

Spells (Rebel Impulse)

Spells in *Rebel Impulse* work not unlike spells in *Demon Soul Saga*; they modify one's current weapon's effects, similar to Impulse (Combat) Arts and Impulse Techs; while Impulse Arts cost Gauge, and Impulse Techs build Gauge to launch an Impulse Burst, Spells cost Mana. However, spells in *Rebel Impulse* do operate under different rules.

Firstly, spells in *Rebel Impulse* are overall weaker, to compensate for their ease of use to compensate for being able to be used for different weapons. Only higher-level Spells and a scant few lower-level Spells grant MT, in comparison to Impulse Arts and DSS Spells granting additional MT.

Secondly, spells are independent of one's Proficiencies, though to make use of *Elemental Resonance*, one should ideally pick at least one Spell tree that corresponds with their Proficiencies. One can also only select two Spell trees, one at First Class and one at Promotion, though they gain access to the entire pools of both at Promotion. As in *Demon Soul Saga*, supportive spells are open for anyone to take, though the pool is commensurately smaller as Staves are accessible.

Spellcasting in *Rebel Impulse* operates as follows:

- Offensive Spells can only be cast either with a Tome of the same element or a Physical weapon. For the purposes of Spells, Water and Earth tomes count for Ice and Metal spells.
- When cast with a Tome of the same element, the base damage of the attack (before calculations) is increased by x1.3. This is called *Elemental Resonance*.
- When cast with a Physical weapon, the damage is instead considered to count as the element of the Spell for WTA. They will still target the same stat they originally did unless the Spell explicitly mentions that it targets a different stat; i.e, a Sword infused with Magma Axis will be effective against beings against whom Fire is effective, but otherwise targets Defense, while Glorious Flame will allow targeting of the weaker RES stat.
- Supportive Spells can be cast without the use of a Staff.
- Staves for classes that can use them for attacks can use Spells to augment their Staff attacks similarly to Physical weapons.
- Spells are unlocked automatically, with 3 Spell slots open at First Class and 3 at Promoted. Spells are locked to 6 total Spells accessible in combat,
- The equivalent to the Impulse Burst and Ascension Art for Spells is the Ascension Spell, a user-generated Spell unique to the player character. This will always cost 9 MP. These occupy their own slot and do not contribute to the 6 total Spells.
- Spell effects and Tome effects do not stack; if the Spell and Tome have the same effect, the Tome takes priority. This is the same for Staff effects and Spell effects, and weapon effects where Spells are used to enhance spells.
- Unlike *Demon Soul Saga*, Mana is not regenerated by killing enemies. Consumable items and equipment exist to regenerate Mana, and tiles that regenerate HP will regenerate Mana at half the value that HP is healed for rounded up. Mana scales differently than in *Demon Soul Saga*, starting at 14 base and gaining 1 Mana every level for a hard cap at 30.

Fire:

Spell	Effects	Minimum Level	Cost
Dragon Breath	WTA vs. Monsters	First Class	3 MP
Scorching Burst	Inflicts Poison for 2 Turns	First Class	3 MP
Ember Guard	+3 DR during combat	First Class	3 MP
Enkindling	+2 MT	First Class	6 MP
Flame Pierce	Targets RES instead of DEF	First Class	6 MP
Pyroclasm	Ignores 3 points of relevant defensive stats	First Class	6 MP
Searing Flames	Inflicts Poison and Sick for 2 turns	Promoted Class	9 MP
Magma Axis	Ignores 5 points of relevant defensive stats	Promoted Class	9 MP
Cichol's Might	+4 MT	Promoted Class	9 MP
Fire Crash	+2 MT, +3 DR during combat	Promoted Class	9 MP
Glorious Flame	+2 MT, targets weaker of RES or DEF	Promoted Class	9 MP

Wind

Spell	Effects	Minimum Level	Cost
Gust	Inflicts -2 AS for 2 turns	First Class	3 MP
Tailwind	Grants user +2 AS for 2 turns	First Class	3 MP
Razor Wind	+5 Critical during combat	First Class	3 MP
Breeze	+2 MT	First Class	6 MP
Wind Blade	Targets RES instead of DEF	First Class	6 MP
Floral Gust	Inflicts Silence for 2 turns	First Class	6 MP
Tornado	Inflicts Poison and -3 AS for 2 turns	Promoted Class	9 MP
Dandelion Breeze	Restores 5 HP per turn for 2 turns for the user	Promoted Class	9 MP
Cethleann's Grace	+4 MT	Promoted Class	9 MP
Guiding Wind	Grants adjacent allies and user +2 AS for 1 turn	Promoted Class	9 MP
Guardian Wind	+10 Hit/Eva during combat	Promoted Class	9 MP

