

Faded Glory

The Live Action Role Play System

Soul Magic

Written By Peter Chaplin
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Introduction

It was not so long ago that soul magic did not exist. Before the darkness arrived no one had heard of it, instead magic was gifted by gods to their followers. However shortly after the arrival of the darkness the gods seemed to turn their backs on their followers and their powers dwindled to nothing. Once the majority of the priestly magic had left the world the soul magic appeared from an unknown source.

Practitioners of this magic believe that their souls are directly linked to the world and through the world they are linked to the lives of everything and everyone. They believe that by drawing on the soul, they are drawing power in essence from the world and life itself in order to cast their spells. Soul magic, when compared to mage magic, is more limited as mages get more spells and are individually more powerful. However the benefit of soul magic is that two or more low level soul casters can “join” in casting a spell to gain a high-powered effect.

There are three types of Soul Casters:

Light Soul Magic

Light Soul Magic revolves around life and purity. Light soul casters cannot join with dark soul casters when trying to cast a spell to greater effect; they may only join with other light casters.

Dark Soul Magic

Dark Soul Magic revolves around corruption and death. Dark soul casters cannot join with light soul casters when trying to cast a spell to greater effect. They may only join with other dark casters.

Grey Soul Casters

Grey Soul Casters walk a fine line between life and death. They have a very balanced outlook on everything that they do, never favouring one or the other. You cannot become a grey caster; instead you must choose to be one when you create your character.

Unlike mages, the soul casters do not have to learn spells. Instead, when they reach a certain level of power, they gain all the standard powers that go with that level. There are rumours of additional powers that they may learn at higher levels but it is still a new type of magic and few, if any, have achieved a high level of mastery in it. The benefit of soul magic over mage magic is that soul casters can “join” when casting a spell. For example, if two second level casters joined to cast a spell they could duplicate the effect of a fourth level power that neither could cast alone.

Class Rules

Light Soul Casters

Light soul casters gain all the power on the light soul lists according to their level. They can heal wounds and hold undead immobile not to mention a few other interesting anti undead powers.

Dark Soul Casters

Dark soul casters gain all the powers on the dark soul lists according to their level. They can harm their foes and control the undead. They too get some interesting powers but they are in the anti lifeline.

Grey Soul Casters

Grey soul casters gain the powers from BOTH the light and dark soul lists according to their levels. However there are a number of special rules that apply to grey soul casters:

1. They must start as grey casters. No class can buy grey powers at a later date. They **MUST** start with at least casting level 1 for both light **AND** dark.
2. Grey casters cannot have a difference in casting level of more than one level between the light and dark powers.
3. They can **ONLY** join with other grey casters to cast spells to greater effect.
4. They **CAN** buy skills deemed light or dark. However they must buy **BOTH** at the same time and not just one or the other.
5. Grey casters can **ONLY** buy skills from the General and Soul skill lists
6. The grey casters have two mana pools, one for light and one for dark. The caster must use all of **BOTH** mana pools before they can attempt to regain mana by any means. Both mana pools **MUST** have the same number of total mana.

Any grey caster who breaks these rules will **IMMEDIATELY** lose all powers of light or dark depending on which he favoured when he broke the above rules. He/She also loses all Skill Points used to buy those powers. He/She will then become a regular light or dark soul caster.

True Grey

True Grey is a more extreme version of grey soul casting. Their rules are far more restrictive than for regular grey casters because they believe in perfect balance. True grey casters are rare because it takes a certain outlook on life to accept the strict rules that govern the powers. They gain all the powers of grey casters as well as the following rules.

1. When casting a light spell true grey casters automatically gain a number of dark spell points equivalent to the cast spell at the same time and vice versa. Until this energy is released using one or more spells the true grey is unable to cast any light powers or use any light soul caster restricted skills. Should the energy not be drained to zero after 15 minutes of the original spell being cast the True grey loses from his current mana pool a number of points equivalent to the energy remaining, Should this his mana to zero or below he will pass out and be considered to of overcast.
2. True grey casters may only join with other true grey casters.

