


-Orix

Altered Reality


LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize						15% Max	Self	Self	5 Minutes	12 Hours		



Recipient becomes more attractive by their race's standards.
Caster lets colorful sparks cover the part they wish to change, which fade after a moment.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision
TIRO: Pie Fight!						20% Max	4 Squares	1 Target	Initiative	1 Round		



Glowing Pie appears as thrown pie to block vision.
The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target


COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Rope not cut
TIRO: 2 Rope Image						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		



The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
Does allow the Caster to roll a Save to merge the ropes into one.
Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	5	NAE'EM		<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ribbon Goblin Lookout						8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours			




Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.
LVL:2 HP:2 Attk:sx0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.
Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

FOCUS:Telepathic Convo
COUNTER:SAME SPELL WILL COUNTER. L
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 18 Nae'Em Clues Remove 20 SP

Battle-Defense

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Half Wall of Force						8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		




Barely visible burgundy coils follow the caster's hand outlining the wall.
1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15
Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.

FOCUS:+ another corner.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP

Battle-Offense


LEVEL	0.2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Damage taken
TIRO: Fire Crack!						20% Max	6 Squares	1 Target	Initiative	Instant		



Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required)
Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	0.4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2 No Damage
TIRO: Quick Flash Fire						30% Max	12 Squares	1 Target	Initiative	Instant		




Colorful embers appear in the caster's palm.
ToHIT Required.
1d12 Damage. Save for half damage.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

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

Force Pinch



Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be
Damage of 1d4 + ACU. Target Save Lose Attack/Action.
Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must
be able to see the target. (No ToHIT)


FOCUS:Save +1 Col
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

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

Force Push



Solid lavender coils extend from caster's hand to push directly from the caster to the target
Direct damage of 1d6 + ACU. Target(s) Save or pushed back
Solid lavender coils extend from caster's hand to push directly from the caster to the
target. (No ToHIT)


FOCUS:Save Col +1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save +1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

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

Conjure Native Beetles



A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:Beetleroot Granules


FOCUS:Save +1 Col
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
					8 pts	12 Squares	2 Squares	Initiative	Instant		

Force Clap



A force wall pushes directly from the caster to the target but only the target will usually
Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.
A force wall pushes directly from the caster to the target but only the target will usually
be dazed and/or take damage. (No ToHIT)

FOCUS:Save Col +1
COUNTER:Same Spell

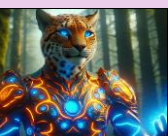
ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Battle-Prep

LEVEL	0.3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					30% Max	Self	Self	1 Minute	4 Hours		

TIRO: Armor of Light



Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	1 Hour	3 Days		

Triggered Forced Healing



Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

CREATE:Triggered Forced Health Dr


FOCUS:Stack+1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	6 Minutes	2 Hours		

Improve Resist & Skill Saves



Violet coils encircles the caster, flashes, then fades away.
-5% to Resist Magic and Skill Saves for this ORIX.
Violet coils encircles the caster, flashes, then fades away.


FOCUS:Total= 10% adjust
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

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



Bright plum colored coils encircle the weapon. (A pink oil)
Weapon +1 Init, poss +2 or +3. Each + is a separate spell.
Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:


FOCUS:Column -1

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Duration X4	10 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Circle of Protection vs Magic						8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		



Magenta coils ripple from caster's hand to the edge of AOE.
Challenges to the circle equals MGC:? Save
Chalky magenta powder

CREATE:

FOCUS:COL +/- 1


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 4	Aura Brightens	-2 SP

Call-Summon

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: I Have Your Item!						30% Max	4 Sqs	1 Item	Initiative	1 Round	Item grabbed.	



Bright Multi Colored flashes travel towards the item and snatches it.
Random object (No magic/metal/crystalline). Metal armor = 1 worse Save.
Save to retrieve item.

