

Astrologer Base List 9.2.3

STARLIGHTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Starlight I	20'R	10 min/lvl	100'	E
2)	Star Aura	1 target	10 min/lvl	touch	E
3)	Starlight II	2x20'R	10 min/lvl	100'	E
4)	Light Eruption	10'R	—	100'	F
5)	Star Burst I	5'R	—	self	E
6)	Starlight III	3x20'R	10 min/lvl	100'	E
7)					
8)	Flare	500'R	3 rd/lvl	500'	E
9)	Star Burst II	10'R	—	self	E
10)	Beacon	5 mi ray	C	self	E
11)	Starlight V	5x20'R	10 min/lvl	100'	E
12)					
13)					
14)	Lord Aura	1 target	10 min/lvl	touch	E
15)	Blinding	10'R	1 rd/10 fail	100'	F
16)	Mass Starlight	varies	10 min/lvl	100'	E
17)	Star Burst III	15'R	—	self	E
18)					
19)					
20)	Aura Blaze	10'R	1 rd/lvl	self	F
25)	Starfires	1 point	C	500'	E
30)	Starhand	1 point	1 rd/lvl (C)	6"	E
50)	Star Burst True	25'R	—	self	E

1. Starlight I — A point up to 100' from caster begin to glow with an intense, sometimes flickering light, like a small star. It will be strong enough to illuminate a 20'R area.

2. Star Aura — Generates a bright, flickering aura about the target, making him appear more powerful and causing distraction to opponents. All attacks against target suffer a -5 penalty.

3. Starlight II — As *Starlight I*, except caster may create two different areas of 20'R starlight.

4. Light Eruption — [RR Mod: -10] Causes an explosion of light, so intense that all within a 10'R area become stunned for 1 round per 10 failure.

5. Star Burst I — An intense burst of "starlight" causes everyone within a 5'R to take a *Shock Bolt* attack modified by casters BAR. Criticals are *Holy/Unholy* depending on casters alignment.

6. Starlight III — As *Starlight I*, except caster may create three areas of 20'R starlight.

8. Flare — A 6" R ball of light is shot from the palm of the caster. It will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. While it burns it will provide enough light for those on the ground to act as in full daylight. The flare drops 10' per round. If fired at a target, resolve the attack as a Shock Bolt that delivers Heat criticals.

9. Star Burst II — As *Star Burst I*, except radius is 10'R and attack is modified by casters BAR x2.

10. Beacon — A ray of light (any color) springs from caster's palm. This ray can be up to 5 miles long.

11. Starlight V — As *Starlight I*, except caster may create five areas of 20'R starlight.

14. Lord Aura — As *Star Aura*, except subtracts 15 from all attacks.

15. Blinding — Brilliant flash blinds all within the 10'R for 1 round per 10 failure.

16. Mass Starlight — As *Starlight I*, except caster may light one 20'R starlight each round. He may do so for an amount of time equal to 1 min/lvl. Each starlight will burn for 10 min/lvl from when created (or until caster cancels it).

17. Star Burst III — As *Star Burst I*, except radius is 15'R and attack is modified by casters BAR x3.

20. Aura Blaze — Caster is illuminated in a blinding light. All within 10' suffer must resist as in *Blinding*. All attacks against the caster subtract 25.

25. Starfires — Focuses star or moonlight as a lens, must be focused initially on a fixed point, but after 1 round it can be moved. It will burn through a 1" thick wooden panel at a rate of 6" per round or a 0,5" thick iron or glass panel at a rate 3" per round. Thinner materials can be cut faster, thicker will require more time. It cannot penetrate mithril or stone.

30. Starhand — As *Starfires*, except the range and focus is 6" from open palm of caster and it can be used in a combat, striking as a Fire Bolt with an OB of 30 (plus the caster's directed spell bonus with *Starhand*). Concentration is not required if being used in melee.

50. Star Burst True — As *Star Burst III*, except attack is made on the *Lightning Ball* attack table with a radius of 25' and the attack bonus equals caster's BAR. Criticals are *Holy/Unholy* with *Impact* and *Unbalancing* as secondary and tertiary criticals.

SPECIAL NOTES

1) All spells on this list containing star in the title cost double PP to cast unless stars are visible in the sky.

2) None of the *Aura* spells are cumulative with each other or *Blur*.spell.