

Grand Wave	C + weapons base damage	Send a long range wave that seeks out a single target enemy.	50 ft.	Magic
Ripple	B + Weapons base damage	Slash the air, sending a wave of energy out at a single target in a straight line.	30ft.	Magic
Wrath from Above	C + weapons base damage	Stab weapon in the ground and summon a projection of the weapon to fall on a single point dealing damage in a 15ft radius.	50 ft. casting range, 15 foot radius of damage	Might
Extend	C	Weapon gains a C scaling buff of chosen element (depending on caster type) and an additional 5 foot reach for 3 minutes. Movement speed is halved while this weapon art is active.		Dex
Caliburn	B + Weapons base damage	Thrust blade into the ground, creating a burst of energy around caster damaging all surrounding creatures (ally's included, self not included)	20 ft. radius	Might
Might of Excalibur	A + Weapons Base damage	Blade is sheathed in energy and brought down dealing damage to all in a line.	30. ft. line	Might
Throw a Punch	B + Weapon base damage	launch an elemental projection of your fist at the enemy dealing damage. Buff lasts 3 minutes or until dispelled and casting may not occur while buff is active.	30 ft.	Might
Magnitude	B + Weapon base damage	Punch the ground with a magical might, creating a small earth quake in a 25ft range damaging all except user in the radius	10 ft radius	Might
Defender	-	Take up a defensive stance that that increases your defense rating by 2 for 5 minutes and can stack with other buffs.		Defense
Wrath of Zeus	A + Weapon base damage	Form a bolt of energy in hand dealing damage to first enemy struck	50 ft.	Magic
Hells Grip	B + Weapon base damage	Must make a successful grapple check. On success, enemy takes a burst of energy damage and is knocked to the ground		Might
Burning Resolve		Take up an offensive stance that increases your damage by 2 and your to hit by 1. Can stack with other buffs.		Might
Break Beam	B + Weapon base damage	Stab the weapon forward sending a beam forward that breaks through shields	40 ft.	Dex
Standard of Victory		Slam the butt of the weapon into the ground creating a spectral Standard of Victory that inspires all ally's giving all ally's +2 to hit and +1 damage for 3 minutes		Defense
Master of Wind	C + Weapon Base Damage	Spin the weapon over head creating a small twister 10 ft. in diameter that is sent at enemies dealing bludgeoning damage in a line	10 ft. radius, 30 ft range.	Magic
Heaven's Herald	A + Weapon base damage, D scaling buff	Thrust weapon into the air, bringing down a bolt of energy from the sky dealing damage and buffing the users weapon for 3 rounds.	50 ft. range, single target	Defense
Elemental Charge	C + Weapon Base Dage	Charge forward, charging weapon with elemental power damaging enemies in your path (Successful dex check dodges charge), when charge is over, send forth a burst of energy damaging first enemy hit	20 ft. charge, 30 ft. bolt of energy.	*
Vaulting Leap	A + Weapon base damage	Leap into the air charging the weapon with energy and crash down on an enemy. Successful dex save negates damage.	40 ft.	Might
Herald of Death	Adds B scaling	Weapon blade is cased in energy, increasing its size and adding damage to the next attack		Dexterity
Reapers Trance	-	Using your magic, create a second reaper weapon in off hand that deals damage of the casters type/choosing. As long as the weapon is in hand, movement speed is halved and you cannot cast other spells, however the weapons gain synergy. Lasts 5 minutes, or until dispelled.		Mag/Dex
Reaper Spin	-	Throw the weapon and magically guide it hitting one enemy once, then again on the return for the weapons full damage (cannot stack with Herald of Death). If the weapon hits on the first pass, the enemy must make a successful dex check to dodge the weapon on the way back.		Mag/Dex
Death From Below	A + Base Weapon Damage	Drag weapon across the ground sending forth an extended field of energy that bursts from below. Successful dex check halves damage	10 ft long and 20 ft. wide	Mag/Might

Blades of Death	D + Base Weapon Damage	Spin blade above head creating 2d4 smaller homing blades that deal slashing damage to up to 3 enemies	30 ft.	Mag/Might
Shot of the Green Hood	-	Enchant bow and arrow becomes a guided projectile that can target at an extended range.		Bow
Oversized Rounds	C	Increase damage of bow and arrows pierce enemies, traveling their full range for 3 minutes		Bow
Shot From Above	C	Shoot arrow into the sky, splits into 5 arrows that can damage up to 3 enemies		Bow
Sniper	-	Take aim and turn invisible for the rest of the round as a movement action		Bow
Arrow Blast	B + Weapon Base Damage	5 magically enchanted arrows shoot in a cone dealing damage to the first enemy they strike	25 ft. cone	Bow
Tangle Shot	B + Weapon Base Damage	Fire a magic shot from your bow that roots an enemy in place	bows range	Bow
Gillotine	B + Base weapon damage	Slam Axe into the ground, causing a blade of energy to slash at the opponent dealing damage	20 ft.	Might
Spin to Win	B + Weapon damage	Spin Axe quickly dealing damage to all enemies surrounding you		Might
Chasam	B	Slam Axe handle into the ground, causing a minor earth quake in a 30 ft radius. The perimeter of the area becomes unpassable for 3 rounds. People may enter the chasam but no one may exit		Might
Flash	Weapon Damage	Throw weapon at target location. On impact teleport to weapon	15 ft.	Might
Bury the Hatchet	C + Weapon Base Damage	Throw weapon into the ground, the spin of the axe sending rocks to fly out in a line, then returning to the caster, dealing damage to all enemies caught in the line there and back	30 ft.	
Burrow	A + Weapon Base Damage	Weapon magically buries caster underground, allowing the caster to travel below the enemies, bursting from the ground dealing damage in a 10 ft radius, successful reflex halves		
Spikes	B + Base weapon damage	Slam weapon into ground and cause spikes of earth to shoot up from the ground dealing damage in a line and creating an unpassable wall 20 ft long and 5 ft wide. The wall lasts for 2 rounds		Might
Hail of Stone	B + Base weapon damage	Slam the weapon into the earth and golf swing a large stone at the opponent up to 30 ft. away		Might
Meteor Crush	A + Weapon Damage	Leap into the air and crash down on target	30 ft.	
Morning Star Fall	C	Magical burst of energy flies into the air and brings down 2d4 shooting stars dealing damage up to 4 enemies. 1 enemy can not be hit by more than 3 shooting stars.		Magic
Batter Up!	B + Weapon Damage	weapon burns with energy and slams into an enemy on a successful attack roll, knocking them back. If the enemy hits another enemy, both suffer 3d6 + might bonus damage		Might
Eruption	A + Weapon Base Damage	Slam weapon into the ground creating mini volcanic eruptions. 2d4 spouts of lava burst from the ground in a 30 ft radius, and each spout may only hit one enemy		Might