Within Hearing

Player Party

AREA OF EFFECT

1 Wpn/Armor

AREA OF EFFECT

Self

AREA OF EFFECT

1 Weapon

AREA OF EFFECT

Self

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Rope

4 Minutes

Initiative

ROLL OUT

4 Hours

ROLL OUT

10 Minutes

ROLL OLIT

2 Hours

ROLL OUT

5 Minutes

ROLL OUT

Initiative

1 Minute

Self

Self

RANGE

1 Square

RANGE

Self

RANGE

Touch

AAA-My Party

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION

4 pts

SAVE: No Save

NO FOCUS USE

1 Hour / Tier

DURATION

1 Battle

DURATION

Permanent

DURATION

20 Hours

DURATION

1 Battle

DURATION

12 Hours

DURATION

1 Round

2 Hours

4 Situational Awareness



Fighter maintains a watchful eye for enemies.

STACK

Fighter must maintain concentration for the duration.

Battle does not interrupt this skill.

Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.

Fighter has penalties to ToHIT (-2) and AC (-2) for the duration. COST

8 pts

COST

8 pts

COST

8 pts

COST

12 pts

COST

15% Max

COST

20% Max

COST

10% Max

No Save

ENHANCEMENTS: 3

Coordinate Group Initiative



The Fighter coordinates the priority of attacks from the group.

Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes.

Give up one attack to use this skill, but can still use 'Extra' attacks.

This skill only affects the Fighter's party.

This skill can be reset by a second use of the skill.

STACK 99

NO FOCUS USE

SAVE:

5 Repair Weapons/Armor



Using the Fighters Kit the Fighter repairs weapons and armor.

Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.

Non-magic items do not need a Save to be fixed.

STACK 99

STACK 99

Repaired items are returned to an intact, yet imperfect state.

Repairing Magic items requires passing a Save. Save column must match the Magical +.

ENHANCEMENTS: 2

No Save

SKL: 3

Weapon Repaired

6 1000 Yard Stare March

> Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise.

NO FOCUS USE

SAVE:

Required

SAVE:

After using this skill 8 straight hours of sleep may be needed within an hour.

FNHANCEMENTS: 2

ENHANCEMENTS: 3

No Save

10 Honing Melee Weapon



Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to it's former best condition.

A weapon with major chips, cracks, breaks, or bends is considered 'damaged'.

This will only work on non-magic weapons that are not already in it's best condition.

Required.

SAVE: No Save

Altered Reality

1 Beauty Contestant - 2nd Prize



which fade after a moment.

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

RANGE

4 Squares

RANGE

Self

NO FOCUS USE

SAVE:

SAME SPELL WILL COUNTER. ENHANCEMENTS: 3 RM: 1

Blocks Vision

1 Pie Fight!



Glowing Pie appears as thrown pie to block vision.

STACK

The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target

1 Rope

NO FOCUS USE

ENHANCEMENTS: 2 SKI:1

Rope not cut

3 2 Rope Image



Illusion makes 1 rope seem like 2 short ropes.

STACK

The caster conjures a rope that looks like two short ropes made out of colorful ribbons.

NO FOCUS USE

SAVE:

AREA OF EFFECT

1 Ribbon Crtr

AREA OF EFFECT

Self

AREA OF EFFECT

AREA OF EFFECT

1 Image

AREA OF EFFECT

25 Sq Radius

AREA OF EFFECT

1 Image

AREA OF EFFECT

1 Image

AREA OF EFFECT

1 Person

4 Gathering The Darkness

AREA OF EFFECT RANGE COST 4 nts Self Touch

DURATION 6 Hours

DURATION

8 Hours

DURATION

4 Hours

DURATION

2 Hours

DURATION

1 Hour

DURATION

20 Minutes

2 Hours

DURATION

2 Hours

DURATION

1 Hour

ROLL OUT

10 Minutes

ROLL OUT

30 Minutes

4 Rounds

ROLL OUT

3 Minutes

ROLL OUT

1 Minute

ROLL OUT

2 Rounds

ROLL OUT

1 Minute

ROLL OUT

1 Minute

ROLL OUT

2 Rounds

SAVE: RM: 2 Dark profile



A darkness coalesces around the target's body.

STACK

Target is outlined in pure shadow if Save is passed.

Does NOT fully obfuscate the targets form in shadow if Save is passed.

COST

8 pts

COST

12 pts

COST

12 pts

Save Column + 1 SAME SPELL WILL COUNTER.

No Save

SAVE:

SAVE:

ENHANCEMENTS: 3

5 Ribbon Goblin Lookout

8 pts 1/4 Mark Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

STACK 99

STACK

LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs. Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

RANGE

Telenathic Convo SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 8

7 Annie's Slow Alteration

Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people.

Change Race, Ht. Wt. Gender SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 4

9 Image of Nae'Em Rogue

This image may be more useful after the rogue dons a disguise.

Creates an illusion making the caster look like the Rogue. Caster must have a current conversation with the rogue to start and keep this going. This uses the rogues current image. Therefore will copy a disguise as well.

RANGE

RANGE

16 Squares

RANGE

25 Squares

RANGE

8 Squares

speak like rogue SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

No Save

SAVE:

SAVE:

11 Illusional Bear

False of a bear.

caster to direct where the image is to go.

STACK

Caster can direct the illusion with general commands, run, attack, sleep... Caster cannot give detailed commands like trip the enemy or stand on this stone... Set mood SAME SPELL WILL COUNTER. ENHANCEMENTS: 10

No Save

I FV/FI

11 Personal Decoy

Barely visible seafoam colored weave surround an area where the duplicate appears. Creates an image of the caster.

But must stay in range and moves at 1/2 rate.

STACK 1

STACK

STACK

STACK

If casters image changes within duration the image changes as well.

COST

16 pts

16 pts

COST

20 pts

COST

12 pts

Image +10 HP SAME SPELL WILL COUNTER.

DURATION SAVE: No Save

SAVE:

SAVE:

13 Illusional Condor

Barely visible copper colored roots rise into flight as it becomes a condor. Illusional Condor

Set Mood SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 11

ENHANCEMENTS: 6

13 Illusional Dolphin

Barely visible copper colored roots emerge from the casters hand and flows to the water as it Illusional Dolphin

RANGE

8 Squares

Barely visible copper colored roots emerge from the casters hand and flows to the water as it becomes a dolphin.

RANGE

15 Square Radius

SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 11

20 Mirror A Person



Caster creates the image of a person within range. The image can speak in their own voice, move and say what the caster commands it to. No effect unless the caster can also use those skills/spells and attacks.

Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

see and hear SAME SPELL WILL COUNTER.

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Item

1 Attack

AREA OF EFFECT

Self

AREA OF EFFECT

Movement

ROLL OUT

Initiative

ROLL OUT

Initiative

Instant

ROLL OUT

Instant

ROLL OUT

Instant

Battle-Actions

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self 1 Blunder Instant Instant

3 Blunder Reroll



Rogue desparately attempts to lessen the impact of a Blunder. Allows Rogue to attempt to mitigate a Blunder roll Rogue disregards the first Blunder roll and rolls again. Rogue must take the 2nd roll.

NO FOCUS USE

No Save

	Converge	Λn	Tha	Enomy
_	CONVERSE	1711	1110	FILEIIIV



Fighter coordinates the groups attacks for a better effect.

STACK

STACK 99

This effort will continue as long as the Fighter concentrates and then 1 more round. Fighter targets a single enemy with jeers & war cries to encourage the group to attack. Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1).

RANGE

6 Sqaures

Self

RANGE

Self

NO FOCUS USE

SAVE:

SAVE:

SAVE:

DURATION

Conc + 2 Rds

DURATION

Instant

Instant

DURATION

Instant

DURATION

Instant

The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier). COST

8 pts

COST

8 pts

5 Fire Starter



Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).

A darkened fire bolt

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION

ENHANCEMENTS: 4

No Save

No Save

SKL: 1

Ignite

Critical Roll Additions



Fighters skill and experience pays off with a critical success! Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll. Note that there are 2 ways to get an exact 100:

NO FOCUS USE

1. Roll a 100 on the 1d100

STACK 99

2. Roll a 1d100 and add the bonuses to exactly 100. COST

8 pts

Blunder Change Up



Rogue uses a different column for a better outcome to the Blunder.

8 pts

Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart. The orignal number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.

RANGE

Self

NO FOCUS USE

AREA OF EFFECT STACK 1 COST RANGE ROLL OUT DURATION SAVE: No Save Self 12 pts Self Instant Instant

Critical Hit - 2nd Choice



Fighter can upgrade a natural critical roll. Fighters luck improves with more choices when rolling a critical! Reroll a Critical and choose either the original roll or the reroll.

