinetic control with the first shot. This can be extremely hazardous to the caster if the weapon has a rate of fire beyond one</p>
Light			2 per hour		<p>The caster's horn becomes a dazzling beacon of light, brightly illuminating an area of (Potency) yards radius (with lesser effects beyond that). Creatures within (Potency / 2, round up) yards who look directly at the light source are dazzled and take -10% to all checks involving sight for 2 rounds. Creatures within one yard looking directly at the light source are blinded and take -30% to all checks involving sight for (Potency / 2, rounded up) minutes.</p>

# Master Quick Spell List (Public Pre-Release) - Defense

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Defense spells</b>					
<b>Alicorn Shield</b>	Basic	15 + 1/round	15 + 1/round		Duration for concentration or until depletion. Creates a thin, transparent, spherical shield around the caster. The shield has a DT of (10 + Potency * 2) and 50 + (Potency * 10) HP. Attacks which strike the shield and deal more than the shield's DT in damage deal half that damage to the shield's HP before applying damage to any target behind the shield. When the shield is reduced to 0 HP the spell ends. Attacks originating from within the shield also suffer this reduction, however magical spells which can be manifest at range may be manifest on the other side of the shield. Shields get double their DT rating against Stun damage. An alicorn may only have one alicorn shield manifested.
	Advanced	20			As per the basic version of the spell, but with no maintenance cost, and 75+ (Potency * 10) HP. Perception checks through the shield are at -1.
	Expert	30			As per the advanced version of the spell, but with 100 + (Potency * 10) HP, and all damage dealt over the shield's DT is applied to the shield's HP until the shield is depleted. Perception checks through the shield are at -2.
<b>Bonds of Friendship [1]</b>					This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship. This friendship must be reciprocal and the effects end if the friendships are broken. This circle of close friends is always considered to be adjacent to be "touching" each other for the purposes of casting spells, so long as they are conscious and willing. In addition, the caster may cast spells from the Defense, Medical and Perception spell sets friends within this circle that normally can only be cast on herself. Duration is permanent or until the friendship is broken.
	Basic	10			The maximum number of friends that can benefit from the Bonds of Friendship is equal to the caster's (Charisma / 2) plus the caster.
	Advanced	20			As basic, but the maximum number of friends affected increases by +2
	Expert	30			As advanced, but the maximum number of friends affected increases by +2.
<b>Cloak of the Elements</b>	Basic	10			This spell grants the caster protection from elemental damage. Duration equal to (Potency) turns. Protects the caster from one elemental damage type (Fire, Lightning or Cold) of the caster's choice, increasing that elemental resistance by 10 + (Potency).
	Advanced	15			Duration equal to (Potency * 10) turns. Protects the caster from two elemental damage type (Fire, Lightning or Cold) of the caster's choice, increasing that elemental resistance by 20 + (Potency * 2).
	Expert	20			Duration equal to (Potency) minutes. Protects the caster from all three elemental damage types, increasing all elemental resistances by 30 + (Potency * 3)
<b>Equestria's Love</b>					This spell grants the caster protection from mundane environmental elements. It will not protect against damage from attacks or spells, nor from the effects of supernatural hazards like radiation, taint or Pink Cloud.
	Basic	10			Duration equal to (Potency * 10) minutes. Protects the caster from normal weather and environmental conditions. The caster will not get wet in the rain, will not suffer frostbite or heatstroke in severely cold or hot environments, etc. The character will be comfortable in such environments and take no penalties from them
	Advanced		40 or 10		Duration equal to (Potency) hours. Protects the caster from normally fatal mundane environmental elements. The character will not suffer the effects of natural poisons or drowning, and may even swim in magma with the dragons. Such environments will not be comfortable -- the character's maximum AP will be reduced by half and all the character's actions will suffer a -20 penalty. The caster may also now cast the Basic version of this spell on others for a cost of 10 strain.
	Expert	40			The caster may cast the Advanced version of this spell on others for a cost of 40 strain.
<b>Mental Bulwark</b>	Basic	10			Duration equal to (Potency) minutes. Adds a +1 bonus to all Endurance checks against spells from the Detection and Illusion spell sets, as well as an effective +6 DT against attacks that deal illusionary damage
	Advanced	15			Duration equal to (Potency * 10) minutes. Effects increase to a +2 bonus and effective +12 DT.
	Expert	20			Duration equal to (Potency) hours. Effects increase to a +3 bonus and effective +18 DT.
<b>Rad-Guard [2]</b>					This spell grants the caster's target a degree of protection against the necromancy-laced magical radiation that pervades Equestria in the aftermath of the apocalypse. The spell has a range of touch.
	Basic	10			Duration equal to (Potency) minutes. Adds (Potency * 5) percent resistance against radiation. May only be cast on a single target
	Advanced	30			Duration equal to (Potency * 10) minutes. Adds (Potency * 10) percent resistance against radiation. May be cast on up to (Versatility / 2) targets by touching each over the course of a single turn.
	Expert	50			As the Advanced version, but may be cast on up to (Versatility) targets. In addition, the expert version of this spell grants (Potency * 5) percent resistance against the effects of Pink Cloud for a duration of (Potency) minutes.
<b>Resilience</b>	Basic	5			: Duration equal to (Potency) months. Protects an item from normal wear and tear, weathering, soiling and similar natural decay. Effects only a simple item (such as a dress, a wall or a coffee cup)
	Advanced	15			Duration equal to (Potency) years. As basic, but can effect a complex item (such as a building, a machine or a computer).
	Expert	30			Duration is permanent.
<b>Shield</b>	Basic		10 + 2/round		Duration for concentration or until depletion. Creates a basic moldable energy shield colored appropriately to the user's magic. The shield is thin, transparent, and can be wrapped around any target area, covering a maximum of (Versatility * 5) feet in its largest dimension. The caster chooses if position of the shield is fixed or consistent in relation to the caster. (For example: the caster may choose for the shield to be consistently in front of her and it will turn and travel as she does.) The shield has a DT of (Potency * 2) and 30 + (Potency * 10) HP. Attacks which strike the shield and deal more than the shield's DT in damage deal half that damage to the shield's HP before applying damage to any target behind the shield. When the shield is reduced to 0 HP the spell ends. Attacks originating from within the shield also suffer this reduction, however magical spells which can be manifest at range may be manifest on the other side of the shield. Requires a Skill Roll of Science + (Versatility * 5) to change shield shape without recasting. Shields get double their DT rating against Stun damage. A caster can only manifest one shield at a time.
	Advanced	15			As per the basic version of the spell, but with no maintenance cost, a maximum largest dimension of (Versatility * 10) feet, and 50 + (Potency * 10) HP
<b>Toughen Hide</b>					This spell grants the target toughened skin, resulting in a bonus to DT at the cost of a penalty to Agility and to Perception for tests based on touch. This bonus stacks with worn armor.
	Basic	10			Duration of (Potency) rounds. The target gains (Potency) DT at a penalty of -2 to Agility and touch-based Perception checks.
	Advanced	15			Duration of (Potency) minutes. The penalty is reduced to -1

Master Quick Spell List (Public Pre-Release) - Defense

[illegible]

## Master Quick Spell List (Public Pre-Release) - Illusion

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Illusion spells</b>					
<b>Amplify</b>					This spell exaggerates a source of sensory stimuli. A light can become blindingly bright, a sound can become deafeningly loud, a smell can become nauseatingly overpowering, etc. Using this spell to augment a speaker's voice adds a bonus of (Potency * 5) to the speaker's Speech check for intimidation.
	Basic	8			Duration of one turn. Debilitating effects only last for the duration of the spell. Targets may make an Endurance check at a +1 bonus to avoid any debilitating effects.
	Advance	12			Duration of (Potency) turns. Debilitating effects last for the duration of the spell plus (Potency / 2) turns. Targets may make an Endurance check at a -1 penalty to avoid any debilitating effects.
	Expert	16			Duration of (Potency) minutes. Debilitating effects last for the duration of the spell plus (Potency) turns. Targets may make an Endurance check at a -3 penalty to avoid any debilitating effects.
<b>Compulsion</b>					Compulsion allows you to magically command a behavior within a creature. While the caster is not required to speak, the player must iterate the command in 5 + (caster's Versatility) words or less. This is a very tricky spell, as unnatural compulsions often result in unexpected behavior. Additionally, each turn the compulsion would affect an intelligent target's actions, that target may make an Intelligence roll to fight off the effect of the spell. This roll normally has a penalty equal to the caster's (Potency / 2) to shake off the effect; however, if the action would bring direct harm to the target or one of the target's loved ones, this check is made without that penalty. If the induced behavior would result in obviously lethal harm, this check gains an additional +3 bonus. This spell has no effect on robots or other machines.
	Basic	20			Duration of (Potency) turns. Target's a single creature within (Potency * 10) feet. Effects only unintelligent biological creatures.
	Advance	35			Duration of (Potency) minutes. Targets unintelligent biological creatures within a (Potency * 10) yard cone extending out from the caster's line of sight, or targets a single intelligent biological creature within (Potency * 10) feet.
	Expert	50			Duration of (Potency * 10) minutes. Targets unintelligent biological creatures within a (Potency * 100) yard radius centered on the caster, or targets intelligent biological creatures within a (Potency * 10) yard cone extending out from the caster's line of sight.
<b>Illusion</b>					This spell must be taken separately for sight, hearing, smell & taste (combined), or touch. The spell creates an illusion effecting the relevant sense (or senses). The illusion may be static, or the caster may manipulate the illusion (such as having an illusory pony walk around, or an illusory voice speak) as a 30 AP action with a successful Science skill check. This spell cannot cause direct harm or impairment.
	Basic	15			Duration of (Potency) turns.
	Advance	25			Duration of (Potency) minutes.
	Expert	35			Duration of (Potency * 10) minutes.
<b>Sensory Foil [3]</b>					This spell must be taken separately for sight, hearing, smell & taste (combined), or touch. The spell's exact effects may vary according to the caster's personal taste – one caster with visual Sensory Foil may cause the target to become blurred, while another might create a camouflage effect. Alternate names for the different versions of this spell are common
	Basic	15			Duration of (Potency) turns. This spell is cast on a single target and impedes all attempts to perceive that target with the appropriate sense or senses. The target gains a bonus of (Potency * 5) to Sneak rolls against the impeded sense(s).
	Advance	25			Duration of (Potency) minutes. Can be cast as an Area of Effect spell with a fixed center and a maximum radius of (Potency * 5) yards. The affected area can be shaped with a Skill Roll of Science + (Versatility * 5) into any shape that fits within the maximum radius. This spell affects all who are within the area or who attempt to perceive into that area with the impeded sense(s) (including the caster).
	Expert	40			Duration of (Potency * 10) minutes. Attempts to perceive the target or within the targeted area with the impeded sense(s) automatically fail
<b>Soft Light</b>					This spell subtly blends the illusory and behavior-affecting aspects of Illusion magic, causing the caster to appear in the best possible light. The caster's appealing and positive traits seem more pronounced, while the character that are less pleasant qualities seem to be more trivial.
	Basic	15			Duration of (Potency) minutes. Adds a bonus equal to (5 + [Potency * 2]) to Barter and Speech checks, and improves NPC disposition by one step. At the basic level, the caster may only cast this spell on herself.
	Advance	30			Duration of (Potency * 10) minutes. Bonus increases to (10 + [Potency * 3]) and the spell gains a range of touch.
	Expert	45			Duration of (Potency) hours. Adds a bonus equal to (20 + [Potency * 4]) to Barter and Speech checks, and improves NPC disposition by two steps.
<b>Target</b>					This spell creates an illusion only the caster can see which illuminates targets and assists in attacks. The duration of this spell is (Versatility) minutes or until the AP duration is depleted, whichever is sooner. Movement actions that consume AP are not counted against this depletion.
	Basic	8			Duration of (Potency * 15) AP. Negates 10 points of penalties to attack rolls.
	Advance	12			Duration of (Potency * 30) AP. Negates 20 points of penalties to attack rolls.
	Expert	16			Duration of (Potency * 45) AP. Negates 30 points of penalties to attack rolls.
<b>Discord [4]</b>					Targets up to (Versatility / 2) biological creatures, shifting each target's mood and attitude towards the other targets in a negative direction. Targets which were loving become indifferent. Targets which were indifferent become quarrelsome. Targets which were quarrelsome become outright hostile. Currently friendly or indifferent targets whose underlying relationship is quarrelsome or hostile will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets' do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets.
	Advance	30			Targets up to (Versatility / 2) biological creatures, shifting each target's mood and attitude towards the other targets in a negative direction. Targets which were loving become indifferent. Targets which were indifferent become quarrelsome. Targets which were quarrelsome become outright hostile. Currently friendly or indifferent targets whose underlying relationship is quarrelsome or hostile will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets' do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets.

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Spell Name	Rank	Strain	Strain	Duration	Description
	Expert	45			Duration of (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).
<b>Grand Illusion [5]</b>					Can create an illusion spanning (Versatility / 2, rounded up) sense categories -- sight, hearing, smell & taste (combined), and touch -- over an area of (Potency * Versatility) yards radius. The illusion may be static, or the caster may manipulate the illusion as a 25 AP action with a successful Science skill check. Each turn the caster succeeds in manipulating the illusion, she may choose to use the illusion to cause impairment or illusionary damage to up to (Versatility) targets within the area of the spell's effect.
	Advance	35			Duration of (Potency) minutes
	Expert	50			Duration of (Potency * 10) minutes. Adds +1 to the caster's Potency and Versatility for determining the effects of this spell.
<b>Harmony [6]</b>					Targets up to (Versatility / 2) biological creatures, shifting each target's mood and attitude towards the other targets in a positive direction. Targets which were hostile become indifferent. Targets which were indifferent become friendly. Targets which were friendly become loving. Currently hostile or indifferent targets whose underlying relationship is friendly or loving will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets. Speech and Barter checks made between the targets gain a (Potency * 3) bonus.
	Advance	25			Duration of (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency / 2) (minimum 1).
	Expert	40			Duration of (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).
<b>Hidden Aura</b>	Expert		cost 30 + special		Duration of concentration. You hide the glow from your horn and the aura of magic that surrounds objects you manipulate with your magic. This spell adds 5 Strain to the cost of every spell cast during its duration.
<b>Simulacrum</b>					This spell creates an illusion that is not only perfect to all senses, but that can be functionally interacted with. (For example: a caster could conjure a simulacrum of a door in the middle of a field just so she could shut it in somepony's face. That somepony could then open the door.) The simulacrum naturally interacts as if it is real within the limitations of the spell. The simulacrum is not actually real, however, and thus cannot hold weight or stop a moving object. Using a simulacrum requires skill checks as if it was the actual item. If the simulacrum is used to cause harm (such as striking an opponent with a simulacrum of a sword) then it deals damage as if it was the actual item up to a maximum amount of cumulative damage dealt equal to the caster's (Potency * 20). If the simulacrum deals more damage than this, any additional damage is negated and the simulacrum vanishes on the next turn. This damage is not real -- it ignores DT, can only knock a target unconscious, and will heal immediately once the spell ends.
	Expert		cost 30 + 5 per turn		Maximum area of the spell is equal to (Potency) feet on its largest dimension. Short range
<b>Want It, Need It</b>					All intelligent creatures (except the caster) who observe the targeted object grow an insatiable desire to possess it. They will resort to any non-lethal means available to acquire it and hold onto it. This spell has a range of touch. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's Versatility (with a minimum effective Endurance of 0). This spell may be dispelled prematurely by the caster with a successful Science skill roll so long as the caster is touching the targeted object.
	Expert	50			Duration of (Potency) hours or until dispelled.

