

-Sylvan

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Ae'Em-Animal

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
8	8 pts		Call Hunting Pack	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1	ENH 7
+Urgency Save with Item/Kit. Pack animals urged to respond. Casters call projected.										
13	16 pts		Call Flock of Birds	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1	ENH 6
COL-1 with Item/Kit. Calls a flock of birds within range.										
8	8 pts		Invoke Animal Mount	2 Marks	1 Creature	12 Hours	1 Hour	SKL 2	1	ENH 8
+ Passenger with Item/Kit. Can choose from chart (no rolling)										
13	16 pts		Call School of Fish	1 Mark	1 School	2 Hours	20 Minutes	SKL 3	1	ENH 6
COL-1 with Item/Kit. Calls a school of fish that is within range.										
14	16 pts		Call Woodland Animal	Self	1 Mark	4 Hours	5 Minutes	SKL 2	3	ENH 6
Col -1 with Item/Kit.										
7	8 pts		Speak With Wild Animals	12 Squares	1 Animal	1 Hour	1 Minute	SKL 2	2	ENH 5
Stack x2 with Item/Kit. x										
4	4 pts		Invoke Domestic Beasts Of Burden	20 Squares	1 Animal	Instant	20 Minutes	SKL 3	5	ENH 6
COL-1 with Item/Kit. Can call a domesticated horse/bovine/Dog/Llama/Porcine.										
4	4 pts		Speak to Domesticated Animals	Touch	1 Animal	4 Hours	5 Minutes	none	7	ENH 5
Recipient with Item/Kit. Speak and understand domesticated animals, large and small.										
1	4 pts		Invoke Personal Pet	Self	2 Marks	1 Week/Tier	30 Minutes	SKL 2	1	
See/Hear as pet. with Item/Kit. Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.										
6	8 pts		Animal Friendship / Calming	10 Squares	1 Animal	8 Hours	1 Minute	SKL 3	99	ENH 4
SKL:2 with Item/Kit. Ae'Em connection to calm woodland and domestic animals.										

Battle-Actions

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK
10	12 pts		COUNTER: Remove Magic Defense Ends a currently active defensive spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
								Ends target spell	
12	12 pts		COUNTER: End Ongoing Damage Counters ongoing damage that is damage over time.	10 Squares	1 Spell	Instant	Instant	SKL 4	99
								Ends damage cycle	
10	12 pts		COUNTER: Block Healing Save blocks a person using a healing spell.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
								Healing stopped	
9	12 pts		COUNTER: Remove Shelter Ends Magical shelters.	20 Squares	1 Spell	Instant	Instant	SKL 3	99
								Shelter is gone.	
11	12 pts		COUNTER: Disrupt Images Can dispell unreal visages.	20 Squares	1 Spell	Instant	Instant	SKL 2	99
								Images fails	

Battle-Defense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
3	4 pts		Tornado Wall For Hunter x	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	none	1	1	4
12	12 pts		Circle of Animal Protection Column +1 with Item/Kit. x	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	1	1	7
12	12 pts		Circle of Containment BRU:>95 with Item/Kit. Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99	1	4
								Exit Circle			
1	4 pts		Tornado Wall +2 AC with Item/Kit. Pass the Save	Self	1 Square	2 Rounds	Initiative	SKL 2	1	1	2
10	12 pts		Wind Wall x	Self	1 Square	10 Minutes	2 Rounds	SKL: 2	1	1	5

Battle-Offense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
4	4 pts		Conjure Native Beetles	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2	2	7
			Dmg set at 5 pts with Item/Kit.	Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8					Conjured		
13	16 pts		Ice Spear	10 Squares	1 Target	Instant	Initiative	AGL 2	1	1	3
			Save Col +1 with Item/Kit.	x				1/2 Damage			
2	4 pts		Hail Attack	8 Squares	1 Square	Instant	Initiative	RM 2	1		4
			+4d4 with Item/Kit.	x							
11	12 pts		COUNTER: Disrupt Perimeter	20 Squares	1 Spell	Instant	Initiative	SKL 3	99		
			Counter spell disrupts Magical perimeters.					Disrupted			
16	16 pts		Water Blast	8 Squares	1 Square	3 Rounds	Initiative	AGL 2	3	1	4
			Put out Mgc fire with Item/Kit.	x				1/2 Damage			
8	8 pts		Hail Stones	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1		6
			+1d6 Dmg with Item/Kit.	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.							
1	4 pts		Rose Thorns	6 Squares	1 Target	Instant	Initiative	none	99		2
			ToHIT+6 with Item/Kit.	x							
12	12 pts		Class Power Attack	8 Squares	1 Target	1 Round	Initiative	RM 3	99		2
			Knockback w/ RM:3 with Item/Kit.	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.				1/2 Dmg if same			