NO FOCUS USE

COST AREA OF EFFECT DURATION STACK RANGE ROLL OUT 1 SAVE: No Save 1 Battle 12 pts Self Self Initiative

10 Last Ditch Effort



Pure determination keeps a fighter in battle even after death. Must be played out.

Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4 NO FOCUS USE Fighter must have 30 HP or less to use the skill.

RANGE

Self

During skill use: Binding has no effect & 1/2 Healing while in negative points.

Afterwards the Fighter may be dead, out cold, or just weak.

ENHANCEMENTS: 1

SKL: 2

Battle-Defense

Avoid An AoO

Rogue dodges and weaves to avoid others taking pot shots at them. This is an attempt to counter and dodge AoO attacks from others.

COST

4 pts

The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)

This is an 'Counter Action'. Only 1 is allowed per round.

STACK 99

This skill does NOT interfere with the Rogues normal attacks in the round.

Avoids an AoO

NO FOCUS USE

SAVE:

RANGE

Self

RANGE

Self

1 Protect vs Ranged and Thrown

AREA OF EFFECT RANGE ROLL OUT DURATION COST SAVE: No Save 4 nts Self 1 Battle 1 Minute 3 days

ROLL OUT

Instant

Initiative

ROLL OUT

Initiative

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

AREA OF EFFECT

1 Charge

AREA OF EFFECT

1 Square

AREA OF EFFECT

AREA OF FEFECT

1 Recipient

AREA OF EFFECT

1 Recipient



Redish blue sparks dance around the caster. Dodging (+2 AC) vs Ranged and Thrown attacks. Does not protect vs Melee

STACK

STACK

NO FOCUS USE SAME SPELL WILL COUNTER.

No Save

No Save

SKI · 2

ENHANCEMENTS: 4

		_	
1	Set	for	Charge

Fighter turns some of the effect of a charge back on the aggresser. Requires a medium shield or larger AND a weapon the size of a longsword or larger.

COST

4 pts

Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2. This is an 'Counter' action. Only 1 Counter is allowed per round. Defending Fighter only has this attack.

4 pts

NO FOCUS USE

SAVE:

SAVE:

SAVE:

DURATION

Instant

DURATION

4 Rounds

DURATION

2 Rounds

DURATION

10 Minutes

DURATION

4 Rounds

1 Shield Dancing

Meant for Devoted

AC+2 and ToHit-1. On Small Medium, Large shields.

STACK

NO FOCUS USE

1 Tornado Wall

Ghostly light brown roots rise and spiral around the caster.

A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.

COST

4 pts

COST

4 pts

Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.

SAME SPELL WILL COUNTER. ENHANCEMENTS: 2

No Save

No Save

2 Defend - No attacks

Fighter fully focuses on blocking and dodging attacks to avoid damage.

Base move x half. AC+1 per Tier.

STACK

Fighter quickly glides up behind then an enemy to deliver a strong blow.

NO FOCUS USE

SAVE:

NO FOCUS USE

SAVE:

SAVE:

SAVE:

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION 4 pts Self 2-3 Squares Initiative 1 Round

Disengage

IFVFI NAF'FM

Fighter skillfully avoids combat as they avoid battle.

REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.

8 Squares

RANGE

4 Sqs / Tier

Fighters AC is improved by 4.

BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.

No attacks are allowed while using this skill.

ENHANCEMENTS: 1 No Save

ENHANCEMENTS: 2

Protect Fighter vs Ranged/Thrown

Barely visible straw colored sparks swirl around the fighter the fades.

Recipient Fighter must have a Nae'Em with the caster.

STACK

Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.

COST

4 pts

4 pts

Total AC bonus:+4

No Save

ENHANCEMENTS: 7

Tornado Wall For Nae'Em Hunter

Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. Tornado stays with Hunter.

Skills aren't affected / blocked unless vulnerable to wind.

This spell will not allow the Hunter to push into another occupied square.

NO FOCUS USE

ENHANCEMENTS: 4

RANGE AREA OF EFFECT STACK COST ROLL OUT SAVE: BRU/AGL: 2 4 pts 3 Squares 1 Recipient Initiative 1 Round Disengages Assist Another To Disengage

> Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED.

> Both roll initiative & move during highest initiative in a straight line 1-3 squares. Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack. No attacks are allow by the recipient and the fighter.

NO FOCUS USE



DURATION

SAME SPELL WILL COUNTER.

AREA OF EFFECT

Self

AREA OF EFFECT

1 Creature

Self

AREA OF EFFECT

Self

AREA OF EFFECT

AREA OF EFFECT

4 Sqs Long

AREA OF EFFECT

1 Target

AREA OF EFFECT

8x8 Squares

ROLL OUT

Instant

initiative

Initiative

ROLL OUT

Initiative

ROLL OUT

ROLL OUT

20 Minutes

ROLL OUT

5 Rounds

ROLL OUT

Initiative

DURATION

Instant

DURATION

1 Round

2 Rounds

DURATION

2 Rounds

DURATION

DURATION

20 Minutes

DURATION

1 Hour

DURATION

1d3+1 Rounds

RANGE

RANGE

1 Square

Full Move

RANGE

Self

RANGE

4 Shield Block

4 nts 0 Squares

Fighter blocks an enemy's attack with their sheild. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced.

Fighter blocks an enemy's attack with a medium or smaller shield.

COST

8 pts

COST

Save to block. Blunders merely fail. Criticals allow 2nd block instantly.

This skill cannot block critical hits TO the fighter.

STACK

STACK

STACK 99

STACK

STACK

NO FOCUS USE

SAVE:

ENHANCEMENTS: 1 SAVE: No Save

BRU: 2

9

Blocks

Provide Protection



The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose and take 'Extra' attacks in place of the recipient. Recipient must remain within 1 sq of the Fighter and recipients AC + 4. The recipient must not be actively unwilling, (can be unconscious)

NO FOCUS USE

ENHANCEMENTS: 2 AGI · 1

Avoids an AoO

Bob and Weave 6



Rogue can bob and weave to avoid AoO Dodge attacks of opportunity. 1 attempt to dodge an attack per Tier. Rogues passing the AGL Save will avoid the AoO. Movement is not affected.

8 pts

COST

8 pts

COST

8 pts

COST

8 pts

NO FOCUS USE

SAVE:

SAVE:

ENHANCEMENTS: 1 BRII: 2

Bracing works

6 Brace for Onslaught



LEVEL

I FV/FI

Number of attacks is reduced by 1 each round (minimum of 1) Fighter must pass the Save to resist each Pushback, Stun, or Daze. Facing away from (not just looking) attacks will negate 'Stand Ground' effect. May defend vs 3 continuous front squares. (no flanking squares).

NO FOCUS USE

SAVE:

FNHANCEMENTS: 3

6 Evade Missiles



Meant for Dey Raechio Avoid Missiles Meant for Dey Raechio

NO FOCUS USE

SAVE:

SAVE:

CREATE:

7 Half Wall of Force



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.

RANGE

Touch

another corner SAME SPELL WILL COUNTER.

No Save

LEVEL

STACK

STACK

AREA OF FEFECT COST RANGE Self 3 Square Radius 8 pts

DURATION ROLL OUT Initiative 5 Rounds ENHANCEMENTS: 7 RM: Tier

Pass through

Circle of Protection vs Undead

Barely visible mustard colored sparks which highlights the perimeter then fades. Undead must Save to pass through the perimeter. Save column is equal to casters tier. Class symbol must be represented in the art of the circle.

RANGE

1 Target

RANGE

Self

Does function as long as the caster concentrates (within duration).

8 pts

COST

8 pts

Range 6 Sq Radius SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

Mundane Fire Immunity



Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell.

Creates enough light to read by if within 2 squares of caster.

Normal Fire Protection Warms those close SAME SPELL WILL COUNTER.

No Save

No Save

ENHANCEMENTS: 6

Pull Aggro



Fighter convinces enemy(ies) to target them.

STACK

 $^{\prime}$ GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think. Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). Party is a less attractive target with increases to Initiative (+2) and AC (+2). This is NOT a guarrantee the ploy will work. It depends on the creature(s).

NO FOCUS USE

SAVE:

RANGE

Self

RANGE

6 Squares

RANGE

Touch

RANGE

Self

RANGE

RANGE

Touch

RANGE

Touch

RANGE

Touch

10 Astral Mental Shield

COST 12 nts AREA OF EFFECT Self

AREA OF EFFECT

2 - 9 Sqs

AREA OF EFFECT

Self

AREA OF EFFECT

Self

AREA OF EFFECT

1 Square

AREA OF EFFECT

AREA OF FEFECT

2x2x2 Sq Sphere

AREA OF EFFECT

3 Sq Rad Circle

AREA OF EFFECT

3x3 Squares

ROLL OUT 2 Minutes

ROLL OUT

Initiative

5 Minutes

ROLL OUT

Initiative

ROLL OUT

2 Rounds

ROLL OUT

ROLL OUT

2 Minutes

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

DURATION 4 Hours

DURATION

2 Hours

20 Minutes

DURATION

1 Battle

DURATION

10 Minutes

DURATION

DURATION

1 Hour

DURATION

4 Hours

DURATION

4 Hours

RM: 2

• Avoid Attack



Barely visible flaxen colored sparks surround the caster Protection from astral influence while in the Astral Plane.