# Master Quick Spell List (Public Pre-Release) - Imbuing

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Imbuing spells</b>					
<b>Spirit of Flame</b>	Basic	10			Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with Spirit of Flame deal an extra (Potency * 2) fire damage to biological opponents and will ignite the target on a critical hit, burning for an additional 2d10 damage each turn until they pass a Luck test or spend a turn putting themselves out. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)
	Advance	25			Duration lasts (Potency * 10) in minutes. Damage increases to (Potency * 3). Critical hit effect increases to 3d10 damage
	Expert	45			Duration lasts (Potency) hours. Damage increases to (Potency * 4). Critical hit effect increases to 4d10 damage.
<b>Spirit of Diamond</b>	Basic	15			Duration lasts (Potency) minutes. Weapons imbued with Spirit of Diamond gain 2 + (Potency / 2), rounded up Armor Penetration. Armor, clothing and other objects imbued with Spirit of Diamond gain 2 + (Potency / 2, rounded up) DT, to a maximum total DT of 25
	Advance	30			Duration lasts (Potency * 10) minutes. Weapons imbued with Spirit of Diamond gain 4 + (Potency) AP. Armor, clothing and other objects imbued with Spirit of Diamond gain 4 + (Potency) DT, to a maximum total DT of 30.
	Expert	50			Duration lasts (Potency) hours. Weapons imbued with Spirit of Diamond halve the value of opponent's armor (rounded up), or by (Potency * 2), whichever is greater. Armor, clothing and other objects imbued with Spirit of Diamond gain 6 + (Potency * 2) DT to a maximum total DT of 35.
<b>Spirit of Light</b>	Basic	10			Duration lasts (Potency) minutes. Objects imbued with Spirit of Light glow brightly, casting illumination equal to (Potency * 3) candles. Weapons or projectiles gain a bonus to hit equal to 10 + (Potency). Anyone carrying or wearing an item affected by Spirit of Light suffers a penalty of -(10 + [Potency * 2]) to Sneak checks. Range is medium.
	Advance	25			Duration lasts (Potency * 10) in minutes. Bonus increases to 20 + (Potency) and the penalty for sneaking increases to -(15 + [Potency * 3]) Range is long.
	Expert	45			Duration lasts (Potency) hours. Bonus increases to 30 + (Potency) and the penalty for sneaking increases to -(20 + [Potency * 4]) Range is extreme.
<b>Spirit of Lightning</b>	Basic	15			Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with Spirit of Lightning deal an extra (Potency * 2) electrical damage to living biological opponents and machines. Spirit of Lightning will disrupt the machine for potency/2 turns on a critical hit. Against living biological opponents, weapons imbued with Spirit of Lightning drain 2d10 AP on a critical hit. This spell has no effect against unliving biological opponents. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)
	Advance	30			Duration lasts (Potency * 10) minutes. Damage increases to (Potency * 3). Critical hit effect increases to 10 + 2d10 AP.
	Expert	50			Duration lasts (Potency) hours. Damage increases to (Potency * 4). Critical hit effect increases to 20 + 2d10 AP.
<b>Spirit of Poisons</b>	Basic	15			Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with Spirit of Poisons deal an extra (Potency * 2) poison damage to living, biological opponents. On a critical hit, a living, biological target will lose (Potency / 2, rounded up) points of Endurance or Agility (caster's choice), to a minimum of one. SPECIALs reduced this way recover at the rate of one point per hour of rest. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)
	Advance	30			Duration lasts (Potency * 10) minutes. Duration equal to the unicorn's potency in hours. Damage increases to (Potency * 3).
	Expert	50			Duration lasts (Potency) hours. Duration equal to the unicorn's potency in hours. Damage increases to (Potency * 4). Critical hit effect is equal to (Potency).
<b>Spirit of Wind [7]</b>	Basic	15			Duration lasts (Potency) minutes. Weapons imbued with Spirit of Wind reduce their AP cost to use by (Potency) to a minimum AP cost of 10 and a maximum AP savings per turn of (Potency + 15). Characters wearing clothing imbued with Spirit of Wind may make an extra move action during their turn for free, as can vehicles and robots imbued with this spell.
	Advance	30			When cast on weapons, the maximum AP savings becomes (Potency +20). In addition to the benefits of the basic version of this spell, Characters wearing clothing or operating vehicles imbued with Spirit of Wind gain one-for-one benefits for spending remaining AP on dodging at the end of their turn, as can robots imbued with this spell. Duration lasts (Potency * 10) minutes
	Expert	50			Weapons imbued with Spirit of Wind reduce their AP cost to use by (Potency + 5) to a minimum AP cost of 10 and a maximum AP savings per turn of (Potency + 25). In addition to the benefits of the advanced version of this spell, characters wearing clothing imbued with Spirit of Wind may make an additional extra move action (for a total of two) during their turn for free, as can vehicles and robots imbued with this spell. Duration lasts (Potency) hours.
<b>Spirit of Friendship</b>					This spell affects all intelligent characters or creatures who perceive the character possessing an item imbued with this spell. Spirit of Friendship ceases to affect any character or creature towards whom the individual with the imbued item becomes hostile
	Advance	15			Duration lasts (Potency * 10) minutes. Weapons imbued with this spell will not cause alarm when worn. Characters wearing clothing imbued with Spirit of Friendship gain a bonus equal to (15 + [Potency * 2]) for Speech tests.
	Expert	30			Duration lasts (Potency) hours. Weapons imbued with Spirit of Friendship will not cause alarm when drawn or carried. Characters wearing clothing imbued with Spirit of Friendship gain a bonus equal to (25 + [Potency * 4]) for Speech tests.
<b>Spirit of Machines</b>					While this spell affects an entire object, the core of the magic resides in a single component (considered the "heart of the machine") chosen by the caster. If that component is removed, the spell automatically ends, even if cast at Expert level.
	Advance	25			Duration lasts (Potency) hours. Items imbued with Spirit of Machines require half the normal time to repair or modify. Tools imbued with this spell grant this bonus for all items they are used to repair or modify. All applicable Mechanics skill tests gain a (10 + [Potency * 2]) bonus.
	Expert	50			Duration lasts (Potency) months. As above, except that when cast on an item, tools are no longer required as the item will assemble itself according to the caster's intent so long as the caster remains focused completely on the spell. (Appropriate parts and materials are skill needed, however.) All applicable Mechanics skill tests gain a (15 + [Potency * 4]) bonus.
<b>Spirit of Nature</b>					This spell is most useful when cast on cauldrons, stoves, chemistry sets and similar equipment
	Advance	25			Duration lasts (Potency) hours. All equipment imbued with this spell greatly increase the natural potency of ingredients used in cooking, brewing or chem-making with them. Any recipe which requires multiple of a single component (for example: three green herbs) now requires only half that many (rounded up). All Survival skill tests gain a (10 + [Potency * 2]) bonus.
	Expert	50			Duration lasts (Potency) months. As above, except that any recipe which requires multiple of a single component now requires only one. (Appropriate parts and materials are skill needed, however.) All Survival skill tests gain a (15 + [Potency * 4]) bonus.
<b>Spirit of Riddles</b>					When this spell is cast on items that present a puzzle, that puzzle becomes either harder or easier to solve -- locks become harder or easier to pick, complex explosives become harder or easier to disarm, and terminals become harder or easier to hack.
	Advance	15			Duration lasts (Potency * 10) minutes. Items imbued with Spirit of Riddles grant either a bonus or a penalty equal to (15 + [Potency * 2]) for applicable Explosives, Lockpick or Science tests.

## Master Quick Spell List (Public Pre-Release) - Imbuing

[illegible]



# Master Quick Spell List (Public Pre-Release) - Manipulation

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Manipulation spells</b>					
<b>Arcane Mark [8]</b>					This spell can be used to either leave a magical mark on a selected surface or activate an existing one. Magical marks can be of any design, can be either visible or invisible to the naked eye, permanent or temporary. The casting of the Arcane Mark spell upon the surface where the mark is hidden will also reveal hidden marks.
	Basic	5			Leaves a mark on selected place. The mark may be either up to (Versatility) feet with small details or up to (Versatility) inches with complex details
	Advance	15			The arcane mark may be up to (Versatility) yards with complex details. The arcane mark may be designed to remain invisible until a triggering phrase is spoken or a triggering action is taken
<b>Cloudwalk</b>	Expert	35			As advanced, except the arcane mark may be designed to be visible or invisible to a general class of creatures. (For example: "all unicorns" or "not zebras".)
	Basic	15			Duration of (Potency) hours. Allows the target to interact with clouds.
<b>Come to Life</b>					Animates an inanimate object. Animated objects will move under the guidance of the caster with a successful Science skill check. However, if the caster fails this check, the animated object will take on a life of its own until the spell duration ends. The caster may need to make skill rolls to make proper use of items which she has brought to life (for example, she would need to make a Firearms skill check to properly guide an animated rifle). Such rolls are made with a +20 bonus.
					Duration of (Potency + Versatility) minutes.
	Basic	15			May animate a single small object up to (Potency * 10) inches in its largest dimension. Animated objects will be only capable of basic movement. Caster gains a +10 bonus to the Science skill check.
	Advance	30			May animate a single large object up to (Potency * 10) feet in its largest dimension or (Versatility) small objects. Animated objects will be capable of fluid and complex movement. Caster's Science skill check gains no bonus.
	Expert	40			May animate a single huge object up to (Potency * 10) yards in its largest dimension, or (Versatility) large objects, or (Versatility * 3) small objects. The objects affected by Expert-level Come to Life will change in appearance, seeming to become actual living creatures. Caster's Science skill check is made at a -10 penalty.
					Causes seeds to sprout and eggs to hatch, speeds pregnancy, or causes a living plant or creature to physically mature rapidly over a period of (Potency) turns. Requires a successful Science skill check. Unwilling targets may resist with a successful Endurance or Luck check at a +3 bonus. This spell cannot induce growth beyond the natural "adult" stage of a plant or creature's physical development.
<b>Growth</b>	Basic	25			: Will cause (Potency) days worth of growth. Short range. Can affect (Versatility * 10) seeds, (Versatility) plants, one unborn/unhatched living creature or one non-intelligent living creature
	Advance	35			Will cause (Potency) weeks worth of growth. Medium range. Can affect (Versatility * 100) seeds, (Versatility * 10) plants, (Versatility) unborn/unhatched non-intelligent living creatures, (Versatility) non-intelligent living creatures, one unborn/unhatched intelligent living creature or one intelligent living creature.
	Expert	50			As advanced, but will cause (Potency) months worth of growth.
<b>Organize</b>					This spell automatically sorts your inventory, maximizing space in your saddlebags or other containers, putting the object you desire on the top for easy access. The spell will continue to reorganize your inventory, putting the desired objects in easy access, for the duration of the spell. Accessing items in an Organized pack costs 10 less AP than normal.
	Basic	5			Duration (Versatility) hours
	Advance	10			Duration (Versatility) days.
	Expert	20			Duration (Versatility) weeks.
					This spell is cast upon a solid, mundane object to make the object or a section of the object of the object intangible for (Potency) turns. Phase cannot be cast on magically-enhanced objects or magical shields. The affected area glows dimly with the color of the caster's magical aura. Casting Phase on an item worn or carried by another character requires a successful Science skill check (with any appropriate called shot or target size penalties). Worn items which are phased will remain on the wearer, but will provide no DT (although other bonuses remain intact). Items that have been phased cannot be used or equipped. If two items occupy the same space when Phase ends, the foreign item is ejected. Ejected beings suffer (Potency * 5) damage on a failed Luck check. Items ejected suffer one level of condition degradation. The duration of Phase may be ended early with a successful Science skill check at a penalty equal to -5 * (remaining turns).
	Basic	20			The object or area of an object affected may not exceed the caster's (Versatility * 3) inches in its largest dimension or have a DT greater than 10.
	Advance	35			The object or area of an object affected may not exceed the caster's (Versatility) feet in its largest dimension or have a DT greater than 20.
	Expert	50			The object or area of an object affected may not exceed the caster's (Versatility) yards in its largest dimension or have a DT greater than 30.
<b>Sculpt</b>					This spell allows you to reshape matter. It may be used on any non-magical, non-aware, simple substance. Sculpting an object with a DT rating (such as barding or a safe) requires a successful Science skill check with a penalty equal to 10 + (Object's DT * 2). Sculpting a substance that is in motion requires a successful Science skill check at a -30 penalty. Sculptures created through this spell are usually simple, but the caster may make the sculpture refined and detailed with a successful Perception check and an additional 10 strain.
	Basic	20			Range of touch. Effects last (Potency) hours. Area of effect is up to (Versatility) feet in its largest dimension.
	Advance	35			Short range. Effects last (Potency) days. Area of effect is up to (Versatility * 2) feet in its largest dimension.
	Expert	50			Medium range. Effects are permanent. Area of effect is up to (Versatility * 4) feet in its largest dimension.
					This spell allows you to pre-cast one or more other spells and "hang" their effects, triggering them at a later time. As well as paying the cost for Spell Closet, you pay half of the cost (rounded up) of any spells you are hanging now, and the other half when the spell is triggered. Triggering a hung spell is a 15 AP action. The caster may trigger one hung spell a turn.
	Basic	20			The caster may hang one spell. The spell must be triggered within (Potency * 10) minutes or it will be lost.
	Advance	30			The caster may hang (Versatility / 2) spells. The spells must be triggered within (Potency) hours or it will be lost.
	Expert	40			The caster may hang (Versatility) spells. The spells must be triggered within (Potency) days or it will be lost. The caster may trigger up to two hung spells a turn.
					This spell allows the caster to summon one or more pre-defined objects. To define an object as summonable by this spell, the caster must touch her horn to the object and spend 5 strain. Summoning takes a full turn. An object about to be summoned will glow in a magic aura throughout the turn, teleporting to the caster at the start of her next action. A summoning can be interrupted by someone moving the object before it departs. This spell cannot be used on items that are integral parts of other items (such as the clip out of a gun or the hinges off of a door), nor on living or undead creatures.
<b>Summon Object</b>	Basic	10			Summons a chosen, pre-defined object to the caster. The object cannot be something larger than the caster. The caster may have (Versatility) pre-defined objects. Range is (Potency * 100) yards.
	Advance	25			Summons up to (Versatility / 2, rounded up) pre-defined objects to the caster. The objects cannot be something larger than yourself. The caster may have (Versatility * 2) pre-defined objects. Range is (Potency) miles.