Battle-Prep

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
2	4 pts		Triggered Forced Healing	Self	Caster	3 Days	1 Hour	none	1	1	4
			Stack+1 with Item/Kit.	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.							
8	8 pts		Hunter's Boost	12 Squares	1 Target	8 Hours	20 Minutes	none	1		9
			Min HP of 1 with Item/Kit.	x							
5	8 pts		Entangle	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3		6
			Col +1 with Item/Kit.	x				Exited			

Environ-Nature

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
11	12 pts		Control Wind Sphere	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	SKL 3	1		8
			x								
7	8 pts		Plant Canopy	12 Squares					3	1	9
			+ a Wall with Item/Kit.								
			x								
2	4 pts		Remove Plant Disease	4 Squares	4x4 Squares	Permanent	10 Minutes	SKL 2	0	1	6
			Removes All with Item/Kit.								
			x								
2	4 pts		Plant Healthy Growth	Self	4x4 Sqs	Permanent	1 Hour	none	0		3
			1d4 Plant HP with Item/Kit.								
			x								
17	20 pts		Control Water	Self	4x4x4 Sqs	4 Hours	10 Minutes	SKL 3	1		9
			x								
4	4 pts		Predict Weather	Self	Up to 5 Marks	1 Week	1 Hour	none	1		2
			x								

Find-Hide-Reveal

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
5	8 pts		Detect Magic	2 Squares	1 item	Instant	5 Minutes	RM 2	1	1	3
			Save Col -1 with Item/Kit.								
			Magic=Candle. Mundane=None. Epic=Blinding, Save vs Blind.								
			Sight								
9	12 pts		Hide in a Plant	Touch	1 Plant	2 Hours	10 Minutes	none	1		11
			Can hear with Item/Kit.								
			x								
10	12 pts		Counter: Block Scrying	Touch	4 x 4 Squares	1 Hour	Initiative	SKL 2	1		
			GM rolls Save.								
			Scrying blocked								

Food-Water

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
1	4 pts		Draw Up Ground Water	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99	1	2
			+2 Skins extra with Item/Kit. Pull water from ground. 2 skins / Tier. 1 skin in dry areas.								
5	8 pts		Create Rain Water	Caster	1 Square	Permanent	1 Minute	none	99		2
			20lbs/9kg Pressure with Item/Kit. Desert & hot environments may limit or inhibit this spell.								
5	8 pts		Divining Water	1/4 Mark	6-15 Sqs Deep	Permanent	30 Minutes	SKL 4	1	1	6
			Save Col -1 with Item/Kit. x								
4	4 pts		Improve Food	1 Square	4 Meals	1 Hour	10 Minutes	none	99		7
			Duration = 1 day with Item/Kit. Food becomes nutritional.								
4	4 pts		Increase Food	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3		4
			Ensures food is safe with Item/Kit. x								

Health-Life-Death

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
1	4 pts		Sylvan Forced Healing 1d6 HP	Touch	1 Creature	Permanent	Initiative	none	99	1	2
			+1 HP per die with Item/Kit. x								
12	12 pts		Ranged Forced Healing 2d8+2 HP	6 Squares	1 Target	Permanent	Initiative	none	99		6
			Roll 2d8+2. Dmg x1 then Heal x2								
6	-4 pts		Animal Healing	4 Sqs	1 Animal	Permanent	1 Minute	none	99		5
			+4 HP with Item/Kit. Heal 2d8+4 to domestic/wild woodland animals.								
1	4 pts		Forced Heal 1d6 HP (+more)	1 Square	1 Target	Permanent	Initiative	none	1	1	8
			Fragility Save - 1 Column with Item/Kit. Roll dice. Apply as force damage. Apply x2 as healing.								

Illusion-Reality										
LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
14	16 pts		Alter Self - Porpoise	Self	Self	3 Hours	10 Minutes	none	1	ENH 6
		x								
13	16 pts		Illusional Dolphin	8 Squares	1 Image	2 Hours	1 Minute	none	1	COUNT 1 ENH 11
			Set mood with Item/Kit.		x					
13	16 pts		Illusional Condor	8 Squares	1 Image	2 Hours	1 Minute	none	1	ENH 11
			Set Mood with Item/Kit.		x					
18	20 pts		Alter Self - Bear	Self	Self	2 Hours	5 Minutes	none	1	COUNT 1 ENH 3
			+1d6 Dmg with Item/Kit.		x					
17	20 pts		Alter Self - Condor	Self	Self	2 Hours	5 Minutes	none	99	ENH 6
		x								
19	20 pts		Circle of Thorns (15 ft x 5 ft)	12 Squares	10x10 squares	12 Hours	1 Hour	SKL 2	1	ENH 8
			Adds a roof with Item/Kit.		xx					
18	20 pts		Alter Self - Stingray	Self	Self	2 Hours	5 Minutes	none	1	COUNT 1 ENH 8
		x								
15	16 pts		Alter Self - Hawk	Self	Self	4 Hours	10 Minutes	none	1	ENH 6
		x								
6	8 pts		Alter Self - Medium Sized Dog/Cat	Self	Self	8 Hours	1 Round	none	1	ENH 7
			Move+6 with Item/Kit.		x					
11	12 pts		Illusional Bear	16 Squares	1 Image	30 Minutes	1 Minute	none	1	COUNT 1 ENH 10
			Set mood with Item/Kit.		x					
12	12 pts		Caster Becomes Ribbon Creature							COUNT ENH 3
		x								
15	16 pts		Alter Self - Wolf	Self	Self	4 Hours	20 Minutes	none	1	ENH 6
		x								