Thunder

Spell	Effects	Minimum Level	Cost
Spark	Inflicts -10 Eva for 1 turn	First Class	3 MP
Plasma Jolt	Inflicts -10 Dodge for 1 turn	First Class	3 MP
Shockwave	+10 Hit during combat	First Class	3 MP
Thunderbolt	+2 MT	First Class	6 MP
Thunder Hammer	Targets RES instead of DEF	First Class	6 MP
Parabola	Inflicts Drain for 2 turns	First Class	6 MP
Thunder Reign	Forces immediate follow-up (if Fist or Repeater, grants +4 AS instead)	Promoted Class	9 MP
Raijinto	+3 MT, targets weaker of RES or DEF	Promoted Class	9 MP
Lugh's Wrath	+4 MT	Promoted Class	9 MP
Arc Breaker	+2 MT, inflicts -3 DR for 2 turns	Promoted Class	9 MP
Diva's Lament	Ignores 5 points of defensive stats	Promoted Class	9 MP

Ice

Spell	Effects	Minimum Level	Cost
Diamond Dust	Inflicts -2 AS for 2 turns	First Class	3 MP
Ice Spike	WTA vs. Flying	First Class	3 MP
Chill	Inflicts -10 Eva for 2 turns	First Class	3 MP
Hoarfrost	+2 MT	First Class	6 MP
Frozen Fist	Targets RES instead of DEF	First Class	6 MP
Cocytus	Inflicts Backfire for 2 turns	First Class	6 MP
Ice Shard	Forces immediate follow-up (if Fist or Repeater, grants +4 AS instead)	Promoted Class	9 MP
Arctic Cold	+3 MT, targets weaker of RES or DEF	Promoted Class	9 MP
Donn's Judgment	+4 MT	Promoted Class	9 MP
Cold World	Inflicts Paralyse for 2 turns	Promoted Class	9 MP
Absolute Zero	+10 Critical against opponents under 50% HP	Promoted Class	9 MP

Water

Spell	Effects	Minimum Level	Cost
Whirlpool	Inflicts Poison for 2 turns	First Class	3 MP
Water Veil	+3 DR during combat	First Class	3 MP
Wave Form	+10 Eva during Combat	First Class	3 MP
Maelstrom	+2 MT	First Class	6 MP
Water Whip	Targets RES instead of DEF	First Class	6 MP
Acid Rain	Inflicts -3 DR for 2 turns	First Class	6 MP
Bloodbath	+2 MT, inflicts Drain for 3 turns	Promoted Class	9 MP
Fear Torrent	+3 MT, targets weaker of RES or DEF	Promoted Class	9 MP
Elatha's Poise	+4 MT	Promoted Class	9 MP
Water Wheel	Inflicts Poison and Sick for 2 turns	Promoted Class	9 MP
Delusion Wave	+2 MT, +1 range	Promoted Class	9 MP

Earth

Spell	Effects	Minimum Level	Cost
Jade Barrier	Increases user's DR by 3 for 1 turn	First Class	3 MP
Stalagmite	WTA vs. Flying	First Class	3 MP
Rockfall	Inflicts -10 Eva for 2 turns	First Class	3 MP
Hoarfrost	+2 MT	First Class	6 MP
Quake Burst	Targets RES instead of DEF	First Class	6 MP
Sandstorm	Inflicts Poison for 2 turns	First Class	6 MP
Calcify	Inflicts -5 DR for 2 turns	Promoted Class	9 MP
Magma Drop	+3 MT, targets weaker of RES or DEF	Promoted Class	9 MP
Morrigan's Embrace	+4 MT	Promoted Class	9 MP
Emerald Shard	+2 MT, inflicts Backfire for 2 turns	Promoted Class	9 MP
Meteor Strike	+2 MT, +1 range	Promoted Class	9 MP

Nature

Spell	Effects	Minimum Level	Cost
Vile Thorns	Inflicts Poison for 2 turns	First Class	3 MP
Bark Skin	+3 DR during combat	First Class	3 MP
Vine Cutter	+5 Critical during combat	First Class	3 MP
Overgrowth	+2 MT	First Class	6 MP
Leaf Blade	Targets RES instead of DEF	First Class	6 MP
Sap Strength	Inflicts -3 DMG for 2 turns	First Class	6 MP
Exhaustive Powder	Inflicts -10 Hit/Eva for 2 turns	Promoted Class	9 MP
Sap Life	+10 Critical against opponents under 50% HP	Promoted Class	9 MP
Nuada's Will	+4 MT	Promoted Class	9 MP
Forest's Rest	+2 MT, inflicts Sleep for 1 turn	Promoted Class	9 MP
Intoxicate	+2 MT, Inflicts Silence or Addle (depending on proficiency) for 1 turn	Promoted Class	9 MP

