

Sun's Heart

Special

	Area of Effect	Duration	Range
1—Sun Store	S	C	S
2—Warm	1 target	C	10'
3—Sun Screen	1 target	1 hr/lvl	T
4—Filter	10' x 10'	1 min/lvl	100'
5—Daylight I	1'/lvl cone	1 rnd/lvl	50'
6—Solar Concentration	S	P	T
7—Melt	1 target	—	100'
8—Sun Wall	10'x10'x1'	1 rnd/lvl	30'
9—Solar Shield	S	1 rnd/lvl	S
10—Daylight II	1'/lvl cone	1 rnd/lvl	50'
11—Heat Wave	1'/lvl x 3'/lvl	—	50'
12—Sunbolt 100'	1 target	—	100'
13—Hyperthermia	1 target	C	50'
14—Blind	1 target	V	50'
15—Daylight True	1'/lvl cone	1 rnd/lvl	50'
16—Sunball 10'R	10'R	—	100'
17—Mass Blind	1 target/lvl	V	—
18—Slag	target	—	100'
19—Sunfield	target	1 rnd/lvl	10'
20—Sunbolt 300'	target	—	—
25—Sunball 20'R	20'R	—	150'
30—Solar Triad	1-3 targets	—	100'
50—Immolation	S	1 rnd/lvl	S

1—Sun Store (F) Stores one thermal unit per minute up to the caster's constitution. No spell on this list can be used unless a number of thermal units equal to the spell's level have been stored. This spell must be used in the presence of direct sunlight; artificial sunlight will not work. Caster expends normal power points as well as thermal units when using any spell from this list. When the caster has exhausted all his thermal units then he cannot cast any more spells from this list.

2—Warm (E) Warms any target to approximately 100° Fahrenheit at a rate of 1 degree per second.

3—Sun Screen (D) Protects the target from overexposure to the sun. It also gives the target a +30 bonus versus any sun-based attack.

4—Filter (F) Caster can filter light to produce only certain colors from the visible spectrum. The area which can so be filtered is 10'x10'.

5—Daylight I (F) A cone of daylight which begins from the casters palm and extends for 1'/level ending with a diameter equal to the caster's level in feet. Any creatures which shun direct sunlight will receive an 'A' Disruption critical if bathed in the light of the cone (Large and Super Large ratings do not apply for purposes of this spell).

6—Solar Concentration (F) Allows caster to store thermal units within precious stones. The stone can hold one thermal unit for

every gold piece of value. It takes one round to transfer the stored thermal units from the stone to the caster for use with this list.

7—Melt (F) Mod: -20 Immediately melts any inorganic target. Organic, magical or extraordinary materials receive a RR. Organic targets receive an 'E' Heat critical.

8—Sun Wall (F) Caster creates a 10'x10'x1' wall of raging sun power. Anything which passes through it must resist (if it is entitled to a RR) or receive the effects of a *Melt* spell. Anyone looking directly at the wall must make a RR or be blinded for 1 round per 5% failure.

9—Solar Shield (F) As *Shield* on the Closed Essence list: Shield Mastery. Anyone looking directly at the shield must make a RR or be blinded for 1 round per 5% failure. If the target is in melee, then he fights at -75. If the target is not trying to avoid looking at the shield, then there is a 75% chance that he will.

10—Daylight II (F) Creates a cone of daylight which begins from the casters palm and extends for 1' per level ending with a diameter equal to the caster's level in feet. Any creatures which shun direct sunlight will receive a 'C' Disruption critical if bathed in the light of the cone (Large and Super Large ratings do not apply for purposes of this spell).

11—Heat Wave (E) Creates a wave of solar energy moving away from the caster. The wave is 1'/level high in the center and 3'/level wide. A number of waves equal to the caster's level divided by 5 can be released. Damage for each wave is determined on the *Fireball* Attack Table.

12—Sunbolt 100' (E) A bolt of solar energy is shot from the palm of the caster; results are determined on the *Plasma Bolt* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

13—Hyperthermia (F) Target suffers an 'A' Heat critical, once per round, for one round/5% failure. Critical severity level may be raised for each 13 PP and Thermal Units invested.

14—Blind (F) Mod: -20 A sphere of light as bright as the sun is created. Targets failing a RR are blinded for 1 round/5% failure.

15—Daylight True (F) Creates a cone of daylight which begins from the caster's palm and extends for 1'/level ending with a diameter equal to the caster's level in feet. Any creatures which shun direct sunlight will receive an 'E' Disruption critical if bathed in the light of the cone (Large and Super Large ratings do not apply for purposes of this spell).

16—Sunball 10' R (E) A 1" diameter ball is shot forth from the caster's palm terminating in an explosion with radius of 10'; results are determined on the *Plasma Ball* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

17—Mass Blind (F) Mod: -20 A sphere of light as bright as the sun is created. Targets failing a RR are blinded for 1 round/5% failure. Caster may attack as many targets as he has levels, but all targets must be within his field of vision.

18—Slag (F) Mod: -30 Instantly liquifies and separates any inorganic target into its basic components. Organic, magical and extraordinary materials receive a RR. Organic targets receive 'E' severity Heat and Disruption criticals.

19—Sunfield (F) Creates a field of intense solar radiation around target. Anyone coming within 20' of the target will suffer a 'B' severity Heat critical; coming to within 10' will deliver a 'C'

severity Heat critical; contact with the target will deliver a 'D' severity Heat critical.

20—Sunbolt 300' (E) A bolt of solar energy is shot from the palm of the caster; results are determined on the *Plasma Bolt* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

25—Sunball 20'r (E) 1" diameter ball is shot forth from the caster's palm terminating in an explosion with radius of 20'; results are determined on the *Plasma Ball* Attack Table, damage is x2, and all criticals are raised by one degree of severity.

30—Solar Triad (E) As *Sunbolt*, except that three bolts may be released. Directed skill bonus can apply to only one target, or it may be divided equally among all three attacks. All targets must be within the caster's field of vision.

50—Immolation (F) Caster is immune to solar radiation, and anyone or anything coming into contact with him suffers 'E' severity Heat and Disruption criticals.

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