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Basic Spells and Skills

Basic spells and skills are what all mages can learn regardless of element and race; these range from utility to offensive spells and even some where a mage can apply their element to the spell. These are mostly unlocked and learned as a mage rises through the tiers.

How spell and skill slots work:

Each mage will only have a limited amount of spell slots, the amount of which each mage has will grow as they tier up, but this means you have to carefully choose which spells you learn since you can't just have them all. At tier 1, a mage has 5 spell slots, and they gain 5 more for each tier they rise; however, once reaching tier 11, a mage gains 1 spell slot for every 1000 magic power.

Currently, basic spells take 1 slot, elemental spells take 2 slots, and custom spells take 3 slots.

Passive and unique skills do not take up spell slots; however, they take up something different called skill slots. A mage will only have 8 skill slots ever, with basic skills taking up 1 slot, elemental skills taking up 2, and unique skills taking up 3. However, after reaching tier 11, skill slots will increase to emphasize how powerful those who reach tier 11 are. Upon reaching tier 11, a mage will gain 2 skill slots totaling 10 slots, and for every 1000 magic power the mage gains afterward will grant 1 more skill slot.

Tier 0 is what a normal person without mana or magic power is considered; these spells don't cost any mana to use but are somewhat useless in most situations. Tier 0 spells are also free, meaning they don't take up a spell slot.

(If you think you already read this before, you probably have, I copy-pasted it over from the other doc)

Basic spells

Tier 0 basic spells:

Weightless: Removes the restrictions of gravity on one object that you touch.

Slip: Removes the restrictions of friction on one object that you touch.

Mana transfer (cost: X mana): The user transfers X mana from themselves to their target by making any form of contact with their hand.

Quick feet: Removes any burden of movement from the user's legs and feet allowing for more free and exaggerated movement.

Tier 1 basic spells:

Low enhancement (cost: 10 mana): Applies minor physical enhancements (around a 20% (1.2x) increase) for 15 minutes.

Minor blast (cost: 7 mana): The user fires a thin beam from their finger, causing a small burst on impact, inflicting minor wounds.

Minor barrier (cost: 7 mana): The user creates a small shield composed of mana from their palm (with a diameter of around a meter) capable of blocking 2 minor blasts but breaks after taking 1 blast.

Float (cost: 10 mana): Allows the user to float for more free movement, lasts for 15 minutes, and is not as good or as fast as flight. Mainly just used to stop falls or stay in the air after a jump.

Minor root (cost: 10 mana): The user shoots a ray of light out of their hand that adds weight onto the first target hit, reducing their movement slightly, cancels float and other lower tier movement-based spells.

Strike (cost: 3 mana): The user enhances their next movement or physical attack with their mana, allowing them to utilize the full force of their body.

Minor force (cost: 9 mana): The user blasts an expanding wave in a cone shape in front of them; this will forcibly push back any targets hit. It only reaches 5 meters. All forms of force get fully blocked by the respective version of barrier.

Tier 2 basic spells:

Minor summon (cost: 20 mana per creation): The user can create small crystal shards, around the size of a soda can, from the user's mana that are shot forward linearly.

Shadow step (cost: 50 mana): The user can walk through a surface like a wall or a physical attack once as if they were intangible, does not affect spells.

Blinding light (cost: 75 mana): The user briefly emits a flash of blinding light from their body from all angles, which will blind anyone who looks directly into the light for 3 seconds.

Invisibility (cost: 80 mana): The user becomes invisible for 10 minutes, can be refreshed while still in use. Acts similarly to true invisibility, so things like paint won't reveal the user, but the mana sense skill can be used to track invisible targets.

Tier 3 basic spells:

Oracle's lens (cost: 100 mana): The user gains true sight for 15 minutes, allowing them to see anything that's been hidden from visibility within a 20-meter radius.

Enhancement (cost: 30 mana): Applies moderate physical enhancements (around a 100% (2x) increase) for 20 minutes.

Web (cost: 16 mana): The user shoots a web/bola-like projectile from their palm; minor spells cannot destroy this.

Sticky feet (cost: 25 mana): The user can scale walls like a tree frog or spider, will stick to the wall if at least one foot or hand is still touching it, lasts 15 minutes.

Tier 4 basic spells:

Teleport (cost: 60 mana): After channeling for 1 second, the user can teleport to any destination of their choosing within a 50-meter radius.

Force (cost: 100 mana): The user blasts an expanding wave in a cone shape in front of them; any target hit will be forcibly pushed back and dazed for 2 seconds. It reaches 12 meters. All forms of force get fully blocked by the respective version of barrier.

Tier 5 basic spells:

Blast (cost: 75 mana): The user fires a beam from their palm with the beam's width taking up the whole palm; upon impact, the beam causes an explosion around the strength of a grenade.

Barrier (cost: 75 mana): The user creates a small shield composed of mana from both of their palms (large enough to cover one side of the body) capable of blocking 8 minor blasts or 3 blasts but will break after taking 1 major blast.

Tier 6 basic spells:

Flight (cost: 75 mana): The user gains the ability to fly for an hour; the user can refresh this spell while flight is still in effect. Minor root will not cancel flight.

Root: (cost: 75 mana): The user shoots a thick beam of light from their hands that will briefly stop the first target hit's movement; this will cancel flight.

