

AAA	\-My Pa	rty						
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK
5	8 pts	Coordinate Group Initiative Self=#Attks-1, Grp= Init +6, +4, +0, -2 to classes	Self	Player Party	Battle	Initiative 4	none	99 1
5	8 pts	Repair Weapons/Armor Required with Item/Kit. Fixed damaged, but I	1 Square not broken metal w	1 Wpn/Armor eapons and armor.	Perm	4 Hours	SKL 3 Weapon Repaire	99 2 ed
4	4 pts	Situational Awareness FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour/Tier	4 Minutes	none	1 COUNT EN
10	12 pts	Honing Melee Weapon Required. with Item/Kit. Weapon in best con	Touch dition can have +1 a	1 Weapon added to damage.	1 Battle	2 Hours	none	99
6	8 pts	1000 Yard Stare March Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1 EN



Ae'	Em-Anin	nal							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
8	8 pts	Invoke Animal Mount	2 Marks	1 Creature	12 Hours	1 Hour	SKL 2	1	8
		+ Passenger with Item/Kit. Can choose from	chart (no rolling)						
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 cal	m woodland and c	lomestic animals.					
1	4 pts	Invoke Personal Pet	Self	2 Marks	1 Week/Tier	30 Minutes	SKL 2	1	
			P:6. AC:12/12. Init	::+6. HIT:-4. Dmg:1d3.					
7	8 pts	Speak With Wild Animals	12 Squares	1 Animal	1 Hour	1 Minute	SKL 2	2	ENH
	'	Stack x2 with Item/Kit. x	'						5
14	16 pts	Call Woodland Animal	Self	1 Mark	4 Hours	5 Minutes	SKL 2	3	ENH
	10 pts	Col -1 with Item/Kit.	3611		1110013	3 minutes	J. L. L.		6
8	8 pts	·	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1	ENH
0	ο ρισ	Call Hunting Pack		Casters call projected.	Ilistairt	3 Millates	JKL Z		7
									ENH
13	16 pts	Call Flock of Birds	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1	6
		COL-1 with Item/Kit. Calls a flock of birds wit	hin range.						COUNT ENH
8	8 pts	Invoke Imp Assistant	30 Squares	8 Sqr x 8 Sqr	1 day / Tier	1 Hour	RM 2	1	1 6
		Alter the description with Item/Kit. Image of	mini caster. HP:12	2 Attks:x1x1 Dmg:1d2			Imp appears		
4	4 pts	Speak to Domesticated Animals	Touch	1 Animal	4 Hours	5 Minutes	none	7	ENH 5
		Recipient with Item/Kit. Speak and understa	nd domesticated a	nimals, large and small.					
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 tha	at is within range.						U
4	4 pts	Invoke Domestic Beasts Of Burden	20 Squares	1 Animal	Instant	20 Minutes	SKL 3	5	ENH
	,	COL-1 with Item/Kit. Can call a domesticated							6
		,	, , , ,	•					



Bat	tle-Actio	Positions Focus Title	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
7	8 pts	Blunder Change Up Rogue may apply a Melee Blunder to a less impac	Self	Self	Instant	Instant	none	99	
9	12 pts	Critical Hit - 2nd Choice Reroll Critical Hit and must take the roll.	Self	Self	Instant	Instant	none	1	
6	8 pts	Critical Roll Additions Roll 1d100 +Lvl +ToHIT to improve critical roll.	Self	1 Attack	Instant	Instant	none	1	
5	8 pts	Converge On The Enemy Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR	Self	1 Target	Conc + 2 Rds	Initiative	none	1	COUNT 1
10	12 pts	Last Ditch Effort Must have 30 hp or <. No binding. Heal x 1/2. Dea	Self ath@ - 30 HP.	Self	1 Battle	Initiative *	none	1	E1 :
3	4 pts	Blunder Reroll One Use. Disregards the first Blunder roll and roll	Self s again.	1 Blunder	Instant	Instant	none	1	
10	12 pts	COUNTER: Block Healing Save blocks a person using a healing spell.	20 Squares	1 Spell	Instant	Instant How G	SKL 3 M Healing stopped	99	
1	4 pts	Ember Flash 1d6 + ACE magical fire damage, no ToHit. Save to	4 Squares ignite.	1 Target	4 Rounds	Initiative	SKL 2	99	EN E
12	12 pts	COUNTER: End Ongoing Damage Counters ongoing damage that is damage over the	10 Squares	1 Spell	Instant	Instant	SKL 4	99 cle	
10	12 pts	COUNTER: Remove Magic Defense Ends a currently active defensive spell.	20 Squares	1 Spell	Instant	Instant	SKL 3 Ends target spell	99	
11	12 pts	COUNTER: Disrupt Images Can dispell unreal visages.	20 Squares	1 Spell	Instant	Instant How G	SKL 2	99	
9	12 pts	COUNTER: Remove Shelter Ends Magical shelters.	20 Squares	1 Spell	Instant	Instant	SKL 3 Shelter is gone.	99	



Bat	tle-Defe	nse FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
1	4 pts	Shield Dancing				Initiative	none	99	
6	8 pts	Bob and Weave Dodge 1 AoO per Tier. Can move diagonaly past	Full Move targets.	Self	2 Rounds	Initiative	AGL 1 Avoids an AoO	99	EN 1
8	8 pts	Pull Aggro Self:Attks-2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds	Initiative	none	4	COUNT EN
1	4 pts	COUNTER: Set for Charge Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Attks-	Self	1 Charge	Instant	Instant	none	1	
4	4 pts	COUNTER: Shield Block Before Dmg roll. Sm or Med Shld. Save to block.	0 Squares (Not Crits)	Self	Instant	Instant	BRU 2	1	EN 1
4	4 pts	Assist Another To Disengage Highest Init. Move straight 1-3 sq. Save to avoid.	3 Squares Attks=0.	1 Recipient	1 Round	Initiative	BRU/AGL 2 Disengages	1	
5	8 pts	Limit Flank Attacks Limits the center flank square to be the only 'Fla	Self nk'.	Self	5 Round	Inititive	AGL 2 Exact behind only	99 y	EN 1
12	12 pts	Circle of Containment BRU:>95 with Item/Kit. Creatures from exiting	Touch	3 Sq Rad Circle Save to Exit.	4 Hours	10 Minutes	BRU 3	99	COUNT EN
12	12 pts	Circle of Astral Expulsion Caster Saves to expell a creature. Once cast range	Touch ge no issue.	3 Sq Radius	4 Hours	10 Mintes	SKL 2	1	COUNT EN
10	12 pts	Astral Mental Shield **Total AC Bonus +4 with Item/Kit. Save vs Ast	Self ral = RM:2. AC bo	Self	4 Hours	2 Minutes	RM 2	99	COUNT EN
10	12 pts	Charged Fence - Two Sides Onvisible Wall with Item/Kit. 3d6 touch dmg.	6 Squares Save to pass thro	2 - 9 Sqs	5 Rounds	Initiative S	RM 3	99	COUNT EN
10	12 pts	Minor Defense Bubble Other recipients with Item/Kit. x	Touch	Self	1 Battle	Initiative	RM 2	2	COUNT EN
12	12 pts	Circle of Langstrom Expulsion AOE: 4 Sq Radius with Item/Kit. x	Touch	3x3 Squares	4 Hours	10 Minutes	SKL 2	1	COUNT EN
8	8 pts	Circle of Protection vs Undead Range 6 Sq Radius with Item/Kit. Undead mu	Self ust Save to pass. (3 Square Radius Column = casters tier.	5 Rounds	Initiative	RM Tier	1	COUNT EN



11	12 pts	Catch Small Incoming x							
10	12 pts	Wind Wall	Self	1 Square	10 Minutes	2 Rounds	SKL: 2	1	count enh
5	8 pts	Provide Protection Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC	1 Square +4.	1 Creature	1 Round	initiative 🧩	none	99	ENH 2
6	8 pts	Evade Missiles x							
1	4 pts	COUNTER: Avoid An AoO Save to Avoid AoO. 1 dodge per Tier.	Self	Movement	Instant	Instant	SKL 2 Avoids an AoO	99	
4	4 pts	Mundane Fire Protection Warms those close. with Item/Kit. Target is in	1 Target mmune to mundan	1 Target e fires cooler than a forg	20 Minutes e.	6 Minutes	none	1	count enh
7	8 pts	Half Wall of Force + another corner. with Item/Kit. x	Touch	4 Sqs Long	20 Minutes	20 Minutes	none	6	count enh
2	4 pts	Defend - No attacks AC: +1 / Tier. No attacks.	Self	Self	2 Rounds	Instant	none	1	ENH 2
6	8 pts	Brace for Onslaught Attks-1. Save vs Pshbck, Stun, Daze. Must face a	Self httk.	Self	2 Rounds	Initiative	BRU 2 Bracing works	99	ENH 3
3	4 pts	Disengage Before Init. Move straight 1-3 sq. Save to avoid.	Self Attks=0.	2-3 Squares	1 Round	Initiative *	none	1	ENH 1
12	12 pts	Circle of Animal Protection Column +1 with Item/Kit. x	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	1	count enh
11	12 pts	Magical Fire Protection Forge fire = 1 hp / Rd. with Item/Kit. Mundar	Self ne fire damage to 1	Self HP per round. Forge = 10	20 Minutes 34 dmg.	6 Minutes	none	1	ENH 6
3	4 pts	Protect Fighter vs Ranged/Thrown One Total AC bonus:+4 with Item/Kit. Recipient ga	8 Squares ains +2 vs ranged/tl	1 Recipient hrown attacks.	10 Minutes	Initiative *	none	1	ENH 7
3	4 pts	Tornado Wall For Hunter	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	none	1	COUNT ENH

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1	4 pts	Tornado Wall +2 AC with Item/Kit. Pass the Save	Self	1 Square	2 Rounds	Initiative	SKL 2	1	COUNT I	2
1	4 pts	Protect vs Ranged and Thrown	Self	1 Battle	3 days	1 Minute	none	1	COUNT I	ENH 4
		Dodging (+2 AC) vs Ranged and Thrown attacks.								