STACK 99

STACK

Astral plane is a mental plane and as such attacks are generally mental.

This inhibits Astral attacks.

Save vs Astral = RM:2. AC bonus +2.

3d6 electric damage when touched.

Total AC Bonus +4

SAVE:

SAVE:

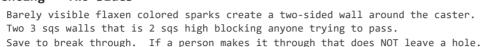
SAVE:

SAVE:

ENHANCEMENTS: 5 RM·3

No damage taken.

10 Charged Fencing - Two Sides



12 pts

Invisible Wall

SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

No Save

10 Magical Fire Protection

Limits mundane fire damage to 1 HP per round.

STACK

STACK

STACK

STACK 1

STACK 99

Fires as hot as or hotter than a forge will do 1d4 damage per round. If the fire is magical in nature this spell has no protection to offer.

12 pts

Forge fire = 1 hp / Rd

ENHANCEMENTS: 6

RM· 2

10 Minor Defense Bubble

Lavender coils loop around the caster in a ribboned chain-linked bubble. Attacks are slowed, thus the impact lessens the damage.

COST

12 pts

COST

12 pts

COST

12 pts

Lavender coils loop around the caster in a ribboned chain-linked bubble.

Other recipients SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 7 SKL:: 2

10 Wind Wall

Wind pulls up small bits and debris then whips back and forth in front of the caster. AC+4 vs Melee/Ranged/Thrown which protects the caster from every non-flank direction.

NO FOCUS USE

SAVE:

SAVE:

SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

11 Catch Small Incoming

Meant for Dev Raechio

All attcks converted. Thrown/Missile attacks=Move:1. AC-4

Meant for Dey Raechio

NO FOCUS USE

SAVE:

SAVE:

SAVE:

LEVEL 12 Circle of Animal Protection

> Barely visible sepia colored roots reach out to the camp border. Animals crossing must pass the MGC Save.

COST

12 pts

Barely visible sepia colored roots reach out to the camp border.

Column +1 SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

BRU: 3

Able to exit Circle

SKL: 2

Circle of Containment

Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area.

12 pts

COST

12 pts

Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)". Must Save to Exit.

BRU:>95 SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 4 SKL: 2

12 Circle of Langstrom Expulsion

Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save. Solid purple coils settle to the ground and become chalk.





13 Circle of Astral Expulsion

RANGE AREA OF EFFECT COST 3 Sq Radius 16 pts Touch

ROLL OLIT DURATION 10 Minutes 4 Hours

ROLL OUT

Initiative

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

ROLL OUT

Initiative

DURATION

until Healed

DURATION

Instant

DURATION

Possibly Days

DURATION

4 Rounds

DURATION

DURATION

5 Rounds

3 SKL: 2 Expulsion



Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 6

ENHANCEMENTS: 9

ENHANCEMENTS: 6

Not Sick

HTH·1

Battle-Offense AREA OF EFFECT STACK COST ROLL OUT DURATION SAVE: No Save 4 pts 6 Squares 1 Square Initiative 3 Rounds 1 Acid Mist

AREA OF EFFECT

1 Square

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Square

AREA OF EFFECT

1 Target

AREA OF EFFECT

AREA OF EFFECT

1 Sq (1 Target)



A green cloud emits from the caster's hands and gathers over the target square. Damage of 2d4 + ACU for 2 rds on 1 square. Leave area to avoid. No ToHIT is required.

RANGE

3 Squares

RANGE

1 Square

RANGE

4 Squares

RANGE

4 Squares

Effects all creatures in the square regardless of armor/clothing. Does NOT cause any structural damage or damage to the armor.

COST

4 pts

COST

4 pts

COST

4 pts

COST

4 pts

COST

COST

4 pts

STACK 99

STACK 99

STACK 99

STACK

STACK 1/Tier

STACK

NO FOCUS USE SAME SPELL WILL COUNTER.

1 Acid Rash w/ Ongoing Fragility

The caster throws green acid at the target in an arc. This is lobbable. Damage of 2d4 + ACU Bonus for 3 rds. Targets Save to avoid sickness I. Does put upon the enemy an advancement of fragility (Starting at Sickness I) Can't go beyond the given fragility during the battle, May go beyond the given fragility during start of day from this point forward

NO FOCUS USE SAME SPELL WILL COUNTER.

No Save

1 AoO on Enter or Exit

"Extra" attack which can be taken if an enemy enters or exits melee range. With entry/exiting melee range a Fighter may interrupt battle to attack the combatant. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

NO FOCUS USE AVOID AN Ago - ROG Lyl:1

SAVE:

SAVE:

SAVE:

SAVE:

Cause Illness

Sparks directed straight to target the square the caster points to. (No ToHIT) Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing. Target's failed Save indicates Sickness I.

NO FOCUS USE

I FV/FI

This can progress through Sickness II and III, to Disease I-II, then to death.

ENHANCEMENTS: 6 SKL: 2 Partial blindness

ENHANCEMENTS: 5

RM: 2

HTH: 2 No Illness

1 Flash Of Fire!

Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. Does 1d6 + casters Acumen bonus in damage. Can be directed at a creature or a single square.

99

CREATE: Flash Bang! NO FOCUS USE

1 Force Pinch

4 pts 8 Squares 1 Square Initiative Instant 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.

RANGE

Touch

RANGE

Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)

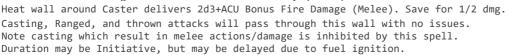
NO FOCUS USE SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 8 SAVE: SKL: 2

> > 1/2 Damage

1 Heat Wave Wall

Creates an inhibiting wall of heat vs those nearby (Melee). Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.



Recipient w/in 6 sqs SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

1 Massive Bludgeoning Attacks

RANGE AREA OF EFFECT COST ROLL OUT DURATION SAVE: No Save 4 nts Melee Self Initiative 2 Rounds

ROLL OUT

Initiative

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

ROLL OUT

Initiative

ROLL OUT

Initiative

DURATION

Instant

DURATION

1 Round

DURATION

5 Rounds

DURATION

Instant

DURATION

1 Round

DURATION

Instant

DURATION

1 Round

DURATION

Instant

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Target

AREA OF EFFECT

4 sq Triangle

AREA OF EFFECT

1 Square

AREA OF FEFECT

1 Creature

AREA OF EFFECT

AREA OF EFFECT

1 Target

AREA OF EFFECT

2 Squares



Fighters use the flat or blunt area of their weapon.

STACK 1

Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).

FFull damage is applied right away. After 30 minutes half of the damage fades away. Bludgeoning can be applied to all or none of the attacks.

RANGE

10 Squares

1 Square

RANGE

Self

RANGE

8 Squares

RANGE

Move x2

Cannot be applied to non-melee attacks.

STACK

NO FOCUS USE

SAVE:

SAVE:

SAVE:

Total Duration 4 rounds

SAVE:

SAVE:

NO FOCUS USE

SAVE:

ENHANCEMENTS: 3

1 Rose Thorns



The caster flicks their wrist to throw thorns at the target. A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each).

4 pts

The attack is directed to a single target via a ToHIT roll with a +4 bonus.

Blunder rolls merely indicate the target was missed.

Total +10 ToHIT honus SAME SPELL WILL COUNTER.

No Save

No Save

ENHANCEMENTS: 2

Backstab - Melee



Rogue takes advantage of a nearby targets flank.

STACK 99

STACK

ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.

This skill improves the effect of a normal backstab.

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COST

4 pts

4 pts

Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

NO FOCUS USE

ENHANCEMENTS: 4 RM·1

Target Sees

2 Barbed Sparks



Caster conjures and throws colorful lights fom their fingertips into the AOE.

Can distract or temporarily blind people for up to 2 rounds.

All in AoE must Save to not be blinded for this round + 1 more.

Those that do Save have no visual issues.

STACK

Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

COST

4 pts

FNHANCEMENTS: 7

ENHANCEMENTS: 5

2 Electric Zap



Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)

Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.

Sparks race to the target without any arc or lobbing.

No ToHit or Save required.

STACK

STACK

STACK 99

STACK

+4 Damage

No Save

No Save

2 Fighters Charge



LEVEL

4 pts Fighter races forward and uses their momentum to help in an attack.

COST

This charge must be in a striaght line and not start or stop with a pivot.

Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).

They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4).

