



# Bubbles

Irresistibly pretty and perky, this Unspeakable young woman is surprisingly tough and strong and opponents often underestimate her deadliness. Her flowing blonde hair and extra-ordinary good fortune reflects her Golden Hero bloodline. A bit of a party girl, she is into games and astrology and can always be counted on for a good time. She's a talented sailor, but has a major phobia about eating fish ever since a childhood accident involving a fish bone that became stuck inside her throat.

## Cell Blast

Duration	One combat round
Area	One or more hit locations
MP Cost	Variable

Many moons ago, it was thought that the damage from the Cell Blast spell was caused by the snapping back of the magic barrier as it fills the gap created by the force of the spell. Modern Vinyan science has shown that the damage is caused instead by the disruption of thousands of cells in a random location on the target's body. For every Spell Level invested, the Cell Blast will inflict 1d4 pts. of damage to a random location on the target. The cellular disruption spreads randomly across the target's body, and therefore the Location of each 1d4 of damage is rolled separately. Because of the nature of this attack, the DA provided by physical armor or even magical spells cannot absorb the damage.

The spell causes cellular disruption, which is devastating to a living creature that needs its cells to be in a certain order. However, cell blasts aimed at inanimate objects cause little more than cosmetic damage. It can change the color and texture, leaving blast patterns, but causes no structural damage.

This spell is frequently used by inept or frustrated fishermen to tip the scales against their slippery prey.

## Energy Shield

Duration	Special
Area	One creature
MP Cost	Fixed (2)

Energy Shield is a relatively new, unperfected alternative to an Armor spell. It provides additional DA to the caster's entire body, but absorbs a variable amount of damage, determined by rolling 1d6 points of DA when the spell is cast. However, the spell only absorbs damage once, up to the pre-determined amount in each location. Thus a 5 DA Energy Shield will absorb the first five points of damage inflicted to the arm, head, etc., but then flickers away and provides no more defense in that location.

If an Energy Shield is running concurrently with an Armor Spell or additional Energy Shields, the spell that provides the most DA is the predominant one. Because each separate Energy Shield spell dissipates by Hit Location as it is struck, it is possible for one to be dominant in some locations and not in others (see Concurrent Spells, p. 68).

## Energy Weapon

Duration	One combat round
Area	One location
MP Cost	Fixed (1)

If the target's MPT or MPR is overcome, this spell creates an energy force that will strike as a weapon would. The damage is 1d6 rolled in a random location. The defender may not Parry, but physical armor will absorb damage. Historical note: this spell is an earlier version of the Cell Blast.

Note that unlike its more complex cousin, Cell Blast, Energy Weapon affects inanimate objects just as readily as animate ones.

## Heal/Mend

Duration	Permanent
Area	One Hit Location
MP Cost	Variable

The Heal/Mend spell joins things that were once whole but have in some way been broken or separated. If the spell is successful, it will restore one lost hit point per spell level to a Hit Location or inanimate object. A single Heal spell of a strength equal to a creature's original hit points in that location is required to repair maimed limbs or re-attach missing limbs, assuming they can be found and the spell is cast within an hour of their separation. A Heal spell also stops all bleeding in that Hit Location.

The Mend spell can restore a broken magical item to its original physical shape, but the magical energy is permanently lost. In cases where Power Gems have been implanted in weapons, the Gem itself would have to be broken for the magic to vanish, not just the weapon.