Bati EVEL	tle-Offer	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
8	8 pts	Hail Stones	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1	
			ACU Bonus. Saves f	for 1/2 Damage.					
1	4 pts	Force Pinch	8 Squares	1 Square	Instant	Intiative	RM 2	99	
3	4 pts	Scorching Skin No Sickness/Disease with Item/Kit. 1d6 +AC	Touch	1 Target Save for none. +4 to De	3 Rounds 3	Initiative 	none	99	COUNT 1
2	4 pts	Electric Zap	8 Squares	1 Square	Instant	Initiative	none	99	
1	4 pts	Cause Illness	4 Squares	1 Square	1 Round	Initiative S	HTH 2	99	
1	4 pts	Acid Mist Dmg: 2d4 +ACU for 2 rds, 1 square. No ToHIT.	6 Squares	1 Square	3 Rounds	Initiative	No Illness none	2	COUNT 1
L	4 pts	Acid Rash w/ Ongoing Fragility Dmg: 2d4 +ACU for 3 rds. Lobbable ToHIT. Save	3 Squares e or Sickness I.	1 Square	until Healed	Initiative (HTH 1	99	
3	16 pts	Fire Bombardment AoE: 3x2 Squares. 2 wide. with Item/Kit. Lo	12 Squares	1x3 Squares 3 +ACU dmg. 3 Sqs. Sav	1 Round Ve for 1/2 dmg.	Initiative 	RM 2	99	
7	20 pts	Hammering Force Save Col +1 with Item/Kit. x	12 Squares	2 Squares	Instant	Initiative	RM 2	99	
L	4 pts	Rose Thorns ToHIT+6 with Item/Kit. x	6 Squares	1 Target	Instant	Initiative	none	99	
1	4 pts	Hunters Charge #Attks=1. Move x2, straight, no pivot. ToHIT &	Move x2 Dmg +8.	1 Creature	1 Round	Initiative S	none	1	COUNT
ļ	4 pts	Accurate Ranged Shots #Attack -1. 1 Target. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative *	none	99	
2	4 pts	Flame Bolt Col +1 with Item/Kit. No ToHit. Direct magic	10 Squares	1 Target	1 Round	Initiative	AGL 2	99	
	30% Max	Spell Interference	8 Squares	1 Spell	Instant	Instant	Spell missed RM 1	99	

2	20% Max	Fire Crack!	6 Squares	1 Target	Instant	Inititive 🌺	RM 1	99	ENH 4
		ToHit required. 1d3 Dmg. Metal armor requir	es Save.			•	Damage taken		
4	30% Max	Quick Flash Fire ToHIT needed. 1d12 Dmg. Save for 1/2.	12 Squares	1 Target	Instant	Initiative 🌺	AGL 2	99	3
11	12 pts	Wake To Battle	Self	1 Round	Instant	Instant	SKL 1	1	ENH 1
3	4 pts	Save=Instant wakening. Shield Bash (Odd rounds)	1 Square	1 Target	1 Attack	Initiative 🎉	Wakes up none	1	ENH 1
	+	Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld	AC+STR.						
7	8 pts	Brutal Push Forward Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round	Initiative	BRU 2 Move Forward	1	ENH 1
8	8 pts	Desperation Attack	Self	Self	1 Round	Initiative 🎉	none	1	ENH 3
17	20 pts	1d20-8 to AC, Init, ToHITs (all), & Dmg. Lightening Bolt	12 Squares	Direct Line	Instant	Initiative 4	AGL 2	99	ENH 3
		+6 Dmg with Item/Kit. Dmg: 2d6+ACU. No	n-Admn amor +6. Uլ	o to 4 targets in a row.		(1/2 Damage		
6	8 pts	Conjure Arcane Beetles SKL:>05 with Item/Kit. Save to conjure. At	8 Squares	1 Square	3 Rounds	Initiative (SKL 2	3	count enh
4	•	<u>/ * </u>	1 Square		Instant			1	COUNT
1	4 pts	AoO on Enter or Exit As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1	1
1	4 pts	Heat Wave Wall	Touch	1 Sq (1 Target)	5 Rounds	Initiative 🌲	SKL 2	1/Tier	count enh
		Recipient w/in 6 sqs with Item/Kit. 2d3+AC	CU Fire Dmg vs Melee	e. Save for 1/2 Dmg.		(1/2 Damage		
12	12 pts	Whirling Mordra 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Attack	Initiative **	none	1	
5	8 pts	Step and Shoot Dmg +2 with Item/Kit. x	Miss Attack	Miss Attack	1 Round	Initiative	none	99	ENH 1
14	16 pts	Surprise Death Blow	Melee	1 Creature	1 Attack	Instant	none	1	ENH 2
		Trgt:Srprzd/Dazed/Stun/Held. FTR:ToHIT+15. [omg=Crit.						
6	8 pts	Held Throw - Single Target ToHIT +5 & Dmg +5 per ATTACK held (Max of +)	By Weapon -20). Move 1/2.	1 Target	5 Attacks	Initiative S	none	99	



9	12 pts	Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sr	1 Square	1 Horse	1 Battle	Initiative	SKL 2 Attack is attemp	99	
9	12 pts	Adrenalin Rush Narrative hype. Move/Attk or Attk. Init & HIT+1	Self	Self	1 Round	Initiative 🎉	none	1	ENH 2
2	4 pts	Hail Attack +4d4 with Item/Kit. x	8 Squares	1 Square	Instant	Initiative	RM 2	1	ENH 4
15	16 pts	Dokour Flame Attack Dmg +4/die with Item/Kit. Direct dmg 5d8 -	8 Squares -12 +ACU bonus. Ta	1 Target	1 Round	Initiative	RM 3	99	ENH 3
8	8 pts	Force Clap Save Col +1 with Item/Kit. x	12 Squares	2 Squares	Instant	Initiative	RM 2	99	ENH 6
9	12 pts	Curved Throw Small 1 handed thrown weapon. Min 4 sqs. 45	4 Sqs Min degree turn.	1 Target	1 Attack	Initiative *	SKL 2	99	ENH 2
3	4 pts	Heat Metal AC/Init/ToHIT additional -1 with Item/Kit. F	6 Squares	1 Target tive: AC/Init/ToHIT @ -:	4 Rounds	Initiative **	none	3	COUNT ENH
6	8 pts	Held Shot - Single Target Concentrate on 1 Target ToHIT/Dmg +2 per hel	By Weapon d attck, max+10.	1 Target	5 Attacks	Initiative	none	99	COUNT ENH
3	4 pts	Distraction Draws aggro or distract a crowd, continued up	In Sight to duration	In Sight	Up to 30 Min	Initiative	none	99	ENH 1
11	12 pts	COUNTER: Disrupt Perimeter Counter spell disrupts Magical perimeters.	20 Squares	1 Spell	Instant	Initiative *	SKL 3 Disruppted	99	
14	16 pts	Ranged Sucker Shot(s) Unaware Target. Bow only. Init/ToHIT/Dmg +1:	By Weapon 2. Attks 1/2(Min 1)	1 Target	1 Round	Initiative 🎇	none	1	ENH 5
2	4 pts	Barbed Sparks O Dur= 4 Rds with Item/Kit. Save vs Visual issuers.	Self ues. Fail= Init & Tol-	4 sq Triangle	5 Rounds 5	2 Rounds	RM 1	0	COUNT ENH
12	12 pts	Targeting A Moving Target Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.	By Weapon	By Weapon	1 Round	Initiative 🎉	none	1	COUNT ENH
6	4 pts	AoO on Melee Entry Targets entering melee become open to an atta	Melee ack.	Self	1 Attack	Instant	none	99	COUNT 1

15	16 pts	Moving And Shooting	By Weapon	1 Target	1 Round	Initiative (none	1	ENH 3
10	12 pts	1/2 Distance & Attacks (Min 1) Init & ToHit +12. Blunted Bow Shots (Bow Only) Bow (only) w/blunts. Dmg= Crit Blunt. After batt	By Weapon	1 Target	4 Rounds	Initiative	none	1	ENH 1
8	8 pts	Portal To Nae'Em portal can't be opened/created unless Nae'Em a	Self	PMP	5 Min	30 Minutes	None	1	ENH 6
2	4 pts	Force Push Save Col +1 with Item/Kit. x	10 Squares	2 Squares	Instant	Initiative	RM 2	1	ENH 5
6	8 pts	Half and Half							
4	4 pts	Conjure Native Beetles Omg set at 5 pts with Item/Kit. Swarm. HP:1	4 Squares 5, AC:12, Init+4, To	1 Mark HIT+4, Attacks:x1x1, Dr	2 Rounds	Initiative	SKL 2	2	count enh
7	8 pts	AoO on Kill After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99	COUNT ENH
13	16 pts	Ice Spear Save Col +1 with Item/Kit. x	10 Squares	1 Target	Instant	Initiative	AGL 2	1	COUNT ENH
16	16 pts	Water Blast Put out Mgc fire with Item/Kit. x	8 Squares	1 Square	3 Rounds	Initiative *	AGL 2	3	COUNT ENH
5	8 pts	Long Distance Crossbow Shots Crossbows Only. Distance +8 Sqs. Damage -2 pt	By Weapon	1 Target	4 Rounds	Initiative S	none	1	ENH 2
12	12 pts	Class Power Attack	8 Squares	1 Target Save for 1/2 dmg IF sam	1 Round	Initiative *	RM 3	99	ENH 2
6	8 pts	Shoot Thru Party to Target All Ranged attacks in Duration. Bonus +2 Init, if	By Weapon	By Weapon	1 Round	Initiative (none	99	ENH 5
5	8 pts	Instant Ranged Shots Each attack has a rollout of 'instant' for the dura	by the bow	Self	1 Rd / Tier	Instant	none	99	ENH 2
3	4 pts	Charge - Rogue Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. A	Move x2	1 Target	1 Round	Initiative	none	99	COUNT ENH

