



# CHARACTER SPELLS SUMMARY

CHARACTER:	HOME COSM:	MAGIC AXIOM:
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PERCEPTION:	ALTERATION:	MIND:	APPORTATION:
	DIVINATION:		CONJURATION:

ESSENCES	DEATH:	LIFE:	TIME:	TRUE KNOWLEDGE:			
PRINCIPLES	DARKNESS:	LIGHT:	MAGIC:				
MIXED FORCES	INANIMATE FORCES:	LIVING FORCES:					
ELEMENTS	AIR:	EARTH:	FIRE:	METAL:	PLANT:	WATER:	
KINDRED	AQUATIC:	AVIAN:	EARTHLY:	ELEMENTAL:	ENCHANTED:	ENTITY:	FOLK:

PROCESS THEOREMS	CAST TIME:	CONTROL:	DURATION:	RANGE:	SPEED:	STATE:
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SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO	CAST TIME		
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