3. True grey casters only have a single mana pool. Therefore the meditation restrictions of the standard grey caster do not apply.
4. Grey casters can never be unbalanced and must always have the same level of light and dark soul casting. If they buy a light soul only skill they **MUST** buy the dark soul equivalent at the same time.
5. You cannot start as a true grey caster, to become one you must find a tutor and prove you have the correct outlook on life to become one. Money will probably be needed too.

Other Soul Casters

Soul magic is still a new type of magic and little is really known about it. There are rumours of other ways in which it can be used. One theory being bounced around at the moment is that it may be possible to specialise in certain areas of soul magic. Another theory is that the highest levels of soul magic have great and terrible powers. No one knows anything for certain but it does not stop people theorising.

Soul Caster Restrictions

Armour interferes with the casting of soul magic in a similar way to how it affects mages. The effect is much less pronounced with soul casters though and they are only affected by metal armours. They can freely wear armour up to and including studded leather. Chain and plate mail however cause problems. Wearing such armour does not prevent casting; it just becomes more draining to the caster. Casting in chain or plate armour costs the normal number of mana points **MULTIPLIED** by the protection value of the armour. This means that to cast a spell in chain with a protection value of 4 would cost 4 x spell level in mana. It is believed that there may be a way around this for the soul casters.

Light Soul Casting

Level 1

ID Undead Mana Cost: 0 Range: LoS

ID undead costs no mana to use but must be used before a control or holding spell is cast. This tells the users the type and level of the undead. To use this ability a soul caster must examine an undead for 10 seconds before calling ID Undead.

Heal 1 Mana Cost: 1 Range: Touch

Allows the soul caster to heal one point of damage on the touched target

Cure Poison 1 Mana Cost: 1 Range: Touch

Cures one level 1 poison effect on the touched target

Cure Disease 1 Mana Cost: 1 Range: Touch

Cures one level one disease effect on the target

Hold Undead 1 Mana Cost: 1 Range: LoS

Level 1 soul casters can hold a level 1 undead for 10 seconds.

Soul Pact Mana Cost: N/A Range: Self

Light casters have the ability to draw upon deep reserves of power when they need to. In order to represent this a soul caster can cast a spell using his/her loc to power the spell instead of mana. One point of loc can be used as one mana point. The caster can choose which locations the loc comes from. Loc used to power spells counts as temporary life drains and may only be regained by a good night's sleep or appropriate magical curing.

Level 2

Heal 2 Mana Cost: 2 Range: Touch

Allows the soul caster to heal two points of damage on the touched target

Cure Poison 2 Mana Cost: 2 Range: Touch

Cures one level 2 or lower poison effect on the touched target

Cure Disease 2 Mana Cost: 2 Range: Touch

Cures one level 2 or lower disease effect on the touched target

Hold Undead 2 Mana Cost: 2 Range: LoS

Level 2 soul casters can hold a level 2 undead for 10 seconds or a level 1 for 20 seconds.

Lifes Blessing Mana Cost: 2 Range: Touch

Light soul casters have the ability to stop time in a limited way. Using this power a soul caster can extend time for a character. The character may still act normally except for the fact the soul caster must remain touching him for the effect to work. While this spell is in effect, any timed effect upon the target is halted, for example if used on a character in their death time; the death time would be suspended while this power was in effect. If used on a character that has been poisoned then the poison would not take effect for as long as this power was in force. Also, if used on a character that was paralysed, they would remain

paralysed for as long as this spell was in effect. If the soul caster stops touching the target of this spell all times resume from where they were suspended. This spell can only halt the time for one effect on the target at any one time. This skill has no effect on timed skills like berserk and weapon initiate. It also does not affect recovery times.