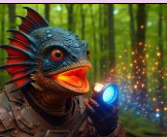
COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Communication-

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech						20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		




The caster takes a deep breath and speaks at an amplified volume.
Amplifies sound out up to a 3 Square wide Cube.
Amplify even whispers.
Doesn't affect anyone but the caster.
As normal for the resulting volume it does carry over walls/barriers.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare						15% Max	20 Squares	1 Flare	Initiative	1 Minute		




A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20
1 - 5 is bright red,
5 - 10 is bright blue,
10 - 15 is bright yellow,
15 - 20 is bright green.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.4	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying						25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes			




Ghostly Multi Colored flashes surround the caster for the duration.
Caster is the only one that sees the effects of this spell.
Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	4			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Arcane Translation - 1 Page						4 pts	Touch	200 Characters	20 Minutes	20 Minutes		



Plum colored coils drift to the text and lightly rebounds back to the caster.
Interaction with living text. Very involved spell.
Plum colored coils drift to the text and lightly rebounds back to the caster.

FOCUS:Random Enhancement

COUNTER: None


ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

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LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered		

Triggered Announcements



FOCUS:Facail movements.


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
						8 pts	Touch	200 Characters	10 Minutes	1 Hour		


Release Arcane Script



COUNTER: None

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		

High Flares



CREATE:

FOCUS:Delayed 5 Minutes.


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						8 pts	Touch	200 Characters	1 Hour	Permanent		

Constrain Arcane Script




COUNTER: None

Creation-Meta

LEVEL	0.1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	1 Square	1 Plant	Initiative	10 Minutes		

TIRO: Water From A Plant




COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Comparative
						8 pts	4 Sqs	1 Item	10 Minutes	Permanent		

Dispel Magic



CREATE:Scroll of Dispel Magic

FOCUS:Rollout = 2 Rounds


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

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

Call Bonded Person



FOCUS:AOE +1


COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

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LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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 f
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.

FOCUS:Visible to all
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

Find-Hide-Reveal

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Not Blinded
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 in the item.
Does not reveal the kind of magic.

CREATE:Scroll of Detect Magic
FOCUS:No blinding.
COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP

LEVEL	5	NAE'EM		<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ionic Marker						8 pts	Touch	1 Object	1 Day	Permanent			





Thick purple coils surrounds the item and fades into it.
Creates permanent marker
Thick purple coils surrounds the item and fades into it.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	5	NAE'EM		<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Locate Ionic Marker						8 pts	PMP	1 Marker	1 Hour	Instant			



Purple coils whirl around the caster then point the direction of the marker.
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)
Purple coils whirl around the caster then point the direction of the marker.


FOCUS:SKL:1
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

Food-Water

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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).


FOCUS:+2 Skins extra
COUNTER: None

ENHANCEMENTS:


Lvl 16	Rollout 1 Min	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AOE X2	6 SP


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LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Destroy Harmful Substance												
												
											COUNTER: None	
											ENHANCEMENTS:	
Lvl 6											Subtle Casting	4 SP
Lvl 12											Rollout Init	12 SP
Lvl 10											Rollout Halved	6 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Imbue an Item with												
												
											COUNTER: None	


Health-Life-Death


LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Healing Bolus												
												
											COUNTER: None	
											ENHANCEMENTS:	
Lvl 0											No Enhancements	0 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Forced Heal 1d6 HP (+more)												
												
											FOCUS: Fragility Save - 1 Column	
											COUNTER: None	
											ENHANCEMENTS:	
Lvl 18											Range X4	10 SP
Lvl 14											Range At 3 Sqs	8 SP

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Assist Another's Healing													
													
											COUNTER: None		
											ENHANCEMENTS:		
Lvl 6											Subtle Casting	4 SP	
Lvl 12											Rollout Init	12 SP	
Lvl 10											Rollout Halved	6 SP	



Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Aural Spark												
												
											COUNTER: None	
											ENHANCEMENTS:	
Lvl 0											No Enhancements	0 SP



LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Capture/Release Normal Light												
												
											CREATE: Stone of Capture/Release Light	
											FOCUS: Item emits a light	
											COUNTER: None	
											ENHANCEMENTS:	
Lvl 14											Duration X2	8 SP
Lvl 9											Duration +50%	6 SP
Lvl 12											AoE X2	6 SP