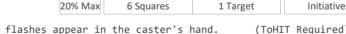
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

SET FOR CHARGE - FTR LvI:1

ENHANCEMENTS: 3 RM: 1

Damage taken

2 Fire Crack!



RANGE

10 Squares

RANGE

10 Squares



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

NO FOCUS USE

SAVE:

SAVE:

Save Col +1

ENHANCEMENTS: 4

Snell missed

AGL: 2

Flame Bolt



4 pts No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge.

COST

4 pts

COST

CREATE: Flame Ball

Col +1

SAME SPELL WILL COUNTER. ENHANCEMENTS: 4

RM: 2

Force Push



Solid lavender coils extend from caster's hand to push directly from the caster to the target Target(s) Save or pushed back Direct damage of 1d6 + ACU. Solid lavender coils extend from caster's hand to push directly from the caster to the

target. (No ToHIT)

SAME SPELL WILL COUNTER.

ALL RANGE AREA OF EFFECT STACK COST ROLL OUT DURATION SAVE: RM: 2 4 nts 8 Squares 1 Square Initiative Instant 2 Hail Attack Mist from the caster creates a cloud above the target and hail pelts down to a square. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage. Mist from the caster creates a cloud above the target and hail pelts down to a square. +4d4 (No ToHIT) SAME SPELL WILL COUNTER. ENHANCEMENTS: 3 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Touch 1 Target Initiative 3 Rounds 2 Scorching Skin

AREA OF EFFECT

1 Spell

AREA OF EFFECT

1 Target

AREA OF EFFECT

In Sight

AREA OF FEFECT

1 Target

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Melee Target

AREA OF EFFECT

1 Target

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Pre-Battle Instant

ROLL OUT

Initiative

DURATION

Instant

DURATION

1 Round

DURATION

Up to 30 Min

DURATION

4 Rounds

DURATION

1 Round

DURATION

1 Round

DURATION

1 Round



Ghostly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT) 1d6 +ACU damage per round. +4 additional damage to Undead/Living dead. Does radiate heat but not much light

No Sickness/Disease SAME SPELL WILL COUNTER. ENHANCEMENTS: 4

RM: 1

ENHANCEMENTS: 2

Disrupted

SAVE:

SAVE:

NO FOCUS USE

SAVE:

2 TIRO Spell Interference

Caster sends colorful sparks towards a spell. (No ToHIT) Save to disrupt Target's current spell. Metal armor = 1 column worse.

30% Max

COST

4 pts

COST

4 pts

COST

4 pts

COST

4 pts

NO FOCUS USE

No Save

3 Charge - Rogue

The rogue races forward to deliver an intimidating hit.

STACK 99

STACK

One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8. 'Extra' Attack. Only 1 Extra attack is allowed per round.

8 Squares

RANGE

Move x2

RANGE

In Sight

RANGE

6 Squares

RANGE

1 Square

RANGE

1 Sq / Tier

RANGE

Char Sheet

When announced before/during initiative add 10 to Initiative.

Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.

SET FOR CHARGE - FTR LvI:1

FNHANCEMENTS: 3

SNS: >05

Distracted

Distraction

Draw attention. May draw aggro or distract a crowed. Must be maintained to continue.

THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:

NO FOCUS USE

SAVE:

LEVEL

Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd

THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

ENHANCEMENTS: 1

No Save

SAVE: No Save

3 Heat Metal Armor

> Metal bits of target armor glow with heat. Targets Init, AC, ToHIT drop 1 per round. Round 1: Initiative -1 Ac -1 ToHIT -1

Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4. Initiative -4 Δc -4 ToHTT -4

STACK

STACK 99

STACK

CREATE: Enflame Metal Armor AC/Init/ToHIT additional -1 SAME SPELL WILL COUNTER. ENHANCEMENTS: 6

I FV/FI Shield Bash (Odd rounds)

> Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers or kite shields.

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus. All 'Shield Bash' must be directed to the same target.

4 pts

COST

4 pts

NO FOCUS USE

SAVE:

Surprise Throw

Character quickly throws a weapon before the fighting begins! Single hand weapon only. Init+15, ToHIT+6, Damage: Crit chart roll. 1 Attack instead of normal number per round. Surprise Thrown attack is done before battle is started. Which will create a round 0. Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest rolled Init wins and others fail to happen.

NO FOCUS USE

Accurate Ranged Shots

A focus on accuracy rather than speed.

Shooter focus' on a single target for the round.

STACK

Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.

Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow.

Applies to all ranged shots during the round.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 2

ENHANCEMENTS: 1

ENHANCEMENTS: 3

No Save

No Save

ALL STACK 2 RANGE AREA OF EFFECT DURATION COST ROLL OUT SAVE: • SKL: 2 4 nts 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. 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.



ENHANCEMENTS: 7

No Save

	_	
4	Hunters	Charge



Hunter charges up to an enemy for a frontal melee attack.

Charge must be a straight path to the target and not end with a pivot.

Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).

30% Max

COST

4 pts

Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.

RANGE

Move x2

12 Squares

RANGE

8 Squares

RANGE

by the bow

NO FOCUS USE SET FOR CHARGE - FTR Lvl:1

SAVE:

SAVE:

SAVE:

NO FOCUS USE

4 Quick Flash Fire



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

STACK 99

STACK

(ToHIT Required)

1 Target

AREA OF EFFECT

3x3 Squares

AREA OF EFFECT

AREA OF EFFECT

1 Target

AREA OF FEFECT

By Weapon

AREA OF EFFECT

Miss Attack

AREA OF EFFECT

Self

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

Initiative

ROLL OUT

Instant

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Initiative

ROLL OUT

Instant

DURATION

1 Round

DURATION

Instant

DURATION

2 Rounds

DURATION

1 Round / Tier

DURATION

4 Rounds

DURATION

2 Rounds

DURATION

1 Round

DURATION

1 Round

NO FOCUS USE

ENHANCEMENTS: 3 No Save

AGL: 2

1/2 Damage

5 COUNTER: Disruptive Factor



Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others.

COST

8 pts

COST

8 pts

COST

8 pts

COST

8 pts

All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range.

This is a Counter Action and can only be used once in a round.

FNHANCEMENTS: 2

No Save

No Save

Instant Ranged Shots



Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. The Hunter must identify a specific bow for this skill and concentrate on this skill. Multiple bows can get this benefit with separate use of this skill for each bow. Each attack is instant & will be completed before the next attack from another person.

NO FOCUS USE

SAVE:

NO FOCUS USE

SAVE:

SAVE:

SAVE:

ENHANCEMENTS: 2

ENHANCEMENTS: 2

Long Distance Crossbow Shots



LEVEL

Hunter uses flight bolts with a crossbow to gain distance

STACK

STACK 1

STACK 99

Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares.

Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to

RANGE

By Weapon

RANGE

Miss Attack

RANGE

Melee

RANGE

By Weapon

Initative and ToHIT rolls.

No Save

No Save

Penetrating Ranged Shots



Hunter focus' on burying the arrows deep into the targets the cost of accuracy.

This skill only works with bows and for ranged attacks.

This skill requires the use of a bow and the ToHIT has a penalty of 2. The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8.

This applies to all of the Hunters bow shots for the duration.

NO FOCUS USE

ENHANCEMENTS: 2

5 Step and Shoot



Meant for Archer Hunter moves 1 sq forward, shoots & continues. Shots:1+ 1 per Tier Meant for Archer

COST

4 pts

8 pts

Dmg +2

ENHANCEMENTS: 1

AoO on Melee Entry



Rogue take AAO as target enters the battle

STACK

Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

NO FOCUS USE

SAVE:

AVOID AN AoO - ROG Lvl:1

No Save

ALL RANGE AREA OF EFFECT STACK 3 ROLL OUT DURATION • COST SAVE: SKL: 2 8 nts 8 Squares 1 Square Initiative 3 Rounds Conjured 6 Conjure Arcane Beetles CREATE: Save to conjure. Recommend sequentail casting due to multiple round Duration. Cinderroot powde Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. SKL:>05 The beetles attack non-enemies if no enemies are in range.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

ENHANCEMENTS: 9

STACK

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SAVE:

8 pts

6 Half and

Meant for Dey Raechio Split focus of Attack and Move Meant for Dey Raechio

NO FOCUS USE

EVEL STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

6 Held Shot - Single Target 8 pts By Weapon 1 Target Initiative 5 Attacks



Hunter keeps the target in sight and fires a carefully aimed shot.
Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).
Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.
If the target is out of sight for an entire round or more the count must start over.
Each successive attack w/ same target +2 ToHit and Damage(Max +10).

ENHANCEMENTS: 3

NO FOCUS USE

NO FOCUS USE

EVEL STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 pts By Weapon 1 Target Initiative 5 Attacks

Holds a thrown attack as they concentrate on a single target to find a weakness.

TOHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.

If the target is out of sight/range for a round or more this effort is broken.