8	8 pts	Whirling Mordra - Rogue Single ToHIT+4 & Dmg+4 applied to all surroundi	Touch	Adjacent Sqs	1 Round	X.	Initiative \$	none	99		3
8	8 pts	Static Bolt	10 Squares	Direct Line 8 if non-Adamantine a	Instant	WOW Y	Initiative 🎉	none	99	COUNT E	7
8	8 pts	Flame Strike	4 Squares	1 Square	1 Round	K	Initiative	RM 2	99		NH 4
5	8 pts	Penetrating Ranged Shots All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds	2	Initiative 1	none	1		2
8	8 pts	Acid Rain	8 Squares	1 Square	2 Rounds	2	Initiative *	none	99	COUNT E	nн 9
2	4 pts	+2 HP Damage with Item/Kit. ToHit not required Fighters Charge Attks Max 2. HIT & Dmg +8. Move x2 w/ min 4 so	Move x2	1 Creature	1 Round		Initiative 🤼	none	99		3
1	4 pts	Massive Bludgeoning Attacks Each hit is critical on Hand/Foot. 1/2 dmg after:	Melee	Self	2 Rounds	2	Initiative (none	1		NH 3
3	4 pts	Surprise Throw Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NO	1 Sq / Tier	1 Melee Target	1 Attack	re-I	Battle Instant	none	99		3
12	12 pts	Circle - Dimensional Expulsion Pass Save to expell a dimension creature/item to	Touch	3x3 Square	1 Round	12	2 Secs (2 Rds)	MR 2	3	COUNT E	NH 2
2	4 pts	Backstab - Melee Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Attack		Instant	none	1	COUNT E	1NH 4
5	8 pts	COUNTER: Disruptive Factor Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	2	Instant	none	99		NH 2
14	16 pts	Acid Blobs 3x3 AoE. with Item/Kit. Dmg 3d6+ACU for 3	12 Squares	2x2 Squares	3 Rounds	3	Initiative (none	99	COUNT E	6



Bati	tle-Prep	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
5	8 pts	Entangle	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3	E
		Col +1 with Item/Kit. x					Exited		
4	4 pts	Focused Thrown Attacks Single Target. Init set to 0. ToHIT+6. Dmg+6.	Thrown	1 Target	1 Round	Initiative=0	none	99	E
3	30% Max	Armor of Light AC becomes 16. Bright, sparkly magic armor ar	Self round Caster.	Self	4 Hours	1 Minutes	none	99	COUNT E
8	8 pts	Mend Item/Weapon Cleans item. with Item/Kit. x	Touch	1 Item	Permanent	10 Minutes	none	3	El
13	16 pts	Magma Perimeter	Caster	2 Sq Wide Moat	6 Hours	30 Minutes	none	1	COUNT E
		5x5 Square Island with Item/Kit. Magical ma	gma dmg 8d6. Dou	ible dmg if submerged.					
16	16 pts	Quick Ranged Shot (Pre-Battle)	Melee	1 Creature	Instant	Instant	none	1	El
		Pre-battle. 1 Attack. Init+15, if needed. ToHIT	& Dmg +5						
1	4 pts	Camp Perimeter Shock	Touch	3x3 Sq	8 Hours	2 Minutes	SNS 2	1	COUNT E
		2 +1d3 Dmg with Item/Kit. 1d3 electric dmg.	Save for no dmg. (Crossing = zap sound.		<u> </u>	No shock		
9	12 pts	Triggered Shield vs 1 -1 ToHIT with Item/Kit. x	Self	1 Battle	3 Days	1 Minutes	SNS 2	1	COUNT E
4	4 pts	Weapon Speed Charm Column -1 with Item/Kit. x	Touch	1 Weapon	1 Battle	30 Minutes	SKL x	1	E
8	8 pts	Critical Ranged Shot (Pre-Battle)	By Weapon	By Weapon	4 Hrs or 1 Battle	1 Minute	none	1	E
		Ranged ToHIT are a natural 18, 19, or 20 then u	se Critical.						
2	4 pts	Portal Blocking	4 Squares	1 Target Spell	Instant Now?	10 Minutes	SKL 3	99	COUNT E
		SKL:1 with Item/Kit. Glowing blue-white per	imeter blocks porta	als from forming.			Portal Interrupt	ed	
4	4 pts	Watchful Approach AC flank=front. AGL/SNS/SER -1 Col. Save to avo	Self	Self	20 Minutes	1 Minute	none	1	E
13	32 pts		Touch	1 Small Wpn	1 Battle	5 Minutes	none	1	E
13	32 pt3	Enchantment of Returning Creates a Dagger of Returning.	Touch	2 3111011 *** \$111	1 buttle		none		
3	4 pts	Improve Resist & Skill Saves	Self	Caster	2 Hours	5 Minutes	none	1	E

8	8 pts	Circle of Protection vs Magic COL +/- 1 with Item/Kit. x	Self	3x3 Squares	10 Minutes	8 Minutes	RM 2	1	COUNT 1
5	8 pts	Point 80 ft Ahead Sns:2 to avoid Surprise/Dazed/Stun. No conv	Self	Self	4 Hours	10 Minutes	SNS 2	1	
8	8 pts	Raise Nae'Em Fighter Str +1	Touch	1 Fighter	1 Hour	2 Minutes	none	2	
		2 Hrs with Item/Kit. Raises the fighters St	rength 1 point.						
8	8 pts	Hunter's Boost	12 Squares	1 Target	8 Hours	20 Minutes	none	1	
		Min HP of 1 with Item/Kit. x		, .					
2	4 pts	Triggered Forced Healing	Self	Caster	3 Days	1 Hour	none	1	COUNT 1
			olled. Dmg first, ther	n 2x Healing.					_
Cae	'Em-Con	struct							
EVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
LO	24 pts	Create Plague Bearer/Drifter	Touch	1 Corpse	Save @ Cycle	6 Hours	RM 3	7	
		Creation Pt+20 Marks with Item/Kit. x					Creation Done!		
7	16 pts	Invoke Skeleton/Drifter			1		RM 3		
		Stacking=5 with Item/Kit. x					Creation Done!	_	
8	20 pts	Create Zombie/Skeleton	Touch	1 Target	Save @ Cycle	6 Hours	RM 3	7	COUNT
		Creation Pt+20 Marks with Item/Kit. x					Creation Done!		
20	50 pts	Invoke Wraith/Ghoul	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	SKL 3	1	COUNT
	30 pts	Stacking=3 with Item/Kit. x	00 11101110			THE STATE OF THE S	Creation Done!	_	1
Call	-Summo	<u> </u>					y creation bone.		
EVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
5	8 pts	Call/Return Nae'Em Item	PMP	1 Item	Instant	Initiative	none	1	
_									
		30 lbs / 13.6 Kg with Item/Kit. x							
	20 pts		8 Squares	3x3 Squares	3 Rounds	10 Minutes	SKL 2	99	COUNT
	20 pts	Force Cage	8 Squares	3x3 Squares	3 Rounds	10 Minutes	SKL 2	99	COUNT 1
17		Force Cage	8 Squares 4 Sqs	3x3 Squares	3 Rounds	10 Minutes	SKL 2	99	



Clin	nb-								
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
9	12 pts	2nd Attempt To Grab	Touch	Self	Instant	Instant	SKL 2	1	ENH 1
		2nd chance to grab and not fall. Save to grab.					Grab works		
5	8 pts	Freehand Climbing @ 1/2 Movem	1/2 Movement (1/2 Movement (Control	12 Sec Prep	AGL 3	99	
		Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move dis	tance.				has not fallen		
1	4 pts	Climbing	Move	Vertical Area	5 Minutes	1 Minute	AGL 3	99	
		Climb @ regular move. Fall=2d8 Dmg / Move dis	tance. Kit=Col-1.	J. [Has not fallen		