Level 3

Heal 3 Mana Cost: 3 Range: Touch
Allows the soul caster to heal three points of damage on the touched target

Cure Poison 3 Mana Cost: 3 Range: Touch
Cures one level 3 or lower poison effect on the touched target

Cure Disease 3 Mana Cost: 3 Range: Touch
Cures one level 3 or lower disease effect on the touched target

Hold Undead 3 Mana Cost: 3 Range: LoS
Level 3 soul casters can hold a level 3 undead for 10 seconds or a level 2 for 20 seconds and so on.

Ring of Life Mana Cost: 3 Range: Self
This creates a ring 10ft around the caster, the ring lasts for 5 minutes and moves with the caster. Undead may not enter the area. Undead within the area are NOT forced out but once they leave they cannot re-enter. If the caster forces the barrier against an undead the barrier will break.

Chloroblast I Mana Cost: 3 Range: LoS
This spell heals one point of damage to a target in the line of sight of the caster.

Level 4

Heal 4 Mana Cost: 4 Range: Touch
Allows the soul caster to heal four points of damage on the touched target

Cure Poison 4 Mana Cost: 4 Range: Touch
Cures one level 4 or lower poison effect on the touched target

Cure Disease 4 Mana Cost: 4 Range: Touch
Cures one level 4 or lower disease effect on the touched target

Hold Undead 4 Mana Cost: 4 Range: LoS
Level 4 soul casters can hold a level 4 undead for 10 seconds or a level 3 for 20 seconds and so on.

Sleep Well Mana Cost: 4 Range: Touch
This spell allows the touched person to gain the effects of a full nights sleep in only one hour. They regain hit points as if having slept for the full night as well as mana points. Once a day abilities are unaffected.

Mass Repel Death Mana Cost: 4 Range: Touch
All undead within 10ft of the caster are forced 20ft away from the caster unless the spell is resisted.

Soul Bind Mana Cost: 4 Range: Touch

This spell allows the caster to closely bind two living souls for a short time. When casting the spell the soul caster must be touching the two people he wishes to be bound. The binding will last for five minutes from the time of casting. Once bound, the two individuals can move freely apart any distance but a healing spell cast on one of them will also affect the other. Only two souls can be bound together at one time.

Level 5

Heal 5 Mana Cost: 5 Range: Touch

Allows the soul caster to heal five points of damage on the touched target

Cure Poison 5 Mana Cost: 5 Range: Touch

Cures one level 5 or lower poison effect on the touched target

Cure Disease 5 Mana Cost: 5 Range: Touch

Cures one level 5 or lower disease effect on the touched target

Hold Undead 5 Mana Cost: 5 Range: LoS

Level 5 soul casters can hold a level 5 undead for 10 seconds or a level 4 for 20 seconds and so on.

Remove Paralysis Mana Cost: 5 Range: Touch

Cures the touched target of the paralysis call so they can move again. Note that if the paralysis was caused by a poison of higher than level 5 this may not work.

Disruption Weapon Mana Cost: 5 Range: Self

This spell creates a weapon in the hand of the soul caster. The weapon can be of any type the caster wishes. The weapon does +2 damage vs. undead but cannot harm a living creature. The weapon cannot be disarmed but may only be used by the caster.

Level 6

Heal 6 Mana Cost: 6 Range: Touch

Allows the soul caster to heal six points of damage on the touched target

Cure Poison 6 Mana Cost: 6 Range: Touch

Cures one level 6 or lower poison effect on the touched target

Cure Disease 6 Mana Cost: 6 Range: Touch

Cures one level 6 or lower disease effect on the touched target

Hold Undead 6 Mana Cost: 6 Range: LoS

Level 6 soul casters can hold a level 6 undead for 10 seconds or a level 5 for 20 seconds and so on.

Light Restoration Mana Cost: 6 Range: Touch

Cures all temporary life drain effects to the touched location on the target

Protection of Light Mana Cost: 6 Range: Self

You gain hits to blows vs undead and all other damage is reduced by 1 to a minimum of 1. Spells still effect you normally.