During the wait time the following non-damaging skills can be used on the same target:

Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.

AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 pts By Weapon By Weapon Initiative 1 Round

Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2. If not annouced, the Hunter still is able to shoot through the group to the target.

NO FOCUS USE

ENHANCEMENTS: 5

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save
7 AOO on Kill 8 pts 1 Square 1 Target Instant Instant

The fighter has dropped an enemy and another becomes the target!

LEXTRA' attack focuses on another non-flank enemy within melee range with +6 TOHIT.

Is an Extra Attack. Only 1 Extra attack is allowed per round.

Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness'.

NO FOCUS USE

AVOID AN AoO - ROG Lvi:1

'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.

ENHANCEMENTS: 1

LEVEL

STACK 1

COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: BRU: 2

7 Brutal Push Forward

8 pts 1 Square 1 Square Initiative 1 Round Move Forward



From a standstill to a massive push almost instantly!
This skill will push the target back 1 square, if the square is open.
Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).
Init+4 if stated. AC-2, Attacks-1, ToHIT+2.
Fighter has one less attack (Min of 0). Use Enhancement 'Attacks +1' for Min of 1.

NO FOCUS USE

Fighter has one less attack (Min of 0). Use Enhancement Attacks +1 for Min of 1.

ENHANCEMENTS: 1

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 Acid Rain

8 pts 8 Squares 1 Square Initiative 2 Rounds



Caster draws their hands downward while fluttering their fingers.

Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid.

Caster draws their hands downward while fluttering their fingers. (No ToHIT)

Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

+2 HP Damage

SAME SPELL WILL COUNTER. (**)

ENHANCEMENTS: 9

STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 Desperation Attack

8 pts Self Self Initiative 1 Round



Fighter attacks in wild and desperate attacks that just might work.

Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!!

Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.

Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll.

(There is a Strumos spell that can change the formula to 1d20-5!)

NO FOCUS USE

8 Flame Strike

STACK 99 COST 8 nts

RANGE 4 Squares AREA OF EFFECT 1 Square

AREA OF EFFECT

2 Squares

AREA OF EFFECT

2x2 Squares

AREA OF EFFECT

PMP

AREA OF EFFECT

Direct Line

AREA OF EFFECT

Adjacent Sqs

AREA OF FEFE

AREA OF EFFECT

1 Target

AREA OF EFFECT

1 Horse

ROLL OUT Initiative

ROLL OUT

Initiative

Initiative

ROLL OUT

30 Minutes

ROLL OUT

Initiative

DURATION 1 Round

DURATION

Instant

Instant

DURATION

5 Minutes

DURATION

Instant

DURATION

1 Round

DURATION

1 Round

DURATION

1 Round

DURATION

1 Battle

RM: 2

1/2 Damage



Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage.

COST

8 pts

hurts fire based SAME SPELL WILL COUNTER.

SAVE:

SAVE:

ENHANCEMENTS: 4 RM· 2

8 Force Clap



A force wall pushes directly from the caster to the target but only the target will usually b Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.

RANGE

12 Squares

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)

8 Squares

RANGE

Self

Save Col +1 SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 6 RM: 2

8 Hail Stones



Barely visible rust colored roots, rise over the area, and throw down hail. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a reduced effect against hot temperature targets.

8 pts

Delivers the attack and damage from above the target.

STACK 1

Magical fire does not light things afire.

STACK 99

(No ToHIT) +1d6 Dmg

> SAME SPELL WILL COUNTER. ENHANCEMENTS: 6

> > No Save

No Save

8 Portal To Nae'Em

portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal.

COST

8 pts

COST

8 pts

the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

RANGE

10 Squares

NO FOCUS USE

SAVE:

SAVE:

SAVE:

ENHANCEMENTS: 6

ENHANCEMENTS: 6

8 Static Bolt



LEVEL

Sparks travel from the caster's hand directly towards the target. (ToHIT Required)

Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.

Sparks travel for 3 squares in a direct row.

STACK 99

STACK

1st square of row must be within Range.

+4 Dmg SAME SPELL WILL COUNTER.

No Save

Whirling Mordra - Rogue



LEVEL

Rogue spins about and attacks all targets adjacent to them.

1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r $_{ ext{NO-FOCUS-USE}}$

RANGE

Touch

Roll ToHit once with +4 bonus. This ToHit applies to each target.

12 pts

COST

8 pts

Roll Damage one with +4 bonus. This Damage applies to each target that was hit.

This is applied to all surrounding squares regardless wheter friend or foe.

ENHANCEMENTS: 3

No Save

Adrenalin Rush



The Fighter hypes themselves up. (Narrative)

STACK 99

STACK

STACK

Character must verbally hype themselves up within pre-intiative part of their round.

Fighter can move and attack or just attack. Movement after the attack is not allowed.

RANGE

4 Sas Min

RANGE

1 Square

Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).

NO FOCUS USE

ENHANCEMENTS: 2 SKL: 2

Allowed a ToHIT

Curved Throw



Allows Rogue to throw a 1 handed throwing weapon around a corner.

COST

12 pts

12 pts

1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown.

Throw must be a minimum of 4 squares.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 2 SKL: 2

Attack is attempted

Mounted Melee Attack



Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.

NO FOCUS USE

SAVE:

10 Blunted Bow Shots (Bow Only)

AREA OF EFFECT RANGE ROLL OUT DURATION COST SAVE: No Save 12 nts By Weapon 1 Target Initiative 4 Rounds

ROLL OUT

Instant

12 Secs (2 Rds)

ROLL OUT

ROLL OUT

Initiative

ROLL OUT

Initiative

Initiative

ROLL OUT

ROLL OUT

AREA OF EFFECT

1 Round

3x3 Square

AREA OF EFFECT

AREA OF EFFECT

1 Target

AREA OF EFFECT

By Weapon

8 Squares

AREA OF EFFECT



Hunter aims to subdue, not kill.

Full damage is applied till end of round, then only 1/4 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initative and ToHIT rolls.

RANGE

Self

Touch

RANGE

RANGE

8 Squares

RANGE

By Weapon

NO FOCUS USE

SAVE:

SAVE:

NO FOCUS USE

SAVE:

SAVE:

Use 'Blunt' on Criticals chart. Damage is from the critical blunt column.

STACK

ENHANCEMENTS: 1

SKL: 1

Wakes up

Expulsion

11 Wake To Battle	11	Wake	To	Battle
-------------------	----	------	----	--------

Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.

This skill can be enacted by the Player even if the Character is asleep. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

Range is for casting. Distance to caster does not matter after casting.

12 pts

COST

12 pts

COST

ENHANCEMENTS: 1

MR· 2

12 Circle - Dimensional Expulsion

Forces Dimension Creatures and items back to Dimension Plane.

This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Save for each creature/item. Pass to expell. Every Save attempt alerts the caster.

DURATION

Instant

1 Round

DURATION

DURATION

1 Round

DURATION

1 Round

DURATION

1 Round

DURATION

1 Round

DURATION

ENHANCEMENTS: 2

1/2 Dmg if same

ENHANCEMENTS: 2

1/2 Dmg if same

RM: 3

RM·3

12 pts Initiative 8 Squares 1 Target 1 Round 12 Class Power Attack Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.

> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid The power surges outward impacting the enemy.

> > STACK 99

STACK 99

No ToHIT required.

Knockback w/ RM:3 SAME SPELL WILL COUNTER.

12 pts Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.

COST

12 Class Power Attack (FIRE)

The power surges outward impacting the enemy. No ToHIT required.

COST

12 pts

12 pts

Knockback w/ RM:3 SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 2 No Save

12 Targeting A Moving Target

Hunter tracks the movment and shoots! Init+4 and ToHIT+8 vs Moving targets for 1 Rd. Bonuses of +2 per Tier to Initiative and ToHIT

STACK

STACK 99

STACK

STACK

NO FOCUS USE

SAVE:

LEVEL

Penalties to Number of attacks reduced to half normal. Minimum is 1 attack. Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.

ENHANCEMENTS: 4 No Save

12 Whirling Mordra

In 1 Sq the Fighter spins back and forth to strike out at all within melee range. 'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares.

Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.

It's recommended to tell the party then stall on your initiative until friends step away. Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only. Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.

RANGE

RANGE

Touch

NO FOCUS USE

SAVE:

SAVE:

Save Col +1

SAVE:

16 pts 12 Squares 1x3 Squares Initiative 13 Fire Bombardment

COST

Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.

This can be lobbed but needs clearance past obstacles before hitting target.

No ToHIT is required. Damage to 3 adjcent squares.

AoE: Row of 3 squares in a line leading away from caster within range.