COI EVEL	mmunica ^c	tion- FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
4	4 pts	Triggered Announcements Facail movements. with Item/Kit. x	Touch	2x1 Sqs (Wall)	Till Triggered	30 Minutes	None	3	COUNT E
6	8 pts	Read/Write Recipient's Language Read/Write Recipients Language. Common & Ar	1 Sqare ncient Languages.	1 Person	4 Hours	30 Minutes	none	99	COUNT E
2	4 pts	Ventriloquism Adj Save on noise, crowd, and any prep.	4 Sqs/Tier	1 Square	1 Round	Initiative 6	SKL 2	99	E
4	25% Max	Sloppy Spying 1d5 for Taste, Smell, Hearing, Sight, or Touch to	12 Squares	3x3x3 Sqs	5 Minutes	Initiative S	none	99	COUNT 1
11	12 pts	Triggered Announcement Speaks if a face with Item/Kit. x	Touch	2 Squares	Permanent	3 Days	none	3	COUNT E
8	8 pts	Constrain Arcane Script x	Touch	200 Characters	Permanent	1 Hour	SKL 3	1	COUNT
5	8 pts	Arcane Interpretation - 1 Page Random Enhancement with Item/Kit. Save v	Touch	200 Char	20 Minutes ol +1.	Initiative	RM 2	99	COUNT 1
2	20% Max	Amplify Own Speech Amplifies caster's voice to range of 1d20+4 Squa	Self ares.	3x3x3 Sq	5 Minutes	Initiative S	none	99	
6	8 pts	Release Arcane Script x	Touch	200 Characters	1 Hour	10 Minutes	SKL 1	3	COUNT
7	8 pts	High Flares Delayed 5 Minutes. with Item/Kit. x	In Sight	16 Sq Sphere	20 Minutes	10 Minutes	none	3	
16	16 pts	Cultural Immersion Change clothing with Item/Kit. Non verbal &	Touch cultural naunces a	1 Recipient are learned upon 1st occ	2 Days 👸.	10 Minutes	none	3	
4	4 pts	Arcane Translation - 1 Page Random Enhancement with Item/Kit. x	Touch	200 Characters	20 Minutes	20 Minutes	RM 2	0	COUNT 1
l1	12 pts	Add Signs to Signpost Visible Sign & Post with Item/Kit. x	Touch	1 Signpost	3 Days	10 Minutes	none	99	COUNT 1
2	4 pts	Convincing Another (or Lie) Adj Save on noise, audience, and any prep.	Hearing	Varies	Usually 2 Days	5 Rounds	SKL 3	99	

10	12 pts	Speak Language	Touch	a person	1 Day	3 Minutes	None	99	ENH 7
		Proficency with Item/Kit. Can speak an unknown	own language.						
3 15	5% Max	Colored Signal Flare Random flare between Red, Blue, Yellow, and Gr	20 Squares	1 Flare	1 Minute	Initiative 🎉	none	0	count enh
1	4 pts	Speak/Read/Write Common x	Self	Self	1 Day	1 Minute	none	99	
6	8 pts	Overhear the Conversation Use in combat with Item/Kit. Within sight &	8 Squares Range can hear as if	1 Conversation within 1 Sq.	1 Hour	5 Minutes	none	99	COUNT ENH
1	4 pts	Rogue To Rogue Signals 1 simple statement per rd. Save to pass complex	In Sight	In Sight	Instant	Initiative GM	SKL 3 Sent & Rcvd	1	COUNT ENH



Cre	ation-Me	eta							
.EVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT E
3	4 pts	Visible Sign Posts x	5 Squares	1 Sign Post	2 Hours	1 Minute	none	1	1
3	4 pts	Reveal Sign Posts Reveals 5 posts with Item/Kit. Make signp	15 Squares osts visible (or not).	1 Sign Post	2 Days	1 Minute	none	1	COUNT E
5	8 pts	Make/Repair Arrows Required with Item/Kit. 12 arrows. Tier1=0	Touch Crude/Blunt, Tier2=S	Self tandard, Tier3=Flight.	Permanent 🔀	4 Hours	none	99	E
3	4 pts	Orix False Glow Visible to all with Item/Kit. x	4 Squares	1 Item	15 Minutes	2 Minutes	none	1	COUNT E
6	16 pts	Create Leather Golem Damage +4 with Item/Kit. x	Touch	1 Contstruct	1 Day	6 Hours	none	3	COUNT E
	20% Max	Water From A Plant The caster enchants a plant to pour water. 1/	1 Square 2 skin.	1 Plant	10 Minutes	Initiative (none	3	E
8	20 pts	Create Wood Golem Damage +6 with Item/Kit. x	Touch	1 Construct	1 Day	8 Hours	SKL 2	1	COUNT E
3	4 pts	Call Bonded Person AOE +1 with Item/Kit. x	PMP	1 Recipient	Instant	30 Minutes	none	1	E
3	2 pts	Eolas False Magical Glow AoE X2 with Item/Kit. Creates a glow that	4 Squares shows when using D	1 Item ectect Magic.	End Of Year	10 Minutes	none	9	1 1
7	20 pts	Coax Arcane Aspect	Touch	1 Item	Permanent	3 Days	none	99	COUNT E
9	20 pts	Create Stone Golem Damage +10 with Item/Kit. x	Touch	2x2 Squares	1 Month	8 Hours	SKL 4	1	COUNT E



Cre	ations-	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		
11	12 pts	Create Java Meal Spice	Touch	1 Meal	Year End	4 Hours	SKL 2	99	COUNT 1	EN 2
		Required with Item/Kit. Yeild of 1d3 items	. Catteine effect for 4	48 hrs. Don't repeat.			Stay awake 48 hr	S		
7	8 pts	Create Repellent Oil	Touch	1 Jar	Year End	4 Hours	SNS 2	99		
		Required. with Item/Kit. Yeild 1d3 items.	Effect: Repells insect	s Save col-1.		(Attacked			
12	12 pts	Create Calming Tea	Touch	1 Jar	Year End	4 Hours	SNS 1	99	COUNT 1	Ε
		Required with Item/Kit. Yeild of 1d3 items	. Effect: Deep Sleep	& morning SP +2/+4.		@	Stay Awake			
11	12 pts	Create Clear Mind Inhalent	Touch	1 Vial	Year End	4 Hours	SNS 2	99	COUNT 1	Ε
		Required with Item/Kit. Yeild of 1d3 items	. Effect: Dazed/Stun	ned/Sleep col-1.		(Clears Daze/Stun			
7	8 pts	Create Health Poultice	Touch	1 Cloth	Year End	4 Hours	SKL 2	99	COUNT 1	Ε
		Required with Item/Kit. Yield 1d3 items. E	ffect: Sick/Dis Col -1				Help Sick/Disease	9		
1	4 pts	Create Sunrise Potion	Touch	1 Potion	Year End	4 Hours	none	99		Е
		Required with Item/Kit. Yeild of 1d3 Potion	ns. Effect: Heal +2/+4	4 HP @ Sunrise.						
2	1 pt	Apply A Field Bandage	Touch	1 Creature	Permanent 🔀	Initiative 🌺	none	99		Ε
		none with Item/Kit. [Cloth/moss, before h	ealing]=1 attempt. E	Binds. HP+1.						
5	8 pts	Create Revive Salve	Touch	1 Jar	Year 1	4 Hours	SNS 2	99		
		Kit & Workshop with Item/Kit. KITCHEN: Y	eilds 1d3 Salves. Eff	ect: 1d3 HP & Awake	30 Min.	(Revive to wakene	ess		
1	4 pts	Create Singer's Salve	Touch	3 Salves	End Of Year	4 Hours	none	99		Е
		Required with Item/Kit. Yeilds 1d3 jars. E	ffect on DOT +2/+4 H	HP at each cycle.						
	guise-									
LEVEL 2	COST 4 ptc	FOCUS TITLE	1 Person	Audience	12 Hours	30 Minutes	SKL 4	STACK 7		Е
_	4 pts	Disguise -2 Col with Item/Kit. Skill= Wt & Ht. Enh.	ancements= Hair, Ski		12 110013		Disguise works	/		
		3								Е
13	16 pts	Feign Death	Self	Self	2 Rds Minimum	Instant	SNS 2	99		
	+	GM rolls detection Save. AC=3/3. Rogue Prone					Convincing			Е
12	12 pts	Impersonate	Self	1 Person	6 Hours ni		SKL 3	99		1
		Required with Item/Kit. For Wt & Ht. Enh:	: Hair, Skin, Costume	, Eyes. More Wt & H	t.	G	M Success			



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



FIN(EVEL	d-Hide-R	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
9	36 pts	Detect 'Ems (All Types)	4 Squares	1 Square	Instant	2 Hours	RM 2	99	
			pell will reveal clues al	bout a True Name.	TW ²		Revealed	_ L	
18	30 pts	Identify All Aspects Fully Identify a magical item	Touch	1 Object	Permanent	6 Hours	none	99	COUNT 1
.1	12 pts	Sight of the Statue Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	4 Hours	30 Minutes G	SNS 2 M See eyes move.	99	
4	4 pts	Find Hidden Accesses Col -1 with Item/Kit. Easy to Hard: camoufly	Self aged, concealed, and	2w x 2d x 1h Sqs Hidden.	Usually 2 Days	10 Minutes	SKL 3	1	COUNT
.3	16 pts	Find Nearest Langstrom Portal Distance in Marks with Item/Kit. x	Self	10 Marks	6 Days	1 Hour	none	1	COUNT 1
1	4 pts	Aspects Counted By Type read 1st aspect with Item/Kit. Get an accur	1 Square rate count of Aspects.	1 Item	Permanent	30 Minutes	RM 2	99	COUNT 1
ļ	4 pts	Identify Aspects (1/Tier) Rollout is 10 Min. with Item/Kit. Identify 1	1 Square Aspect per Tier.	1 Item	Permanent	30 Minutes	none	99	COUNT
L	4 pts	Find Entry Gate Only Large ruins, dungeons, complexes require	Urban a Save.	Community	30 Minutes	1 Round	SKL 2 Get clear descrip	99 otion	
5	48 pts	Create Ionic Marker (Nae'Em) Connects with an unworked mundane (non-ma	Touch agic) item.	Caster	Permanent	1 Day 🍎	none	9	
l	pts	Hide ×	Self	Self	10 Minutes	Initiative	SKL 1	99	
5	8 pts	Wander and Pass Unnoticed Col-1 with Item/Kit. Any more than casual	Self passage requires Save	Urban . Non-Rogues NON:3	10 Rounds	1 Round	SKL 3	99	
2	4 pts	Know Your Name Locally known name of the person	20 Squares	1 Target	Instant	Initiative 🍆	none	1	
3	4 pts	Reveal Value Col -1 with Item/Kit. Max weight: 50 lbs to	Self reveal if over 100 gp.	1 Item	Permanent	10 Rounds	SKL 3	99	
2	4 pts	Crack in the Wall	2 Squares	Caster+Guest	3 Rounds	Initiative 🎇	none	1	