## Master Quick Spell List (Public Pre-Release) - Manipulation

Spell Name	Rank	Strain	Strain	Duration	Description
	Expert	40			Summons up to (Versatility) pre-defined objects to the caster. At the cost of +20 strain, this may be used on items which are integral parts of other items. Range is (Potency * 100) miles.
Teleport [11]	Basic	20			Teleport yourself instantly a short distance within line of sight (far enough to cross most buildings). You can teleport a single willing targets along with you at a cost of an additional +20 Strain.
	Advance	30			Teleport yourself instantly a moderately long distance (far enough to easily cross a large town). You no longer need to have line of sight to the destination, as long as it's a familiar place. You can teleport up to (Versatility / 2, rounded up) willing targets along with you at a cost of an additional +15 Strain each.
	Expert	40			Teleport yourself instantly a very long distance, reaching substantially across the wasteland. Teleporting into an area that is not familiar adds +20 Strain and requires a successful Survival check at -20 to avoid mishap. You can teleport up to (Versatility) willing targets along with you at a cost of an additional +10 Strain each. You may also teleport up to (Versatility / 2, rounded up) targets a short distance within line of sight without teleporting yourself at the cost of 30 + (15 per target after the first). Targets may resist with an Endurance roll a +2 bonus.
Failsafe [12]					Failsafe dispels all magic and magical effects up to a given intensity and within a given area. Failsafe always targets all magic within its area of effect, affecting any magic whose intensity is not beyond the spell's scope. Affected spells or magical effects with a finite duration are instantly eliminated. Affected permanent spell effects, as well as magical items and places, have their magical abilities suppressed for a short duration. Affected naturally magical creatures do not lose innate, ongoing magical abilities (such as a pegasus' ability to stand on clouds) but are rendered unable to actively invoke spells or similar effects (such as a young dragon's breath at advanced or a young adult dragon's breath at expert.)
	Advance	30			Dispels all weak magic and magical effects, including those created by Basic-level spells. Area of effect is a (Potency * 10) yard radius around the caster. Magic not dispelled remains suppressed for (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1)
	Expert	50			Dispels all moderate magic and magical effects, including those created by Advanced-level spells. Area of effect is a (Potency * 100) yard radius around the caster. Magic not dispelled remains suppressed for (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 0).
Memory Implant					This spell causes a target to experience a memory. The memory may be either one of the caster's, one of the target's, or a memory obtained through the Memory Extraction spell. The target must be either unresisting or restrained, and the caster must hold her horn to the target's horn or forehead for the duration. The memory is perfectly real, affecting all senses. Implanted memories do not carry any of the thoughts or emotions from the individual that the memory is from. However, causing a target to relive their own memories will cause the target to also relive the emotions and thoughts she had during the original experience. Reliving a memory takes the same amount of time as the events originally took, and the target is rendered helpless and unable to act while the memory is being experienced. Once the target has relived the memory, it becomes a permanent part of her own memories. The spell may be used to give the target a temporary bonus to a skill related to the memory. This bonus lasts for (caster's Potency) hours.
	Advance	30			The target remembers the memories clearly, but is able to easily distinguish them from her own if they are not. Can give a +10 temporary bonus to a skill.
	Expert	50			The caster can cause the target to relive the memory over the course of (11 - Potency) minutes, minimum one minute, regardless of length of the memory. The target remembers the memories as if they were her own (although the target will realize something is wrong with the memories if they are from someone with different physiology or abilities than herself). Can give a +20 temporary bonus to a skill.
Transformation					This spell allows the caster to change one object into another object. When the caster learns this spell, she must choose a narrow classification of "target" objects she can transform and a narrow classification of "result" objects she can transform them into. The caster may choose (Versatility / 2, rounded up) classifications for each. These classifications are up to GM approval. (For example, a caster may choose "unicorns" and "small animals" as target objects, and "horses" and "potted plants" as "result" objects. The caster could then turn a couple of mice into horses or potted cacti.) The caster may affect up to (Potency / 2, rounded up) targets within the same target classification at once. Living creatures may only be transformed into living creatures; non-living objects may only be transformed into non-living objects. This spell may be learned multiple times, taking different classifications each time. Casting this spell requires a successful Science check.
	Advance	30			Range is short. Duration is a set time of day designated by the caster. (For example, the caster may transform a pumpkin into a carriage with the spell set to expire "at midnight".) If the caster does not set a time of day for the spell to end, the spell ends in (Potency) hours. Transformed targets bear obvious characteristics of their original form, and can be identified with a successful roll, usually Science or Perception. (For example, a pumpkin transformed into a carriage resembling a giant pumpkin.) Living targets may avoid transformation with a successful Endurance check at a penalty of -1 per degree of success on the caster's Science check (minimum -3). For non-living objects, each affected object cannot be more than (Potency * 10) inches in its largest dimension.
	Expert	50			Range is short. Duration is a set until a specific condition is met, and that condition must be spoken by the caster during casting. If the caster does not set a condition for the spell to end, the spell ends in (Potency) days. This condition is written into the spell in such a way that the spoken words are revealed when Arcane Mark is cast upon the target. Targets transformed by the Expert level of this spell cannot be identified as transformed objects. Living targets do not get a roll to resist. For non-living objects, each affected object cannot be more than (Potency * 10) in its largest dimension.
Bypass [13]					This spell causes the target item or spell to completely ignore a particular class of objects or spells. A bypass spell must be cast onto an object when that object is forged, crafted or assembled. A bypass must be integrated into a spell as the spell is cast via a spell matrix (see the Advanced Matrix Caster perk). When cast upon an object, the spell affects all the object's component parts and immediate effects, even if those component parts should change. (For example, a bypass spell cast on a firearm would affect the bullets in that firearm, even if the clip was changed. Likewise, bypass on a shield spell which causes the spell to ignore an individual would continue to do so even if the individual gained up to three levels of taint.) When casting Bypass, the caster must designate what class of object is being ignored. The classification may be broad (example: all ponies), narrow (example: unicorns) or tight (example: one particular unicorn). The tighter the classification, however, the more imprecise the Bypass becomes. (For example: a bypass spell designated to cause a shield spell to ignore a specific individual will also allow members of that individual's bloodline through.)
	Expert	50			Range is short. Duration is permanent (or at least as long as the item or spell that the Bypass is being cast upon lasts).
Memory Extraction [14]					This spell extracts a memory from a target. The target must be either unresisting or restrained, and the caster must hold her horn to the target's horn or forehead for the duration. Finding the desired memory requires a successful Intelligence or Luck test. This test may be performed once an hour until successful. The extracted memory is perfectly real and perfectly accurate, unaffected by personal beliefs, nostalgia or the normal deterioration of memory caused by the passage of time. (The memory may be affected, however, by altered psychological or chemical states.) The memory includes information from all the target's senses, including any special ones, but does not include any of the target's thoughts or emotions. Duration is permanent.
	Expert	40			The caster may choose to either create a copy of the memory or to remove the memory from the target completely.

## Master Quick Spell List (Public Pre-Release) - Manipulation

Spell Name	Rank	Strain	Strain	Duration	Description
Remake					Remake uses temporal magic to revert an item to its original condition. Casting Remake requires at least 75% of the target object, and requires a Mechanics skill roll. This roll has a bonus equal to the caster's (Potency * 5) and a penalty based on the target item's level of disrepair or damage. Success immediately removes all damage done to the object -- missing pieces re-appear, broken parts mend back together, worn and stressed materials become whole. Objects healed in this way aren't so much repaired as they are unbroken, returned to their state before they were damaged.
					Penalty Condition Example
					-10 Relatively new but broken
					-20 A lot of wear and a few bullet holes
					-30 Severely battle damaged
					-40 Rusted into a solid, barely recognizable hunk
					-50 Turned to ash
Time Jaunt [15]	Expert	20			The condition of the object adds strain equal to the (positive) amount of the penalty. (For example, an object with a -20 condition penalty would cost 40 strain to remake.) Duration is (Potency) hours, after which the target item(s) will quickly degrade back to their original level of damage (plus any additional damage accrued). Remake may be used to affect either (Versatility) objects of the same type at once where the items' largest dimension does not exceed (Versatility *3) inches, or one object whose largest dimension does not exceed (Versatility) yards in its largest dimension.
					This spell allows you to teleport back in time for a very short duration. The caster is able to interact with the past, but nothing the caster does will alter the future -- the actions the caster takes are the actions the caster has always taken at that point in time, forming a stable time loop. The caster may choose to travel to any point in time she can clearly envision (whether it be from her own lifetime, or thanks to photographs or accurate text).
Wings	Expert	50			Duration (Potency) turns.
					The subject gains fragile wings and Flight 2. (Treat the subject as a pegasus for hit locations. Wings made from this spell have half the normal health of a limb, rounded down, and are destroyed if crippled.)
	Expert	50			Duration of (Potency) hours

# Master Quick Spell List (Public Pre-Release) - Medical

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Medical spells</b>					
<b>Alter Physiology [16]</b>					Only one application of this spell may affect a single patient at a time. Patients may resist with an Endurance check. Range is short.
	Basic	10			Duration lasts (Potency * 5) minutes. Causes an instantaneous, minor physical alteration (such as changing palette or growing a mustache).
	Advance	20			Duration lasts (Potency * 30) minutes. Alterations become more substantial, allowing the caster to add +2 or -2 to any one of the target's SPECIAL attributes, except for Luck, for the duration. This may not drop a target's SPECIAL below 1 or raise it above the target's natural maximum (usually 10). The caster may attempt to alter the patient to look like a specific other target of the same size, race and gender with a successful Perception check so long as the caster is very well acquainted with the individual being imitated.
	Expert	30			Duration lasts (Potency * 3) hours. As advanced, but the caster may now add +2 or -2 to any two SPECIAL attributes, except for Luck, for the duration. This may not drop a target's SPECIALS below 1, but may raise the target's SPECIALS above the target's natural maximum (usually 10). The patient's apparent gender may be changed, as may the patient's apparent race so long as the new race is relatively similar. (A unicorn could be turned into a pegasus or even a zebra, but not a griffin.) These
<b>Clean</b>	Basic	5			Cleans one patient or matter fitting within a cube of up to (Potency) feet.
	Advance	10			Cleans one patient disinfecting all wounds, or cleans and sanitizes up to (Potency) square yards of matter
<b>Heal [17]</b>					The signature spell of medical ponies, Heal enhances natural regeneration of the patient's tissues. Range is touch.
	Basic		10/20/		Heals (2d10 + [4 * Potency]) hit points; immediately closes wounds. Heal amount is spread among all limbs evenly. Cannot restore crippled limbs. Healing magical energy damage is especially difficult, requiring double the strain and requiring a Medicine skill roll at a -10 penalty.
	Advance		15/30		Healing amount increased to (5d10 + [5 * Potency]) over 3 turns. Cannot restore crippled limbs.
	Expert		20/40		Healing amount increased to (8d10 + [6 * Potency]) over 4 turns. Cannot restore crippled limbs.
<b>Pain Relief</b>					While under the effect of Pain Relief, the target can ignore crippled limbs (albeit at the risk of hurting herself further), and gains a bonus to DT. Range is touch.
	Basic	4			Duration of (Potency) minutes. Patient gains +2 DT
	Advance	8			Duration of (Potency) hours. As basic, but gains +4 DT.
<b>Restoration</b>					As Heal, but Strain cost is halved and the healing occurs over two minutes.
<b>Sound Slumber</b>	Basic	10			Maximum duration of sixteen hours. Patient recovers (Potency) in extra HP with each hour of sleep.
	Advance	20			As above, but the caster may affect (Versatility) patients.
<b>Alter Chemistry</b>	Advance	20			Duration lasts (Potency * 5) minutes. Creates a hormone surge which causes the patient to become one of the following: fearful, enraged, calm, panicked, happy, drowsy, horny or suggestible. Once every five minutes, intelligent living creatures can ignore the effects for five minutes with a successful Intelligence check. Non-intelligent living creatures cannot negate the effect. This spell has no effect on non-living creatures (such as ghouls or robots). This spell may be used to grant a bonus on Speech and Barter checks made against the target by (Potency * 5) so long as the patient is not able to ignore the effect. Range is medium.
	Expert	40			Duration lasts (Potency * 30) minutes. As the advanced version, but can affect (Versatility) patients. Every fifteen minutes, intelligent living creatures can ignore the effects for fifteen minutes with a successful Intelligence check at a penalty equal to (Potency / 2, rounded up) (minimum 1).
<b>Bone Mending</b>					This spell allows the the caster to regrow bones and otherwise restore crippled limbs. Unlike most healing spells, the magic of Bone Mending must be carefully guided by the caster. This is a delicate and precise process, calling for a successful Medicine skill roll to properly repair the limb. Range is touch.
	Advance	15			Heals (2d10 + [4 * Potency]) over 3 turns to any single body part of the caster's choice. The spell also heals one fifth as much (rounded up) to the patient's actual health pool in addition to this restoration to limbs. At this level, repairing severed limbs or limbs crippled by magical energy damage is impossible.
	Expert		20/40		Heal amount increased to (3d10 + [6 * Potency]) over 4 turns to each of (Versatility/2) limbs simultaneously. Also heals one fifth as much (rounded up) to the patient's actual health pool as it does to any individual limb. Reattaching severed limbs is possible, but requires restoring at least half of the limb's missing health within 5 rounds of being severed without outside aid. External magic may further increase the duration which can pass before treatment begins. Restoring limbs crippled by magical energy damage is especially difficult, requiring double the strain and imposing a -30 penalty to the Medicine skill roll.
<b>Purge System</b>	Advance	20			This spell allows for poison/drug purging and quickens drug recovery, but is also draining for the patient. The patient's body goes through up to (Potency) days' worth of metabolism, without suffering the ill consequences. This cleanses the body of all toxins with durations which would expire in that time, and quickens recovery of the rest by the same amount. This also burns through the patient's inner resources by half that amount, causing the patient's hunger and thirst to increase accordingly, and for patients who heal through radiation to shed their radiation as if that amount of time had passed, healing the appropriate amount.
<b>Regeneration [18]</b>	Advance	30			Duration is (Potency) minutes. Patient regenerates (Potency) HP at the end of their turn.
	Expert	50			Duration is (Potency * 10) minutes. Patient regenerates 5 + (Potency) HP at the end of their turn. Can regenerate entirely missing limbs, but requires healing the limb to 5 times its normal maximum health to do so. Recovery from missing limbs may take weeks beyond simply growing it back.
<b>Speed Recovery</b>					This spell allows a patient to regain points of SPECIALS lost from a single source so long as the source of the damage is no longer present. (This does not aid in cases where the points of SPECIAL are lost because the source of the damage is still present, such as rads or poison.)
	Advance	25			Duration is (Potency) hours. Patient recovers damage to SPECIALS at double the normal rate for the duration of the spell.
	Expert	50			Patient recovers damage to SPECIALS at double the normal rate. The spell lasts until the patient has recovered.
<b>Anesthetic</b>	Expert	40			Duration is special (see below). Conjures a ball of anesthetic magical energy a few inches in front of the caster's horn. The caster must roll to hit the patient (using the Medicine skill). If successful, the patient loses their sense of touch and pain. This also results in a loss of associated motor capabilities, effectively paralyzing the patient. Duration is one hour on a willing or unconscious subject. Duration lasts (Potency) turns on an unwilling patient, and the target suffers a -10 to all skill checks for the rest of the hour.
<b>Life Surge</b>	Expert	45			Brings a deceased target back to life with (Potency * 10) HP so long as the patient died within the past (Potency) turns.

Master Quick Spell List (Public Pre-Release) - Medical

Spell Name	Rank	Strain	Strain	Duration	Description
Experimental					
Pain Aplification	basic	4			Target feel as if a limb is crippled.
Pain Aplification	advanced	8			Treat all limbs as crippled.

# Master Quick Spell List (Public Pre-Release) - Offense

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Offense spells</b>					
<b>Arcane Blast [19]</b>					Arcane Blast is the most basic of offensive spells. The caster fires one or more bolts of magical energy, making a Science skill roll to successfully hit. The bolts from an arcane blast may be used to target multiple opponents, and the caster may choose whether to do lethal damage or stunning damage. Stunning damage reduces HP as normal, but the target merely passes out when they reach 0 HP, and Stunning damage recovers fully after an hour of rest.
	Basic	10			Short range. Spell fires a single blast that does 10 + (Potency * 3) + 1d10 damage.
	Advance	15			Medium range. Spell gains a Rate of Fire of (Versatility / 2, rounded up), using normal RoF rules. Each bolt deals 20 + (Potency * 3) + 2d10 damage.
	Expert	25			Medium range. Spell gains a Rate of Fire of (Versatility) and a Burst attack of (Versatility / 2), using normal RoF rules. Each bolt deals 30 + (Potency * 3) + 3d10 damage.
<b>Eldritch Knives</b>					Conjures a swarm of magical energy knives around the caster which are then mystically directed to attack a single target. The knives strike with a single attack roll dealing (Potency / 2, rounded down) +13 magical energy damage per knife. The target applies only half of his armor's DT (rounded down) against the total damage. Eldritch knives ignore shields. This spell takes two casting actions to cast. If the caster takes damage while casting, the spell is disrupted and the strain is lost.
	Basic	10			Short range. Creates (Versatility + 3) knives.
	Advance	15			Medium range. Creates (Versatility + 5) knives.
	Expert	20			Long range. Creates (Versatility + 7) knives.
<b>Energy Strike</b>					This spell must be purchased separately for each following energy types: fire, lightning, cold, light and plasma. The caster must roll to hit the target (using the Science skill). The attack manifests several inches in front of the caster's horn and moves away from the caster.
	Basic	10			Short range, damage equal to 15 + (Potency * 4) + 1d10, adds basic energy effect. Does not count as magical energy damage for purposes of healing.
	Advance	15			Medium range, damage equal to 30 + (Potency * 4) + 2d10, adds advanced energy effect and counts as magical energy damage for purposes of healing
	Expert	25			Long range, damage equal to 45 + (Potency * 4) + 4d10, adds expert energy effect.
<b>Fire</b>					Base damage reduced by 5, but deals fire damage, ignoring DT and reduced by Fire Resistance. A critical hit causes the target to catch fire. Target burns for an additional 1d10 fire damage per turn until they pass a Luck check or put themselves out.
					Base damage reduced by 10, but deals fire damage, ignoring DT and reduced by Fire Resistance. Can attack an individual target or cast as an Area of Effect with a radius of (Potency) feet. Creatures hit by the spell catch on fire, burning for an additional 1d10 fire damage per turn until they pass a Luck check or put themselves out.
					Base damage reduced by 15, but deals fire damage, ignoring DT and reduced by Fire Resistance. Area of Effect increased to (Potency * 2) feet. Flames are magical, dealing an additional 2d10 fire damage per turn and cannot be extinguished for the first (Potency) turns.
<b>Lightning</b>					Base damage reduced by 5, but deals electrical damage, ignoring DT and reduced by Lightning Resistance. Range is medium. A critical hit will disrupt a machine for (Potency / 2, round up) turns or drain 2d10 AP from a living opponent.
					Base damage reduced by 5, but deals electrical damage, ignoring DT and reduced by Lightning Resistance. Range is long. A critical hit will shut down a machine or arcanotech device completely or paralyze a living opponent for one turn.
					Base damage reduced by 5, but deals electrical damage, ignoring DT and reduced by Lightning Resistance. Range is extreme. Will shut down a machine or arcanotech device completely or paralyze a living target for one turn unless the target makes a successful Luck roll.
<b>Cold</b>					Base damage reduced by 5, but deals cold damage, ignoring DT and reduced by Cold Resistance. A critical hit causes a biological target (living or undead) to slow down, making all the target's actions cost an additional +10 AP to perform for 2 turns.
					Base damage reduced by 5, but deals cold damage, ignoring DT and reduced by Cold Resistance. Can attack an individual target or cast as an Area of Effect with a radius of (Potency) feet. Biological targets hit by the spell are slowed down by the extreme cold -- all actions cost an additional +10 AP to perform for 2 turns.
					Base damage reduced by 5, but deals cold damage, ignoring DT and reduced by Cold Resistance. Area of Effect increased to (Potency * 2) feet. Affected biological targets are slowed down by the extreme cold -- all actions cost an additional +10 AP to perform for (Potency) turns.
<b>Light</b>					Precise attack adds +10 to Science skill roll to hit the target.
					Color spray -- three beams. May attack two separate targets, but no target may be attacked with more than two beams. Roll attack rolls separately for each.
					Rainbow spray -- seven beams. May attack up to four separate targets, but no target may be attacked with more than two beams. Roll attack rolls separately for each.
<b>Plasma</b>					Critical strike multiplier as per Magical Energy Weapons.
					Range is short. Critical strike multiplier as per basic plus critical strikes lower the DT of the target's armor by 4 (after damage) unless the target makes a successful Luck check. This effect is cumulative and the armor is destroyed when DT reaches 0. This effect may be used to destroy cover as well.
					Range is medium. Critical strike multiplier as per basic and will liquify a target reduced to 0 HP. Any successful hit lowers the DT of the target's armor by 4 (after damage) unless the target makes a successful Luck check. This effect is cumulative and the armor is destroyed when DT reaches 0. This effect may be used to destroy cover as well.
<b>Rainbow Tornado</b>					Caster can seize control of a rainbow and turn it into an ensnaring weapon. The caster and target make opposed Versatility and Agility rolls respectively, with the caster gaining a +2 bonus. If the caster succeeds, the target is ensnared in the rainbow for the spell's duration. With a successful Science check, the caster may move the rainbow along with its trapped target anywhere within range. An ensnared target can take no actions except attempting to break free of the snare. Doing so requires a successful Agility roll at a penalty equal to the caster's (Versatility / 2, rounded up), to a minimum of 1.
	Basic	15			Duration of (Potency / 2, rounded up) turns. Range is short.
	Advance	25			Duration of (Potency) turns. As basic version, but the spell creates the rainbow, and the caster's bonus on her Versatility roll increases to +3.
	Expert	35			Duration of (Potency * 2) turns. As advanced version, but the caster's bonus on her Versatility roll increases to +4, and the rainbow may be imbued with spells from the Imbuing school or utilized as a magical conduit for the delivery of a spell at range that would otherwise have a range of touch. Range is medium.
<b>Storm Cloud</b>					This spell conjures a small storm cloud overhead capable of unleashing directed lightning attacks. Starting the round after casting the spell, the caster may direct a single lightning strike against a target each turn for 15 AP with a successful Science skill check. This spell may only be cast outdoors. Damage from this spell is electrical damage which ignores DT and reduced by Lightning Resistance. This damage does not count as magical energy damage for purposes of healing.

