
Flaming Hands

Level: 1 Range: 15' Duration: Instantaneous Casting time: 1 action Save: None

General The caster produces goutts of fire from his bare hands to burn his enemies.

Manifestation Roll 1d4: (1) caster's hands burst into flames; (2) fires spring from the wizard's fingertips; (3) caster's hands turn into roiling, smoking flame; (4) skin blackens and peels away to reveal skeletal hands dripping lava.

Corruption Roll 1d4: (1) hands permanently blackened; (2) bare touch causes paper to ignite 25% of the time; (3) body hair burned away permanently; (4) caster suffers a permanent -2 penalty on spell checks to cold-based magics.

Misfire Roll 1d4: (1) flame jets from random appendage, spoiling aim; randomly determine where and in what direction the flame goutts; jet causes 1d3 damage to everything within 15' range in that direction; (2) caster's hands ignite causing him 1d3 damage (3); 1d4 random possessions of the caster catch fire and burn to char; (4) all fire within a 15' radius of the caster is immediately snuffed out.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 A single blast of fire strikes one target within range for 1d3 points of damage.

14-17 Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.

18-19 Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.

20-23 Spell produces a blast of fire that burns up to three targets within range for 1d6+CL points of damage. All targets must be within 10' of one another.

24-27 Spell produces a blast of fire that burns up to three targets within range for 2d6+CL points of damage. All targets must be within 10' of one another.

28-29 Caster creates a single blast of fire 10' wide and 30' long that does damage equal to 3d6+CL to all caught in the blast.

30-31 Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180° arc of his position, doing damage equal to 3d6+CL to all caught in the blast.

32+ Caster can blast fire in a 360° arc outward from his body. Within that complete radius he can pick one "wedge" of 0-180° where fire does not blast (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are immolated, taking damage equal to 4d10+CL.

