

## Open Channeling 2.1.4

### LIGHT'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Light I	10'R	10 min/lvl	touch	E
3)	Aura	1 target	10 min/lvl	10'	U
4)	Light II	20'R	10 min/lvl	touch	E
5)	Shock Bolt	1 target	—	100'	DE
6)	True Aura	1 target	10 min/lvl	10'	U
7)	Sudden Light	10'R	1 rnd/10 fail	100'	F
8)	Light III	30'R	10 min/lvl	touch	E
9)	Utterlight I	10'R	1 min/lvl	touch	E
10)	Waiting Light	10'R	10 min/lvl	touch	E
11)	Flare	varies	1 rnd/lvl	20'/lvl	DE
12)					
13)	Light V	50'R	10 min/lvl	touch	E
14)	Light X	100'R	10 min/lvl	touch	E
15)					
16)					
17)	Utterlight V	50'R	1 min/lvl	touch	E
18)	Mass Light	10'R/lvl	10 min/lvl	50'	E
19)					
20)	Mass Aura	varies	10 min/lvl	10'	U
21)					
22)					
23)					
24)					
25)	Alkar	1 target	10 min/lvl	10'	U
30)	Lightning Call	1 target	—	100'	DE
50)	Mass Utterlight	10'R/lvl	1 min/lvl	touch	E

**1. Projected Light** — A beam of light comes forth from the casters palm. It can be shut by closing the hand and works like a flashlight.

**2. Light I** — Lights a 10'R area around the point touched; if the point is on a mobile object or being, it will move with the object/being.

**3. Aura** — Creates a bright aura around target and makes him appear more powerful; subtracting 10 from all attacks.

**4. Light II** — As Light I, except one or two areas can be created with a total radius of 20' (e.g, one area of 20' or two areas of 10').

**5. Shock Bolt I** — An intense bolt of electricity is shot from casters hand and strikes a target using the *Shock Bolt attack table*.

**6. True Aura** — Creates a bright aura around target and makes him appear very powerful; subtracting 15 from all attacks.

**7. Sudden Light** — Causes a 10' burst of intense light; all those inside are stunned for 1 rnd/10 failure.

**8. Light III** — As Light II, except up to three areas can be created with a total radius of 30'.

**9. Utterlight** — As Light, except it's the equivalent of full daylight. It also nullifies all magically created darkness for the duration.

**10. Waiting Light** — In conjunction with any light spell on this list (i.e this spell is cast when the light spell is cast) it can delay the action of that spell for up to 24 hours. It can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, violent action in the area, etc.

**11. Flare** — A 6" radius ball of light is shot from the palm of the caster. It will travel to the limit of its range, explode (as a flare), drift slowly to the earth and go out. An area equal to the range is lit if the flare can raise to its full range. If used against a target, use the Shock bolt attack table but deliver heat criticals.

**13. Light V** — As Light II, except up to five areas can be created with a total radius of 50'.

**15. Light X** — As Light II, except up to ten areas can be created with a total radius of 100'.

**17. Utterlight V** — As Utter Light, except up to five areas can be created with a total radius of up to 50'.

**18. Mass Light** — As Light III, except radius is 10' per level and range is 50'.

**20. Mass Aura** — As Aura, except as many targets as caster's level can be affected.

**25. Alkar** — As Aura, except target seems like a minor god and the subtraction is 25.

**30. Lightning Call** — Caster can cause a lightning bolt to strike down on a target within his range. This spell can only be used outdoors and there must be weather conditions suitable for actually causing a lightning strike. The result is resolved on the Lightning Bolt attack table modified by the casters BAR and with a special +50 bonus due to the nature of this powerful bolt. All concussion hits are doubled. No shield will provide any help versus this attack.

**50. Mass Utterlight** — As Utterlight, except as many areas as the caster's level can be created with a total radius of 10' per level.

### SPECIAL NOTES

1) None of the Aura spells (Aura, True Aura, Mass Aura or Alkar) are cumulative with each other or with the Blur spell.

2) If the caster of a Light II (or higher) spell wants to light different areas, he must be able to walk to the area since the spell range is touch. This make take more than one round to complete.