

Soul Caster Skills		Index Sheet		
Skill Name	Skill Cost	Pre-requisites	Description	
Light Casting Level 10	2	Light Casting Level 9	Grants the soul caster knowledge of level ten light soul magic.	
Light Casting Level 3	2	Light Casting Level 2	Grants the soul caster knowledge of level three light soul magic.	
Light Casting Level 4	2	Light Casting Level 3	Grants the soul caster knowledge of level four light soul magic.	
Light Casting Level 5	2	Light Casting Level 4	Grants the soul caster knowledge of level five light soul magic.	
Light Casting Level 6	2	Light Casting Level 5	Grants the soul caster knowledge of level six light soul magic.	
Light Casting Level 7	2	Light Casting Level 6	Grants the soul caster knowledge of level seven light soul magic.	
Light Casting Level 8	2	Light Casting Level 7	Grants the soul caster knowledge of level eight light soul magic.	
Light Casting Level 9	2	Light Casting Level 8	Grants the soul caster knowledge of level nine light soul magic.	
Light Casting Level 1	2	None	Grants the soul caster knowledge of level one soul magic.	
Light Casting Level 2	2	Light Casting Level 1	Grants the soul caster knowledge of level two light soul magic.	
Concentration	2	None	A soul caster with this ability does not have his spell interrupted if he takes damage while casting. The down side is that if the soul caster does take damage while casting the spell costs him additional spell points to cast. The additional spell point cost is equal to the damage taken by the caster. Special damage calls will interrupt casting as normal.	
Dark Rite	2	None	This skill reverses the effect of the last rite skill allowing the body to be raised as undead. The dark soul caster must spend at least 10 seconds performing the dark rite.	
Detect God Magic	1	Detect Soul, Special	Allows the character to detect the presence of god magic and its type and level	
Detect Soul	1	None	Allows a soul caster to detect the presence of active soul magic effects. The caster must place his hand within 10 cm of an object and concentrate for this to work.	
Identify Basic Soul Item	4	None, Special	This ability allows the user to determine the soul magic properties of a basic item. Requires the item to be handled and 15 minutes of uninterrupted concentration. This skill will not allow the user to determine if the item is cursed.	
Identify Complex Soul Item	8	Identify Basic Soul Item, Special	This ability allows the user to try and determine the soul magic or god magic properties of powerful or sentient magical items. Requires the item to be handled and 15 minutes of uninterrupted concentration. This skill will not allow the user to determine if the item is cursed.	
Last Rite	2	None	This skill prevents a dead body from rising as undead. It also stops anyone from re-animating the body by magical means. The light soul caster must spend at least 10 seconds performing a last rite	
Mana	1	None	This skill buys the soul caster 3 mana to power his spells	
Trancend Armour	2	Special	This skill allows a soul caster to wear any type of armour and cast without penalty	
True Grey Casting	2	Grey soul caster	Upgrade for a grey caster to convert to true grey casting	
True Grey Level 1	2	None	Grants the character knowledge of level one true grey soul casting	
True Grey Level 10	5	True Grey Casting Level 9	Grants the character knowledge of level ten true grey soul casting	
True Grey Level 2	2	True Grey Casting Level 1	Grants the character knowledge of level two true grey soul casting	
True Grey Level 3	2	True Grey Casting Level 2	Grants the character knowledge of level three true grey soul casting	
True Grey Level 4	3	True Grey Casting Level 3	Grants the character knowledge of level four true grey soul casting	
True Grey Level 5	3	True Grey Casting Level 4	Grants the character knowledge of level five true grey soul casting	
True Grey Level 6	3	True Grey Casting Level 5	Grants the character knowledge of level six true grey soul casting	
True Grey Level 7	4	True Grey Casting Level 6	Grants the character knowledge of level seven true grey soul casting	
True Grey Level 8	4	True Grey Casting Level 7	Grants the character knowledge of level eight true grey soul casting	
True Grey Level 9	4	True Grey Casting Level 8	Grants the character knowledge of level nine true grey soul casting	
Misbalance Spirit	3	Special, True Grey Casting	A Grey or True Grey caster can force themselves out of balance temporarily to enable them to combine with casters of light or darkness for one spell. The penalty for doing so is that this causes them great pain spiritually to do so and for each lvl of power they put into the combined effort they take one point of damage which can ONLY be healed by a nights rest. Magical healing has no effect. The caster will also suffer a 1 lvl soul lvl penalty on all spells for the next hour.	
Dark Casting Level 10	2	Dark Casting Level 9	Grants the soul caster knowledge of level ten dark soul magic.	

Dark Casting Level 3	2	Dark Casting Level 2	Grants the soul caster knowledge of level three dark soul magic.
Dark Casting Level 4	2	Dark Casting Level 3	Grants the soul caster knowledge of level four dark soul magic.
Dark Casting Level 5	2	Dark Casting Level 4	Grants the soul caster knowledge of level one five dark magic.
Dark Casting Level 6	2	Dark Casting Level 5	Grants the soul caster knowledge of level one six dark magic.
Dark Casting Level 7	2	Dark Casting Level 7	Grants the soul caster knowledge of level one seven dark magic.
Dark Casting Level 8	2	Dark Casting Level 8	Grants the soul caster knowledge of level eight dark soul magic.
Dark Casting Level 9	2	Dark Casting Level 9	Grants the soul caster knowledge of level none dark soul magic.
Dark Casting Level 1	2	None	Grants the soul caster knowledge of level one dark soul magic.
Dark Casting Level 2	2	Dark Casting Level 1	Grants the soul caster knowledge of level two dark soul magic.
Soul Pact	2	Level 1 Dark or Light Soul Casting	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.
ID Undead	1	Any Level of Soul Casting	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.
Soul Surge	2	Any Level of Soul Casting	The soul caster can draw power in an emergency from the surrounding area. A once per day ability that allows the caster to restore 6 mana almost instantly. User must concentrate for 30 seconds as they draw the mana from the surrounding area. May be purchased multiple times, may not take a caster over their maximum mana
Soul Distribution	4	Any Level of Soul Casting, Special	A Character with this skill can move wounds around on the targets body taking vital soul energy from an uninjured location and using it to bolster and injured one. This skill can be done once per day per level of the soul casters skill but does not cost them any mana to use. This skill does not allow the movement of special damage calls such as Crush or Fell only normal damage.
Draw on Soul	2	Any Level of Soul Casting, Special	The soul caster spends time before a combat preparing themselves and strengthening the soul connections they draw on for their magic. The ability lasts for one combat once the preparation is complete so may be done in advance of an anticipated tough fight. If the character spends one minute preparing themselves their healing/harming is boosted by 1 for the remainder of the encounter. If they spend two minutes preparing themselves their healing/harming is boosted by a total of 2 points for the remainder of the encounter. Note that the bonuses do not affect other aspects of the soul casters power only the healing/harming part and it also does not increase the level of the soul casters power meaning that a level 5 light soul caster using this skill could not heal wounds that require level 6 or 7 soul casting.