6	8 pts	Shadow Cover Muffles caster in AOE. with Item/Kit. Shadow	Self surrounds the caste	1 Suare	1 Hour	1 Minute	none	1	count enh
6	8 pts	Attention Avoidance Torchlight inside. with Item/Kit. Bubble: 1 HP	Caster , 5 AC. Muffles soun	4x4 Squares d. Deters Dokour detect	4 Hour oion.	6 Minutes	SNS 2	1	count enh
7	8 pts	Sphere Of Privacy Aoe: 5x5 Sqaures with Item/Kit. Those within	8 Squares can talk without fea	3x3 Squares or of being overheard.	2 hrs / Tier	4 Minutes	RM 2	1	ENH 8
9	12 pts	Hide in a Plant Can hear with Item/Kit. x	Touch	1 Plant	2 Hours	10 Minutes	none	1	ENH 11
1	4 pts	Detect Magic & Number of Aspect No blinding. with Item/Kit. Mundane=Nothing	2 Squares g, Magic=Candle pwi	1x1x1 Square r, Epic=Dazed, God=Blind	Instant	5 Minutes	RM 2	1	COUNT ENH
5	8 pts	Create Ionic Marker	Touch	1 Object	Permanent	1 Day	none	3	ENH 6
5	8 pts	Detect Magic Save Col -1 with Item/Kit. Magic=Candle. Mu	2 Squares ndane=None. Epic=B	1 item	Instant	5 Minutes	RM 2	1	COUNT ENH
5	8 pts	Know About You Tier-Class, HP%, SP%, Postion title (Wagon maste	8 Squares	1 Creature	Instant	1 Minute	SKL 1	1	count enh
4	4 pts	Direction to Ionic Marker reveals plane with Item/Kit. Identifies the ma	PMP rkers location. (N,N	1 Nae'Em	1 Month	2 Hours	none	99	ENH 4
2	4 pts	Orix View Sign Posts	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	none	3	enh 9
5	8 pts	Locate Ionic Marker SKL:1 with Item/Kit. x	PMP	1 Marker	Instant	1 Hour	SKL 2	99	ENH 7
10	12 pts	Counter: Block Scrying GM rolls Save.	Touch	4 x 4 Squares	1 Hour	Initiative *	SKL 2	1	

Flor	a-Fauna	a-Nature							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
3	4 pts	Calm Animal	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99	ENH 5
		Hunter to Use Save col 2. Situation redu	ces Save col to 1.				Animal is calmed	d	
1	4 pts	Skinning A Hide	Self	Animal	Permanent	12 Hours	SKL 1	99	ENH 1
		Required with Item/Kit. Save & Kit re	quired. Size by Tier. 1st:2x	4, 3rd:3x6, 5th:6x6.			1 hide		
2	4 pts	Benign Approach	10 Squares	10 Squares	1 Hour	5 Minutes	none	99	ENH 1

Approach animals in a benign way to get close. No attacks



FOO LEVEL	d-Wate	r FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
4	4 pts	Increase Food Ensures food is safe with Item/Kit. x	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3	EN 4
9	12 pts	Food Times Three Tastier with Item/Kit. x	3 Squares	2x2 Squares	Permanent	1 Day	none	1	COUNT EN
9	12 pts	Coastal Net Fishing 3-12 helpers. Meals:6d20+5 per helper. Cook:1	Self hr / 30 meals.	Ocean	Permanent	16 Hours	none	1	
1	4 pts	Draw Up Ground Water 2 Skins extra with Item/Kit. Pull water from	Touch	2 Skins/Tier Tier. 1 skin in dry areas.	Permanent	5 Minutes	none	99	EN 2
15	16 pts	Create Food For A Family Improved taste & Wine with Item/Kit. 2d12	Touch +10 meals w/ wate	1 Square	Permanent	5 Minutes	none	3	Ē
6	8 pts	Destroy Harmful Substance x	6 Squares	1 Square	Permanent	10 Minutes	none	99	EI !
4	4 pts	Improve Food Duration = 1 day with Item/Kit. Food become	1 Square nes nutritional.	4 Meals	1 Hour	10 Minutes	none	99	EI
5	8 pts	Create Rain Water 20lbs/9kg Pressure with Item/Kit. Desert &	Caster hot environments r	1 Square may limit or inhibit this s	Permanent pell.	1 Minute	none	99	Eľ
3	4 pts	Hunt/Fish/Gather Required with Item/Kit. Able to hunt, fish, of	Self or gather once per d	20x20 Squares lay for 9 hours.	9 Hours	9 Hours	SKL 2	1	E1 :
8	8 pts	Imbue an Item with	Touch	1 Item	5 Years	3 Days	none	99	E1
5	8 pts	Divining Water Save Col -1 with Item/Kit. x	1/4 Mark	6-15 Sqs Deep	Permanent	30 Minutes	SKL 4	1	COUNT EN



EVEL	cost	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
1	4 pts	Forced Heal 1d6 HP (+more)	1 Square	1 Target	Permanent 🔀	Initiative 🎉	none	1	COUNT 1
		Fragility Save - 1 Column with Item/Kit. Roll	dice. Apply as for	ce damage. Apply x2 as	healing.				
1	30% Max	Healing Bolus 1d12 HP healing.	1 Square	Recipient	Permanent	Initiative (none	99	
L4	16 pts	Healing Bolt +1d4 HP with Item/Kit. 1d2 Dmg. Then 6d6	12 Squares Healing.	1 Creature	Permanent	Initiative	none	99	COUNT 1
L2	12 pts	Heal 5d6+6 HP +1d4 HP with Item/Kit. x	2 Squares	1 Creature	Permanent	Instant	none	99	
12	12 pts	Ranged Forced Healng 2d8+2 HP Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	99	
11	12 pts	Heal 5d6+2 HP +1d4 HP with Item/Kit. x	2 Squares	1 Target	Permanent	Initiative	none	99	COUNT 1
4	4 pts	Delayed Healing 2d6 O Duration reset to 1 week. with Item/Kit. De	2 Squares layed Heal - up to 4	1 Creature 1 hrs (+2d6 HP). 1 per cr	4 Hours reature.	2 Minutes	none	99	COUNT 1
4	4 pts	Slow Healing + 2 HP / Hr with Item/Kit. 10 HP per undistu	2 Squares	2 Creatures VE EVERY HOUR. Max 4	8 Hours	10 Minutes	SKL 2 Healing continue	3 es	COUNT 1
6	8 pts	Common Healing +1d4 HP with Item/Kit. x	Touch	1 Creature	Instant	Initiative	none	99	COUNT 1
2	4 pts	Healing Flames 1d4 HP per Tier	Touch	1 Recipient	Permanent 🚫	Initiative (SKL 3	99	
		+1 HP extra with Item/Kit. Roll 1d4. Flame of	damage x2. Healin	g x3. Save if self heal.			Healed self.		
3	4 pts	Reduce Fire Damage	Self	Caster	20 Minutes	5 Rounds	HTH 2	1	COUNT 2
		Total of 4 Pts Reduced. with Item/Kit. Magic	cal/mundane fire d	mg is reduced by 1 per	die, min 1.		Damage reduced	d	
.1	48 pts	Life Zap	Touch	1 Body	Permanent	8 Hrs	HTH 3	99	COUNT 1
		Health at 10 HP. with Item/Kit. Dead < 25 h	rs & pass Save to b	e alive with -4 HP.			Alive!		COUNT
5	8 pts	Cleansing Fire Cast to another with Item/Kit. 1 hp Dmg per	Self hour. Immune to	Self Sickness/Disease.	12 Hours	30 Minutes	none	1	2
9	12 pts	Heal Disease	2 Squares	1 Target	Permanent 🔀	8 Hours	SKL 2	99	COUNT
		Col -1 with Item/Kit. 2d8 pts damage, remo	ves Disease I, II, III	(with Save).			No Disease		

