

## University 2055 spells symbols and incantations

### Thaumaturgy 2055 Manual (sphere of influence: oneself)

NB: It is strictly forbidden by the council for anyone to clearly identify how the following spells work. These spells are available to the masses (for 15 pts but college freshmen can use these for no cost)

- **Keep me dry:** Allows the user to not have snow or rain hit them. Warning this is good for an average storm. It will fail in Hurricanes and Blizzards and will probably fail in large storms.
- **Keep me warm:** Allows the user to raise the temperature on him or her to a lovely 72. No other temperature seems to work
- **Soak me:** Allows the user to douse himself with nearby water. Water must be within 100 yds and if there is enough power and control, the user can fill a bucket rather than dump the water on himself. This is often used as a measure for determining if an applicant has the ability to enter the University.
- **Red alert:** Alarm sounds if the object is touched. Note this spell must be recharged every 24 hrs or it dissipates.

### Freshman level (25 pts):

- **Create:** Summon to you any of the four elements: earth, fire, air, water.
- **Banish:** remove any of the four elements from your sphere of influence. For a freshman, this would mean that a small fire in front of the student could be coaxed to move away or dissipate if enough power and control are used.

### Sophomore level (25 pts):

- **Shaping:** Ability to manipulate the shape of the four elements
- **Identifying:** Allows the student the ability to identify if one of the elements is being used in a spell within the sphere of influence. Also to identify sources of the elements.

### Junior level:

- **Aport:** Move an object using one of the four elements (be careful, it is unwise to use fire to aport a book)
- **Juicing:** Normally when a spell is active no additional power other than the one started with is used, this adds another power source to a spell after starting. Comes in handy for keeping wards going, single action spells like cover me can be continually juiced to have a moving etc.

### Senior level (one of the following specialties):

- **Combining:** This field is the Study of Symbols in hierarchy. For example to coax plants to grow, you will have a symbol that combines summoning of light and water to nourish a plant or field. The player will have eight symbols that combine two symbols in hierarchy to do create and shape. The player must identify the symbols
  - Water and (Fire/air/earth): examples: **Fertile**- coax plants to grow (water/fire); **Ice**- Creates coatings of ice(fire/water); **Shroud**- Creates a fog(air/water)
  - Air and (Fire/earth/water): examples: **Desert Wind**- creates a hot blast of air(air/fire); **Container** – creates a vessel to contain or hold an object(air/earth); **Ice** – see above
  - Fire and (earth/air/water): examples: **Lava flow** – creates a flowing mass of molten rock (earth/fire); **Fertile** – see above;

- Earth and (fire/air/water)
- Warding: This is placing a ward that will contain or have an action (Set off another spell) this ward must be re-powered (juiced) or it will dissipate. This is an incantation. An object can have only one ward at a time. The player will have eight wards:
  - Alert air: cause a noise to be created near you when activated
  - Alert warm: causes temperature to rise (fire) when activated
  - Alert Pager: Causes an item to vibrate (earth) when activated
  - Startle: Cause glass near by to shatter (earth) Note this is delay + Shatter (destroy)
  - Cover Me: Causes object to be covered in earth. Can be used as a shield but must be juiced to stay up or active
  - Clean up: blast of water shoots the one triggering the ward
  - Vanish: Causes a thin structure of water to cover object and reflect what is behind it. Note moving will break the water bubble.
  - Concussion: causes a massive air blast to occur.
- Illusions: this is using the elements to create an illusion. Many of these are combination like spells. This is an incantation. The player will have eight illusions:
  - Mask face (water and air): conceals your face using a mist and shapes it to another. Good from a distance.
  - Project image (earth): makes an image appear in glass or mirrors.
  - Invisible (water and air): bends light around the person and allows the person to move. Requires juicing to remain up. Power draining spell
  - Flaming sword (fire): creates an image of a flaming sword. Not a real sword, but the fire is real. Looks impressive.
  - Burning Bush (fire and air): allows the user to make an object appear as if it is on fire and project his voice.
  - Ghostly presence (water and air): Causes a wavering image to appear and move about.
  - Big Step (air and water/earth): Causes a large hole to appear
  - Mask (earth): causes your face to have a pliable mask of someone over it. This is more permanent than "Mask Face" Think Mission Impossible.

Grad level (one of the following):

- Combining (see above)
- Warding (see above)
- Illusions (see above)
- Climate Control - make rain/snow/control temperature

Professor level:

- Elementals: Meta language; elemental requirements

### **Making of symbols:**

Symbols must be contained in a three dimensional object. Pictures are not symbols. They are pictures of a symbol. You can carve them into wood, wax, rock, metal, glass, etc. They can be forged as well since they are contained by metal. This does two things. It prevents people from having abstract thoughts that cause great damage and allows instruction via drawings and pictures.

Symbols can be any size but be no smaller than one inch to work.

You need to have possession of a symbol to have it work. The last person to have touched a symbol can use it by sight.

Only one symbol per object can be inscribed otherwise they cancel the other out (i.e. last one inscribed is the symbol for that object).

To utilize a symbol, you will need to have a power source to use, the sphere of influence to gauge how well you utilize the symbol, and the willpower to control it. It isn't easy being a mage, but then, not everyone can do it.

Symbols do not wear out of themselves; the object they are carved into can be destroyed thereby releasing the symbol.

Symbols for some odd reason work better within a pentagram

Spells have duration; please turn them off when not in use. For instance, if you leave a summon water spell going, you could flood the place. It will run for a period of time based off of the power used to create it. A 1 would be a short duration (about a minute) while a 3 would be about an hour.