ORIGINAL TEMPLATE: Energy Projection
Base DIFF: ____1____

VARIANTS & REQUIREMENTS

+2	+1 WR
-1	Generic Focus Item (thrown rock)

Name	Sparza's Spinning Death Razor

Diff	2	Rng	20 yds	Dur	Instant

WR	2	AV	N/A	Audio	Hi-speed whirring

Visual: White-hot spinning 4" disc

Effects: Thrown rock "becomes" a spinning, razor-sharp projectile.

Req's: Rock (generic focus), Throw (hand motion), "Razor!" (single word)

Cast Time	1 action	Type (C / N)	C

Notes: Rock doesn't need to match the scale of visual effect (4-inch disc)

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oth spells on this page have been constructed using the same spell template, **Energy Projection** (Combat Theory Grimoire, p.81 in the *Arrowflight™* rulebook). Yet as we can see, both spells are very different from one another.

The player who constructed the spell on the left (Sparza's Spinning Death Razor) obviously wanted something quick that could be cast at relatively short range on the battlefield using a single action. The finished spell uses the base range and requirements, with the addition of a generic focus item (the rock) to help absorb the higher spell difficulty due to the increased damage capacity. The result is the equivalent of a short sword strike at a 20-yard distance. Not bad for a DIFF 2 spell, considering mages add their MANA to spell damage.

The player on the right has constructed a wholly different spell (Soulhawke) from the **Energy Projection** template. It is the same difficulty as the one on the left, but here the similarities end! It has a much greater range and damage capacity, coupled with the "seeker" variant, which means the target gets no dodge, and must rely on physical protection like armor to absorb the rather considerable damage.

Now how can such a potentially devastating spell still have the same DIFF as the lesser one? If you look at the requirements the mage has added to keep the spell cost down, you'll notice that it is not something that can be cast "on the fly". It has become a ritual lasting a whopping *seven actions* (that's three-and-a-half combat rounds for a normal character), requires a rare focus item (the warhawk feather), a drawn circle, and an incantation chanted a total of five times. Moreover, the unfortunate spell target must be in line of sight of the mage, which means there is a chance the target could see the mage drawing the circle and chanting, and thusly take steps to defend himself, or even interrupt the mage somehow (a well-placed arrow to the chest works just fine).

So although the effects are deadly, the spell on the right has commensurate liability in its casting time and other requirements. The spell on the left can be cast every other action. The mage simply preps the focus (grabs a rock), and throws it while uttering "Razor!"

You can experiment with the spell and prayer templates in the *Arrowflight™* manual, creating your own distinctive spells with the handy sheets on the next page. Just remember a good mage or priest carries a well-balanced arsenal.

Happy playing, and keep checking **www.deep7.com** for more spell templates and player resources!

ORIGINAL TEMPLATE: Energy Projection
Base DIFF: ____1____

VARIANTS & REQUIREMENTS

+6	+3 WR
+3	+30 yds range
+3	seeks target (no dodge)
-2	Short incantation
-3	Rare Focus Item (warhawk feather)
-2	Circle (+2 actions)
-4	4 actions ritual

Name	Soulhawke

Diff	2	Rng	50 yds	Dur	Instant

WR	4	AV	N/A	Audio	hawk scream

Visual: Semi-transp. hawk attacking

Effects: Shimmery "hawk" effect seeks target (line-of-sight) and attacks

Req's: Warhawk feather (rare focus), Draw circle w/feather, Aim w/feather (hand motion), Short incantation (repeat 4x)

Cast Time	7 actions	Type (C / N)	C

Notes: Target gets no dodge

ARROWFLIGHT ™ ·· Spell & Prayer Worksheets

ORIGINAL TEMPLATE: _____

Base DIFF: _____

VARIANTS & REQUIREMENTS

Name [ ]

Diff [ ] Rng [ ] Dur [ ]

WR [ ] AV [ ] Audio [ ]

Visual [ ]

Effects [ ]

Req's [ ]

Cast Time [ ] Type (C / N) [ ]

Notes [ ]

ORIGINAL TEMPLATE: _____

Base DIFF: _____

VARIANTS & REQUIREMENTS

Name [ ]

Diff [ ] Rng [ ] Dur [ ]

WR [ ] AV [ ] Audio [ ]

Visual [ ]

Effects [ ]

Req's [ ]

Cast Time [ ] Type (C / N) [ ]

Notes [ ]

ORIGINAL TEMPLATE: _____

Base DIFF: _____

VARIANTS & REQUIREMENTS

Name [ ]

Diff [ ] Rng [ ] Dur [ ]

WR [ ] AV [ ] Audio [ ]

Visual [ ]

Effects [ ]

Req's [ ]

Cast Time [ ] Type (C / N) [ ]

Notes [ ]