AoE: 3x2 Squares. 2 wide SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

RM: 2

1/2 Damage

13 Ice Spear

AGL: 2 1/2 Damage 16 pts 10 Squares 1 Target Initiative Instant

AREA OF EFFECT



Solid brown roots grow into a spear. ToHIT is required and this is lobbable. Dmg: 3d8+ACU Bonus +4. ToHIT +4. Target dodges (AGL) for 1/2 Damage. Solid brown roots grow into a spear. ToHIT is required and this is lobbable.

ALL RANGE AREA OF EFFECT DURATION STACK 99 ROLL OUT COST SAVE: No Save 16 pts 12 Squares 2x2 Squares Initiative 3 Rounds 14 Acid Blobs CREATE: Sickly green Acid blobs begin to fall in the AoE. Scroll of Acid Blob Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" 3x3 AoE. SAME SPELL WILL COUNTER. ENHANCEMENTS: 6 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 16 pts By Weapon 1 Target Initiative 1 Round 14 Ranged Sucker Shot(s) Hunter scopes out a stationary target that is unaware of any danger. The target must have a relaxed sense about them. Not with their guard up. NO FOCUS USE Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target. ENHANCEMENTS: 5 STACK COST RANGE AREA OF EFFECT SAVE: No Save 16 pts Melee 1 Creature Instant 1 Round 14 Surprise Death Blow Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). NO FOCUS USE Fighter gains +15 bonus to ToHIT. Damage is rolled on the Critical chart. And enhancements can add to the damage. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. ENHANCEMENTS: 2 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM·3 16 pts 8 Squares 1 Target 1 Round 1/2 Damage Initiative 15 Dokour Flame Attack Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs a ball of magical flame straight to the target. No lobbing. Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage. Dmg +4/die Does not light anything on fire since this is a magical fire. SAME SPELL WILL COUNTER. ENHANCEMENTS: 3 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 16 pts By Weapon 1 Target Initiative 1 Round 15 Moving And Shooting Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . NO FOCUS USE Potentially negates some of the downsides of being unstable as your attempt to shoot. The weapon will only have half of the normal distance. A ranged weapon must be used. Number of attacks are halved. Minimum of 1. ENHANCEMENTS: 3 AREA OF EFFECT STACK COST RANGE ROLL OUT DURATION SAVE: AGL: 2 16 pts 8 Squares 1 Square Initiative 3 Rounds 1/2 Damage 16 Water Blast Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). Dmg 5d8 + ACU Bonus. Target dodges with AGL for 1/2 dmg. Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd and 3rd rounds allow concurrent casting. SAME SPELL WILL COUNTER. ENHANCEMENTS: 4 STACK 99 RANGE AREA OF EFFECT COST ROLL OUT DURATION SAVE: RM: 2 LEVEL 20 pts 12 Squares 2 Squares Initiative Instant 17 Hammering Force A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds. A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Save Col +1 creatures/items in the way. (No ToHIT) SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

RANGE

12 Squares

AREA OF EFFECT

Direct Line

ROLL OUT

Initiative

DURATION

Instant

SAVE:

+6 Dmg

AGL: 2

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 3

1/2 Damage

STACK 99

Damage of 2d6 + ACU on 4 in row. +1d6 damage if non-Adamn armor.

1/2 damage if Save passed.

+4 damage with use of Focus ring.

17 Lightening Bolt

20 pts

Lightening travels from the caster's hand directly towards the target(s).

Battle-Prep

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION 4 pts Touch 3x3 Sq 2 Minutes 8 Hours

The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

1 Camp Perimeter Shock

Sandy colored sparks scatter to the perimeter and fade away. 8 Sq Dia circle around caster delivers 1d3 electric damage. When a creature crosses the perimeter causes a zap sound.

+1d3 Dmg SAME SPELL WILL COUNTER.

DURATION

DURATION

DURATION

DURATION

SAVE:

RANGE AREA OF FEFECT DURATION No Save 4 pts Self Caster 1 Hour 3 Days

ROLL OUT

ROLL OUT

ROLL OUT

ROLL OUT

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.

STACK

Only 1 triggered health can be in place at any time.

STACK 99

Triggered Forced Health Draught Stack+1 SAME SPELL WILL COUNTER.

No Save

SNS: 2

ENHANCEMENTS: 4

ENHANCEMENTS: 4

ENHANCEMENTS: 3

FNHANCEMENTS: 8

No shock

3 Armor of Light

30% Max Self Self 1 Minute 4 Hours

AREA OF EFFECT

AREA OF EFFECT

AREA OF EFFECT

Solid Multi Colored flashes and surrounds the Caster.

AC becomes 16. Image of bright, sparkly magic armor around Caster.

COST

NO FOCUS USE SAME SPELL WILL COUNTER.

I FV/FI

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

RANGE

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.

COST

Total= 10% adjust

No Save

SAVE:

NO FOCUS USE

SAVE:

SAVE:

CREATE:

Pre-Battle Instant 4 pts Thrown 1 Target 1 Round Focused Thrown Attacks Concentrates on a target and throws at the last second.

I FV/FI

Rogue holds all attacks until an initative of 0.

STACK 99

Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round. Initiative for these attacks are set to 0.

RANGE

RANGE

STACK

STACK

For all normal attacks in the round. Does not affect additional attacks. ENHANCEMENTS: 1

No Save

Watchful Approach

20 Minutes 4 pts Self Self 4 Rounds Rogue is obvisouly and continously scanning and monitoring their surroundings. NO FOCUS USE



Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.

COST

COST

Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises.

Must roll SKL:2 to not be noticed while using this skill.

ENHANCEMENTS: 2

SKL: x

ENHANCEMENTS: 4

RANGE AREA OF EFFECT 4 pts Touch 1 Weapon 30 Minutes 1 Battle Weapon Speed Charm



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)

Column -1

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: BRU: 2 2x2 Squares 1 Minute 4 Hours Exited 8 pts Touch Entangle



Caster throws etheral vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.





AREA OF EFFECT

AREA OF EFFECT

3x3 Squares

AREA OF EFFECT

By Weapon

AREA OF EFFECT

1 Fighter

AREA OF FEFECT

3x3 Sq Radius

AREA OF FEFECT

1 Battle

Point 80 ft Ahead

8 nts Self Self

RANGE

DURATION 10 Minutes 4 Hours

DURATION

2 Hours

DURATION

10 Minutes

DURATION

4 Hrs or 1 Battle

DURATION

1 Hour

DURATION

4 Hours

DURATION

3 Days

ROLL OUT

ROLL OUT

Initiative

8 Minutes

ROLL OUT

1 Minute

ROLL OUT

2 Minutes

ROLL OUT

10 Minutes

ROLL OUT

1 Minute

SAVE: SNS: 2 • No surprise.



Hunter takes on roll of a Point Person as the group moves forward.

COST

COST

8 pts

COST

8 pts

COST

8 pts

COST

12 pts

COST

12 pts

COST

If surprised Hunter Saves to overcome group surprise.

STACK

STACK

Hunter must be about 80 feet ahead of the group and alone in that point position.

Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprize, Dazed, & Stun. No convo, 1000 yard stare. NO FOCUS USE

7 Profiled In Fire

8 pts Self Self Visible heat waves surround the casters's body for the duration.

Self

RANGE

By Weapon

RANGE

Touch

RANGE

Touch

RANGE

Self

RANGE

Wreathes the caster in the image of intimidating flames. Allow the target audience a Save due to the wreathe of flames.

Will not set items on fire due to Magical output.

STACK

STACK

STACK

STACK 1

SAVE: SNS-2 No Intimidation CREATE:

Aura Of Flames

SAVE:

CREATE:

warmth = 2x2 AoF

SAME SPELL WILL COUNTER. ENHANCEMENTS: 6

RM: 2

Circle of Protection vs Magic

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

COL +/- 1 SAME SPELL WILL COUNTER.

ENHANCEMENTS: 10

FNHANCEMENTS: 1

No Save

No Save

8 Critical Ranged Shot (Pre-Battle)

Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. This skill cannot be stacked upon itself.

NO FOCUS USE

SAVE:

SAVE:

SAVE:

LEVEL NAE'EM

8 Raise Nae'Em Fighter Str +1 Sparks cause the fighter to sparkle throughout the duration.

Raise Fighter Str +1

All adjustments to saves, initiatives, ToHITs are then applied. See stacking number to determine how many Nae'Em Fighters can be affected. One spell per creature, even if stack indicates more than 1.

4 Hours SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

Dimensional Containment

Blood red aura lights up the perimeter before fading from view.

Save = >95

LEVEL

Holds Dimensional creatures within AoE. Creatures of Dimension must Save to leave the containment.

ENHANCEMENTS: 4 SNS: 2

BRU: 4

Able to Exit

Triggered Shield vs 1

Redish blue sparks dance around the caster. (Redish blue sand) -1 ToHIT vs caster if a single attacker SNS:2 Save fails. Redish blue sparks dance around the caster. (Redish blue sand) CREATE:

-1 ToHIT SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 6

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL NAE'EM 32 pts 1 Small Wpn 5 Minutes 1 Battle Touch

13 Enchantment of Returning

Creates a Dagger of Returning. Make a small weapon or ammo into 'Returning' Dagger is returned to the person that threw it.