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N Tae'Em-Thing

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	PMP	1 Item	Initiative	Instant		
Call/Return Nae'Em Item												
 Purple coils spin around the casters hand until an item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Purple coils spin around the casters hand until an item appears.												
												FOCUS:30 lbs / 13.6 Kg COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP


N Vae'Em-Venue Site

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		
Scry to a Nae'Em												
 Caster is able to view one of their Nae'Ems from above. View from 4 squares above, but will lower the view if needed.												
												COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP


Personal-Connections

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						40% Max	10 Squares	1 Target	Initiative	Special		Friends!
TIRO: Random Friendship												
 Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. Does last only 10 minutes (outside of battle) or one round (in battle). Does allow the Target to make a Save.												
												COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP


Hold Civilized Creature

LEVEL	7			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
						8 pts	8 Squares	1 Target	1 Round	5 Rounds		
Hold Civilized Creature												
 Barely visible burgundy coils streak out from the casters pointed finger and winds around th Must be in sight. Target unable to cast, fight, or talk. Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.												
												FOCUS:target can talk. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

Shelter-Rest-Protection



LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		
TIRO: Garish Pup Tent												
 Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.												
												COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP


Tracking-



LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	Self	1 Trail	Initiative	1 Hour		
TIRO: Tracking												
 Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts.												
												COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP



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Travel-Planes

LEVEL	0	NAE'EM		STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:
Langstrom Location (Vae'Em)																	
																	
creates a 'known' location in the Langstrom.																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 20 Rollout Instant 16 SP																	
Lvl 18 Nae'Em Clues Remove 20 SP																	



LEVEL	0.1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Quick Jump																	
																	
Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 0 No Enhancements 0 SP																	

LEVEL	0.3			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	BRU: 2 
TIRO: Quick Push!																	
																	
Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 0 No Enhancements 0 SP																	


LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Send Item to A Nae'Em Location																	
																	
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.																	
FOCUS: Add Ionic Marker 																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 10 Rollout Halved 6 SP																	
Lvl 1 Cast Without Enough 2 SP																	
Lvl 4 Aura Brightens -2 SP																	

LEVEL	6			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Langstrom Rupture																	
																	
Barely visible wine colored coils swirl and to become a lime green portal. To random spot in Langstrom. More use = Danger. Barely visible wine colored coils swirl and to become a lime green portal.																	
FOCUS: Partial gets SKL:1 																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 10 Rollout Halved 6 SP																	
Lvl 16 Rollout 1 Min 8 SP																	
Lvl 12 Range X2 8 SP																	

Tricks-

LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	AGL:
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. Barely visible plum colored coils extend from casters hand to the item.																	
FOCUS: 20 lbs / 4.5 Kg 																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 18 Range X4 10 SP																	
Lvl 12 Range X2 8 SP																	
Lvl 9 Range +50% 6 SP																	

Utility-

LEVEL	0.4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Tasty Cumber Meals																	
																	
Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 0 No Enhancements 0 SP																	

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LEVEL	1	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Arcane Light with Class Hue			4 pts	Self	Varies	Initiative	4 Hours			
	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.										CREATE:Astral Candle Light Powder  FOCUS:Brighter by Tier  COUNTER:Same Spell  ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 18 Duration - EOY 20 SP
LEVEL	2	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Langstrom Cloak Pockets			4 pts	Touch	1 Worn Garment	1 Minute	1 Week			
	Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster.										FOCUS:Hides magic  COUNTER:None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP
LEVEL	3	NAE'EM 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Animate Cats Eye Marble			4 pts	Self	Caster	1 Minute	2 Hours			
	Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item.										FOCUS:Multi-Vision  COUNTER:Same Spell  ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	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  FOCUS:Dur=20 Min (No conc)  COUNTER:Same Spell  ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP
LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Shadow of the Magi - Duplicate			4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day			
	With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power as per Tier. With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light										FOCUS:Brighter by Tier  COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP
LEVEL	6	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Force Platform			8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes			
	Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.										FOCUS:Half Wall  COUNTER:Same Spell  ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP