

Speedy6th Power Magist Spell (Alteration)

Time (SF):	6	Range:	0
Components:	V, S	Area:	The Caster
Duration:	5 Rounds	Effect:	The Caster speeds up
Save:	N/A	Notes:	

This spell speeds up the caster allowing him to do 2 actions per sub-round, it can be casting 2 spells or 2 physical attacks or 1 of each.

Triple Speedy7th Power Magist Spell (Alteration)

Time (SF):	7	Range:	0
Components:	V, S	Area:	The Caster
Duration:	6 Rounds	Effect:	The Caster speeds up
Save:	N/A	Notes:	

This spell speeds up the caster allowing him to do 3 actions per sub-round for 1 round and 2 actions per sub-round for the remainder of the spell duration.

A maximum of 2 actions (per sub-round) can be spells, the rest must be physical.

Quad Speedy9th Power Magist Spell (Alteration)

Time (SF):	9	Range:	0
Components:	V, S	Area:	The Caster
Duration:	8 Rounds	Effect:	The Caster speeds up
Save:	N/A	Notes:	

This spell speeds up the caster allowing him to do 4 actions per sub-round for 3 sub-rounds, 3 actions per sub-round for 3 sub-rounds and 2 actions per sub-round for the remainder of the spell duration.

A maximum of 2 actions (per sub-round) can be spells, the rest must be physical.

Omni Speedy10th Power Magist Spell (Alteration)

Time (SF):	10	Range:	0
Components:	V, S	Area:	The Caster
Duration:	10 Rounds	Effect:	The Caster speeds up
Save:	N/A	Notes:	

This spell speeds up the caster allowing him to do 5 actions per sub-round for 1 sub-round, 4 actions per sub-round for 2 sub-rounds, 3 actions per sub-round for 3 sub-rounds and 2 actions per sub-round for the remainder of the spell duration.

A maximum of 2 actions (per sub-round) can be spells, the rest must be physical.