

Body Enhancement

Level	Spell	Area of Effect	Duration	Range
1)	Endurance	Caster	1 min/lvl	Self
2)	Enhanced Hearing	Caster	1 min/lvl	Self
3)	Enhanced Vision	Caster	1 min/lvl	Self
4)	Enhanced Smell	Caster	1 min/lvl	Self
5)	Toughen Skin	Caster	1 min/lvl	Self
6)	Resist Impact I	Caster	1 min/lvl	Self
7)	Enhance Memory I	Caster	1 rnd/lvl	Self
8)	Enhance Strength I	Caster	1 rnd/lvl	Self
9)	Enhance Intellect I	Caster	1 rnd/lvl	Self
10)	Strengthen Bones	Caster	1 min/lvl	Self
11)	Resist Impact II	Caster	1 min/lvl	Self
12)	Enhance Memory II	Caster	1 rnd/lvl	Self
13)	Enhance Strength II	Caster	1 rnd/lvl	Self
14)	Enhance Intellect II	Caster	1 rnd/lvl	Self
15)	Harden Skin	Caster	1 min/lvl	Self
16)	Resist Impact III	Caster	1 min/lvl	Self
17)	Enhance Memory III	Caster	1 rnd/lvl	Self
18)	Enhance Strength III	Caster	1 rnd/lvl	Self
19)	Enhance Intellect III	Caster	1 rnd/lvl	Self
20)	Strengthen Organs	Caster	1 min/lvl	Self
25)	Resist Impact IV	Caster	1 min/lvl	Self
30)	Steel Skin	Caster	1 min/lvl	Self
35)	Strengthen Body	Caster	1 min/lvl	Self
40)	Genius	Caster	1 rnd/lvl	Self
50)	Enhanced Being	Caster	1 min/lvl	Self

1. Endurance - Caster is at +50 for all Fatigue checks.
2. Enhanced Hearing - Casters hearing improves by 100%, +25 to sound perception checks.
3. Enhanced Vision - Casters vision improves by 100%. +25 to visual perception checks. Better low light visibility.
4. Enhanced Smell - Casters vision improves by 100%, +25 to scent based perception checks.
5. Toughen Skin - Casters skin is strengthened, providing AT2.
6. Resist Impact I - Casters body is reinforced to absorb impact from falls, crushes, ram or batterings. Crush and Impact crits are reduced by 1 and damage decreased by 20%.
7. Enhance Memory I - Casters memory is boosted, allowing for +15 to stat or +25 for recall or memorization checks or +5 to stat bonus.
8. Enhance Strength I - Casters strength is boosted. +15 to stat or +5 to stat bonus.
9. Enhance Intellect I - Casters intellect and reasoning ability are boosted. +15 to stat or +5 to RE stat bonus.
10. Strengthen Bones - Casters bones harden. Bone gets to make an +50 RR for any attacks that result in breaks or similar.

11. Resist Impact II - As Resist Impact I, but Krush and Impact crits are reduced by 2 and damage decreased by 40%.
12. Enhance Memory II - Casters memory is boosted, allowing for +30 to stat or +50 for recall or memorization checks or +10 to stat bonus.
13. Enhance Strength II - Casters strength is boosted. +30 to stat or +10 to stat bonus.
14. Enhance Intellect II - Casters intellect and reasoning ability are boosted. +30 to stat or +10 to RE stat bonus.
15. Harden Skin - Casters skin is strengthened, providing AT5.
16. Resist Impact III - As Resist Impact I, but Krush and Impact crits are reduced by 3 and damage decreased by 60%.
17. Enhance Memory II - Casters memory is boosted, allowing for +45 to stat or +75 for recall or memorization checks or +15 to stat bonus.
18. Enhance Strength III - Casters strength is boosted. +45 to stat or +15 to stat bonus.
19. Enhance Intellect III - Casters intellect and reasoning ability are boosted. +45 to stat or +15 to RE stat bonus.
20. Strengthen Organs - As Strengthen Bones, but any organ can make a +50 RR against organ damage.
25. Resist Impact IV - As Resist Impact I, but Krush and Impact crits are reduced by 4 and damage decreased by 80%.
30. Steel Skin - Casters skin is like steel, proving AT 10.
35. Strengthen Body - As Resist Impact IV, Strengthen Bones and Strengthen Organs but bones and organs make RRs at +100.
40. Genius - Casters intellect, memory and reasoning skills are boosted. +25 to Reasoning bonus.
50. Enhanced Being - Casters recieves +10 to ALL stat bonuses, all physical senses are increased by 100%, Skin, bones and organs are reinforced. AT10 20db, Organs and Bones have a BF of 150 and make RR vs crits +100.