-Orix

Battle-Offense STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2 4 pts 8 Squares 1 Square Initiative Instant 1 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. NO FOCUS USE Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT) SAME SPELL WILL COUNTER. ENHANCEMENTS: 8 STACK DURATION AREA OF EFFECT RM· 2 4 pts 10 Squares 2 Squares Initiative 2 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 Amulet w/Crystal Solid lavender coils extend from caster's hand to push directly from the caster to the Save Col +1 target. (No ToHIT) SAME SPELL WILL COUNTER. FNHANCEMENTS: STACK 2 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKL: 2 4 pts 4 Squares 1 Mark Initiative 2 Rounds Conjured 4 Conjure Native Beetles CREATE: Arcane swarm appears in a square adjacent to the target. Beetleroot Granules Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Amulet w/Crystal Will attack any living target. Even if the target is friendly to the caster. Dmg set at 5 pts Save to conure. SAME SPELL WILL COUNTER. Battle-Prep STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save RANGE 3 Days Self 1 Hour 4 pts Caster Triggered Forced Healing CREATE: Damage triggers 2d8 rolled. Damage first, then 2x Healing. Triggered Forced Health Draught In effect until duration is over or is used. Amulet w/Crystal Does NOT allow the choice to not use it. Stack+1 Only 1 triggered health can be in place at any time. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I FV/FI Self 4 pts Caster 5 Minutes 2 Hours 3 Improve Resist & Skill Saves Violet coils encircles the caster, flashes, then fades away. -5% to Resist Magic and Skill Saves for this ORIX. Amulet w/Crystal Violet coils encircles the caster, flashes, then fades away. Total= 10% adjust FNHANCEMENTS: 8 STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: x 30 Minutes 1 Battle 4 pts Touch 1 Weapon 4 Weapon Speed Charm CREATE: Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Amulet w/Crystal Bright plum colored coils encircle the weapon. (A pink oil) Column -1 FNHANCEMENTS: 4 Communication-STACK ROLL OUT RANGE AREA OF EFFECT DURATION SAVE: RM·2 200 Characters 4 pts Touch 20 Minutes 20 Minutes 4 Arcane Translation - 1 Page Plum colored coils drift to the text and lightly rebounds back to the caster. Interaction with living text. Very involved spell. Amulet w/Crystal Plum colored coils drift to the text and lightly rebounds back to the caster. Random Enhancement ENHANCEMENTS: 6 STACK 3 COST RANGE AREA OF EFFECT **ROLL OUT** DURATION

4 Triggered Announcements

Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less.

Touch

4 pts

2x1 Sqs (Wall)

30 Minutes

Redish blue smoke moves from the casters hands to the center spot on the stone.

Amulet w/Crystal Facail movements

Until Triggered

ENHANCEMENTS:

