

-Orix

Battle-Offense

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
1	Force Pinch		4 pts	8 Squares	1 Square	Initiative	Instant		



NO FOCUS USE

ENHANCEMENTS: 8

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
2	Force Push		4 pts	10 Squares	2 Squares	Initiative	Instant		



Amulet w/Crystal
Save Col +1


ENHANCEMENTS: 5

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4	Conjure Native Beetles	4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured



CREATE:

Beetleroot Granules


A small icon of a campfire with a flame, used as a visual cue for the 'CREATE' step.

Amulet w/Crystal
Dmg set at 5 pts

ENHANCEMENTS: 7

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Triggered	Forced Healing	4 pts	Self	Caster	1 Hour	3 Days		



CREATE: 

Triggered Forced Health Draught 

Amulet w/Crystal
Stack+1

ENHANCEMENTS: 4

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Improve Resist & Skill Saves		4 pts	Self	Caster	5 Minutes	2 Hours		



Amulet w/Crystal
Total= 10% adjust

ENHANCEMENTS: 8

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: x
4	Weapon	Speed Charm	4 pts	Touch	1 Weapon	30 Minutes	1 Battle		



CREATE:

Amulet w/Crystal
Column -1

ENHANCEMENTS: 4

Communication-

LEVEL	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
4 Arcane Translation - 1 Page			4 pts	Touch	200 Characters	20 Minutes	20 Minutes		



Amulet w/Crystal
Random Enhancement

ENHANCEMENTS: 6

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Triggered Announcements		4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered		



Amulet w/Crystal
Facail movements.

ENHANCEMENTS: 5

-Orix

Creation-Meta

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Call Bonded Person			4 pts	PMP	1 Recipient	30 Minutes	Instant		



Thick violet coils create a portal.
Teleport a preselected person to the casters side.
Thick violet coils create a portal.

Amulet w/Crystal
AOE +1

ENHANCEMENTS: 4

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Orix False Glow		4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		



Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa
Reveal of Magic will show a false positive.
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then
fades.

Amulet w/Crystal
Visible to all
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 10

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Visible Sign Posts		4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours		



Smokey violet coils Move Outward To Reveal Any Posts.
Sign posts from teleports become visible. [ORX]
Smokey violet coils Move Outward To Reveal Any Posts.

NO FOCUS USE
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

Find-Hide-Reveal

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	Not Blinded
1	Detect Magic & Number of Aspects		4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant			



Caster attempts to find out if an item/object is magical
Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)
Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.
Detection will not enact powers/magic. Does give a count of Aspects within the item.
Does not reveal the kind of magic.

CREATE:
Scroll of Detect Magic
Amulet w/Crystal
No blinding.

ENHANCEMENTS: 7

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Orix View Sign Posts		4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes		



Lavender coils orbit the casters head.
View Sign Posts
Lavender coils orbit the casters head.

NO FOCUS USE

ENHANCEMENTS: 9

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Shadow of the Magi		4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		



Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:
Dust of Darkness
Amulet w/Crystal
Brighter by Tier
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

Food-Water

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Draw Up Ground Water		4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		



Blue and Orange ribbons burrow into the ground.
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

Amulet w/Crystal
+2 Skins extra

ENHANCEMENTS: 2

Health-Life-Death

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Forced Heal 1d6 HP (+more)		4 pts	1 Square	1 Target	Initiative	Permanent		



Healing energy drawn from all parts of the body are forced to the wounded area.
First roll the dice and calculate full healing with enhancements,
Then apply as force damage to the target, if the target is dead next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.



Amulet w/Crystal
Fragility Save - 1 Column

ENHANCEMENTS: 8

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LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4		4 pts	Self	12 Sqz Radius	2 Minutes	2 Hours		





LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	1	1	4 pts	PMP	1 Mid Item	20 Minutes	Instant		



1 Send Item to A Nae'Em Location	4 pts	1 Min	1 Min Item	20 Minutes	Instant	
 <p>Solid blue coils flashes as a portal opens and swallows the covered object. Item fits into 1 Sq blanket and not living. Solid blue coils flashes as a portal opens and swallows the covered object.</p>						<div>Amulet w/Crystal</div> <div>Add Ionic Marker</div> <div>  </div>
<div>ENHANCEMENTS: 4</div>						

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
0	0	0	4 pts	6 Squares	1 Item	Initiative	Instant		

4 Call Item (in Sight)	Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.	Amulet w/Crystal 20 lbs / 4.5 Kg
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LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	99	4 pts	Self	Varies	Initiative	4 Hours		

1 Arcane Light with ClassHue	4 pts	Self	varies	Initiative	4 hours
 <p>With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>					<p>CREATE:</p> <p>Astral Candle Light Powder </p> <p>Amulet w/Crystal </p> <p>Brighter by Tier</p> <p>SAME SPELL WILL COUNTER. </p> <p>ENHANCEMENTS: 7</p>

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Langstrom Cloak Pockets			4 pts	Touch	1 Worn Garment	1 Minute	1 Week		
	<p>Barely visible lavender wisps spiral around the caster.</p> <p>Pocket within current cloak/robe</p> <p>Barely visible lavender wisps spiral around the caster.</p>								
								Amulet w/Crystal Hides magic	

[illegible]