## Master Quick Spell List (Public Pre-Release) - Offense

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## Master Quick Spell List (Public Pre-Release) - Offense

[illegible]



## Master Quick Spell List (Public Pre-Release) - Perception

Spell Name	Rank	Strain	Strain	Duration	Description
<b>Perception spells</b>					
<b>Combat Precognition</b>	Basic	8			May be cast up to (Potency) minutes before combat. Adds a bonus to the caster's initiative equal to (Potency / 2, rounded up). This spell ends at the end of combat.
	Advance	12			May be cast up to (Potency) minutes before combat. Adds a bonus to the caster's initiative equal to (Potency)
	Expert	16			May be cast up to (Potency*10) minutes before combat. As advanced, but the caster goes first, regardless of initiative roll.
<b>Detect Magic</b>					This spell creates an aura only the caster can see outlining sources of magical energy, including spells and enchanted objects. A successful Science skill check may allow the caster to read the aura, determining the general strength and nature of the magic. This will, for example, tell the caster which spell vocation a spell effect is from, and what level (basic, advanced or expert) at which the spell was cast.
	Basic		10 + 1 per turn		Range is (Potency) * (Perception) in feet. Can only detect auras of objects in plain sight.
	Advanced		15 + 1 per turn		Range is (Potency) * (Perception) in yards. Can detect any auras within the area of effect.
<b>Detect Others [22]</b>					This spell creates an aura only the caster can see outlining potential targets. This aura becomes red if the target is hostile.
	Basic		10 + 2 per turn		Range is (Potency) * (Perception) in yards. Can only detect auras of targets who are not actively hiding and would be partially in an unblocked line of sight.
	Advance		15 + 2 per turn		Range is (Potency) * (Perception * 10) in yards. Can detect any auras within the area of effect, even if fully behind walls or other obstructions. Can detect targets attempting to hide using an opposed Science check, with a bonus equal to double the caster's Perception, against the target's Sneak skill check.
<b>Heightened Senses [23]</b>	Expert		25 + 2 per turn		Range is (Potency) * (Perception * 100) yards. Can detect any auras within the area of effect, even if actively concealed by illusionary magics. If a target is actively concealed by illusionary magics, the caster must make an opposed Science check, with a bonus equal to double the caster's Perception, against the opposing caster's Science skill check with a bonus equal to double that caster's Potency
	Basic	5			Duration of (Potency * 10) minutes. You gain a bonus equal to (Potency / 2, rounded up) to your Perception with a single basic sense (sight, hearing, smell, taste or touch) for the duration. This bonus also affects skill rolls for Perception-based skills if an appropriate sense is chosen.
	Advance	10			Duration of (Potency) hours. As the basic version, but you gain the bonus with (Versatility / 2, rounded up) basic senses (sight, hearing, smell, taste or touch) for the duration.
<b>Locate Item</b>	Expert	20			Duration of (Potency) hours. You gain a bonus equal to (Potency) to your Perception with (Versatility) senses for the duration. Senses enhanced may include extraordinary senses. This bonus also affects skill rolls for Perception-based skills if an appropriate sense is chosen
					When taking this spell, the caster chooses a type of object (for example: gemstones, bullets, clean water). This spell allows the caster to locate the target object(s) within the spells range with a successful Survival skill check. If the location of the target object(s) are within the caster's line of sight, the location will be illuminated by a glow only the caster can see and no check is required. Creatures attempting to remain hidden from this spell may do so with a successful Sneak check at a penalty equal to the caster's (Potency * 3)
	Basic		5 + 1 per minute		Detection range is (Versatility * 10) yards
<b>Night Vision [24]</b>	Advance		5 + 2 per 10 minutes		Detection range is (Versatility * 100) yards. The caster can sense the specific type and amount of the target object(s) located.
	Expert		5 + 5 per hour		As per the advanced version of the spell, but the detection range is (Versatility * 1000) yards.
	Basic	5			Duration of (Potency) minutes. You can see in the dark (penalties halved) and your Perception is temporarily improved by 1 point in dim or dark conditions. You receive a -1 penalty to Perception in well-lit conditions
<b>Shared Sense</b>	Advance	10			Duration of (Potency) hours. You can see in the dark clear as day (no penalties for darkness), and Perception is temporarily improved by 2 points in dim or dark conditions. You receive a -1 penalty to Perception in well-lit conditions
	Expert	15			As per Advanced, but you may cast this spell on others with a range of touch and there is no longer a penalty in well-lit conditions.
					Shared Sense allows the caster to perceive through the senses of another biological creature. The caster chooses whether the sense effected will be sight, hearing, smell and taste (combined), touch or a specific special sense. The caster must make a successful Science skill check and any unaware or unwilling target creature may make an Endurance check to negate the spell. If the caster also possesses the shared sense, the sensory input will be overlaid. In the case of sight, hearing or touch, this effect causes extreme disorientation and a -20 to all skill checks unless the caster should takes measures to dampen her own sensory input first (such as with a blindfold or earplugs)
<b>Telepathy [25]</b>	Basic	10			Duration is for (Potency) turns or until the target moves more than (Versatility * 10) yards from the caster. The casting range of the spell is touch.
	Advance	20			Duration is for (Potency) minutes or until the target moves more than (Versatility * 100) yards from the caster. The casting range of the spell is short.
	Expert	30			Duration is for (Potency * 10) minutes or until the target moves more than (Versatility * 1000) yards from the caster. The casting range of the spell is medium.
<b>Magic Mirror</b>					Telepathy allows the caster to read the surface thoughts of a target and communicate with them through thought. The caster must touch her horn to the forehead of the target (or the horn, if the target is also a unicorn) to initiate the spell. In addition to other benefits, telepathically connected targets may use combat synchronization which allows the caster and target to act on the highest initiative between them.
	Basic	10		Duration is for the length of time the caster's horn continues to touch the target's forehead.	
	Advance	20		Duration as above plus (Potency) minutes afterwards.	
<b>Magic Mirror</b>	Expert	30		Duration as above plus (Potency * 10) minutes afterwards.	Can be cast on up to (Versatility) targets by touching their foreheads one after the other over the course of a single turn.
					Magic Mirror allows the caster to use a mirror or other reflective surface as a visual and auditory window to another location. The range is unlimited but the caster must have personal familiarity with the location, and the location must also contain a reflective surface.

## Master Quick Spell List (Public Pre-Release) - Perception

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## Master Quick Spell List (Public Pre-Release) - Spirits

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## Master Quick Spell List (Public Pre-Release) - Spirits

Spell Name	Rank	Description
		1. Gender swapped for one hour.
		2. Gain the "Small Frame" trait for 30 minutes.
		3. Catch fire, as a Spirit of Rage with same (SA).
		4. A glowing arcane sign appears on their back, reading "Kick Me." -10 to Sneak.
		5. Suffers a reduction (SA*2) to AP.
		6. Target gains "Large Frame" trait for one hour.
		7. Randomly shuffles the target's mane and coat colors to other combinations, but always to something tasteful.
		8. Target's critical failure chance doubles for 30 minutes. This stacks with the "Jinxed" trait.
		9. Target gains the body odor of an unwashed Buffalo's rear end. -20 to all Speech and Barter checks for one hour. This effect can be ended early by taking a bath.
		10. Derp eyes. Target gains +1 to Perception and takes a -1 to Agility, and a -20 penalty to all attack rolls.
Spirit of Emptiness [Antimagic]	Basic	Armor provides (SA*2) bonus DT against Spells and other magical effects [but not against magical energy weapons].
	Basic	Cloak grants (SA*3) bonus to Speech checks made to destroy morale, or to drive ponies into despair.
	Advanced	Weapon destroys Shield spells if (Damage Dealt / 10) is greater than the caster's Potency. You must target the shield itself to use this effect.
	Expert	Weapon destroys Shields as Advanced. In addition, the weapon deals (SA*2) bonus damage, and drains (SA/2) d10 of the target's Strain, if any.
	Expert	Weapon destroys Shields as Advanced. In addition, target must make a (CHA-SA/3) check, or they no longer count as allies or friends to anyone for the purpose of spells, spirits, perks, or any other effects. This effect lasts for (SA) hours.
Spirit of Fear	Basic	Cloak grants (SA*3) bonus to Speech checks made to inspire fear.
	Advanced	Totem, Icon or Standard gives off an aura of fear measured in (SA) radius yards. Enemies within this radius take a (SA/3) penalty to Charisma checks against fear-type effects.
	Advanced	Cloak: As Basic, and grants the wearer a terrifying aura that forces hostile targets within (SA) yards to make a Charisma check, or flee combat for 1 minute. This is an attack on the soul.
	Expert	Cloak: As Advanced, but enemy Charisma checks are made at (SA/2) penalty.
Spirit of Friendship [Magic]	Basic	Cloak grants (SA*3) bonus to Speech checks made to raise reputation, or make friends and allies.
	Basic	Cloak grants wearer (SA) additional Strain regeneration every hour.
	Advanced	Weapon gains the Magic special quality (i.e. deals Magical Energy damage, and increases critical multiplier to x2).
	Expert	Cloak: As Basic, and ends Burnout condition when the Unicorn has recovered 75% of their maximum strain (rounded up).
Spirit of Generosity	Basic	Cloak grants (SA*2) bonus to Barter checks.
	Advanced	Armor allows you to take on all penalties suffered by of one of your allies in their stead. This can include penalties from poison, spells, crippled limbs, etc.
	Expert	Armor: As Advanced, and wearer gains the ability to share beneficial effects with a number of allies up to the wearer's Charisma.
Spirit of Hate [Cold]	Basic	Weapon damage causes all target's actions in the next round to cost an additional (SA/2) AP.
	Basic	Armor provides (SA*2) bonus Cold Resistance, and protects against severe cold environments.
	Basic	Cloak grants (SA*3) bonus to Speech for lowering Reputation of a Factions to targets of the Speech check. [Example: turning allies against one another, convincing a populace to fight against their leader, etc.]
	Advanced	Weapon: As Basic, but deals an additional (SA*2) cold damage, and target's actions in the next round to cost (SA) additional AP.
	Expert	Weapon: As Advanced, and deals (SA) d10 bonus cold damage on critical hits (this damage does not multiply). In addition, the additional AP cost for all actions lasts 3 rounds. This effect overlaps, but does not stack, with itself. [I.E. shooting the target again the next round does not increase the duration to five rounds, but rather resets it to three.]
Spirit of Hope [Light]	Basic	Object radiates (SA*2) feet of bright light.
	Basic	Armor or clothing provides (SA*3) bonus to Speech checks made to inspire hope.

## Master Quick Spell List (Public Pre-Release) - Spirits

Spell Name	Rank	Description
	Advanced	Weapons gain (10+SA) as a bonus to hit, and a (20+SA) penalty to the wielder's Stealth checks, as the weapon glows brightly.
	Advanced	Cloaks or blankets enchanted can protect sleeping individuals from nightmares and other similar effects.
	Expert	Cloaks or amulets imbued provide protection from attacks against the soul, such as Necromantic attacks or 'Discord' effects, granting a bonus of SA/3 on all CHA checks to oppose such effects. In addition, it halves the time required to recover from such attacks.
Spirit of Honesty	Basic	Cloak grants (SA*3) bonus to Speech checks made to convince a target to be truthful.
	Advanced	When bound to a room, occupants take a (SA*3) penalty to Barter and Speech checks made to lie.
	Advanced	Armor or Clothing allows the wearer to reduce crafting time by one hour when working solo, but may not reduce it to less than half an hour. When working in a group, the wearer counts as having Raise This Barn perk, so long as an Earth Pony with the Raise This Barn perk is leading the project.
	Expert	Armor provides a (SA/2) bonus to Endurance checks to resist exhaustion, and cuts time needed to sleep in half.
Spirit of Jealousy [Darkness]	Basic	Armor provides (SA*2) bonus of on using sneak for the thief perk
	Basic	Cloak grants SA*3 bonus to Speech checks to convince others to covet items, places or people.
	Basic	Helmets, goggles, or other eyewear grant Night Vision: +1 perception in the dark, and halves darkness penalties.
	Advanced	Cloak dims artificial light sources such as candles, torches, flashlights, lamps, and the like, that the wearer enters. This lowers light-based penalties, and increases bonuses, to stealth checks, by (SA*2), maximum 30 in pitch-black darkness.
	Advanced	Helmets, goggles, etc: as Basic, but +2 perception in the dark, and removes 100% of penalties for low light.
	Advanced	Weapon: Weapon's visible effects, such as muzzle flash, rocket flare, or laser glare, are dampened. In addition, target must make a CHA check when struck, or be blinded for (SA) rounds, or (SA) minutes on a critical hit.
	Expert	Weapon: as advanced but: on critical hit the target makes a CHA check as a minus SA/2 or has an boosting effects on themselves [beneficial spells, drugs etc] stolen and applied to the weapons waelder.
Spirit of Kindness	Basic	Cloak grants (SA*2) bonus to Speech checks made to calm others or prevent violence.
	Advanced	Cloak or Armor provides (SA*2) bonus to Medicine checks. In addition, all healing spells and potions heal (SA/3) additional d10, rounded up.
	Advanced	Weapon gains Stun quality.
	Expert	When bound to a room, occupants must pass a CHA test in order to take any violent actions.
	Expert	As Advanced, and in addition, target must make a CHA check. Failure forces the target to leave combat to the best of their ability. This effect lasts (SA) minutes, and any damage to the target afterward breaks this effect prematurely.
Spirit of Laughter	Basic	Cloak grants (SA*2) bonus to Speech checks made to amuse or to be funny.
	Advanced	Armor provides immunity to fear-based effects, such as roars and howls.
	Advanced	Cloak reduces the AP cost of the React action by (SA) [I.E., (SA 5) reduces the AP cost of the React action by 5]
	Expert	Armor: As Advanced, and the wearer may make a CHA check to dispel illusions, opposed by the caster's science roll.
Spirit of Life	Basic	Cloak grants (SA) bonus to healing/hour gained from resting.
	Advanced	Canteen: All healing potions drunk from the canteen/bottle/container gain additional healing equal to (SA/2) per d10 of healing.
	Advanced	Placing a talisman over a door increases healing for all individuals resting inside the room by (SA) per hour.
	Advanced	Armor provides (SA/2) bonus to checks made to resist necromancy spells and effects.
	Expert	Cloak grants (SA) in natural healing every hour.
	Expert	Armor provides (SA*5) additional HP.
Spirit of Loyalty	Basic	Armor provides allies participating in combat (SA) bonus DT.
	Basic	Cloak grants (SA*3) bonus to Speech checks made to keep ponies from desertion, or to give speeches to boost morale.
	Advanced	Armor: As Basic, and allies gain (SA*3) Resistance (All).
	Advanced	Weapon deals (SA*2) bonus damage against any and all targets that have wounded an ally during that combat.
	Expert	Armor: As Advanced, and allies gain effective +1 to END and CHA checks made to resist magic.