16	16 pts	Consecration of Corpse Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent 🔀	30 Minutes	none	99	ENH 4
1	4 pts	Basic Healing Min Roll 7 with Item/Kit. Heal 2d6 +ACU. If h	2 Squares elping a Nae'Emed	1 Target Fighter range is 8 sqs.	Permanent	Initiative *	none	99	count enh
6	-4 pts	Animal Healing +4 HP with Item/Kit. Heal 2d8+4 to domestic	4 Sqs	1 Animal limals.	Permanent	1 Minute	none	99	ENH 5
8	8 pts	Extra Healing +4 HP with Item/Kit. x	Touch	1 Creature	Instant	Initiative	none	99	COUNT ENH
2	4 pts	Heal Sickness Target can Save (@ - 1 Col) right away instead of	2 Squares morning.	1 Target	Instant	1 Minute	none	0	COUNT ENH
1	4 pts	Field Binding x	Touch	1 Creature	Instant	Initiative	none	99	
15	16 pts	Focused Stasis Duration +6 Months with Item/Kit. x	Touch	1 Target	1 Month	1 Minute	RM 1	1	COUNT ENH
1	4 pts	Sylvan Forced Healing 1d6 HP +1 HP per die with Item/Kit. x	Touch	1 Creature	Permanent	Initiative	none	99	1 2
5	8 pts	Assist Another's Healing x	4 Squares	1 Heal Spell	Instant	10 Minutes	none	1	ENH 10
19	60 pts	Arcane Removal (2 of 3) Required. with Item/Kit. 2nd of 3 castings m	Touch	1 Target sters to remove power.	Permanent	6 Hours	RM 3 Magic is gone.	99	COUNT ENH
7	8 pts	Electrifying Sickness Cleanse O COL -1 with Item/Kit. 1 pt damage, removes	Touch Sickness I, II, III (wi	1 Creature th Save).	Permanent 🔀	8 Hours	SKL 2	99	COUNT ENH
4	4 pts	Final Rites Dead are pushed beyond this world. A diety mu	Touch st be named.	1 Body	Permanent 🔀	2 Hours	none	99	ENH 2
17	20 pts	Group Heal +50 HP with Item/Kit. 3 persons minimum w	6 Squares	3 Sq Rad Circle divided equally.	Permanent 🔀	20 Minutes	none	99	COUNT ENH
5	-2 pts	Repair Undead/Living Dead	Touch gain of SP set to 20	1 Target	Perm	1 Minute	none	99	COUNT ENH

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4	4 pts	Repair A Dead Body	1 Square	1 Target	Perm	30 Minutes	SKL 2	1	ENH 5
		Preps a body for funeral viewing.				- R	epair done		
10	12 pts	End Current Dmg Over Time	8 Squares	1 Target	Permanent 🔀	Initiative	none	99	ENH 5
		d6 healing with Item/Kit. Stops current Dama	ge Over Time (DoT) ι	upon 1 target.					



VEL	sion-Real	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		
.8	20 pts	Alter Self - Bear +1d6 Dmg with Item/Kit. x	Self	Self	2 Hours	5 Minutes	none	1	COUNT 1	E
1	20% Max	Pie Fight! Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative *	RM 1 Blocks Vision	99	COUNT 1	E
.5	16 pts	Alter Self - Hawk	Self	Self	4 Hours	10 Minutes	none	1		E
4	4 pts	Gathering The Darkness Save Column + 1 with Item/Kit. Target is outled	Touch ined in pure shade	Self ow if Save is passed.	6 Hours	10 Minutes	RM 2 Dark profile	1	COUNT 2	
.5	16 pts	Alter Self - Wolf	Self	Self	4 Hours	20 Minutes	none	1		
7	8 pts	Annie's Slow Alteration Change Race, Ht, Wt, Gender with Item/Kit.	Self Change age/clothe	Self es/carried items/hair/eye	4 Hours	4 Rounds	none	1	COUNT 1	
.7	20 pts	Alter Self - Condor	Self	Self	2 Hours	5 Minutes	none	99		
.8	20 pts	Alter Self - Stingray	Self	Self	2 Hours	5 Minutes	none	1	COUNT 1	
.4	16 pts	Alter Self - Porpoise	Self	Self	3 Hours	10 Minutes	none	1		
3	10% Max	2 Rope Image Roll Save to create illusion of a cut rope now 1 ro	1 Rope	1 Rope	2 Hours	1 Minute	SKL 1 Rope not cut	1	COUNT 1	
.1	12 pts	Illusional Bear Set mood with Item/Kit. x	16 Squares	1 Image	30 Minutes	1 Minute	none	1	COUNT 1	
.9	20 pts	Circle of Thorns (15 ft x 5 ft) Adds a roof with Item/Kit. xx	12 Squares	10x10 squares	12 Hours	1 Hour	SKL 2	1		
6	8 pts	Alter Self - Medium Sized Dog/Cat Move+6 with Item/Kit. x	Self	Self	8 Hours	1 Round	none	1		
.3	16 pts	Illusional Condor Set Mood with Item/Kit. x	8 Squares	1 Image	2 Hours	1 Minute	none	1		

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13	16 pts	Illusional Dolphin Set mood with Item/Kit. x	8 Squares	1 Image	2 Hours	1 Minute	none	1	COUNT 1	11
9	12 pts	Young Helper Heal Conduit with Item/Kit. Helper can be fail	1/2 Mark away but healing ca	1 Square n be done through it.	1 Hour	Initiative	none	1	COUNT 1	4
5	8 pts	Ribbon Goblin Lookout Telepathic Convo with Item/Kit. x	1/4 Mark	1 Ribbon Crtr	8 Hours	30 Minutes	none	3		8
20	20 pts	Mirror A Person see and hear with Item/Kit. HP:20(or 35), AC	15 Square Radius 10/10, Battle x1x1 In		1 Hour	2 Rounds	none	1	1	6
12	12 pts	Caster Becomes Ribbon Creature x							COUNT	3
9	12 pts	Image of Nae'Em Rogue speak like rogue with Item/Kit. Need current	Self Nae'Em with Rogue.	Self Uses Rogues current ima	2 Hours	3 Minutes	none	99	COUNT 1	7
11	12 pts	Personal Decoy Image +10 HP. with Item/Kit. Image of caster	25 Squares must stay in range a	25 Sq Radius nd moves at 1/2 rate.	20 Minutes	2 Rounds	none	5	COUNT 1	6
1	15% Max	Beauty Contestant - 2nd Prize Recipient becomes more attractive by their race	Self s standards.	Self	12 Hours	5 Minutes	none	99	COUNT 1	3
Ligh	nt-	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		
4	4 pts	Capture/Release Normal Light Item emits a light with Item/Kit. x	Self	12 Sqs Radius	2 Hours	2 Minutes	none	1		ENH 4
4	10% Max	Aural Spark random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Mins	Initiative (none	99		5



Loc	ks-								
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
4	4pts	Set Or Open Door Lock	Touch	Lock	Until Reset 🔀	6 Minutes	SKL 3	99	ENH 2
		Col -1 with Item/Kit. Enh: Slim key+8 pts @ 5	th Ivl. Magical: TIR	O/EOL needed.		<u> </u>	Locked/Unlocked	I	
9	12pts	Set Or Open Wall Lock / Mechanis	Touch / 1 Sq	Lock	Until Reset 🚫	10 Minutes	None	99	ENH 2
		Required with Item/Kit. Enh: Slim key+8 pts @	5th Ivl. Magical:	TIRO/EOL needed.		GI	Ŋ		
1	4 pts	Set Or Open Padlock	Touch	Lock	Until Reset 🔀	2 Minutes	AGL 2	99	ENH 3
		Col -1 with Item/Kit. Enh: Slim key+4 pts. Ma	gical=TIRO/EOL ne	eded.			Locked/Unlocked	ı	3
6	8pts	Set Or Open Chest Lock	Touch	Lock	Until Reset 🚫	6 Minutes	SKL 3	99	ENH 2
		Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL	needed.			·	Locked/Unlocked	ı	
Mo	vement	-							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
3	4 pts	Take Point	Self	6 Squares	8 Hours	1 Minute	SNS 2	99	ENH 2
		Self: 30ft in front. Grp:No suprize. Init+2 in 1st ro	ound.			•	Detect someone		
2	4 pts	Walk Quietly	Self	Self	20 Minutes	Initiative	SKL VAR	99	ENH 2
		SKL roll varies based on burden and situation.				•	No sound made		_



LEVEL	cost	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
8	8 pts	Create Bond With Rogue Quickly create a Nae'Em with a rogue	PMP	1 Rogue	Permanent	3 Minutes	none	99	
6	8 pts	Speak with Dead Truthseer with Item/Kit. Up to 100 years dea	Touch	1 Target	5 Questions	20 Minutes	none	99	COUNT 1
7	8 pts	Direction To A Dokour Target Adds 10 to Save roll with Item/Kit. Save Colu	Self mn varies to revea	7 Mark/Tier Radi	Instant Now	1 Hour	RM Varie		COUNT 1
3	4 pts	Create Temp Nae'Em w/ Acolyte O Dur=20 with Item/Kit. Creates a permanent I	15 Marks	1 Recipient	Permanent 💢	4 Hours	none	1	
16	64 pts	Reveal True Name	1 Square clues to find the Tr	1 Square	Permanent	12 Hours	none	99	COUNT 1
12	12 pts	Eavesdrop on Nae'Em Convo Listen to a private convo. But give up the ability	20 Sq Radius to see.	1 Convo	5 Min/Tier	5 rounds	SKL 2 Able to listen	1	
11	36 pts	Disconnect An Arcane Focus Item Removes connection between all creatures and	Touch focus item.	Current Item	Permanent	20 Minutes	SKL 2	99 en	COUNT 1
11	36 pts	Connect To An Arcane Focus Item No current Focus Item. with Item/Kit. Create	Touch s connection between	1 Item een caster and a Arcane	Permanent Focus Item.	3 Days 🂥	RM 3	99	COUNT 1
6	8 pts	Speak With The Resting Dead SKL:1 with Item/Kit. x	1 Square	3 Squares	15 Minutes	5 Rounds	SKL 2	1	
2	4 pts	Rogue's Right Place, Right Time COL+1 with Item/Kit. x	Touch	1 Rogue	1 Hour	5 Minutes	none	1	
7	8 pts	Create Permanent Nae'Em SKL:>05 with Item/Kit. A Willing person become	Touch mes connected to	1 Recipient the caster.	Permanent	3 Days	SKL 1	3	
19	20 pts	Dead Spirit Conversation Circle MGC:1 with Item/Kit. x	6 Squares	1 Spirirt	10 Questions	10 Minutes	SKL 2	1	
13	16 pts	Summon Nae'Em x8 Travel with Item/Kit. x	PMP	1 Nae'Em	2 Hours	10 Minutes	none	1	
1	4 pts	Create a Temporary Nae'Em Short term bonding with a willing civilized creatu	2 Squares	1 Civ Creature	1 Week	2 Hours	SKL 2	99	