Chloroblast II Mana Cost: 6 Range: LoS
As per Chloroblast I but does 2 points of healing.

Level 7

Heal 7 Mana Cost: 7 Range: Touch
Allows the soul caster to heal seven points of damage on the touched target

Cure Poison 7 Mana Cost: 7 Range: Touch
Cures one level 7 or lower poison effect on the touched target

Cure Disease 7 Mana Cost: 7 Range: Touch
Cures one level 7 or lower disease effect on the touched target

Hold Undead 7 Mana Cost: 7 Range: LoS
Level 7 soul casters can hold a level 7 undead for 10 seconds or a level 6 for 20 seconds and so on.

Light Aura Mana Cost: 7 Range: Self
Damage spells used on the caster are reduced by 1 point of damage to a minimum of 1. Natural abilities of undead (other than melee effects) do not affect the caster when under this spell (e.g. a dread's crush would still effect the caster as it's a melee ability but a spectres freeze life would not)

Level 8

Heal 8 Mana Cost: 8 Range: Touch
Allows the soul caster to heal eight points of damage on the touched target

Cure Poison 8 Mana Cost: 8 Range: Touch
Cures one level 8 or lower poison effect on the touched target

Cure Disease 8 Mana Cost: 8 Range: Touch
Cures one level 8 or lower disease effect on the touched target

Hold Undead 8 Mana Cost: 8 Range: LoS
Level 8 soul casters can hold a level 8 undead for 10 seconds or a level 7 for 20 seconds and so on.

Mend Bone Mana Cost: 8 Range: Touch
Allows the caster to heal a broken bone in the touched location. Does not heal any damage, just repairs the bone.

Retribution Mana Cost: 8 Range: 20ft Circle
When cast, this spell affects everyone within 20ft of the caster, all foes take damage of one point to all locations; for every foe affected the caster gains three points of healing that they can use by touching injured people. The healing can be split between multiple people and requires no verbal to use; if it is not used by

the end of the encounter (or 5 mins) then it is lost. If there are no foes in the area of effect then this spell will not work.

Level 9

Heal 9 Mana Cost: 9 Range: Touch
Allows the soul caster to heal nine points of damage on the touched target

Cure Poison 9 Mana Cost: 9 Range: Touch
Cures one level 9 or lower poison effect on the touched target

Cure Disease 9 Mana Cost: 9 Range: Touch
Cures one level 9 or lower disease effect on the touched target

Hold Undead 9 Mana Cost: 9 Range: LoS
Level 9 soul casters can hold a level 9 undead for 10 seconds or a level 8 for 20 seconds and so on.

Lightwell Mana Cost: 9 Range: Touch
Lightwell must be cast on a living person and for the duration of the spell or as long as the person remains alive no harm effects, poisons or diseases will work in a 20ft area around the Lightwell. The effect will move with the person this spell is cast upon.

Chloroblast III Mana Cost: 9 Range : LoS
As per Chloroblast but heals three points of damage.

Sanctuary Mana Cost: 9 Range: Self
Once cast the caster is protected by the spell and cannot be harmed by any weapon or attack. However he must adhere to the following conditions or the spell is broken.

- 1) He cannot wield a weapon or carry a shield. Any weapons on his person must be sheathed or the spell ends.
- 2) He cannot attack anyone or try to provoke an attack in any way or the spell ends
- 3) He cannot use spells or abilities to do anything other than heal those who are in need.

Level 10

Heal 10 Mana Cost: 10 Range: Touch
Allows the soul caster to heal ten points of damage on the touched target

Cure Poison 10 Mana Cost: 10 Range: Touch
Cures one level 10 or lower poison effect on the touched target

Cure Disease 10 Mana Cost: 10 Range: Touch
Cures one level 10 or lower disease effect on the touched target

Hold Undead 10 Mana Cost: 10 Range: LoS
Level 10 soul casters can hold a level 10 undead for 10 seconds or a level 9 for 20 seconds and so on.