## Master Quick Spell List (Public Pre-Release) - Spirits

Spell Name	Rank	Description
		<b>Note: Allies should be defined as other player's characters (so long as the relationship between the characters is not antagonistic) and NPCs important to the character. The maximum number of allies affected is equal to the wearer's Charisma.</b>
Spirit of Machines	Basic	Cloak grants (SA*2) bonus to Mechanics checks made to reduce crafting time.
	Basic	Item imbued never drops below Used quality unless it is destroyed.
	Advanced	Item imbued never drops below Good quality unless it is destroyed.
	Advanced	Cloak: As Basic, and increases the healing rate of Cyberpony wearers by (SA/3), rounded down.
	Expert	Item imbued never drops below Perfect quality unless it is destroyed.
	Expert	Weapon, Ranged gain Light Anti-Matrix quality, and Melee gain Anti-matrix.
	Expert	Cloak: As Advanced, but increases the healing rate by (SA/2), rounded up.
Spirit of Memories	Basic	A Shaman can fill an existing empty memory orb with memories from a willing subject.
	Advanced	Creates a memory orb by using a Gem approved by the GM, and allows use of it.
	Advanced	Shaman can fashion a Zebra Recollector.
	Expert	Shaman can fashion memory orbs that do not require Recollectors to access.
	Expert	Melee weapon can steal thoughts from target struck, dealing (SA) bonus damage. IN addition, target must make a CHA check or suffer -1 to INT, CHA, and PER. Memories stolen in this fashion can be viewed like a memory orb, without need of a Recollector. Wielder must test LCK to determine if the stolen memories stolen are of any value to the wielder.
Spirit of Nature	Basic	Armor or Cloak grants (SA*2) bonus to Survival checks.
	Basic	Headgear provide (SA*3) on Speech checks against animals, and allows the shaman to communicate with them empathically.
	Advanced	Armor provides (SA/2) bonus to all opposed STR or AGI SPECIAL checks.
	Expert	Headgear grants (SA*4) bonus to Speech checks against wildlife, and shaman gains the ability to speak to and understand animals.
Spirit of Poison [Nature]	Basic	Weapon allows applied poison to be used for SA hits instead of once.
	Advanced	Weapon: as Basic, and gains the Poison quality on critical hits, dealing (SA/3) poison damage to STR, AGI, END, or PER score (rounded down). The type of SPECIAL damage done must be chosen on enchanting, and reduces poison resistance by (SA*3)%
	Expert	Weapon: As Advanced, but damage to SPECIAL stat is equal to (SA/2).
Spirit of Rage [Flame]	Basic	Weapon sets target on fire, dealing (SA/2) d10 fire damage per turn for 3 turns.
	Basic	Armor provides (SA*2) bonus to Fire Resistance.
	Basic	Cloak grants (SA*3) bonus to Speech checks made to incite rage.
	Advanced	Weapon: As Basic, but add (2+SA*2) Fire damage to each attack made with the weapon.
	Expert	Weapon: As Advanced, but adds SA d10 additional Fire damage on a critical hit.
Spirit of Riddles	Basic	Imbued into something that presents a riddle or puzzle, such as a lock or a locked terminal, this spirit lowers or raises difficulty of the test by (SA), Shaman's choice.
		As Basic, but with a difficulty change of SA*2, unless a password is used.
	Advanced	Imbue tool grants a bonus of SA*2 on Lockpick, Explosives, or Science tests made using that too. Shaman must choose the type of bonus upon imbuing.
	Expert	Jams locks or locks terminals unless the password is known, or unjams or unlocks locks or terminals for SA attempts to pick or hack.
Spirit of Storms [Lightning]	Basic	Armor provides (SA*2) bonus to Lightning Resistance against electrical damage, such as from the Elemental Strike: Lightning spell, bucked thunderbolts, or exposed wires.
	Basic	Cloak protects wearer from most penalties inflicted by naturally-occurring storms.
	Basic	Weapon, on a critical hit, deals an additional +1d10 damage per (SA/3, rounded up), and lowers target's maximum AP by the electrical damage dealt, for the next (SA/2) rounds. This effect only affects biological targets with a nervous system.
	Advanced	Weapon: As Basic, and all attacks do (SA*2) bonus electrical damage. In addition, the AP drain now affects non living non biological targets as well.

## Master Quick Spell List (Public Pre-Release) - Spirits

Spell Name	Rank	Description
	Expert	Weapon deals (SA*2) electrical damage, critical hits deal (SA/2+1)d10 additional damage on a critical hit, and lowers the target's maximum AP by the total electrical damage for SA rounds. The AP reductions by multiple hits do not stack: instead, target takes the penalty equal to the largest single amount of electrical damage dealt that round.
Spirit of Waves [Water]	Basic	Chosen container fills itself with (SA) gallons of clean water per day.
	Advanced	Chosen container fills itself with (SA) gallons of water every 4 hours
	Expert	Chosen container fills itself with (SA*2) gallons of clean water every hour.
		<b>Regardless of level, containers do not fill to overflowing. If the container is placed in a manner that the water will pour out, the container will pour water as it refills.</b>
Spirit of Whispers	Basic	One-handed weapons gain the Silent quality. Weapons fired in Burst or Full Auto mode do not gain this bonus.
	Basic	Cloak allows hushed whispers from the wearer to be heard by his or her allies as if they were normal speech. [Example: Whispering across the table in a bar would be difficult to eavesdrop on, but easily heard between allies.]
	Basic	Armor provides (SA+10) bonus to Stealth checks.
	Advanced	Automatics, Rifles, and powered Melee/Unarmed weapons gain the Silent quality.
	Expert	Mines, Grenades, and Heavy Weapons gain the Silent quality. Exploding ammunition, however, still makes plenty of noise (unless the ammunition is enchanted separately with another Spirit of Whispers).
Spirit of Wind [air]	Basic	Cloak protects against all Wind-related penalties.
	Basic	Masks provide (SA/2) hours worth of fresh air per day when in an airless environment. This does not protect wearer from toxic gases or other airborne effects.
	Basic	Melee Weapon gains the Agile quality.
	Advanced	Ranged Weapons with a Rate of Fire increase ROF by (SA/2) for purposes of the Full Auto attack or Suppression action, granting additional attacks.
	Advanced	Cloak grants the wearer (SA*3) bonus AP per turn, to be spent only on movement or dodging. In addition, AP spent to dodge becomes an effective one-to-one ratio.
	Expert	Cloak: As Advanced, and wearer may dodge at any range.



## Master Quick Spell List (Public Pre-Release) - Advance Combat Actions

Advance Combat actions	
Melee/Unarmed	
<b>Break Free</b>	To break free of someone choking or pinning you, you must win an opposed STR test at a cost of 35 AP for you.
<b>Buck</b>	You turn and give your target a powerful kick with both rear hooves. This basic Unarmed attack costs triple your Unarmed weapon AP to perform and cannot be parried. This attack can benefit from any hoof-worn unarmed weapon so long as you are wearing the same weapon on both rear hooves. Roll at +15% accuracy, and if successful, inflict double your normal unarmed damage to the target. So long as the target is not more than one size larger than you, the target must make a successful END roll to avoid being knocked down, with a penalty of 1 for every 10 damage dealt. Whether successful or not, opponents gain a +10% accuracy bonus to strike you until your next turn for each time you buck.
<b>Catch</b>	A character may attempt to catch a flying or falling creature or object so long as the character can move into the path of that creature or object. Catching is an action that combines a movement action with an Unarmed skill check for the cost of that movement action +5 AP. A character who does not wish to be caught may attempt to avoid the catch with an Agility check with a penalty equal to -1 for every degree of success by which the Unarmed skill check succeeded, to a maximum of -3. (The effect of catching an object or creature depends on the circumstance and may require further rolls. Catching a grenade will stop the grenade's travel; catching a flying dragon isn't going to stop the dragon's flight.)
<b>Charging</b>	It's possible to cover even more distance if you don't care about turning or dodging, and when you Charge, you cover END + (AGI x 2) in yards in a straight line per 10 AP spent, but you take 15 AP to safely slow down as per Sprinting, and until your next turn, anyone attacking you gets a +10% accuracy bonus per 10 AP you spent charging. Instead of slowing down safely however, you can chose to barrel into an opponent for greater damage. For any Slam, Tackle, or Flying Tackle immediately preceded by one or more consecutive Charge movements, you may add your END + (AGI x 2) as damage provided that you moved at least one full Charge. However, you take half that amount of damage yourself. Barding protects against this damage. Charging is exhausting; the maximum number of successive charges actions you can take is equal to your (END / 2, rounded up). Charge cannot be used for calculating overland travel times
<b>Choke</b>	You may attempt to choke an opponent into unconsciousness. This maneuver is most easily performed on an opponent you are pinning. Otherwise, the initial attack requires an attack roll at a -30 penalty and the opponent may attack or attempt to move while being choked. Opponents being choked suffer a -20 penalty to all attack rolls. While choking an opponent, you may take no other actions except attempting basic move actions, requiring you to maneuver your opponent with you. Movement distances for both you and your opponent are reduced by half and move actions are contested with opposed agility rolls. Successfully choking an opponent takes a number of turns equal to the opponent's Endurance. A unicorn with a skill of at least 25 in Medicine or Unarmed may attempt to perform a choke telekinetically on an opponent within line of sight and short range. The opponent gets the normal opposed roll for avoiding telekinesis. Telekinetic choking follows all the normal rules for choking except that movement actions are not reduced or opposed. The opponent may not use Break Free to break out of a telekinetic choke, but may break it by moving out of the unicorn's line of sight for a turn. A choked-out victim remains unconscious for ten minutes, after which she may make an Endurance roll to recover. If she fails, she may repeat this roll once per minute until she awakens.
<b>Disarm</b>	A difficult close combat maneuver meant to relieve an opponent of their weapon. Roll a contest of your Melee or Unarmed skill at a -40% penalty to accuracy against the opponent's Melee skill. This can be improved by making it a precise strike. The AP cost is based off the weapon used.
<b>Escape</b>	A character who is being held but not bound, choked or pinned can attempt to dislodge herself from the hold. This attempt costs 20 AP and is a Strength or Agility check opposed by her opponent's Strength check. If the opponent is attempting any other action (including being engaged in flight or other movement), the character gains a +2 bonus to the check. A character may attempt escape actions before their turn in the combat sequence by borrowing AP from their upcoming turn. However, doing so increases the cost to 25 AP.
<b>Flying Tackle</b>	You leap at your opponent attempting to knock them back then pin them to the ground. This risky maneuver costs triple your Unarmed weapon AP to perform and cannot be parried. If successful, this attack deals normal damage, plus it knocks them back as with a Slam and allows you to pin them. You must succeed at an opposed 1d10+STR + AGI test with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. So long as the target is not more than one size larger than you, if you beat your opponent's result, you knock your opponent to the ground and pin them. In addition, for every degree of success you achieve on the opposed roll, you deal 2 extra points of damage. If you fail any part of this attack, you take half normal unarmed damage and are automatically knocked down.
<b>Parry</b>	Attempt to deflect a close combat attack using a melee weapon or unarmed attack. Using the melee skill, ranged weapons can be used to parry at a -20% penalty to accuracy. Roll Melee or Unarmed skill and compare your margin of success to your opponent's margin of success; defender wins on a tie unless the attacker got a critical success and the defender did not. You must have 15 AP remaining per opponent whose attacks you wish to parry.
<b>Pin:</b>	If your opponent is laying on the ground, you may attempt to pin them. You must succeed at a 1d10+STR+AGI test at a +2 bonus versus the target's opposed 1d10+STR+AGI test. A pinned opponent cannot move and is at a 30% penalty to any action other than breaking free. This maneuver costs 20 AP each turn you maintain it. Neither you nor your opponent can take a movement action during a pin.
<b>Precise Strike / Precise Shot</b>	You may spend up to your (PER x 3) making a carefully aimed strike, shot, or burst, gaining a +1% bonus to accuracy per AP point spent. You may spend this AP at the end of one turn to apply to an attack at the beginning of your next turn, provided that attack is your first action on that turn. This action cannot be used for a "Wild" attack.
<b>Slam</b>	You slam your body into your target, sending the target flying. This basic Unarmed attack costs double your Unarmed weapon AP to perform and cannot be parried. The only unarmed weapons that can be used for this attack are helmets and body spikes. Otherwise, the AP and damage are based on a bare-bodied attack. If successful, this attack deals normal damage. Then make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1 yard in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement. Should the damage from knockback exceed the object's HP, the object breaks and the target continues moving whatever distance remains. If you fail any part of this attack, roll an Agility check to stay upright.



