

P.P.E. AT/ON OR WITHIN ONE MILE OF A LEY LINE: \_\_\_\_\_ P.P.E. AT OR NEAR A LEY LINE NEXUS: \_\_\_\_\_  
P.P.E. SPENT: \_\_\_\_\_

### Spells Elemental Air

- LEVEL ONE-():Breath Without Air ()Thunder Clap ()Cloud of Slumber ()Cloud of Steam ()Create Light ()Create Mild Wind ()Stop Wind
- LEVEL TWO-():Change Wind Direction ()Create Air ()Heavy Breathing ()Howling Wind ()Levitate ()Mesmerism ()Miasma ()Northwind ()Silence
- LEVEL THREE-():Air Bubble ()Call Lightning ()Float in Air ()Darkness ()Fingers of the Wind ()Northern Lights ()Resist Cold ()Walk the Wind ()Wind Rush
- LEVEL FOUR-():Ball Lightning ()Calm Storm ()Dissipate Gases ()Freeze Water ()Invisibility ()Leaf Rustler ()phantom Footman ()Protection From Lightning
- LEVEL FIVE-():Breath of Life ()Circle of Rain ()Darken Sky ()Detect The Invisible ()Invisible Wall ()Phantom ()Whirlwind
- LEVEL SIX-():Electrical Field ()Electro-magnetism ()Mist of Death ()Snow Storm ()Vacuum ()Whisper of the Wind
- LEVEL SEVEN-():Atmosphere Manipulation ()Hurricane ()Rainbow ()Tornado
- LEVEL EIGHT-():Wind Blast ()Wind Cushion ()Creature of the Wind

### Spells Elemental Earth

- LEVEL ONE-():Chameleon ()Dowsing ()Dust Storm ()Fool's Gold ()Identify Minerals ()Identify Plants ()Rock to Mud ()Rot Wood
- LEVEL TWO-():Create Dirt or Clay ()Dirt to Clay ()Dirt to Sand ()Grow Plants ()Hopping Stones ()Track ()Wall of Clay ()Wither Plants
- LEVEL THREE-():Animate Plants ()Create Mound ()Crumble Stone ()Dig ()Earth Rumble ()Encase Object in Stone ()Locate Minerals ()Wall of Stone
- LEVEL FOUR-():Animate Object ()Cocoon of Stone ()Mend Stone ()Quicksand ()Repel Animals ()Rust ()Sand Storm ()Wall of Thorns
- LEVEL FIVE-():Chasm ()Clay to Lead ()Clay to Stone ()Close Fissures ()Little Mud Mound ()Travel Through Walls
- LEVEL SIX-():Clay or Stone To Iron ()Mend Metal ()Stone To Flesh ()Travel Through Stone ()Wood to Stone
- LEVEL SEVEN-():Metal to Clay ()Petrification ()River of Lava ()Sculpt and Animate Clay Animals ()Wall of Iron
- LEVEL EIGHT-():Cap Volcano ()Create Golem ()Earthquake ()Magnetism ()Transference of essence and intellect ()Suspended Animation

### Spells Elemental Fire

- LEVEL ONE-():Blinding Flash ()Cloud of Smoke ()Create Coal ()Fiery Touch ()Globe of Daylight ()Nightvision ()Imp. To Fire ()Stench of Hades
- LEVEL TWO-():Cloud of Ash ()Darkness ()Flame Lick ()Freeze Water ()Heat Object and Boil Water ()Resist Cold ()Spontaneous Combustion ()Swirling Lights ()Tongue of Flame
- LEVEL THREE-():Circle of Cold ()Circle of Flame ()Create Heat ()Extinguish Fire ()Fire Ball ()Lower Temperature ()Wall of Flame
- LEVEL FOUR-():Cloud of Steam ()Flame Friend ()Fuel Flame ()Heal Burns ()Mini-Fireballs
- LEVEL FIVE-():Blue Flame ()Breath Fire ()Eat Fire ()Screaming Wall of Flame ()Wall of Ice
- LEVEL SIX-():Dancing Fires ()Eternal Flame ()Flame of Life ()Fire Whip
- LEVEL SEVEN-():Ten Foot Wheel of Fire ()Melt Metal ()River of Lava
- LEVEL EIGHT-():Burst into Flame ()Drought ()Plasma Bolt

### Spells Elemental Water

- LEVEL ONE-():Cloud of Steam ()Color Water ()Create Fog ()Dowsing ()Float on Water ()Purple Mist ()Salt Water To Fresh ()Water to Wine
- LEVEL TWO-():Breathe Under Water ()Fog of Fear ()Foul Water ()Liquids to Water ()Resist Fire ()Ride the Waves ()Walk the Waves ()Water Seal
- LEVEL THREE-():Calm Waters ()Circle of Rain ()Command Fish ()Freeze Water ()Resist Cold ()Sheet of Ice
- LEVEL FOUR-():Create Water ()Hail ()Shards of Ice ()Swim Like a Dolphin ()Wall of Ice ()Water Wisps
- LEVEL FIVE-():Earth to Mud ()Protection From Lightning ()Snow Storm ()Ten Foot Ball of Ice ()Whirlpool
- LEVEL SIX-():Heal Burns ()Hurricane ()Little Ice Monster ()Part Waters ()Summon Sharks / Whales ()Encase in Ice
- LEVEL SEVEN-():Rain Dance ()Summon Storm ()Drought
- LEVEL EIGHT-():Tidal Wave ()Creature of the Waves

### Spellcaster Powers and Abilities

- 1.Sense Ley Line:(\_\_%) 2.Sense Ley Line Nexus(\_\_%) 3.Sense a Rift(\_\_\_miles) 4.Sense Magic in Use(\_\_\_feet)
- 5.See Magic Energy(1000ft) 6.Read Ley Lines 7.Ley Line Transmission 8.Ley Line Phasing(\_\_per24hrs) 9.Line Drifting
- 10.Ley Line Rejuvenation 11.Ley Line observation Ball

#### PERSONAL WEAPONS:

TYPE	DAMAGE	Range:	+STR /PARRY/ AIM /BURST	AMMO:
_____	( )D: _____	_____	/ / / /	_____
_____	( )D: _____	_____	/ / / /	_____
_____	( )D: _____	_____	/ / / /	_____
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#### EQUIPMENT/NOTES:

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