Soul Restoration Mana Cost: 10 Range: Touch
Allows the caster to remove one permanent life drain effect from the touched target.

Light Avatar Mana Cost: 10 Range: Self
Everyone is created unique and as such how they manifest a soul avatar is unique to them. When a character reaches level 10 soul casting they may create their avatar from the following lists. Once created the avatar is fixed and cannot be changed.

NOTE: This cannot be cast via joint casting. The caster must have level 10 light soul to be able to use this power.

Soul casters have 15 points to spend on abilities from the following lists.

1 Point Skills

- Immune to Sleep
- Immune to Pain
- Immune to Poison
- Immune to Disease
- Immune to Sickness
- Immune to Subdue
- Immune to Chill
- Immune to Fell (you still take damage but the fell effect is ignored)
- +1 Strength (max of Quad)
- Heal self when spell is cast (not poisons, diseases or special calls)
- Cure Disease level 1 by touch (no mana cost)

2 Point Skills

- Immune to Freeze
- Immune to Paralysis
- Immune to Crush
- +2 Strength (must have +1, highest plus is used, plusses are not cumulative, max of Quad)
- Disruption Weapon
- Cure Disease Level 2 by touch (no mana cost)

3 Point Skills

- Double Current Loc
- Current Mana Pool Doubled
- -1 mana cost when casting spells (to a minimum of 1)
- +3 Strength (must have +2, highest plus is used, plusses are not cumulative, max of Quad)
- +1 melee damage
- Protection of Light
- Light Aura
- Cure Disease Level 3 by touch (no mana cost)

4 Point Skills

- Hits to Blows vs melee
- Hits to Blows vs magic

- Hits x 10 but take 10 x damage from magic (cannot buy with hits to blows skills)
- +4 Strength (must have +3, highest plus is used, plusses are not cumulative, max of Quad)
- +2 Melee damage (must have +1, highest plus is used, plusses are not cumulative)
- Count as a lightwell
- Cure Disease Level 4 by touch (no mana cost)

5 Point Skills

- +3 Melee damage (must have +2, highest plus is used, plusses are not cumulative)
- Cure Disease Level 5 by touch (no mana cost)

Dark Soul Casting

Level 1

ID Undead Mana Cost: 0 Range: LoS

ID undead costs no mana to use but must be used before a control or holding spell is cast. This tells the users the type and level of the undead. To use this ability a soul caster must examine an undead for 10 seconds before calling ID Undead.

Harm 1 Mana Cost: 1 Range: Touch

Allows the soul caster to inflict one point of harm damage on the touched target

Cause Disease 1 Mana Cost: 1 Range: Touch

Inflicts a level 1 disease on the touched target

Control Undead 1 Mana Cost: 1 Range: LoS

Level 1 soul casters can control a level 1 undead for 10 seconds.

Soul Pact Mana Cost: N/A Range: Self

Light casters have the ability to draw upon deep reserves of power when they need to. In order to represent this a soul caster can cast a spell using his/her loc to power the spell instead of mana. One point of loc can be used as one mana point. The caster can choose which locations the loc comes from. Loc used to power spells counts as temporary life drains and may only be regained by a good night's sleep or appropriate magical curing.

Level 2

Harm 2 Mana Cost: 2 Range: Touch

Allows the soul caster to inflict two points of harm damage on the touched target

Cause Disease 2 Mana Cost: 2 Range: Touch

Inflicts a level 2 disease on the touched target

Control Undead 2 Mana Cost: 2 Range: LoS

Level 2 soul casters can control a level 2 undead for 10 seconds or a level 1 for 20 seconds.