## Master Quick Spell List (Public Pre-Release) - Advance Combat Actions

<b>Tackle</b>	You grapple a target to the ground. This basic Unarmed maneuver costs double your Unarmed weapon AP to perform and cannot be parried. If successful, this attack deals half normal damage. Then make a STR check opposed by your target's STR or AGI (defender's choice). So long as the target is not more than one size larger than you, if you beat your opponent's result, you knock your opponent to the ground and pin them. If you fail any part of this attack, roll an Agility check to stay upright.
<b>Trip</b>	Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. Counts as a Normal Action (15 AP) but does no damage. Roll STR (or END for telekinetically wielded weapons) + d10 versus your opponent's AGI + d10. If your result is higher, your opponent is knocked down. If your target is flying, you may use a trip action to attempt to hit an opponent's wing to destabilize her flight, causing freefall.
<b>Wild Swing</b>	If a character must use one or more move actions in order to be able to attack an opponent and is left without enough AP to attack, but they still have some AP left unspent, they may expend all remaining AP to make one Wild Swing attack with any readied melee weapon or an unarmed attack. This poorly aimed attack has a penalty of -1% accuracy to hit for every point of AP that the character is short.
<b>Ranged</b>	
<b>Attacking From the Ground</b>	For most beings, it is awkward to fight up close while laying down. At point blank range, the accuracy bonus is negated and there is a -10% penalty to accuracy if the attacker is laying down. Using Melee weapons from the ground is a bit trickier and inflicts a -20% penalty to accuracy due to the awkward movements necessary (though perks can reduce this).
<b>Bipods/Tripods/Pintle Mounts</b>	Long barreled weapons can be mounted on a bipod or tripod (with the Use Item action) which reduces Strength requirements by 4 as well as reducing accuracy penalties by 5% at medium range and 10% at long or extreme range. Pintle mounts negate Strength requirements for a weapon while it is attached, but attaching and detaching weapons from such a mount is generally not a combat action unless the weapon or the mount was specifically designed for it. Being generally low to the ground and not designed to rapidly shift aim, bipods negate the bonus for firing at point blank range and instead impose a -20% penalty to accuracy. At GM discretion, tripods and weapons on pintle mounts may have a -10% penalty to accuracy applied if attacking from an awkward angle.
<b>Bracing</b>	Resting a long barreled weapon on a suitable piece of terrain (a large rock, short wall or fence, etc) reduces Strength requirements by 2. It also reduces accuracy penalties by 5% at medium range and 10% at long or extreme range. Weapons mounted on a Battle Saddle cannot normally be braced.
<b>Breach Lock</b>	A character may expend an explosive and attempt to substitute Explosives for Lockpick in order to get past a lock. However, this has a good chance of damaging contents inside a locked container. The GM rolls for each item inside (excluding bottlecaps or pre-war bits). On a roll less than or equal to the base damage of the explosive used (minus 5% for each degree of success the character had on her Explosive roll, and minus 5% for each rank the character has in Explodee McGee), the item takes damage. Hardy items, such as weapons and armor, suffer one degree of degradation. Others, such as ammunition or medical supplies, will be destroyed.
<b>Burst Fire</b>	Using an automatic weapon you roll 3 attacks at -10% accuracy to hit if you are under Strength for the weapon. Counts as a Normal Action.
<b>Full Auto</b>	Using an automatic weapon you roll a number of times equal to the weapon's RoF and expend twice that many bullets. Each shot is at a -(5 x RoF) penalty to accuracy, and if you are under Strength for the weapon, there is an additional -10% accuracy to hit for every roll. For every success, if the result is odd, one bullet hits, whereas if the result is even, two bullets hit. This is the basic action attack for weapons with a Rate of Fire
<b>Precise Shot</b>	You may spend up to your (PER x 3) making a carefully aimed strike, shot, or burst, gaining a +1% bonus to accuracy per AP point spent. You may spend this AP at the end of one turn to apply to an attack at the beginning of your next turn, provided that attack is your first action on that turn. This action cannot be used for a "Wild" attack.
<b>Suppression Fire</b>	Instead of attacking a specific target, a weapon capable of performing a Full Auto attack can be used to attempt to pin opponents behind cover. Ammo is expended as normal for a Full Auto attack. In general only one corner of a building or both sides of a small obstruction like a cart can be covered. Any opponent in the suppressed area who expends AP while at least partially exposed (e.g. returning fire or moving out of cover) is automatically attacked once (at normal Full Auto penalties) for every 15AP they spend while not in full cover. These attacks are resolved exactly as if coming from an automatic weapon with RoF: 1. Obviously once all bullets have either hit or missed, no further suppression can occur. Actions performed while exposed to suppression fire (including shooting back) are at a -10% penalty to skill since random fire is rather distracting.
<b>Wild Shot</b>	If a character using a ranged weapon takes one or more move actions in order to move into a position that provides a better percentage chance to hit and is left without enough AP to make the attack, but the character still has some AP left unspent, she may expend all remaining AP to make one Wild Shot attack. This poorly aimed attack has a penalty of -1% accuracy to hit for every point of AP that the character is short.
<b>Special Actions</b>	
<b>Activate PipBuck Function</b>	Characters who possess a PipBuck may activate special features of their PipBuck. Activating or deactivating the PipBuck's light, or accessing its functions like Automapping, costs 10 AP. Activating the PipBuck's Stable-Tec Arcane Targeting System (S.A.T.S.) also costs 10 AP and gives you access to penalty-reductions for part of the rest of your turn. Finally, accessing the PipBuck's Eye-Forward Sparkle (E.F.S.) grants the character an illusionary "heads up display" that allows a character to locate and assess targets. Activating E.F.S. costs 25 AP but will last until turned off. Turning off E.F.S. is a 0 AP action While S.A.T.S. is active, your PipBuck negates up to 30% worth of penalizing attack modifiers. S.A.T.S. can only negate penalties; it cannot give a bonus.
<b>Dodge</b>	After other actions, you may dedicate any amount of your remaining AP to dodging. For every two AP spent, your opponents suffer a -1 penalty to Melee and Unarmed attacks against you, as well as attacks made against you from long or extreme range, to a maximum penalty equal to your (AGI x 3). This effect lasts until your AP refreshes.
<b>General</b>	A general action is any relatively simple action that doesn't fit into any of the other action types, such as opening a door or tying a rope, as well as skill-based action attempts such as hacking a terminal or picking a lock. A general action costs 25 AP in combat and requires that the necessary equipment be already held by the pony attempting it. Inventions or equipment modifications may decrease the AP cost of specific general actions. (For example: a quick-release harness may reduce the cost of detaching oneself from a wagon from 25 AP to 10 AP.)

## Master Quick Spell List (Public Pre-Release) - Advance Combat Actions

<b>React</b>	Once a turn, you can choose to hold a single action in order to react to others. For instance, a guard might be staring out into the night, watching a lonely stretch of roadway. If the guard became aware of multiple enemies but didn't have a line of sight to them, they could chose to hold their action and attempt to react as enemies became visible while dashing from cover to cover. Changing what you are reacting to, or changing the react action, adds an extra 10 AP to the action and a -10% penalty to accuracy. Changing multiple times accrues cumulative penalties.
<b>Reload</b>	This takes 10 AP for single shot guns or guns with clips / drums / speed loaders or for battle saddles with a reloader lever. Revolvers, Bolt-Action, Lever-Action, and Pump-Action guns without speed loaders, and battle saddles without a reloader lever take 20 AP to reload.
<b>Use Items</b>	Using an item from your inventory, such as a healing potion or chem, costs 20 AP if you have hands, the Tail Trick perk or telekinesis. Otherwise, it costs 30 AP. Because they are hung to be readily available, using holstered items (usually weapons) costs 10AP less than the above cost. Masks, when worn, can be adjusted for use or disuse with a 10 AP action. You must have a hand, mouth, or equivalent manipulator free to use this action.
<b>Unjam or De-glitch a Weapon</b>	It costs 30 AP to clear the jam or fix a glitched plasma or magical weapon. Until then, the weapon will not fire.
<b>Multiple Weapons</b>	Attacking with two weapons at the same time (AP cost of higher AP weapon) gives a -40% penalty to accuracy if both are aimed at the same target, or -60% penalty if aiming at different targets. (These penalties may be reduced by some perks.) This penalty does not apply to weapons mounted in Battle Saddles. Some weapons carry additional penalties or simply cannot be multiple-wielded outside of a battle saddle. (See the Heavy, Set and Unwieldy special qualities in the Master List for details.)
<b>Sneak Attack</b>	A successfully sneaking character who attacks an unaware target gains a +30 bonus to the attack as well as a +20% chance of critical hit.
<b>Invention</b>	<p>Characters with sufficient skill may attempt to create schematics for new crafted chems or mundane equipment. To create a schematic, the character must have the appropriate level of skill and succeed at a Hard difficulty skill test. Before a character can create a higher-rank schematic, they must possess a schematic of the same item for each lower rank.</p> <p>Creating a schematic takes a day per rank to create. Once a schematic has been created, the player and GM should collaborate to choose four or five required components or ingredients necessary to craft the item from the schematic.</p> <p>Basic Quality Schematic (Skill 50): Creates a basic schematic for a craftable item. The character who is crafting based off this schematic suffers a -20 to her skill for the crafting roll. Some detailed scribbles on a piece of paper.</p> <p>Average Quality Schematic (Skill 75): Creates an advanced schematic. The character who is crafting based off this schematic gains no bonus or penalty to her skill for the crafting roll. Well drawn diagrams on a handful of sheets including some basic measurements.</p> <p>Expert Quality Schematic (Skill 100): The character who is crafting based off this schematic gains a +20 bonus to her skill for the crafting roll. Detailed craftspony's drawings with precision measurements, materials notes and the like. Comprises numerous images and a small reference book worth of detailed information on how to build the item.</p>

## Master Quick Spell List (Public Pre-Release) - Environmental and Other Hazards

Name	Description
	<b>Environmental and Other Hazards</b>
<b>Collision</b>	<p>Collision occurs if a character impacts another creature or object while in flight. Collision deals Stun damage to both the character and the object (if a living creature) that the character has collided with. The amount of Stun damage dealt is based on the effective flight rank that the character was traveling at (to a maximum effective flight rank of 5). For every effective flight rank, the collision deals 20 + 2d10 Stun. If the collision is head-on with another moving creature or object, Stun damage is dealt based on the effective flight speed of both. Moving objects which are not flying are considered to have an effective flight speed of 1 for purposes of determining damage. If the collision is intentional by any creature involved, that creature must make a successful Unarmed attack roll and does not gain their Stun DT against the damage.</p> <p>If the character collides with an object or creature a size larger than herself, or a fixed-position object of equal size, the character's flight comes to an abrupt halt (often followed by freefall or comical sliding down the impacted surface). If the character collides with an object which is a size smaller than herself, or equal to herself and also flying, all creatures involved in the impact must make a successful Agility check to avoid entering freefall.</p>
<b>Drowning</b>	<p>may occur if a character remains underwater without means of breathing beyond the point where she can hold her breath. A character may hold her breath for her Endurance in turns without difficulty. Once she has exceeded this time, she may make an Endurance check to hold her breath for an additional turn. Each successive turn after, she may make another Endurance check at a cumulative -1 penalty (to a maximum penalty of -3). Once the character fails an Endurance check, she begins to drown. A drowning character loses one END per turn. When she reaches 0 END, she has drowned. If she manages to get to air before this time, she will recover one lost END a minute.</p>
<b>Enervation</b>	<p>-10 to All Skills while inside an Enervation Field (this manifests as a headache that serves as the only warning of the field's existence). -1 End Penalty for each 30 minutes spent in Enervation Field. If Endurance is dropped below 3, you lose consciousness. If End is reduced to 0, character is liquified and dies (puddles aren't very lively). Enervation also disrupts most forms of magic, exacerbates wounds, and diminishes healing potions. Some Enervation Fields are stronger than normal, so watch out.</p>
<b>Falling</b>	<p>from a considerable height is likely to cause crippling injuries or death. For every full 10 feet of distance a character falls, the character takes 10 + 1d10 damage, to a maximum of 150 + 15d10 for a fall from 150 feet or higher. This damage is applied to all limbs for purposes of crippling. Only half of a character's Damage Threshold (DT) from armor applies, as well as full DT from perks (such as Tough Hide) or Medical spells.</p>
<b>Freefall</b>	<p>When a character is falling, and has no means of guiding her descent, the character is in freefall. Freefall continues until the character is able to gain control of her descent or impacts with the ground or another object below her. Damage for impact from a freefall is covered under Falling in the Environmental and Other Hazards rules. If a character is falling more than 150 feet, the character may attempt to break out of freefall if she has wings or another means that would allow flight. Doing so requires a successful Agility check at a penalty of -3. (Characters attempting to break out of freefall using self-levitation must instead make a Science check at -30.) If a character is falling such a sufficiently extreme distance that the GM rules the fall lasts multiple turns, the character may make this check once per turn until she succeeds or freefall is otherwise ended.</p>
<b>Magical Burnout</b>	<p>Should a unicorn choose to cast a spell which has a Strain value greater than their remaining Strain, they must check Endurance with a penalty equal to ([the total amount they have exceeded their Strain limit] / 10) rounded down with each additional spell. Failure causes the spell to fail and immediate magical burnout. While suffering magical burnout the Unicorn cannot cast -any- spells, and suffers a -5 to all checks from distracting pain. While in burnout, all Strain recovery rates are reduced by 10 (to a minimum of 0). The effects of Burnout remains until the unicorn has either recovered to full Strain or has gained a permanent increase in Endurance (such as from the Extra SPECIAL perk).</p>
<b>Rifts</b>	<p>In extreme cases, there is so little ambient magic in an area that it becomes a rift. Magic is nearly impossible to use while in a rift. Casters suffer a penalty to potency and ver of -4 or higher, and any energy expenditures cost health points instead.</p>
<b>Peaks</b>	<p>These are areas of ambient magical energy that are so concentrated that they become dangerous. In some ways these areas are even more hazardous than Rifts because some of the magical creatures that live within them occasionally grow tolerant to the conditions.</p> <p>While in a magic Peak, casters gain a bonus to potency and ver of +4 or higher. this causes a penalty equal of -10 per point increase, If a character rolls and fails while in the peak on their casting test, their spell becomes uncontrollable, and they lose a number of health points equal to their strain spent.</p>
<b>MAGIC STORMS</b>	<p>Similar to Thunderstorms, except getting struck by lightning causes wild and unpredictable spell effects, at the GM's discretion. Everything from transmutation into a cactus or potted plant, to random teleportation, or unusual elemental damage.</p> <p>Magic storms are also usually accompanied by strong magical Aspects, plateaus or even peaks.</p>
<b>Poisons</b>	<p>can be resisted with a Poison Resistance roll. Each administering of the poison is resisted separately. If the resistance roll succeeds, the poison has no effect. If poisons are administered by a weapon using burst or auto fire, the poison can only be applied successfully once per attack, but the resistance roll must be made per bullet which hits until failed. Most poisons and attacks have damage that recovers over time. If the recovery time of a poison or similarly damaging attack is not stated, use the following guideline:</p>
<b>Weak</b>	recover one lost SPECIAL point every ten minutes
<b>Moderate</b>	recover one lost SPECIAL point every hour.
<b>Strong</b>	recover one lost SPECIAL point each day. With a full day of rest, she may recover all lost SPECIAL points if she makes a successful END check at a penalty of -1.
<b>Deadly</b>	once per day, the character may recover one lost SPECIAL point if she makes a successful END check at a penalty of -3.

## Master Quick Spell List (Public Pre-Release) - Environmental and Other Hazards

Name	Description																		
Radiation	<p>builds up in a character's body. For every Exposure Interval (EI) that the character is exposed to radiation, she absorbs an amount of rads equal to the amount of rads the hazard inflicts reduced by her radiation resistance. The length of an EI is determined by the hazard. Passing through a warehouse of seeping barrels of glowing goo will likely inflict Rads every turn, while passing near a megaspell crater will probably only inflict Rads every hour. Rad-inflicting consumables, such as irradiated food, inflict their radiation only once. (Note: the boost to radiation resistance from equipment such as radiation suits do not reduce rads from consumed sources, but the radiation resistance boost from magic or chems will.) Rads are cumulative. When a character's rads increase beyond certain levels, she takes damage to her SPECIALs according as below, reducing the SPECIALs affected (minimum 1).</p> <table><tr><td>0-199</td><td>No Effect</td><td>No Damage</td></tr><tr><td>200-399</td><td>Minor Radiation Poisoning</td><td>-1 END</td></tr><tr><td>400-599</td><td>Advanced Radiation Poisoning</td><td>-2 END, -1 AGI</td></tr><tr><td>600-799</td><td>Critical Radiation Poisoning</td><td>-3 END, -2 AGI, -1 STR</td></tr><tr><td>800-999</td><td>Deadly Radiation Poisoning</td><td>-3 END, -2 AGI, -2 STR</td></tr><tr><td>1000+</td><td>Fatal Radiation Poisoning</td><td>Death</td></tr></table> <p>This damage remains until her accumulated rads are reduced to a lower level.</p>	0-199	No Effect	No Damage	200-399	Minor Radiation Poisoning	-1 END	400-599	Advanced Radiation Poisoning	-2 END, -1 AGI	600-799	Critical Radiation Poisoning	-3 END, -2 AGI, -1 STR	800-999	Deadly Radiation Poisoning	-3 END, -2 AGI, -2 STR	1000+	Fatal Radiation Poisoning	Death
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1000+	Fatal Radiation Poisoning	Death																	
Sleep Deprivation	<p>also results in SPECIAL loss. The EI for sleep deprivation is 12 hours (if using a 16-hour day, or 16 hours if using a 24-hour day). Characters lose one SPECIAL at the end of every EI that they have stayed awake. SPECIALs are lost in the following order: Agility, Intelligence, Perception, Endurance.</p> <p>(Example: Father White-Eyes and Cherry Topping have stayed awake for 96 hours. Cherry Topping is suffering -2 to Agility and Intelligence, -1 to Perception and Endurance. Father White-Eyes, being a ghoul, is just fine.)</p> <p>These losses will drop the SPECIAL to a minimum of 1. Once the character loses more than one point of Perception, hallucinations may begin. Death does not actually occur from sleep loss, although the severely compromised Endurance of somepony suffering sleep deprivation can make sickness and other hazards far more deadly.</p> <p>A solid hour of sleep regains a lost SPECIAL. SPECIALS lost to sleep deprivation are regained in reverse order.</p>																		
Exreme weather	<p>will have Exposure Intervals and may offer resistance rolls to avoid damage.</p> <p>(Example: A Crimson's Caravans detachment traveling in the Frozen North finds themselves facing extreme cold which deals -1 AGI damage (minimum 0) then -1 END (minimum 0) with an EI of one hour and an END roll to resist with a bonus of +1 to +3 for suitable winter barding. Fortunately, huddling together in shelter around a campfire will allow them to regain lost SPECIALs.)</p> <p>Flight and navigation can be hampered by adverse conditions, including poor visibility, combat and extreme weather. These conditions can impose a -1 to -3 penalty to Agility checks for flight and a -10 to -30 penalty to Survival checks for navigation. In combat, penalties for different types of adverse conditions can stack beyond the normal maximum of -3 for SPECIAL checks and -30 for Skill checks. Failure for an Agility check can result in freefall or being swept up in the adverse weather.</p>																		
Adverse conditions	<p>Adverse conditions can artificially increase or reduce a flying character's effective flight rank. Strong head winds can reduce flight rank by up to two effective levels to the character's movements rates. Strong tail winds can add an effective level of flight rank to the character's movement rates.</p> <p>Flying characters who are ascending at more than a casual angle (generally, any angle over 45 degrees) loses an effective flight rank. Flying characters who are descending in a steep dive gains an effective flight rank.</p> <p>Effective flight rank only applies to movement rates and meeting requirements for performing Pegasus Tricks. If a character's effective flight rank is lower than the Flight Rank required to perform a Trick, she are too hindered to perform it. However effective flight rank does not change the effectiveness of Pegasus Tricks she can perform. Nor does it alter the character's defensive bonuses (if any) granted by her Flight Rank perks. Effective flight rank cannot allow a character to perform a pegasus trick that they have not learned (although there have been rare cases when the pegasus trick corresponded to the pegasus' Special Talent).</p> <p>If a character is carrying more than her Carry Weight allows, the character's effective flight rank drops to 1 in addition to the normal penalty for being over-encumbered. If the character is encumbered enough to drop her Agility to 0, she loses the ability to fly.</p> <p>When pulling a wagon or other vehicle that is up to one size category larger than herself, a flying character can use the Pegasus Trick Haul to negates the encumbrance-based drop in effective flight rank to 1 and reduces the Agility penalty caused by the weight of the vehicle and its contents to -3. This drop in Agility will still cause the effective flight rank of the character to drop if the character no longer meets the prerequisites for their Flight Rank perks.</p>																		

