

Moon Mage Base List

MOON BLADE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Moon Blade I	1 weapon	P	touch	U
2)	Moon Parry I *	caster	1 rnd	caster	U
3)					
4)	Moon Storage	1 weapon	V	self	U
5)	Moon Crit I	1 weapon	1 rnd/lvl	touch	U
6)	Moon Strike I	1 weapon	1 rnd/lvl	self	U
7)	Moon Parry II *	caster	1 rnd	caster	U
8)	Moon Crit II	1 weapon	1 rnd/lvl	touch	U
9)					
10)	Blade Metamorphose	1 weapon	10 min/lvl	touch	U
11)	Moon Blade II	1 weapon	P	touch	U
12)	Moon Crit III	1 weapon	1 rnd/lvl	touch	U
13)	Moon Strike II	1 weapon	1 rnd/lvl	self	U
14)					
15)	Moon Crit True	1 weapon	1 rnd/lvl	touch	U
16)	Moon Parry III *	caster	1 rnd	caster	U
17)					
18)					
19)	Moon Blade III	1 weapon	P	touch	U
20)	Blade Metamorph. True	1 weapon	P	touch	U
25)	Moon Parry True *	caster	1 rnd	caster	U
30)	Moon Blade True	1 weapon	P	touch	U
50)	Blade Master	caster	1 rnd/lvl	caster	U

1. Moon Blade I — Caster attunes himself to one particular weapon of choice. That weapon becomes his moon blade. It serves as a +10 weapon.

2. Moon Parry I — Offensive Bonus used to parry incoming attacks this round is multiplied by x1,5 (i.e a moon mage that converts 40 of his OB gets 60 to his DB for the active round).

4. Moon Storage (m) — Caster sticks his weapon up towards the moon and the weapon disappears. It can be retrieved in the same manner by casting this spell again.

5. Moon Crit I — Caster imbues his *moon blade* with moon force. All criticals made by weapon has 25% chance of making an additional critical at the same degree of severity. Critical type is decided by casters alignment: Light based – *electricity*, Grey based – *impact*, Dark based – *depression*.

6. Moon Strike I — For the duration, caster's *moon blade* has an additional OB equal the average of caster's IN + SD bonus (i.e IN+SD/2).

7. Moon Parry II — As *Moon Parry I*, except bonus is doubled (using 40 OB for parry gives 80 DB).

8. Moon Crit II — As *Moon Crit I*, except chance is 50%.

10. Blade Metamorphosis — Caster's *moon blade* is, for the duration, transformed into a greater blade and may use any (weapon) attack table of caster's choice (i.e a broadsword that attacks on the twohanded sword attack table). The blade does not physically transform and uses normal skill bonus and fumble range.

11. Moon Blade II — As *Moon Blade I*, bonus is +20.

12. Moon Crit III — As *Moon Crit I*, except chance is 75%.

13. Moon Strike II — As *Moon Strike I*, except bonus to OB equals the *sum* of caster's IN + SD bonus.

15. Moon Crit True — As *Moon Crit I*, except chance is 100% (i.e moon blade always does additional critical).

16. Moon Parry III — As *Moon Parry I*, except bonus is tripled (using 40 DB for parrying provide 120 DB).

19. Moon Blade III — As *Moon Blade I*, bonus is +30.

20. Blade Metamorphose True — As *Blade Metamorphose*, except effect is permanent.

25. Moon Parry True — As *Moon Parry I*, except that during the active round caster may use his OB for a full parry and a full attack (i.e if having an OB of 150, he may do one attack and one parry, both with 150 bonus).

30. Moon Blade True — As *Moon Blade I*, except bonus is +40 and the moon blade cannot fumble or break.

50. Blade Master — Casters movement is fluid and quick and his fighting technique resembles a dance. Caster fights as if *Hasted* (i.e 160% activity), has a +50 initiative bonus and any critical delivered may be modified by 1/10th of caster's level (i.e a 50th lvl caster would be able to modify his criticals with +5/-5).

SPECIAL NOTES

1) The *Moon Blade* spells may be cast on any melee weapon (i.e maces, swords, axes etc) and the weapon of choice may be magical or non-magical. A moon mage may only have one moon blade at a time and changing the weapon require a 24 hour period.

2) Only when wielding his attuned moon blade will the caster be able to cast spells from this list (i.e wielding equals holding in his hands). The exception from this rule is the 4th level spell *Moon Storage*.

3) For the 10th lvl *Blade Metamorphose* spell a broadsword could be enchanted to attack on the twohanded sword attack table or a mace be attacking as a flail. GM may opt out the use of Battle Hammer or Mounted Lance attack tables.