12	12 pts	Portal To Nae'Em portal can't be opened/created unless Nae'Em ag	Self	PMP & 2 Uses	2 Min	30 Minutes	None	1	ENH 6
7	8 pts	Eavesdrop on Nae'Em Convo (Eola Listen to a private convo and NOT give up sight.	8x8 Squares	1 Convo	5 Min/Tier	10 Min	SKL 2	1	count enh
7	8 pts	Speak To Dokour Target SKL:>05 with Item/Kit. x	Touch	1 Recipient	L Round per Tier	4 Hours	SKL 1	7	COUNT ENH
20	20 pts	Bring Back The Dead Health at 10 HP with Item/Kit. Must be dead	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99	ENH 5
Pe	rsonal-Co	nnections FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
12	12 pts	Langstrom Servant: Pucoe Gree Protect caster with Item/Kit. x	1 Square	1 Creature	8 Hours	10 Minutes	none	3	ENH 11
7	8 pts	Create a Temporary Nae'Em Short term bonding with a willing civilized creatu	2 Squares	1 Civ Creature	1 Week	1 Day	SKL 2	1	
2	40% Max	Random Friendship Potentially makes someone more tolerant of the	10 Squares caster.	1 Target	Special	Initiative 🎉	none	99	ENH 3
4	4 pts	Hunter Marks Unworked items arranged to leave a message to	6 Squares another Hunter.	1 Square	1 Month	1 Minute	none	99	ENH 4
7	8 pts	Hold Civilized Creature target can talk. with Item/Kit. x	8 Squares	1 Target	5 Rounds	1 Round			COUNT ENH
2	4 pts	Hunter Nae'Em Connection	Touch	1 Recipient	Permanent	3 Days	none	1	3



She	cost	t-Protection FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts	Dozing or Heavy Sleep	4 Squares	1 Target	1d6 Hours	1 Minute	SNS 2	1	COUNT EN
		Col +1 with Item/Kit. Inactive persons. Save.	: pass = 1d6 hrs. Fa	nil = Light sleep.			Heavy Sleep		2 0
13	16 pts	Astral Shed 2 +1 Bedroom with Item/Kit. Small shed outsi	Touch	1x1x2 Sqs	8 Hours	1 Minute	none	1	COUNT ENF
11	12 pts	Force Wall HP:80 AC:16 with Item/Kit. x	Touch	6 Sqs Long	1 Hour	20 Minutes	none	3	COUNT EN
3	4 pts	Assist Hunter's Lean-To COL+1 with Item/Kit. x	Touch	1 Lean-To	2 Hours	10 Minutes	none	1	EN 6
14	16 pts	Tree House Egress with Item/Kit. x	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	SMS 2	3	COUNT EN
7	8 pts	Hunters Hidden Shelter (4 ppl) Hunting blind for 4 people. Not for urban use.	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3	EN 2
2	20% Max	Garish Pup Tent xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99	COUNT EN
2	4 pts	Feather Bed One AoE = 2 with Item/Kit. A feather bed for 2 a	Touch ppears.	1x2 Sqs	12 Hours	2 Minutes	none	3	COUNT EN
3	4 pts	Create Temporary Shelter (3 ppl) Quickly built (1 min) & lasts 2 days, unless rough	Touch weather.	1 Shelter	2 Days	10 Minutes	none	99	
7	8 pts	Circle of Protection vs Acid Acid 1d6 dmg at edge with Item/Kit. Inside of	9 Squares	3 Sq Radius	1 Hour (2)	5 Minutes	none	99	COUNT EN
5	8 pts	Quarantine Isolation O AOE x2 with Item/Kit. Sick/Diseased/Poison	4 Squares ed get 1 column be	1x2 Squares etter. No spreading.	1 Day	1 Hour	none	99	COUNT ENI
7	8 pts	Strumos Waystation	4 Squares m that protects fro	3x3 Squares	12 Hrs	1 Minute	none	1	COUNT EN
10	12 pts	Walls of Force (4 to 6) Door Included. with Item/Kit. x	12 Squares	See Description	4 Hours	5 Min / Wall	none	3	COUNT EN
2	4 pts	Perimeter Safety Creates noticable sounds when stepped on.	Touch	3x8 Sq Perimeter	8 Hours	30 Minutes	none	99	EN 2

2	4 pts	Hunters Hut (10 ppl)	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3	ENH 2
		Required with Item/Kit. Stands for 2 days. H	olds up to 10 peopl	e.			Created		
7	8 pts	Deep Doze	Touch	1 Crtr/Tier	4 Hours	10 Minutes	SNS 4	99	ENH 3
		Dim night light. with Item/Kit. 4 deep sleep h	nours to recover fro	m exhaustion.			Wakes up		
	'Em-Thiı	•							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
8	8 pts	Invoke Imp Spy Alter the description with Item/Kit. Brings in	2 Sqs imp (large insect si	PMP ze). Can be scryed on.	End of Year 1	2 Days (24 Hrs)	none	1	4
5	8 pts	Seaweed Dolphin	3 Marks	1 Dolphin	2 Hours	10 Minutes	none	1	ENH
	·	•	AC:15/10 Move:12	Sqs swim 24 sqs race					8
4	4 pts	Call/Return Nae'Em Item	PMP	1 Item	Instant	Initiative	none	1	ENH 3
		30 lbs / 13.6 Kg with Item/Kit. x							
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:18/1	2 Move: 15 Sqs flig	ht					
18	20 pts	Summon Astral Beast of Burden	8 Squares	2x2 Squares	1 Month	20 Minutes	SKL 2	3	ENH 10
		Calming with Item/Kit. x							
8	8 pts	Scry on Imp Spy	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3	ENH 2
		Send 1 command. with Item/Kit. Can scry or	your Imp within PI	MP.					
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 Mov	e: 12 Sqs walk/run					
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.						
14	16 pts	Curse Ionic Marker	PMP	PMP	1 Day	10 Minutes	none	99	ENH 6
		activate manually with Item/Kit. x							
7	8 pts	Summon From Home Library							ENH 10
		Reading light with Item/Kit. x			L l				



Trac	cking- cost	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
4	30% Max	Tiro Tracking	Self	1 Trail	1 Hour	Initiative 🌉	none	99	
		Find and follow a trail while leaving an obvious to	rail.				l	_	
10	12 pts	Find/Follow Trail	Self	1 Mark	24 Hours	20 Minutes	none	1	EN 1
		Find/Follow. Move @ 1/2=SKL:2. Move @ Full=	SKL:4. GM rolls						-
9	12 pts	Cover Trail	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99	EN 1
		Cover Trail. Move @ 1/2= No Save. Move @ Full-	= SKL:3. GM roll						
9	12 pts	Urban Tracking	Self	Urban or Subtrrn	2 Hours	3d8 Minutes	SNS 2	99	EN 1
		Rogue attempts to follow a hot path within an ho	our.			_	GM Path found		
10	12 pts	Lose A Tail	Self	Urban	Permanent 💢	3d8 Min	SKL 2	99	EN 1
		This skill is about avoiding a currently active purs	uer.				GM No one following		
1	4 pts	Find North	Self	Self	1 Hour	Initiative 🎉	none	99	EN 1
		GM indicates direction of North.							
Tra _l	•	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
13	16 pts	Magical Trap Assistance							
		x							
5	8 pts	Set Up Eolas Spell Release (Trap)	Touch	Per Spell	Year or Tripped	20 Minutes	AGL 3	7	EN
	ť	Required with Item/Kit. Trigger releases/ena	cts an Eolas Spell.				GM Success		
2	6 pts	Impedance Trap-Create/Find/Rem	Touch	1x2 Squares	Year or Tripped	20 Min	AGL 3	7	COUNT EN
	t	Required with Item/Kit. Trap that entangles of	or slows movement.				GM Success		
1	4 pts	Message -Create/Find/Remove	Touch	1 Square	Year or Tripped	20 Minutes	AGL 3	7	EN 9
	Í	Required with Item/Kit. Trigger created to pr	esent a message.				GM Success		
5	12 pts	Damage Trap -Create/Find/Remov	Touch	1 Square	Year or Tripped	20 Min	AGL 3	7	EN 7
	t	Required with Item/Kit. Trigger sets off dama	age.				GM Success		