## Master Quick Spell List (Public Pre-Release) - Environmental and Other Hazards

Name	Description
Crippling	<p>Crippled limbs give a -3 penalty on all Strength and Endurance checks, and a -30 to all attack rolls with weapons using those limbs, as well as a corresponding drop in damage for Melee and Unarmed attacks. A crippled head gives a concussive -3 penalty to all Perception rolls. A crippled torso increases all AP costs by 10. A crippled leg will severely impede movement, doubling move AP for each crippled leg. With three crippled legs the victim will be stricken immobile. A character with even one crippled leg cannot pull a wagon or other vehicle.</p> <p>A crippled wing reduces a character's effective flight rank to 1 and negates any penalties to attacks against her that an opponent would normally take due to her Flight Rank perks. Having both wings crippled renders a character unable to fly. If both wings are crippled, the character must make a succeed on an Endurance check or enter freefall. Success allows the character to make a controlled fall, landing safely. A character with a crippled wing cannot haul a vehicle through the air. If a flying character is hauling a vehicle and suffers a crippled wing, the character loses the benefit of Haul and must immediately make an END check as per having two crippled wings.</p> <p>Crippled limbs may be cured with the right medical spells or with a successful medicine check and the use of a Doctors Bag. If a crippled limb is not treated, any further damage to that limb runs the risk of severing or destroying the limb entirely. Severed limbs can be re-attached with the right medical spells shortly after dismemberment. Disintegrated or completely destroyed limbs cannot be replaced so easily. Needless to say, while most re-attached limbs regain full functionality, re-attaching a severed head will not bring a character back to life. An alicorn or unicorn whose shattered (or otherwise lost) horn has been repaired may make an Endurance roll at a penalty of -3 each day to regain a point of lost Potency.</p> <p>A horn may be targeted at a penalty of -50 for ranged attacks or -35 for melee or unarmed attacks. However, the horn is not a normal hit location and cannot be hit without being specifically targeted. Horns can take an amount of damage equal to half the character's full HP (rounded up) before being crippled. However, horns are inherently magically resilient, possessing extra DT equal to the unicorn's or alicorn's Potency (plus any bonus from perks), and a bonus to Damage Reduction equal to double her Potency.</p> <p>A crippled horn is severely painful and makes all spellcasting require a successful Science check and inflicts a -30 penalty on all spell casting which stacks with any other penalties. All other actions are at a penalty of -10 which stacks with any other penalties. Additionally, all spells cost an extra +10 strain. If a horn is crippled through a critical hit, the horn is shattered, reducing her Potency to 0, making spellcasting impossible, and increasing the penalty for all other actions to -20.</p> <p>A character may use a React action to target a unicorn's or alicorn's horn while she is casting. A successful hit, regardless of damage, will cause the caster to lose the spell. The caster may make an Endurance check at a penalty of -1 for every full ten points of damage dealt (to a minimum effective END of 1) to attempt to recover the strain.</p> <p>A tail may be targeted for circumstantial effects (such as disarming a character using Tail Trick), but attacks to the tail do not cause any loss of health and the tail is not a normal hit location.</p>

Master Quick Spell List (Public Pre-Release) - Alchemy Limits by Race

Base Races Limits	Basic	Advanced	Expert	Master
earthpony	yes	NO	NO	NO
pegasus	yes	NO	NO	NO
unicorn	yes	NO	NO	NO
zebra	yes	yes	yes	yes
dragon	yes	NO	NO	NO
dipped alicorn	NO	NO	NO	NO
natural born alicorn	yes	NO	NO	NO
Griffon	yes	NO	NO	NO
Hellhound	yes	NO	NO	NO
Sanddog	yes	NO	NO	NO

## Master Quick Spell List (Public Pre-Release) - Alchemy

	Skill	Ingredients	Description
<b>Simple Recipes</b>			
<b>Rules</b>			<b>Any races can make simple recipes. Only Zebras can make basic advance and expert. The Alchemy skill replaces survival skill, (Unless Gm says otherwise.)</b>
<b>Antivenom</b>	Alchemy & Chemistry 40	4 Venom Sacs	Creates two doses of antivenom, allowing anyone to immediately remove all natural poisons from their system on use. Has no effect on alchemical poisons. Sells for 25 caps
<b>Balefire Bender</b>	Science 25 or Alchemy & Chemistry 40	Mint-als, Sparkle-Cola RAD, Vodka	Potent mixed drink filled with stimulants, what's not to love? Grants +4 DT against Magical Energy Weapons and 25% resistance to Radiation for 30 minutes. Sells for 125 caps
<b>Flash</b>	Science 50 or Alchemy & Chemistry 75, Flash Recipe	.. Dash, 2 Green Herbs, Turpentine	Dash is good, Rainboom is better, but Flash? Flash is something else altogether. While vastly shorter lived, the drug is also much more powerful. Time slows down when you Flash! Grants the user bonus AP equal to their maximum AP for a single turn. (Flash has the same addiction chance and effect as Dash.)
<b>Healing Potion</b>	Medicine 35 or Alchemy & Chemistry 50	2 Green Herbs, 1 Bottle	Creates a basic healing potion.
<b>Healing Salve</b>	Alchemy & Chemistry 25	2 Green Herbs	Heals 4 wounds per turn for 5 turns, -1 Perception for 10 turns. Sell for 10 caps
<b>Normal Poison</b>	Alchemy & Chemistry 30	3 Venom Sacs or 3 Red Herbs	More lethal than weak poison. Also creates 2 doses. This poison deals 10 damage per turn for 5 turns. Multiple doses of poison stack. Sells for 60 caps
<b>Party-Time Mint-als</b>	Science 50 or Alchemy & Chemistry 75, Party-Time Mint-Als recipe.	Mint-als, Apple Whisky, Honey Drops	Cooking with Science! Be careful what you do with the results. Creates Party-time Mint-als.
<b>Rainboom</b>	Alchemy & Chemistry 75, Rainboom Recipe	Dash, Sugar Apple Bombs	granting the user +30 AP and +2 Agility for 4 turns on use. Instills almost insane levels of confidence and makes you hyper for an hour. If you thought you could fly high before, you've not seen anything yet! Sells for 50 caps
<b>Stampede</b>	Science 50 or Alchemy & Chemistry 75.	Rage, Painkillers	One of the most difficult chemicals to produce. Creates a dose of Stampede.
<b>Super Restoration Potion</b>	Medicine 50 or Alchemy & Chemistry 75	2 Healing Potions, 1 Green Herb	Creates a Super Restoration Potion, heals 60 wounds instantly on use. If administered with a Medicine skill of at least 75, it can also heal crippled limbs and will heal magical energy damage without scars or debilitation. Using more than 1 Super Restoration Potion within 5 turns is poisonous, causing -1 to Strength, Endurance and Intelligence for 5 turns.
<b>Weak Poison</b>	Alchemy & Chemistry 15	2 Venom Sacs or 2 Red Herbs	Basic poisons for use on weaker weapons. Creates 2 doses. If the weapon this poison is applied to deals damage to an organic target successfully the target suffers an additional 5 damage per turn for 5 turns. Multiple doses of poison stack. Sells for 30 caps
<b>Weak Sleep Powder</b>	Alchemy & Chemistry 20.	1 Green Herb, 1 Red Herb	Sometimes lethal choices aren't the best. Instead you might resort to less permanent solutions. This powder forces anyone exposed to it to roll an Endurance check at a +2 bonus or immediately fall asleep for 5 minutes. Any damage dealt to the individual will still awaken them, however. Individuals awoken prematurely suffer a -10 penalty to all actions until the usual sleep duration elapses. Sells for 25 caps
<b>Basic Recipes</b>			

## Master Quick Spell List (Public Pre-Release) - Alchemy

	Skill	Ingredients	Description
<b>Blood-Stopping Goo</b>	Alchemy & Chemisty 30	2 Green Herbs	A simple wound sealant. Allows you to automatically stop bleeding from any wound, including amputations, without needing a Medicine roll.
<b>Minor Restoration Potion</b>	Alchemy & Chemisty 30	2 Green Herbs	A basic healing booster, good for chipped teeth or injured hooves. Restores 20 health to each limb on use. Sells for 100 caps
<b>Radiation Purge</b>	Alchemy & Chemisty 40	1 fungus, 2 green herbs	Zebras have discovered the radiation reducing properties of certain types of fungi growing in the wasteland, and how to use it to brew potions to purge the body of magical radiation. This potion reduces your radiation by 20+1d10. Can purify 5 bottles of water.
<b>Dangerous Poison</b>	Alchemy & Chemisty 45	4 Venom Sacs or 4 Red Herbs	Very lethal poison. Creates 2 doses. Deals 20 damage per turn for 5 turns. Multiple uses of poison stack. Sells for 120 caps
<b>Hydra</b>	Alchemy & Chemisty 60, Hydra Recipe	2 Green Herbs, 2 bottles Hydra Blood	An advanced regenerative liquid made through purifying Hydra blood along with healing herbs. Restores 10 health to each limb every turn for 5 turns. Heals no actual health.
<b>Luminous Dust</b>	Alchemy & Chemisty 25.	1 Green Herb, 1 Red Herb	Simple dust which naturally glows. Mix with water for glowing paint, or blow it to create glowing clouds. Can be manipulated to create specific shapes with practice. Sells for 45 caps
<b>Sleeping Powder</b>	Alchemy & Chemisty 35	2 Green Herbs, 2 Red Herbs	A more potent form of sleeping dust. Targets of this variety test Endurance without bonuses or penalties. Damage which exceeds 20% of the target's maximum health will awaken them. Individuals awoken prematurely suffer a -15 penalty to all actions until the usual sleep duration elapses. (Duration 5 minutes) Sells for 50 caps
<b>Smell Concealing Paste</b>	Alchemy & Chemisty 40	1 Green Herb, various animal parts	A basic paste which conceals the user's scent beneath that of other creatures. Lasts 4 hours upon use. Sufficient to throw tracking dogs, Hellhounds and other scent-based followers off your trail. Sells for 40 caps
<b>Smoke Bombs</b>	Alchemy & Chemisty 30	1 Red Herb	Creates 4 small vials filled with a liquid which rapidly billows into smoke (10 foot radius) upon being shattered. Grants those obscured by the smoke a +20 on Sneak checks and enemies attempting to fire into or through the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 2 turnss. sells for 25 caps
<b>Wall-Crawling Paste</b>	Alchemy & Chemisty 60	1 Blue Herb, 2 Green Herbs	Makes your hooves sticky enough to walk across walls and ceilings. Lasts 5 minutes after application. Great for surprises! Sells for 75 caps
<b>Witchbane</b>	Alchemy & Chemisty 45	1 Blue Herb, 2 Red Herbs	poison specifically tailored to counter unicorn magic. Creates 2 doses. Drains 8 Strain per turn for 5 turns. Outside of combat, target loses 40 Strain every hour. Has no effect on targets without strain.
<b>Advanced Recipes</b>			
<b>Cloudwalk Talisman</b>	Alchemy & Chemisty 60	3 Green Herbs, 3 Blue Herbs, 1 Griffin or Pegasus feather	Less generally useful than flight, the ability to walk on clouds is useful none the less. Grants the Cloudborn perk for the duration of its use. Lasts 4 hours of use. Sells for 150 caps
<b>Greater Radiation Purge</b>	Alchemy & Chemisty 60	2 fungus, 3 green herbs	This is a more potent version of the potion, yielding far better results than its simpler cousin. The potion cleanses 50+2d10 radiation from the drinker, and can purify ten bottles of water.
<b>Deadly Poison</b>	Alchemy & Chemisty 60	5 Venom Sacs or 5 Red Herbs	One of the most lethal poisons. Creates 2 doses. Deals 25 damage per turn for 5 turns. Multiple uses of poison stack. Sells for 250 caps
<b>Fixer</b>	Alchemy & Chemisty 75	4 Green Herbs, 3 Red Herbs, 2 Blue Herbs	Fixer swiftly purges all addictive substances from the body, immediately ending beneficial effects of drugs as well as gives relief from all addiction penalties for two hours. Makes three doses.
<b>Flight Talisman</b>	Alchemy & Chemisty 60.	3 Green Herbs, 3 Blue Herbs, 1 Bloodwing wing	Take to the sky! Anyone wearing this talisman will grow bat-like wings, allowing them to fly. This grants flight equivalent to the first rank of the Flight perk. Lasts 4 hours of use. Sells for 180 caps