Lifes Curse Mana Cost: 2 Range: Touch

A single casting of this curse shortens time for characters. For the cost of two mana the caster can shorten the death time of a dying character by half and he can shorten the onset time of a poison or disease by half. The caster does not need to remain in contact for the effect to work but must touch the victim to deliver the spell and multiple castings will have a cumulative effect. Another use of the spell would be to allow the caster to shorten a paralysis or similar effect on a target by half per casting. This only shortens the time for one effect specified at casting. This skill has no effect on timed skills like berserk and weapon initiate, it also does not affect recovery times.

Level 3

Harm 3 Mana Cost: 3 Range: Touch

Allows the soul caster to inflict three points of harm damage on the touched target.

Cause Disease 3 Mana Cost: 3 Range: Touch
Inflicts a level 3 disease on the touched target

Control Undead 3 Mana Cost: 3 Range: LoS
Level 3 soul casters can control a level 3 undead for 10 seconds or a level 2 for 20 seconds and so on.

Ring of Death Mana Cost: 3 Range: Self
This creates a ring 10ft around the caster, the ring lasts for 5 minutes and the circle moves with the caster. The spell has a range of self. Living creatures may not enter the area. Living creatures within the area are not forced out but if they leave they may not re-enter. If the caster forces the barrier against a living being then the barrier will break.

Stygian Bolt I Mana Cost: 3 Range: LoS
Inflicts one point of ranged harm damage on one target within line of sight.

Level 4

Harm 4 Mana Cost: 4 Range: Touch
Allows the soul caster to inflict four points of harm damage on the touched target

Cause Disease 4 Mana Cost: 4 Range: Touch
Inflicts a level 4 pestilence on the touched target

Control Undead 4 Mana Cost: 4 Range: Touch
Level 4 soul casters can control a level 4 undead for 10 seconds or a level 3 for 20 seconds and so on.

Rattle Bones Mana Cost: 4 Range: Touch
This touch spell causes the target to dislocate the limb touched by the caster of the spell. It can only be used on arms or legs and has no effect if cast on the head or chest. It causes no damage but the target cannot use the affected limb for 5 minutes or until someone with physical healing of any level re-locates the limb. The target cannot do this themselves if they have the skill because they are in too much pain. If used on a leg the target cannot move faster than a slow walk because they must drag the dislocated leg, they also cannot put any weight on it. If used on an arm the arm cannot support any weight or be used to hold anything.

Mass Repel Life Mana Cost: 4 Range: Self
All living creatures within 10ft of the caster are forced 20ft away from the caster unless the spell is resisted.

Nightmare Mana Cost: 4 Range: Touch
This spell causes the touched target to suffer a terrible night's sleep. The target regains NO mana or hit points from the night's sleep. Once a day abilities are not affected by this spell.

Poison Blade Mana Cost: 4 Range: Touch
This spell will imbue a bladed or pointed weapon with 3 charges of blade venom. For the venom to work you have to strike someone and injure them. It will not work if it strikes an armoured location. However an armoured location that has

Allows the soul caster to inflict seven points of harm damage on the touched target

Cause Disease 7 Mana Cost:7 Range: Touch
Inflicts a level 7 decay on the touched target

Control Undead 7 Mana Cost: 7 Range: LoS
Level 7 soul casters can control a level 7 undead for 10 seconds or a level 6 for 20 seconds and so on.

Breath of Darkness Mana Cost: 7 Range: 20ft
Anyone in a 45 degree arc in front of the caster is inflicted with a 30 second sickness effect. This counts as a poison effect of level 5 and may be resisted as such. Creatures immune to poison are not affected by this ability.

Dark Aura Mana Cost: 7 Range: Self
Damage spells used on the caster are reduced by 1 point of damage to a minimum of 1. Natural abilities of living creatures (other than melee effects) do not effect the caster when under this spell. (E.g. a mortal used on you by a living being would still effect you as its melee but a poison from a snake would not)

Level 8

Harm 8 Mana Cost: 8 Range: Touch
Allows the soul caster to inflict eight points of harm damage on the touched target

Cause Disease 8 Mana Cost: 8 Range: Touch
Inflicts a level 8 decay on the touched target

Control Undead 8 Mana Cost: 8 Range: LoS
Level 8 soul casters can hold/control a level 8 undead for 10 seconds or a level 7 for 20 seconds and so on.