Ira LEVEL	vel-Plane	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		
11	12 pts	Border of Dimension Containment	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1	COUNT	EN 4
		Save = >95 with Item/Kit. Creatures of Dimen	sion must Save to	leave the containment.			Able to Exit		_	7
6	8 pts	Travel Shadow to Shadow No light when cast with Item/Kit. Caster can j	24 Squares	Caster adow to another within	20 Minutes	2 Rounds	none	99	COUNT 2	EN 6
10	12 pts	Ladders & Stairs Hand rails with Item/Kit. Ladder: 1-12 sqs x 1	12 Squares	1 Square	1 Hour	5 Rounds	none	99	COUNT 1	1
3	4 pts	Strumos Run Move x2 with Item/Kit. 1.5 times normal trav	Self	Caster	4 Hours	5 Minutes	none	1	COUNT 1	T EN
3	40% Max	Quick Push! Caster moves an ally to a random spot 4 squares	4 Squares	1 Recipient	Instant	Initiative *	none	99		EN
1	4 pts	Send Item to A Nae'Em Location Add Ionic Marker with Item/Kit. x	PMP	1 Mid Item	Instant	20 Minutes	none	99	COUNT 1	T EN
11	12 pts	Astral Plane Projection Projection Projection Cumen Bonus x2=HP	Self x3=AC. Movem	Astral Plane nent=1/2 Spell Points.	4 Hours	20 Minutes	none	99	COUNT 1	Е
5	8 pts	Langstrom Location							COUNT	E
1	20% Max	Quick Jump 1d6 squares in direction indicated. Distance rolle	1d6 Squares	Self	Instant	Initiative 🎇	none 1	99		E
15	16 pts	Create Permanent Location Tae'E Casual with Item/Kit. x	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1		EI
6	8 pts	Decrease Movement Move -1 again with Item/Kit. Inhibits movem	4 Squares ent by 4 squares.	4x4 squares (by 5 sqs with Focus)	4 Rounds	Initiative 💥	none	3		EN
6	8 pts	Attach Wings To Animal 2 Marks/Day with Item/Kit. x	Touch	1 Creature	12 Hours	30 Minutes	none	7		EI
6	8 pts	Langstrom Rupture Partial gets SKL:1 with Item/Kit. x	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	none	1	COUNT 1	T EI
1	pts	Swimming - Beginning	Self	Self	Permanent	Instant	none	99		

1	pts	Riding (horses and other) ×	Self	Self	Permanent	Instant	none	99	
12	12 pts	Personal Wings Of Flying +Recipient with Item/Kit. x	Self	Self	4 Hours	10 Minutes	none	5	COUNT ENH
13	16 pts	Faster Path Solo=150%. Group=120% w/Hunter @ point. No	Self all environs.	Non-Urban	1 Day	10 Minutes	none	1	
8	8 pts	Dimension Personal Hideaway Range:Self+1/Tier with Item/Kit. 1d4 dmg to	Self enter 1 wide/deep >	1x2 Squares 2 high. Caster only.	2 Hours	10 Minutes	none	99	COUNT ENH
6	8 pts	Increase Nae'Em Fighter Moveme Move+2 Sqs with Item/Kit. Target moves fast	2 Squares ter in normal conditi	1 Creatures ons. +2 Move.	1 Hour 🧣	Initiative 🎉	none	1	ENH 5
8	8 pts	Hunters Stare (1-4 days) Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wa	Self ske=3 rds.	Self	12 Hours	10 Minutes	SKL 3 Able to do this.	1	ENH 1
10	12 pts	PMP Projection O Move=18 with Item/Kit. Astral Ghost-like: HF	Self =50, AC=12/12, Mo	PMP ve=12, no attacks.	4 Hours	20 Minutes	none	99	COUNT ENH
Tric	cks-	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
4	4 pts	Sleight of Hand Roll Save to fool audience. Close quarters action	Self s (1 sq).	Arms Length	Instant	5 Rounds GM	SKL 2	99	ENH 3
4	4 pts	Call Item (in Sight) 20 lbs / 4.5 Kg with Item/Kit. x	6 Squares	1 Item	Instant	Initiative	AGL	1	ENH 6



Util EVEL	ity- COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts	Langstrom Cloak Pockets Hides magic with Item/Kit. x	Touch	1 Worn Garment	1 Week	1 Minute	none	3	COUNT E
3	4 pts	Shadow of the Magi Brighter by Tier with Item/Kit. Darkness ce	Self	Varies er.	Conc +4	Initiative **	none	99	E
6	8 pts	Force Platform Half Wall with Item/Kit. x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	none	3	ı
3	4 pts	Animate Cats Eye Marble Multi-Vision with Item/Kit. x	Self	Caster	2 Hours	1 Minute	none	1	
7	8 pts	Profiled In Fire warmth = 2x2 AoE with Item/Kit. x	Self	Self	10 Minutes	Initiative	none	1	COUNT 2
8	8 pts	Increase Nae'Em Rogues Grace 12 Sq Range with Item/Kit. Increase Grace	Touch of a Nae'Em Rogue by	1 Rogue 2. (Stack of 1)	2 Hours	3 Minutes	none	1	
8	16 pts	Find Clues To True Name Rollout Halved. with Item/Kit. Use of this s	4 Squares spell will reveal clues ab	1 Item out a True Name.	Permanent	2 Hours	RM 2	99	
1 1	100% Ma	× Graduate Tiro Ritual	Self	Self	Permanent	Instant	none	99	
5	8 pts	Fire Starter A darkened fire bolt. with Item/Kit. Fire jui	6 Sqaures	1 Item he target.	Instant	Initiative *	SKL 1	99	COUNT
4	25% Max	Tiro Tasty Cumber Meals 1d12 meals appear at waist height in front of the	Touch the Caster	Varies	1 Hour	1 Minute	none	99	
6	8 pts	Pause Magical Lock Range = 12 Squares with Item/Kit. Freezes	2 Squares magic in a specific trap	Lock for the duration if Save	Rollout Rollout	10 Minutes	RM 3	99 d	
1	pts	Cooking - Basic	5 feet / 1/5 mete	Campfire	10 Minutes	2 Hours	none	99	
2	4 pts	Mental Alarm Clock Set time to wake and wake at that time. 1 Rd	Self to clear head.	Self	18 Hours	10 Minutes	none	1	
1	4 pts	Small Domestic Pet Form + 8 hours with Item/Kit. x	Touch	Self	4 Hours	5 Rounds	none	1	

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17	20 pts	Impersonate Person							
5	8 pts	Arlo's Astral Storage +5 items with Item/Kit. x	1 Square	1 Square	10 Minutes	2 Minutes	none	1	ENH 4
2	4 pts	Make Fire with Sticks COL -1 with Item/Kit. Dry Kindling needed. Da	Touch amp kindling +1 Col. V	Kindling Wet environ +1 Col	Permanent	10 Minutes	SKL 1	99	
1	4 pts	Arcane Light Brighter by Tier with Item/Kit. Default Light:	Self Candle light	Varies	4 Hours	Initiative S	none	99	COUNT ENH
4	4 pts	Mimic Soft Nature Sounds Create low natural sounds. Low volume and inte	Self ensity.	6x6 Squares	20 Minutes	Initiative	SNS 2	99	ENH 2
15	16 pts	Surprise Killing Blow							



Vae	'Em-Ver	nue Site FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
5	8 pts	Scry to a Nae'Em View from 4 squares above, but will lower th	8 Marks	1 Nae'Em	1 Week	20 Minutes	SKL 2	3	
8	8 pts	Summon Nisse Vae'Em Named Nisse with Item/Kit. x	Self	8x8x8 Sqs	1 Day	5 Minutes	SKL 1	1	
3	4 pts	Ethereal Return Portal Extra item with Item/Kit. x	PMP	Caster	Instant	30 Minutes	none	99	
7	8 pts	View Dimension Vae'Em Dimension = Sepia with Item/Kit. View th	Self ne area of Dimension.	1x6 Sq Perimeter	6 Hours	10 Minutes	SNS 2	1	
20	20 pts	Nae'Em Natural Landmark Close to Landmark with Item/Kit. x	PMP	1 Landmark	Permanent	2 Hours	none	99	
8	8 pts	Scry - Dense Populations Includes Audio. with Item/Kit. x	Community	4x4 Squares	10 Min / Tier	5 Minutes	none	1	COUNT 1
.9	20 pts	Natural Landmark Nae'Em Closer with Item/Kit. x	PMP	1 Landmark	Permanent	2 Hours	none	99	
9	12 pts	Scry To A Vae'Em (Place) Includes Audio. with Item/Kit. x	Current Plane	Nae'Em 4x4 Sqs	1 Hour / Tier	5 Minutes	none	1	COUNT 1
5	8 pts	Scry Open areas - 5 Marks Includes Audio. with Item/Kit. x	5 Marks	15x15 Squares	30 Min / Tier	5 Minutes	none	1	COUNT 1
0	12 pts	Portal to Dimension Dome HP x2 with Item/Kit. Portal into Di	Touch mension. 2d4 dmg to t	Portal Structure ravel, Save for 1/2.	2 Minutes	2 Hours	RM 2	1	COUNT 1
7	8 pts	Astral Portal O Col -1 with Item/Kit. GM Saves for accura	1 Square ate destination.	1 Square	1 Minute	2 Hour	SKL 4 Correct location	1	
6	8 pts	Create Ethereal Home Pad change location with Item/Kit. x	1 Square	1x1 Square	1 Hour	1 Hour	none	1	
2	4 pts	Hot Conversations	PMP	2 Fires	20 Minutes	2 Rounds	none	1	