## Master Quick Spell List (Public Pre-Release) - Alchemy

	Skill	Ingredients	Description
Kiss of the Phoenix	Alchemy & Chemisty 50	4 Green Herbs, 2 Blue Herbs, 1 phoenix feather	Repairs a crippled limb. If brewed by a zebra with a Alchemy & Chemisty of at least 80, it can repair a limb crippled by magical energy damage or even re-attach a limb or other body part that has been severed.
Lethal Poison	Alchemy & Chemisty 100	10 venom sacks	makes 2 doses normal poisons will inflict 30 points of damage per turn for 5 turns on a failed resist poison check. Sells for 400
Minor Flame Bane Potion	Alchemy & Chemisty 60,	2 Green Herbs, 2 Blue Herbs	Makes the user to be more resistant to fire damage, granting a 20% bonus to Fire Resistance for 4 minutes.
Minor Grounding Potion	Alchemy & Chemisty 60	2 Green Herbs, 2 Blue Herbs	Makes the user to be more resistant to electrical damage, granting a 20% bonus to Lightning Resistance. Lasts 4 minutes.
Minor Warming Potion	Alchemy & Chemisty 60	2 Green Herbs, 2 Blue Herbs	Makes the user to be more resistant to cold damage, granting a 20% bonus to Cold Resistance for 4 minutes.
Potion of Spirit Renewal	Alchemy & Chemisty 75	3 Blue Herbs	Restores one point of Charisma damage caused by attacks to the soul. Unicorns who have experienced burnout are no longer burnt out (though they recover no strain from this potion)
Strong Sleeping Powder	Alchemy & Chemisty 50	3 Green Herbs, 3 Red Herbs	The most potent form of sleeping powder, very few could breathe it and remain awake. Targets test Endurance at a -3 penalty. Damage which exceeds 50% of the target's maximum health will awaken them. Individuals awoken prematurely suffer a -20 penalty to all actions until the usual sleep duration elapses. (5 Minutes) Sells for 150 caps
Superior Smoke Bombs	Alchemy & Chemisty 50	4 Red Herbs, 2 Blue Herbs	Creates 4 large vials filled with liquid which rapidly billows into smoke (20 foot radius) upon being shattered. Grants those obscured by the smoke a +20 on Sneak checks and enemies attempting to fire into or through the smoke suffer a -20 environmental penalty to their hit chance. Smoke remains for 4 turns.
Tremble	Alchemy & Chemisty 70	2 Green Herbs, 2 Venom sacs	Strong toxin that causes involuntarily muscle spasm. -25 to all combat skills except unarmed for 3 rounds or 10 minutes.
Witchslayer	Alchemy & Chemisty 60	2 Blue Herbs, 3 Red Herbs	Poison specifically tailored to counter veteran unicorn mages. Creates 2 doses. Drains 15 Strain per turn for 5 turns. Outside of combat, target loses 75 Strain every hour. Has no effect on targets without strain.
"Zebracha" Hot Sauce			
Expert Recipes			
Dream Stealing Powder	Alchemy & Chemisty 100	10 Green Herbs, 10 Red Herbs, 10 Blue Herbs	Targets test Endurance at a -6 penalty. Recipient can not be woken and is a coma like slumber for 8 hours.
Super Radiation Purge	Alchemy & Chemisty 80.	3 fungus, four green herbs, 1 blue herb, 1 red herb	This potion is a very powerful radiation cleanser. However it is very taxing on the body, and immobilizes the user while the potion does its work (takes one round). Removes 150+3d10 radiation from the body. Cannot be used to purify water.
Voodoo	Alchemy & Chemisty 100	Radhog Meat, Iguana Bits, Critter Eggs, Critter Skin	+1 AGI and +2 Luck. +10 DR and +10 Crit Chance Lethal (Can only use 5 times before the user dies,)
Combat Juice	Alchemy & Chemisty 100	6 green and red with 4 blue Requires Recipe	Str +5, HP+150, Int -2, PER -1 DR +20%, +3d10 melee damage. Duration 1 day Addiction Chance 40% -2 INT, -1 Per C, Perm
Alicorn-Slaying Poison	Alchemy & Chemisty 100	5 Red Herbs and 1 bottle of Pink Cloud Residue	One of the most lethal poisons in history. Created from the remains of the Pink Cloud, sufficiently lethal to kill even Princess Luna and nearly kill Princess Celestia! Creates 2 doses. Deals 40 damage per turn for 5 turns. Multiple uses of poison stack. Amongst the most horrific deaths a pony can have.

## Master Quick Spell List (Public Pre-Release) - Alchemy

	Skill	Ingredients	Description
<b>Breath of the Phoenix</b>	Alchemy & Chemisty 90	4 Green Herbs, 2 Blue Herbs, 1 phoenix feather	Allows the user to recover limb damage at their healing rate, even if the limb is damaged by magical energy and/or crippled. Permanent effect!
<b>Bone-Strengthening Brew</b>	Alchemy & Chemisty 80.	5 Green Herbs, 5 Blue Herbs, 2 Red Herbs	An incredibly rare and potent potion. Permanently reduces all limb damage by 50% for anyone who drinks it. Incompatible with Cyber-Pony implants.
<b>Blue Witchslayer</b>	Alchemy & Chemisty 100	3 Blue Herbs, 4 Red Herbs, optional 1 Killing Joke	Suffer not a witch to live. Creates 2 doses. Drains 30 Strain per turn for 5 turns. Outside of combat, target loses 150 Strain every hour. Has no effect on targets without strain. made with killing joke the targets strain is locked for 1d10 days
<b>Elixir of Spirit Renewal</b>	Alchemy & Chemisty 100	4 Blue Herbs)	: Restores up to three points of Charisma damage caused by attacks to the soul. Unicorns who have experienced burnout are no longer burnt out, and recover an amount of Strain equal to the alchemist's degrees of success * 10.
<b>Killing Joke Remedy</b>	Alchemy & Chemisty 100, Poison Joke Remedy Recipe	8 Green Herbs, 8 Blue Herbs, 4 ounces of poison joke vine, fungus from a Everfree Spore Beast, twigs from a timberwolf	A miracle of the wasteland, one of the rarest brews in existence. This solution can reverse the effects of Killing Joke upon a pony, assuming they're lucky enough to still be alive after exposure to that horrible plant!
<b>Major Flame Bane Potion</b>	Alchemy & Chemisty 90	3 Green Herbs, 3 Blue Herbs	Makes the user more resistant to fire damage, granting a 40% bonus to Fire Resistance for 4 minutes. Any effect that causes the character to be lit on fire no longer functions.
<b>Major Grounding Potion</b>	Alchemy & Chemisty 90	3 Green Herbs, 3 Blue Herbs	Makes the user more resistant to electrical damage, granting a 40% bonus to Lightning Resistance for 4 minutes. Any additional effect caused from taking electrical damage no longer functions.
<b>Major Warming Potion</b>	Alchemy & Chemisty 90	3 Green Herbs, 3 Blue Herbs	Makes the user more resistant to cold damage, granting a 40% bonus to Cold Resistance for 4 minutes. Any additional effect caused from taking cold damage no longer functions.
<b>Phoenix Regeneration Elixir</b>	Alchemy & Chemisty 80.	8 Green Herbs, 4 Blue Herbs, 2 Red Herbs, 1 phoenix feather	Allows the user to continuously recover from damage. Grants the user a healing rate of 1 Health Point per minute. Permanent effect!
<b>Potion of Weathering</b>	Alchemy & Chemisty 100	3 Green Herbs, 3 Blue Herbs, 3 Red Herbs	This potion protects the caster from normal weather and environmental conditions. (For example: the character will not suffer frostbite, heatstroke or SPECIAL damage from severely cold or hot environments.) The character will be comfortable in such environments and take no penalties from them. Lasts 1 day.
<b>Potion of Gelatinous Intent</b>	Alchemy & Chemisty 100	5 green herbs, 4 blue herbs, Pink Cloud residue, Smooze sample	A particularly unsettling potion, this brew allows the imbiber to temporarily shuck their fleshy, bone-filled form, which crumbles to dust. They become a puddle of mobile slime, capable of slithering through small openings. The nature of the potion gives them 90% damage resistance to bullets, but weakens them to magical and lightning attacks, be it spell or weapon. Lasts two hours. Upon reforming, the subject feels incredibly hungry, but is otherwise unharmed. Attempting to re-form in an area too small to occupy comfortably is highly discouraged.
<b>World-Weathering Potion</b>	Alchemy & Chemisty 80.	4 Green Herbs, 4 Blue Herbs, 4 Red Herbs, blood from a Yao-guai's heart	The world beats on everyone. Pony, Zebra and Griffin alike. But you know some secrets to make weathering that beating a little easier. This potion permanently adds +3 DT and 20% resistance to Fire, Cold, Poison and Radiation to the drinker.
<b>Kiss of the Hydra</b>	Alchemy & Chemisty 100	hydra scales, 32 ounces of hydra blood	Regrows a lost limbs over 5 turns and restores 30 hp a turn for 5 turns. *Not for use by cyber ponies* if ingested by a cyber pony, the cyber ponies body will reject the cybernetic implants, forcing them out of the body. Depending on the level of modification this could easily kill the cyber pony.
<b>Bones like a Dragon</b>	Alchemy & Chemisty 100	a powdered dragon femur	Permanently grants 10% DR to anyone who takes it. Incompatible with Cyber-Pony implants any check to resit a bone breaking is at Endurance +4. GM may rule on a hit bypassing this if the attack would not hit bone, such as some pony with this effect being gutted. *This is the Quest Perk Bones like a Dragon*

## Master Quick Spell List (Public Pre-Release) - Alchemy

	Skill	Ingredients	Description
Hydra's Gift	Alchemy & Chemisty 100	The Heart of a Hydra	Allows the user to regenerate 1 hp per turn andover time heal crippled limbs (limb needs to regain at least half its hp and HP is healed evenly through all hit locations damaged.) Permanent effect! *This is the Quest Perk Hydra's Gift*
Gift of the Phoenix	Alchemy & Chemisty 100	Tears of a phoenix, a diamond worth 10000 caps	has a 50% chance upon the wearers death to restore them to full life and health. This is a dramatic and impossible to miss event as the body will burst into flame and reduce itself to ashes over the course of one combat turn. The character will be at -20 to all actions for the following turn.

## Master Quick Spell List (Public Pre-Release)

[1] If Bonds of Friendship should cease to affect a target (such as if the spell is dispelled by Failsafe or if the friendship should cease to be reciprocated), then all active spells cast on that target through Bonds of Friendship abruptly end.

[2] The Expert version of this spell requires the caster also have the Quest Perk Great and Powerful.

[3] The Expert version of this spell requires the caster also have the Quest Perk Great and Powerful. Blue Alicorns have Invisibility as a racial spell, which is a visual Sensory Foil spell with expert-level effectiveness, but with a duration in accordance to the level that the alicorn has taken the spell (starting at Basic).

Note: Visual Sensory Foil (including Invisibility) will not mask the light emanating from light source otherwise obscured by the effect (for example, if a stable-dweller using a Stealth Buck leaves her PipBuck light on, or a blue alicorn casts a spell, causing her horn to glow).

[4] This spell can only be learned from dark sources such as certain spirits and star-touched creatures. When spirits use this power, it is a spiritual attack that functions off of Spirit Power and is resisted by Charisma. Thus it requires that the caster also have the Quest Perk Great and Powerful. The effects of this spell are immediately dispelled by Harmony.

[5] This spell may be used to cause illusionary damage equal to  $30 + (3 * [\text{Potency} + \text{Versatility}])$  to affected targets each turn (so long as touch is one of the senses affected). This damage is not real -- it ignores DT, can only knock a target unconscious, and will heal immediately once the spell ends. Alternately, this spell may also be used to disorient or similarly impair targets, giving the targets a penalty ( $\text{Potency} / 2$ , rounded up) to the SPECIAL of the caster's choice (to a minimum of 1).

[6] If a target who has shaken off the effect of the spell and becomes hostile or dangerous, the effects of the spell are negated, but only towards that target. If the caster included herself as a target, she may not attempt to throw off the effects. Many spirits can use a spirit power similar to Harmony. However, that power attacks the spirit rather than the mind; it is a spiritual attack that functions off of Spirit Power and is resisted by Charisma.

[7] The reduction to AP from Spirit of Wind stacks with the reductions from the perks Gladiator Pony and Lead Rain, but no combination of AP cost reducers can reduce a weapon's AP cost below 10. In addition, the maximum AP savings do not stack -- only the higher value applies.

[8] The lines of arcane energy created by an arcane mark can be woven into a matrix, making Arcane Mark a valuable spell for Matrix Casters or friends of zebra shamans. Weaving an Arcane Mark into a spell matrix requires an additional six casting actions, but grants all involved casters the benefits of Zen Casting while casting through the matrix (if they do not already possess the perk). A talisman with an integrated Arcane Mark will grant a zebra shaman a +5 bonus to her Barter check for enchanting that talisman, +15 if dealing with a spirit of magic.

[9] An object affected by Phase does not become intangible to itself, in whole or in part. As such, an object will not lose structural integrity if part of that object is phased, nor will components of complex objects that are phased cease to function in regards to the object they are part of. (For example: phasing the lock on a safe will not allow you to open it -- the lock is considered an integral component and remains solid in regards to the rest of the safe. However, the caster can tip the safe and dump out what is inside through the phased section.)

[10] A caster may not use Zen Casting when casting a spell into Spell Closet (although Spell Closet itself may be cast with Zen Casting). Additionally, a caster may not use Wild Spell on the same turn in which she trigger's a hung spell.

Note: A Great and Powerful version of Spell Closet exists which allows a caster to hang a spell on a non-magical object until a specific condition is met. A condition must be spoken by the caster during casting or the spell will be lost. This condition is written into the spell in such a way that the spoken words are revealed when Arcane Mark is cast upon the object. The spell may then be triggered under specified conditions. This spell is called Spell In a Box.

[11] Note: Travel occurs during the casting of the spell. For example: Magic Trace will tell the caster's new location at the end of casting Teleport.

Note: There is a version of Expert Teleport with the additional option that you may attempt to teleport a single target up to a very long distance without teleporting yourself. Doing so requires a successful Survival check a -30 and +30 Strain. This version of the spell may only be gained after acquiring the Quest Perk Great and Powerful.

Note: Teleportation only allows the caster to teleport creatures and the possessions they are immediately wearing and/or carrying. The teleportation spell of Purple Alicorns is unique in that it will allow the teleportation of objects as well. At basic, a Purple Alicorn may teleport a single, unattended object of a size up to (Versatility \* 3) inches in its greatest dimension. An unattended object is one not held or carried by another creature, or a component of a larger structure (such as a clip from a gun). At advanced, the Purple Alicorn may teleport up to (Versatility / 2, rounded up) unattended objects of a size up to (Versatility) feet in its greatest dimension. And at expert, she may teleport up to (Versatility) attended objects of the same size, or she may teleport a single object of up to (Versatility) yards in its greatest dimension (such as a passenger wagon) and any objects held within it. The purple alicorns' version of Teleport cannot be used to remove structural elements, fused objects, or objects which are integral to living creatures (such as cybernetics).

Note: Teleport cannot deliberately target an already occupied space. Any attempt to do so will result in the spell failing with the caster losing the strain. Mishaps from failed Survival checks for a Teleport are unpredictable and potentially grisly.

[12] There is rumored to be an even greater version of this spell capable of dispelling powerful magic, including spells cast at Expert-level. If true, this might be an entirely new class of spell. Such a spell would require, at the very least, the Quest Perk Great and Powerful.

[13] A caster with the Bonds of Friendship spell may designate "my friends" as a tight classification. This spell requires the caster also have the Quest Perk Great and Powerful.

[14] The memory becomes the casters' unless she instead implants it into an appropriate receptacle through either Memory Implant or Spirit of Memories.

[15] This spell may only be used by a caster once. This spell requires the caster also have the Quest Perk Great and Powerful

[16] The core nature of the patient does not change. The patient cannot breed in the new form, and does not get any of the innate magical abilities of the race they are mimicking. Nor does the patient lose her own innate magical abilities. This spell cannot create or alter a cutie mark. Changelings gain Alter Physiology at Expert level for free, but the strain cost is only 10, the duration is indefinite and the range is self only.

[17] Heal can be shaped by more expert ponies with surgical precision, given the necessary time and concentration. With a successful Medicine skill check at moderate difficulty, the caster may target only a specific injury or ailment, adding +2d10 to the amount healed.

- [18] Magical energy damage is particularly egregious. Regeneration of such damage will leave permanent scars, and regeneration of a limb crippled by magical energy damage will result in debilitation, imposing a -10 penalty on actions involving the use of that limb.
- [19] Arcane blasts will not pierce or deplete shield spells, but will instead ricochet at full power in a random direction. A successful Luck check will allow any potential victims to avoid being struck by a deflected arcane blast. Arcane blasts will likewise bounce off of polished or reflective surfaces. Arcane blast manifests less than an inch from the caster's horn and may be manifested on the other side of a shield if the caster is touching her horn to that shield. Damage from an Arcane Blast does not count as magical energy damage for purposes of healing.
- [20] The Expert version of this spell requires the caster also have the Quest Perk Great and Powerful.
- [21] Endurance lost through Heart Attack is recovered at the rate of 1 Endurance each minute once the spell has ended.
- [22] SteathBucks are considered to have a Science skill of 100 and no Potency bonus for the purpose of this roll.
- [23] The Perception bonus from Heightened Senses does not stack with the Perception bonus from Night Vision.
- [24] The Perception bonus from Night Vision does not stack with the Perception bonus from Heightened Senses.
- [25] The Green Alicorn version of this spell may be cast at range, with a maximum range of (Potency \*100) yards. Casting it against a target that is not within line of sight requires a successful Science skill check. (This check can be heavily modified by the GM based on conditions, familiarity with the target, and the number of minds in the area.) Green Alicorns within (Potency \*100) yards of each other are automatically in telepathic communication. Green Alicorn telepathy does not work on non-pony races.
- [26] Magic Trace will only tell the location of a caster at the end of casting a spell, not at the end of a spell's duration