NO FOCUS USE

SAVE:

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 16 pts Caster 2 Sq Wide Moat 30 Minutes 6 Hours 14 Magma Perimeter

Bright magenta flames leaps from the Caster's fingertips into a created moat. 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. Magma in moat causes 8d6 damage each round.

Magma is 1 square deep. Submerged creatures have damage doubled.

5x5 Square Island SAME SPELL WILL COUNTER.

AREA OF EFFECT

AREA OF EFFECT

PMP

AREA OF EFFECT

1 Creature

AREA OF EFFECT

PMP

AREA OF EFFECT

8x8x8 Sas

AREA OF EFFECT

ROLL OUT

1 Hour

ROLL OLIT

20 Minutes

ROLL OLIT

2 Days (24 Hrs)

ROLL OUT

3 Hours

ROLL OUT

16 Quick Ranged Shot (Pre-Battle)

RANGE 16 pts Melee 1 Creature ROLL OUT DURATION Instant Instant

SAVE: No Save

Hunter starts a battle with a +15 Init to their bow attacks. Hunter creates a zero round by with this quick shot. Only 1 attack is allowed.

Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.

COST

STACK

NO FOCUS USE

ENHANCEMENTS: 3

Call-Summon

DURATION STACK 99 AREA OF EFFECT ROLL OUT RM·1 30% Max 4 Sas 1 Item Initiative 1 Round Item grabbed. 3 I Have Your Item!



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.

COST

4 pts

COST

4 pts

COST

8 pts

COST

8 pts

NO FOCUS USE

SAVE:

Alter the description

SAVE:

HP at 50.

SAVE:

SAVE:

SAVE:

DURATION

1 day / Tier

DURATION

1 Month (30 days)

DURATION

End of Year

DURATION

1 Month (30 days)

DURATION

ENHANCEMENTS: 4 RM· 2

Imp appears

3 Invoke Temporary Imp

Emerges out of a flame. Looks similar to caster, but miniature and with a tail. Small ball of magical fire creates an imp.

RANGE

8 Squares

RANGE

30 Squares

RANGE

30 Squares

RANGE

RANGE

Emerges out of a flame. Imp is about 3 inches high (7.6 cm).

STACK 1

Imp has same skin color, hair color/style, and race (Miniaturized) as caster.

HP:12. SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1

ENHANCEMENTS: 6 SKL: 2

ENHANCEMENTS: 10

ENHANCEMENTS: 4

ENHANCEMENTS: 8

ENHANCEMENTS: 2

SKL: 2

Summoned

SKL: 1

Summoned

IEVEL ΝΔΕ'ΕΜ

3 Summon Astral Beast of Burden

Caster summons an astral beast of burden. Up to 3 riders with one as the caster. 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. Astral creature will only respond to the casters mental commands. Creature will not understand threating or kind actions towards it.

If attacked it will attack in random directions w/ 1d8 since it does not understand.

No Save

LEVEL NAE'EM

5

Invoke Imp Partner (Year long)

Emerges out of a flame. Looks similar to caster, but miniature and with a tail.

Small ball of magical fire creates an imp. Emerges out of a flame. Imp is about 3 inches high (7.6 cm).

STACK

Imp has same skin color, hair color/style, and race (Miniaturized) as caster.

SP:0 Attacks: x1x1. No Init:0 ToHIT:0. Damage: 1d2 Distance:1 HP:12.

Alter the description

I EVEL NAF'EM

Summon Nisse

The caster summons a small gnome-like familiar.

STACK

A creature that can be seen with ultra violet vision. Timid invisible creatures that stay within 8 sgs of caster.

Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights). Named Nisse. AoE:10x10x10

IFVFI NAF'FM

STACK COST AREA OF EFFECT ROLL OUT RANGE DURATION SAVE: No Save 16 pts PMP 1 Nae'Em 10 Minutes Instant 13 Summon Strumos Creations (Tae'Em)



The caster focuses on up to 6 items they have created and left behind. The items the Strumos summons from must be a preset location (Vae'Em). Item(s) are drawn to the caster through the Astral Plane.

All the items must have been created by the caster.

STACK

The connection is to the items.

Subtle Casting (Free)

17 Force Cage

20 pts 8 Squares 10 Minutes 3 Rounds 3x3 Squares Smokey purple strands weave and become a cage for all but Dokour.



May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.

COST



Climb-

4 pts Move

Vertical Area

AREA OF EFFECT

AREA OF EFFECT

Self

AREA OF EFFECT

In Sight

AREA OF EFFECT

Self

AREA OF EFFECT

3x3x3 Sa

AREA OF EFFECT

Varies

AREA OF EFFECT

2 Fires

DURATION 5 Minutes

ROLL OUT

1 Minute

ROLL OUT

Instant

ROLL OUT

Initiative

ROLL OUT

1 Minute

ROLL OUT

Initiative

ROLL OUT

5 Rounds

2 Rounds

SAVE: AGL: 3

Has not fallen



Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment.

Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.

No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?) Falling damage is 2d8 for every section the character has climbed. COST

8 pts

COST

12 pts

COST

4 pts

COST

4 pts

COST

NO FOCUS USE

STACK 1

STACK

STACK

STACK 99

1/2 Movement (Sgs)L/2 Movement (Sgs)

DURATION 12 Secs (2 Rds) 1 Rds (6 Sec)

AGI · 3 has not fallen

SKI · 2

5 Freehand Climbing @ 1/2 Movement

Ability to climb freehand vertically without packs, sacks, armor, or medium+ weapons. At end of climb Rogue rolls Save to not fall. Fall damage is 2d8 per 1/2 move. Kit, rough surfaces, inclines, ropes, & other methods will shift the Save columns.

Must find a secure stoping spot at the end of the distance or Save to not fall. This can be used with the skill, '2nd Attempt To Grab' if the Rogue fails their Save

RANGE

Touch

RANGE

In Sight

RANGE

Self

RANGE

Self

RANGE

RANGE

PMP

NO FOCUS USE

DURATION

Instant

DURATION

Instant

DURATION

1 Day

DURATION

5 Minutes

DURATION

Usually 2 Days

DURATION

20 Minutes

Grab works

9 2nd Attempt To Grab

A Rogue a attempt to recover from missing a grab Rogue gains an opportunity to re-attempt a failed grab if the Save is passed. If the Save fails the 2nd attempt to grab fails.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 1

SKI:3

Sent & Rcvd

Communication-

1 Rogue To Rogue Signals

A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?

One statement per round. Only basic information is put across.

If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT

Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.

NO FOCUS USE

SAVE:

SAVE:

LEVEL

'readable'.

ENHANCEMENTS: 1

No Save

1 Speak/Read/Write Common

The character is able to read and write the language known as 'Common'.

Read and write local common and personal racial language.

The character is able to read and write the language known as 'Common'.

NO FOCUS USE

SAVE:

2 Amplify Own Speech

The caster takes a deep breath and speaks at an amplified volume.

COST

20% Max

Amplifies sound out up to a 3 Square wide Cube.

STACK 99

The caster takes a deep breath and speaks at an amplified volume.

COST

4 pts

NO FOCUS USE

SAVE:

No Save

SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

Believed

SKL: 3

STACK 99 4 pts Hearing Convincing Another (or Lie) Rogue embelishes, bends, or breaks the truth in an attempt to convince someone.

STACK

Players that role playing this out will get the Save column droped by 1. Save column adjusted based on audience size and mood, the extremness of the lie, etc. COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 1

2 Hot Conversations

Audio visual fire to fire Nae'Em. Small item pass through. Two separate fires must be in preset location and lit. The caster face will be visible to the other side.

A single 'speakers' face will be visible to the caster.

Item passed through SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 6

If the target is general ("Any one person in the crowd") the column is reduced.

Fire to fire Nae'Em.

STACK 99 COST 4 nts

RANGE 4 Sas/Tier

RANGE

20 Squares

Touch

AREA OF EFFECT 1 Square

AREA OF EFFECT

1 Flare

200 Characters

AREA OF EFFECT

3x3x3 Sqs

AREA OF EFFECT

2x1 Sqs (Wall)

AREA OF EFFECT

200 Char

AREA OF FEFECT

1 Conversation

AREA OF EFFECT

1 Person

AREA OF EFFECT

200 Characters

ROLL OUT Initiative

ROLL OUT

Initiative

20 Minutes

ROLL OUT

Initiative

ROLL OUT

30 Minutes

ROLL OUT

Initiative

ROLL OUT

5 Minutes

ROLL OUT

30 Minutes

ROLL OUT

10 Minutes

DURATION 1 Round

DURATION

1 Minute

DURATION

20 Minutes

DURATION

5 Minutes

DURATION

Until Triggered

DURATION

20 Minutes

DURATION

1 Hour

DURATION

4 Hours

DURATION

1 Hour

SKL: 2

Convincing

2 Ventriloquism



A voice/sound is coming an unidentified place/person.