Metal

Spell	Effects	Minimum Level	Cost
Steel Crush	WTA vs. Monsters	First Class	3 MP
Spear Wall	WTA vs. Mounted	First Class	3 MP
Flash	Inflicts -10 Hit for 2 turns	First Class	3 MP
Gyro Strike	+2 MT	First Class	6 MP
Serration	Targets RES instead of DEF	First Class	6 MP
Mercury Flow	Inflicts Poison for 2 turns	First Class	6 MP
Corrode	Inflicts -5 DMG for 2 turns	Promoted Class	9 MP
Reflective Beam	+3 MT, targets weaker of RES or DEF	Promoted Class	9 MP
Oghma's Necessity	+4 MT	Promoted Class	9 MP
Adamant Cutter	Ignores 5 points of defensive stats	Promoted Class	9 MP
Antimony Lathe	+2 MT, Inflicts Sick for 2 turns	Promoted Class	9 MP

Light

Spell	Effects	Minimum Level	Cost
Divinity	WTA vs. Monsters	First Class	3 MP
Icarian Smite	WTA vs. Flying	First Class	3 MP
Piercing Gleam	Inflicts -3 DR for 1 turn	First Class	3 MP
Dawn	+2 MT	First Class	6 MP
Lightbringer	Targets RES instead of DEF	First Class	6 MP
Stigmatic Gleam	Inflicts Sick for 2 turns	First Class	6 MP
Protection Light	User gains +3 DR for 2 turns	Promoted Class	9 MP
Eternal Rest	+10 Critical against opponents under 50% HP	Promoted Class	9 MP
Elphyne's Law	+4 MT	Promoted Class	9 MP
Branding Fire	+2 MT, inflicts Backfire for 2 turns	Promoted Class	9 MP
Holy Impulse	+10 Hit/Eva during combat	Promoted Class	9 MP

Dark

Spell	Effects	Minimum Level	Cost
Weaken	Inflicts -5 Hit/Eva for 1 turn	First Class	3 MP
Knightbreak	WTA vs. Armored	First Class	3 MP
Rend Beasts	WTA vs. Mounted	First Class	3 MP
Dusk	+2 MT	First Class	6 MP
Shadowrend	Targets RES instead of DEF	First Class	6 MP
Darkrot	Inflicts Poison for 2 turns	First Class	6 MP
Condemnation	+10 Critical against opponents suffering from negative statuses	Promoted Class	9 MP
Umbral Arts	+3 MT, targets weaker of RES or DEF	Promoted Class	9 MP
Duinn's Gate	+4 MT	Promoted Class	9 MP
Dark Void	Ignores 5 points of defensive stats	Promoted Class	9 MP
Punishment	Inflicts Poison and Sick for 2 turns	Promoted Class	9 MP

Supportive:

Spell Type	Effects	Minimum Level	Range	Cost
Soldier's Chant	Target ignores WTD penalties for 2 turn	First Class	Self-1	3 MP
Ward Prayer	Target is immune to ailments and debuffs for 1 turn	First Class	Self-1	3 MP
Revolt	Target gains +5 Critical but takes +3 DMG for 2 turns	First Class	Self-1	3 MP
Haze Chant	Target's stat changes are removed	First Class	1-3	3 MP
Enervate	Target's Charge/Concentrate is removed	First Class	1-3	6 MP
Concentrate	Target's next Magical attack is x1.3 stronger	First Class	Self	6 MP
Charge	Target's next Physical attack is x1.3 stronger	First Class	Self	6 MP
Strip Away	Target loses WTA and terrain bonuses for 3 turns	Promoted Class	1-3	9 MP
Resonation	Target's WTA bonuses are doubled for 2 turns	Promoted Class	Self-1	9 MP
Revenge	Target gains +10 Critical but takes +5 DMG for 2 turns	Promoted Class	Self-1	12 MP
Amplify	Target gains +15 Hit/Eva/Crit/Dodge for 2 turns	Promoted Class	Self-1	12 MP
Exhaust	Target loses +15 Hit/Eva/Crit/Dodge for 2 turns	Promoted Class	1-3	12 MP