Break Bone Mana Cost: 8 Range: LoS
Breaks the bone in the touched location of your target. The location becomes unusable until it is splinted or mended by magic and the target is in great pain. If it is used on the head or chest the target is rendered unconscious until its splinted or magically mended.

Dark Spirit Mana Cost: 8 Range: Self
When cast the caster is protected by dark soul magic. For every two points of damage he takes he can release one point of harm damage on one opponent within line of sight.

Example: The dark soul caster casts Dark Spirit and then takes a single, four doubles and a triple. He then releases the damage taken on his attacker. He took $1+2+2+2+2+3=12$ points of damage so his bone spirit does a harm 6 effect on the target. Damage taken on armour is not counted towards the spell.

Once the spell is released any wounds inflicted on the caster after the Dark Spirit effect was cast are consumed and no injury will remain. Wounds inflicted before the casting of the spell will not be effected by this spell.

Dark Touch Mana Cost: 10 Range: Touch

When cast the touch spell takes the effect of a permanent life drain to the touched location. The spell heals the caster of all wounds. This spell will not heal broken bones but will heal even if the caster is poisoned or diseased. It will not remove the poison or disease however.

Breath of Corruption Mana Cost: 10 Range: 20ft

Works exactly as the level seven Breath of Darkness effect however in addition to the sickness effect it also inflicts 1 point of damage to all locations to everyone in the arc. This counts as a level 8 poison and can be resisted as such. Creatures that are immune to poison will be immune to this effect.

Soul Avatar Mana Cost: 10 Range: Self

Everyone is created unique and as such how they manifest a soul avatar is unique to them. When a character reaches level 10 soul casting they may create their avatar from the following lists. Once created the avatar is fixed and cannot be changed.

NOTE: This spell cannot be cast via joint casting, the caster must have Dark Soul casting level 10.

Soul casters have 15 points to spend on abilities from the following lists.

1 Point Skills

- Immune to Sleep
- Immune to Pain
- Immune to Poison
- Immune to Disease
- Immune to Sickness
- Immune to Subdue
- Immune to Chill
- Immune to Fell (you still take damage but the fell effect is ignored)
- +1 Strength (max of Quad)
- Cause Disease level 1 by touch (no mana cost)

2 Point Skills

- Immune to Life Drains (both temp and perm)
- Immune to Mortal
- Immune to Freeze
- Immune to Paralysis
- Immune to Crush
- +2 Strength (must have +1, highest plus is used, plusses are not cumulative, max of Quad)
- Fatal Weapon
- Cause Disease Level 2 by touch (no mana cost)

3 Point Skills

- Double Current Loc
- Current Mana Pool Doubled
- -1 mana cost when casting spells (to a minimum of 1)
- +3 Strength (must have +2, highest plus is used, plusses are not cumulative, max of Quad)

- +1 melee damage
- Protection of Dark
- Dark Aura
- Cause Disease Level 3 by touch (no mana cost)

4 Point Skills

- Hits to Blows vs melee
- Hits to Blows vs magic
- Hits x 10 but take 10 x damage from magic (cannot buy with hits to blows skills)
- +4 Strength (must have +3, highest plus is used, plusses are not cumulative, max of Quad)
- +2 Melee damage (must have +1, highest plus is used, plusses are not cumulative)
- Count as a darkwell
- Cause Disease Level 4 by touch (no mana cost)

5 Point Skills

- +3 Melee damage (must have +2, highest plus is used, plusses are not cumulative)
- Cause Disease Level 5 by touch (no mana cost)