

| <b><u>Talisman</u></b> |                     |                |          |         |
|------------------------|---------------------|----------------|----------|---------|
| Level                  | Spell               | Area of Effect | Duration | Range   |
| 1)                     | Prime               | talisman       |          | touch   |
| 2)                     | Strengthen I        | talisman       |          | touch   |
| 3)                     | Reservoir I         | talisman       |          | touch   |
| 4)                     | Protect Talisman    | talisman       |          | touch   |
| 5)                     | Call Talisman I     | talisman       |          | 10'/lvl |
| 6)                     | Spell Store I       | talisman       |          | touch   |
| 7)                     | Augment I           | talisman       |          | touch   |
| 8)                     | Embed I             | talisman       |          | touch   |
| 9)                     | Strengthen II       | talisman       |          | touch   |
| 10)                    | Reservoir II        | talisman       |          | touch   |
| 11)                    | Store Contingency I | talisman       |          | touch   |
| 12)                    | Discharge           | talisman       |          | touch   |
| 13)                    | Spell Store V       | talisman       |          | touch   |
| 14)                    | Augment II          | talisman       |          | touch   |
| 15)                    | Embed V             | talisman       |          | touch   |
| 16)                    | Strengthen III      | talisman       |          | touch   |
| 17)                    | Reservoir III       | talisman       |          | touch   |
| 18)                    | Impart              | talisman       |          | touch   |
| 19)                    | Store Contingency V | talisman       |          | touch   |
| 20)                    | Spell Store X       | talisman       |          | touch   |
| 21)                    | Augment III         | talisman       |          | touch   |
| 22)                    | Embed X             | talisman       |          | touch   |
| 23)                    | Strengthen IV       | talisman       |          | touch   |
| 24)                    | Reservoir IV        | talisman       |          | touch   |
| 25)                    | Spell Store XV      | talisman       |          | touch   |
| 30)                    | Store Contingency X | talisman       |          | touch   |
| 35)                    | Reservoir IV        | talisman       |          | touch   |
| 40)                    | Retributive Strike  | talisman       |          | touch   |
| 50)                    | Hold Soul           | talisman       |          | touch   |

1. Prime - Initializes casters talisman for all later spells on this list.
2. Strengthen I - Object's BF/Lvl will increase by +20 and imparts a +5 non-magic bonus. Requires investiture of 1 Str pt (potential)
3. Reservoir I - Talisman becomes a 10pp storage device. This spell requires caster to "invest" 1 pt of Constitution (Potential Stat). Caster can draw from the storage at will and recharge from his own supply with a successful "Channeling" skill roll.
4. Protect Talisman - Anyone touching Talisman besides caster who primed it takes 5 hits/stored PP. (If no PP's are stored than no damage is taken).
5. Call Talisman - Caster can summon his Talisman, which will fly to him from up to 10'/lvl.

6. Spell Store I - Talisman can store up to 1 lvl of spell. The spell can be cast anytime in 1 rnd. A spell can be stored by casting the spell and making a successful "Channeling" skill check. The spell is already powered and does not require additional PP's.
7. Augment I - Imparts a +5 magic bonus to the object. Costs 1 Co pt. (potential)
8. Embed I - Embeds 1 lvl of spell into the Talisman. The spell can be cast anytime using normal spell casting rules, and caster must expend the power points (or draw from resevoir). The Embedded Spell can be provided by any spell caster.
9. Strengthen II - Object's BF/Lvl will increase by another +20(+40 total) and increases non-magic bonus to +10. Requires investiture of 1 Str pt (potential)
10. Resevoir II - Increases the PP resevoir to 30pp but requires 2 Co pts.
11. Store Contignecy I - Talisman can store up to 1 lvl of spell that will cast automatically if the Caster is rendered unconscious.
12. Discharge - Allows Caster to discharge stored PP's for additional damage if using Talisman as a weapon. Upon a successful hit will inflict an additional 5 hits/PP stored.
13. Spell Store V - As Spell Store I, but increases Spell Store capacity to 5 total spell levels. (ie 1 3rd lvl and 2 1st lvl spells etc)
14. Augment II - Imparts a total of a +10 magic bonus to the object. Costs 1 Co pt. (potential)
15. Embed V - Embeds another spell into Talisman up to 5 lvls. The spell can be cast anytime using normal spell casting rules, and caster must expend the power points (or draw from resevoir). The Embedded Spell can be provided by any spell caster.
16. Strengthen III - Object's BF/Lvl will increase by another +20(+60 total) and increases non-magic bonus to +15. Requires investiture of 1 Str pt (potential)
17. Resevoir III - Increases the PP resevoir to 60pp but requires 3 Co pts.
18. Impart - Allows Caster to allow someone else to use his Talisman. New user will still need to successful Attune to the Talisman to utilize it's powers.
19. Store Contingency V - As Store Contingency I, but capacity to up to 5 lvls. Spells can be cast on a basic contingency(not just unconciousness).
20. Spell Store X - As Spell Store I, but increases Spell Store capacity to 10 total spell levels. (ie 1 3rd lvl and 2 2nd lvl and 3 1st lvl spells etc)
21. Augment II - Imparts a total of a +15 magic bonus to the object. Costs 1 Co pt. (potential)
22. Embed X - Embeds another spell into Talisman up to 10 lvls. The spell can be cast anytime using normal spell casting rules, and caster must expend the power points (or draw from resevoir). The Embedded Spell can be provided by any spell caster.
23. Strengthen IV - Object's BF/Lvl will increase by another +20(+80 total) and increases non-magic bonus to +20. Requires investiture of 1 Str pt (potential)
24. Resevoir IV - Increases the PP resevoir to 100pp but requires 4 Co pts.
25. Spell Store X - As Spell Store I, but increases Spell Store capacity to 15 total spell levels. (ie 1 3rd lvl and 2 2nd lvl and 3 1st lvl spells etc)
30. Store Contingency X - As Store Contingency I, but capacity to up to 10 total spell lvls. Spells can be cast on a basic contingency(not just unconciousness).
35. Resevoir IV - Increases the PP resevoir to 150pp but requires investiture of 5 Co pts.
40. Retributive Strike - Caster can release stored PP's in a wave that travels outwards for 1'R/PP released that does 5hits/PP to everyone within the radius (no RR). The Talisman is destroyed and the Caster receives a MEDIUM attack on the Lightning Bolt chart modified by +1/PP. No DB applies.
50. Hold Soul - Talisman will capture casters Soul in the event of soul departure. Soul will be returned as Lifegiving if body is healed.

1. Each spell requires casting 1/day/lvl.
2. Each day requires a 'breakage check" on the Talisman to accept the spell.
3. Endowed spells cast by others are cast at the last day of prepping.
4. Breakage = Item strength - lvl of imbedded spells - lvl of current spell being cast.
5. Talisman can be any person object: staff, rod, sword, amulet, ring etc.
6. Investiture - some spells require the caster to "invest" some ability in stats. The stat points are reduced from the casters stat Potential and is permanent. (barring powerful restorative magic).