Summon (cost: 125 mana per creation): The user can materialize their mana and create moderately sized objects like swords and axes; these can either be shot forward linearly or wielded. The user can also absorb a created object back into their mana pool, recovering 75 mana.

Illusion (cost: 200 mana): The user can create an illusion of any size and even cast it on themselves and others, changing their appearance, lasts until broken by being hit by another spell.

Tier 7 basic spells:

Banish (cost: 350 mana): The user can teleport any target they're making physical contact with to any destination of the user's choosing within a 25-meter radius.

Paranoia (cost: 150 mana): The user's eyes glow a bright red; anyone who makes eye contact with the user will feel a sudden pressure and fear/nervousness needing to turn away from the user.

Eldritch spike (cost: 180 mana): The user shoots a spur of tentacles from their cupped palms that strike linearly, impaling anything that's in their way, reaches 10 meters, breaks barrier but is entirely blocked by major barrier.

Major barrier (cost: 300 mana): The user creates a barrier that fully encompasses their body and can block infinite minor blasts, 20 blasts, or 3 major blasts.

Tier 8 basic spells:

(Fire/electric/water/earth) shield (cost: 500 mana): Fully blocks 1 elemental spell from 1 of the 4 elements; the user must choose which element it blocks as they cast it and cannot change which element. Does not block basic spells.

Major blast (cost: 300 mana): The user shoots a large missile of magic from their hands; this missile travels very fast compared to minor blast and blast and has a destructive force comparable to the average tank shell.

Tier 9 basic spells:

Arcane hand (cost: 600 mana): The user summons a large hand around the size of a tank that mimics 1 movement of your hand, i.e., a punching motion or slamming the hand's palm down onto the ground, before disappearing.

Major root (cost: 300): The user emits an expanding ray of light from an entire side of their body; any target in the way will be frozen in place for 5 seconds, cancels any movement-based spells.

Aether shroud (cost: 750 mana): The user disappears in a cloud of mist and, for the next 10 seconds, is hidden from sight and ignores collision with solids as if they had transformed into the mist itself.

High enhancement (cost: 300 mana): Applies drastic improvements to the user's physical abilities (around a 300% (4x) increase) for 20 minutes.

Tier 10 basic spells:

Deadshot (cost: 90 mana): The user gains enhanced eyesight to predict movements better and resists blinding effects for 15 minutes.

Major force (cost: 800 mana): The user emits a wave of force from all angles that forcibly blows any target it hits back and causes them to feel a greater force of gravity (around 4x normal). All forms of force get fully blocked by the respective version of barrier.

Tier 11 basic spells:

Major summon (cost: 1000 mana per creation): The user can materialize their mana to create any object under a car's size and control it as if they had telekinesis. The user can also create living beings following the same mass/size restrictions and control them freely like remote control cars.

Arcane spike (cost: 1200 mana): The user blasts a spike of mana in a linear direction traveling at the speed of a bullet breaking through any of the 3 barriers, and impaling through any target hit that reaches up to 15 meters. Upon reaching its max distance, the spike of mana explodes like a small plane missile.

Basic veil (cost: 1250 mana): The user creates a spell shield that encompasses their entire body in the shape of a sphere; this shield can block 1 basic or custom spell of any caliber before fizzling away. If a spell is successfully blocked, then the mana cost is refunded. An elemental spell breaks through the shield instantly and does not refund the shields mana cost.

Basic skills

Tier 0 basic skills:

Elemental infusion (passive skill): The user can infuse their element to their weapons, basic spells, and physical attacks.

Tier 1 basic skills:

Manaflow (passive skill): The user passively regenerates their mana twice as fast as they usually would have.

Element check (passive skill): The user can sense the primary element of the mages around them but cannot sense any secondary elements. It can be used to check the element of any newly awakened mages.

Mana sense (passive skill): The user can get a general feel of how much mana is in their surroundings and sense around how much each person has left. It can be used to check if a person has awakened into a mage and how much mana they have.

Tier 2 and 3 basic skills:

None

Tier 4 basic skills:

Haste (passive skill): The user can cast spells faster, able to cast with almost no delay between spells.

Clarity (passive skill): Helps clear the user's mind of useless thoughts, accelerating their thought process around 3 times as much as usual.

Tier 5 basic skills:

Clairvoyant (passive skill): The user has enhanced vision allowing them to see more clearly in the dark, focus their vision on specific things better, and see small outlines and foggy figures of those afflicted with invisibility.

Tier 6 and 7 basic skills:

None

Tier 8 basic skills:

Titan (passive skill): The user's magic output is increased twofold, but casting and channel speed are higher, balanced out to average speed when paired with haste.

Ravenous (passive skill): The user gains mana whenever their spells connect with a target, gaining back 100 mana each time.

Ingenious (passive skill): The user can analyze precisely which basic spells and skills a target has learned but cannot detect elemental spells and skills, unique skills, or custom spells.

Tier 9 basic skills:

None

Tier 10 basic skills:

Double double (passive skill): Whenever the user casts a spell, the spell will be used twice simultaneously, but the mana cost doubles as if they cast the spell twice.

Tier 11 basic skills:

Technician (passive skill): The user becomes more proficient in lower-tier spells, capable of casting tier 1 spells with double their original strength and without a mana cost.