Nae'Em-People

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
7	8 pts		Create Permanent Nae'Em	Touch	1 Recipient	Permanent	3 Days	SKL 1	3	1	1
			SKL:>05 with Item/Kit. A Willing person becomes connected to the caster.								
12	12 pts		Eavesdrop on Nae'Em Convo	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL 2	1	6	6
			Listen to a private convo. But give up the ability to see.					Able to listen			
11	36 pts		Connect To An Arcane Focus Item	Touch	1 Item	Permanent	3 Days	RM 3	99	5	5
			No current Focus Item. with Item/Kit. Creates connection between caster and a Arcane Focus Item.					Connected			
11	36 pts		Disconnect An Arcane Focus Item	Touch	Current Item	Permanent	20 Minutes	SKL 2	99	2	2
			Removes connection between all creatures and focus item.					Connection broken			
16	64 pts		Reveal True Name	1 Square	1 Square	Permanent	12 Hours	none	99	6	6
			Rollout 8 Hrs with Item/Kit. This uses all the clues to find the True Name.								


Personal-Connections

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
2	4 pts		Hunter Nae'Em Connection	Touch	1 Recipient	Permanent	3 Days	none	1	3	3
			x								

Shelter-Rest-Protection

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT	ENH
3	4 pts		Assist Hunter's Lean-To	Touch	1 Lean-To	2 Hours	10 Minutes	none	1	6	6
			COL+1 with Item/Kit. x								
14	16 pts		Tree House	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	SMS 2	3	5	5
			Egress with Item/Kit. x								











Tae'Em-Thing

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
9	12 pts		Search for Arcane Focus Item	Self	1 Mark	4 Hours	1 Day	SKL 2	1	ENH 7
			none with Item/Kit. x							
6	8 pts		Ribbon Bat	Self	Self	2 Hours	10 Mintes	none	1	ENH 8
			Low Light with Item/Kit. Bat - HP:2 AC:18/12 Move: 15 Sqs flight							
5	8 pts		Seaweed Dolphin	3 Marks	1 Dolphin	2 Hours	10 Minutes	none	1	ENH 8
			Range: 5 Marks with Item/Kit. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race							
2	4 pts		Ribbon Horse	1 Square	1 Creation	8 Hours	5 Minutes	SNS 2	Tier	ENH 4
			Looks almost Real-ish. with Item/Kit. Self w/carried items.							
7	8 pts		Ribbon Wolf	Self	Self	2 Hours	10 Minutes	none	1	ENH 8
			Attck: 1x1 1d6 Dmg with Item/Kit. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run							

Travel-Planes

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
6	8 pts		Attach Wings To Animal	Touch	1 Creature	12 Hours	30 Minutes	none	7	ENH 8
			2 Marks/Day with Item/Kit. x							
12	12 pts		Personal Wings Of Flying	Self	Self	4 Hours	10 Minutes	none	5	COUNT 1 ENH 4
			+Recipient with Item/Kit. x							

Utility-

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
1	4 pts		Small Domestic Pet Form	Touch	Self	4 Hours	5 Rounds	none	1	
			+ 8 hours with Item/Kit. x							
1	4 pts		Arcane Light	Self	Varies	4 Hours 	Initiative 	none	99	COUNT 1 ENH 7
			Brighter by Tier with Item/Kit. Default Light: Candle light							
8	16 pts		Find Clues To True Name	4 Squares	1 Item	Permanent 	2 Hours 	RM 2	99	ENH 6
			Rollout Halved. with Item/Kit. Use of this spell will reveal clues about a True Name.  success							
3	4 pts		Shadow of the Magi	Self	Varies	Conc +4 	Initiative 	none	99	ENH 7
			Brighter by Tier with Item/Kit. Darkness centered just above caster.							

Vae'Em-Venue Site

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
20	20 pts		Nae'Em Natural Landmark	PMP	1 Landmark	Permanent	2 Hours	none	99	ENH 4
			Close to Landmark with Item/Kit. x							