No Save

-Orix Creation-Meta STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM 4 pts PMP 1 Recipient 30 Minutes Instant 3 Call Bonded Person Thick violet coils create a portal. Teleport a preselected person to the casters side. Amulet w/Crystal Thick violet coils create a portal. AOE +1 FNHANCEMENTS: 4 STACK 1 AREA OF EFFECT DURATION No Save 4 pts 4 Squares 1 Item 2 Minutes 15 Minutes 3 Orix False Glow 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. Amulet w/Crystal Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then Visible to all fades. SAME SPELL WILL COUNTER. FNHANCEMENTS: 10 STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts 5 Squares 1 Sign Post 1 Minute 2 Hours 3 Visible Sign Posts Smokey violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] NO FOCUS USE Smokey violet coils Move Outward To Reveal Any Posts. SAME SPELL WILL COUNTER. Find-Hide-Reveal STACK 1 RANGE ROLL OUT DURATION AREA OF EFFECT SAVE: RM: 2 Not Blinded 4 pts 2 Squares 1x1x1 Square 5 Minutes Instant 1 Detect Magic & Number of Aspects CREATE: Caster attempts to find out if an item/object is magical Scroll of Detect Magic Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.) Amulet w/Crystal Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds. No blinding. Detection will not enact powers/magic. Does give a count of Aspects within the item. Does not reveal the kind of magic. ENHANCEMENTS: 7 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: STACK COST I FV/FI No Save 4 pts 8 Squares 1x1 Sq Sphere 2 Minutes 30 Minutes 2 Orix View Sign Posts Lavender coils orbit the casters head. View Sign Posts NO FOCUS USE Lavender coils orbit the casters head. FNHANCEMENTS: 9 STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save Self Initiative Conc +4 Rds 4 pts 3 Sq Dia Sphere 3 Shadow of the Magi CREATE: Stays fixed right above the caster. Dust of Darkness Darkness to continues for up to 4 rds after the concentration has stopped. Amulet w/Crystal Caster to creates darkness that will stay centered above them. Brighter by Tier Keep darkness active by lightly concentrating on the spell, SAME SPELL WILL COUNTER. Other spells actions that do not state a need to concentrate may be used. FNHANCEMENTS: 7 Food-Water STACK 99 AREA OF EFFECT ROLL OUT COST RANGE DURATION SAVE: No Save 4 pts 2 Skins/Tier 5 Minutes Permanent 1 Draw Up Ground Water Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Amulet w/Crystal 1/2 Typical person requires 1 skin per day. Deserts mean 2 per day. +2 Skins extra Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). ENHANCEMENTS: 2 Health-Life-Death

1 Forced Heal 1d6 HP (+more)

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.

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

Amulet w/Crystal Fragility Save - 1 Column

SAVE:

DURATION

Permanent

No Save

This becomes more powerful (and more costly) with the Enhancements.

COST

4 pts

STACK 1

ENHANCEMENTS: 8

-Orix									
Light-									
EVEL 4 Capture/R	STACK : elease Normal Light	1 COST 4 pts	RANGE Self	AREA OF EFFECT 12 Sqs Radius	ROLL OUT 2 Minutes	DURATION 2 Hours	SAVE:	No Save	
	Vaporous plum colored coils 1 light source per Tier. L Vaporous plum colored coils absorbs a light)	ight must	be less than bo	nfire brightness	5.		Amulet w/Crys Item emits a		ITS: 4
Travel-Plan	es								
EVEL 1 Send Item	STACK 9 to A Nae'Em Location	9 COST 4 pts	RANGE PMP	AREA OF EFFECT 1 Mid Item	ROLL OUT 20 Minutes	DURATION Instant	SAVE:	No Save	
	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.							Amulet w/Crystal Add Ionic Marker ENHANCEMENTS: 4	
Tricks-								ENTIANCEMEN	13. 4
EVEL 4 Call Item	STACK :	1 COST 4 pts	RANGE 6 Squares	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION Instant	SAVE:	AGL:	
	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.						Amulet w/Crystal 20 lbs / 4.5 Kg ENHANCEMENTS: 6		
Jtility-									
EVEL 1 Arcane Li	STACK 9 ght with Class Hue With a twirling of the fing	4 pts			ROLL OUT Initiative	DURATION 4 Hours	SAVE: CREATE: Astral Candle	No Save	*
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.							Amulet w/Crystal Brighter by Tier SAME SPELL WILL COUNTER. ENHANCEMENTS: 7		

SAVE: No Save STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION 1 Worn Garment 4 pts Touch 1 Minute 1 Week 2 Langstrom Cloak Pockets



Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster.

Amulet w/Crystal Hides magic ENHANCEMENTS: 5

STACK 1 SAVE: No Save COST RANGE AREA OF EFFECT ROLL OUT DURATION Self 4 pts Caster 1 Minute 2 Hours 3 Animate Cats Eye Marble



Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item.

Amulet w/Crystal Multi-Vision SAME SPELL WILL COUNTER. ENHANCEMENTS: 7