

SR3 Master Spell List

Name	Type	Target	Duration	Drain (F/2)
[Combat Spells]				
Death Touch	Mana	Willpower	Instantaneous	(Damage Level -1)
Manabolt	Mana	Willpower	Instantaneous	(Damage Level)
Manaball	Mana	Willpower	Instantaneous	(Damage Level +1)
Powerbolt	Physical	Body	Instantaneous	(Damage Level)
Powerball	Physical	Body	Instantaneous	(Damage Level +1)
Stunbolt	Mana	Willpower	Instantaneous	-1(Damage Level)
Stunball	Mana	Willpower	Instantaneous	-1(Damage Level +1)
[Detection Spells]				
Analyze Device	Physical	Object Resistance	Sustained	+1(Moderate)
Analyze Truth	Mana	Willpower	Sustained	Light
Clairaudience	Mana	6	Sustained	Moderate
Clairvoyance	Mana	6	Sustained	Moderate
Combat Sense	Mana	4	Sustained	Serious
Detect Enemies	Mana	Special	Sustained	Moderate
Detect Individual	Mana	Special	Sustained	Light
Detect Life	Mana	Special	Sustained	Light
Detect (Life Form)	Mana	Special	Sustained	-1(Light)
Detect Magic	Mana	6	Sustained	Moderate
Detect (Object)	Mana	Special	Sustained	+1(Moderate)
Mindlink	Mana	4	Sustained	Serious
Mind Probe	Mana	Willpower	Sustained	Serious
[Health]				
Antidote	Mana	Toxin Strength	Permanent	(Toxin Damage Level)
Cure Disease	Mana	Power	Permanent	(Disease Damage Level)
Decrease (Attribute)	Mana	10-Essence	Sustained	+1(Serious)
Decrease (Cybered Attribute)	Physical	10-Essence	Sustained	+2(Serious)
Detox	Mana	Toxin Strength	Permanent	-2(Toxin Damage)
Heal	Mana	10-Essence	Permanent	(Wound Level)
Treat	Mana	10-Essence	Permanent	(Wound Level)
Healthy Glow	Mana	4	Permanent	Light
Hibernate	Mana	4	Sustained	+1(Moderate)
Increase (Attribute)	Mana	Attribute	Sustained	+1(Moderate)
Increase (Cybered Attribute)	Physical	Attribute	Sustained	+2(Moderate)
Increase Reaction	Mana	Reaction	Sustained	+1(Serious)
Increase Reflexes +1	Mana	Reaction	Sustained	+1(Serious)
Increase Reflexes +2	Mana	Reaction	Sustained	+1(Deadly)
Increase Reflexes +3	Mana	Reaction	Sustained	+3(Deadly)
Oxygenate	Physical	4	Sustained	+2(Light)
Prophylaxis	Mana	4	Sustained	+1(Light)
Resist Pain	Mana	4	Permanent	-2(Damage)
Stablize	Mana	4 + minutes	Permanent	+1(Moderate)
[Direct Illusion]				
Confusion	Mana	Willpower	Sustained	Serious
Mass Confusion	Mana	Willpower	Sustained	Deadly
Chaos	Physical	1	Sustained	+1(Serious)
Mass Chaos	Physical	1	Sustained	+1(Deadly)
Entertainment	Mana	Willpower	Sustained	Light
Trid Entertainment	Physical	1	Sustained	+1(Light)

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[Indirect Illusion]				
Invisibility	Mana	4	Sustained	Moderate
Improved Invisibility	Physical	4	Sustained	+1(Moderate)
Mask	Mana	4	Sustained	Moderate
Physical Mask	Physical	4	Sustained	+1(Moderate)
Phantasm	Mana	4	Sustained	Deadly
Trid Phantasm	Physical	4	Sustained	+1(Deadly)
Silence	Physical	4	Sustained	+1(Serious)
Stealth	Physical	4	Sustained	+1(Moderate)
[Control Manipulation]				
Control Actions	Mana	Willpower	Sustained	+1(Moderate)
Control Emotion	Mana	Willpower	Sustained	+1(Moderate)
Control Thoughts	Mana	Willpower	Sustained	+1(Serious)
Influence	Mana	Willpower	Permanent	Serious
[Elemental Manipulation]				
Acid Stream	Physical	4	Instantaneous	+1(Damage Level +1)
Toxic Wave	Physical	4	Instantaneous	+1(Damage Level +2)
Flame Thrower	Physical	4	Instantaneous	+1(Damage Level +1)
Fire Ball	Physical	4	Instantaneous	+1(Damage Level +2)
Lighting Bolt	Physical	4	Instantaneous	+1(Damage Level +1)
Ball Lightning	Physical	4	Instantaneous	+1(Damage Level +2)
[Telekinetic Manipulation]				
Clout	Physical	4	Instantaneous	(Damage Level)
Flying	Physical	4	Sustained	+2(Moderate)
Magic Fingers	Physical	6	Sustained	+2(Moderate)
Poltergeist	Physical	4	Sustained	+1(Moderate)
[Transformation Manipulation]				
Armor	Physical	6	Sustained	+2(Moderate)
Physical Barrier	Physical	6	Sustained	+2(Serious)
Astral Barrier	Mana	6	Sustained	+2(Serious)
Ice Sheet	Physical	4	Instantaneous	+1(Serious)
Ignite	Physical	4	Permanent	+1(Deadly)
Light	Physical	4	Sustained	+2(Moderate)
Petrify	Physical	Body	Sustained	+1(Serious)
Shadow	Physical	4	Sustained	+2(Moderate)