Mimic sounds or a short sentence per round.

Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.

NO FOCUS USE

SAVE:

SAVE:

ENHANCEMENTS: 2

3 Colored Signal Flare



Vivid Multi Colored flashes shoot from the Caster's fingertips into the sky. A colored signal flare. Random between Red, Blue, Yellow, and Green.

COST

15% Max

4 pts

COST

25% Max

COST

4 pts

COST

8 pts

COST

8 pts

NO FOCUS USE

SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 6 RM: 2

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.

Plum colored coils drift to the text and lightly rebounds back to the caster.

Random Enhancement

No Save

ENHANCEMENTS: 6

4 Sloppy Spying



1d5 for Taste, Smell, Hearing, Sight, Touch.

STACK

STACK 99

Motion activated. 30 words or less.

STACK 99

Ghostly Multi Colored flashes surround the caster's tongue, nose, ears, eyes or hands and feet for the duration.

RANGE

Touch

RANGE

12 Squares

NO FOCUS USE

SAVE:

SAVE:

SAVE:

SAVE:

SAVE:

FNHANCEMENTS: 8

ENHANCEMENTS: 5

Can read

RM: 2

4 Triggered Announcements



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

Facail movements

No Save

LEVEL NAE'EM

Arcane Interpretation - 1 Page 5

Barely visible olive weave drifts to the text and lightly rebounds back to the caster.

RANGE

8 Squares

RANGE

1 Sgare

RANGE

RANGE

Touch

2nd attempt at 3rd column.

Random Enhancement

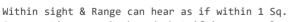
LEVEL

Interaction with living text. Writing materials required. Only 3 attempts allowed. Save vs interpretation. Each attempt requires a recasting of this spell.

3rd attempt at 4th column.

ENHANCEMENTS: 6 No Save

Overhear the Conversation



STACK 99

STACK

STACK 99

Conversations can be heard, but if in a very loud crowd won't be as effective.

Example: In the middle of a crowd celebrating and singing.

If you would normally have to lean into someone's personal space this won't work.

Use in combat

No Save

ENHANCEMENTS: 4

LEVEL NAE'EM

Read/Write Language

Barely visible green weave in the shape of letters surrounds the person. Common & Ancient Languages.

8 pts

Allows the caster to read and write the recipient's language. Text appears to the caster in their own language.

CREATE: Scroll of Read/Write Language

NO FOCUS USE

Release Arcane Script

8 pts Touch Purple smoke gathers around the script.

COST

Transform what the caster writes into the recipient's language.

For moving letter script (Cursed?) Purple smoke gathers around the script.

NO FOCUS USE

SAVE:

ENHANCEMENTS:

ENHANCEMENTS: 4

SKL: 1

LEVEL NAF'EM

STACK 99

STACK

COST 8 nts

RANGE Touch AREA OF EFFECT 1 Target

AREA OF EFFECT

AREA OF EFFECT

1 Recipient

AREA OF EFFECT

200 Characters

AREA OF EFFECT

3 Squares

AREA OF EFFECT

a person

1 Signpost

AREA OF EFFECT

2 Squares

AREA OF EFFECT

1 Recipient

ROLL OLIT 20 Minutes

DURATION 5 Questions

DURATION

DURATION

1 Round / Tier

DURATION

Permanent

DURATION

5 Minutes

DURATION

1 Day

3 Days

DURATION

Permanent

DURATION

2 Days

SAVE: No Save

6 Speak with Dead



Red flames extend from the caster to be infused into the skull of the target. Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.

Truthseer

SAVE:

7 High Flares

8 pts In Sight 16 Sq Sphere

10 Minutes 20 Minutes CREATE:

ROLL OUT

1 Hour

ROLL OUT

1 Hour

ROLL OLIT

20 Rds (2 Min)

ROLL OUT

3 Minutes

10 Minutes

ROLL OUT

3 Days

ROLL OUT

10 Minutes

ENHANCEMENTS: 4 No Save

Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast

RANGE

Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)

COST

8 pts

COST

8 pts

Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)

3 Marks

RANGE

Touch

RANGE

6 Squares

RANGE

Touch



ENHANCEMENTS: 6

SKL: 1

Viewed

7 Speak To Dokour Target



Bright yellow ribbons encircle the recipient.

STACK

An identified Dokour Target person becomes connected to the caster. Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.

SKI ->05 SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 1 SKL: 3

ENHANCEMENTS

Speech allowed

ENHANCEMENTS: 6

ENHANCEMENTS: 7

ENHANCEMENTS: 9

SKI:2

8 Constrain Arcane Script



Smokey magenta coils swirl around the script.

STACK 1

Write in Arcane

Smokey magenta coils swirl around the script.

STACK

NO FOCUS USE

SAVE:

SAVE:

Proficency

SAVE:

SAVE:

SAVE:

LEVEL NAF'EM

9 Speak With The Resting Dead

Draw 2 Sqs diameter summoning circle with a memento of dead person in the centre.

Speak with Dead. Ritual requires a Nae'Em connection and an item. Dead must be undisturbed and in a covered grave with a marker. A summoning circle must be created within 6 squares of the grave.

COST

12 pts

12 pts

The dead can be summoned to be near the caster, but not forced to speak.

COST

12 pts

SKL:1 SAME SPELL WILL COUNTER.



The caster touches a person who speaks the language.

STACK 99

Allows speaking of a current language.

The caster touches a person who speaks the language. Can create Scroll of Speak Languages with this spell. CREATE: Scroll Of Speak Languages

No Save

STACK 99 RANGE DURATION COST AREA OF FEFECT ROLL OUT SAVE:

Touch

RANGE

Touch

RANGE

Touch

11 Add Signs to Signpost



LEVEL

Violet coils attach to the signpost and become a sign.

20 chars on each Sign. Up to 3 Signs.

Violet coils attach to the signpost and become a sign.

Visible Sign & Post

No Save

No Save

11 Triggered Announcement

Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent.

STACK

STACK

Violet coils move to the target then fade into the targeted area.

COST

16 pts

COST

12 pts

Speaks if a face

No Save

ENHANCEMENTS: 6

16 Cultural Immersion



Barely visible jade colored weave surrounds the recipient. Makes a willing recipient fit in. This is NOT passive. Caster must pay attention. Non verbal & cultural naunces are learned upon 1st occurance. Once an action has been demostrated by a NPC the GM ensures the character interprets

ENHANCEMENTS: 8

change clothing

the significance right away.

AREA OF EFFECT

AREA OF EFFECT

1 Recipient

AREA OF EFFECT

1 Item

AREA OF EFFECT

1 Item

AREA OF EFFECT

1 Sign Post

LEVEL NAF'EM 19 Dead Spirit Conversation Circle

20 pts 6 Squares 1 Spirit

RANGE

DURATION 10 Minutes Rollout

ROLL OLIT

ROLL OUT

30 Minutes

ROLL OLIT

10 Minutes

ROLL OUT

2 Minutes

ROLL OUT

1 Minute

SAVE: SKL: 2 • Connection made



The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward.

Caster may get multiple answers when asking 2 or more souls, but can't require it.

COST

MGC·1 SAME SPELL WILL COUNTER.

Creation-Meta

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

RANGE

PMP

RANGE

4 Squares

1 Water From A Plant



The caster enchants a plant to pour water. Water pours as if from a spout from the plant. The caster enchants a plant to pour water.

STACK

STACK

NO FOCUS USE

ENHANCEMENTS: 4

No Save

ENHANCEMENTS: 4

3 Call Bonded Person



I FV/FI

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

STACK

STACK

STACK

Thick violet coils create a portal.

AOE +1

CREATE:

SAVE:

SAVE:

Dust Of Arcane Glow

DURATION

Instant

DURATION

End Of Year

DURATION

15 Minutes

DURATION

2 Days

ENHANCEMENTS: 4

3 Eolas False Magical Glow

When cast a bright blue glow surrounds a non-magic item, then fades. Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?

COST

2 pts

COST

4 pts

- Once scroll is read the first item touched glows with magic.

COST

4 pts

COST

4 pts

- Ingredients: Peppermint Oil, Pine Tar, Wine. Effect Dur: EOY Save Again.
- Creation SP: x3 spell cost. SKL:3 to make scroll.

SAME SPELL WILL COUNTER.

No Save

No Save

FNHANCEMENTS: 11

Orix False Glow



I FV/FI

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.

RANGE

4 Squares

Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.

RANGE

15 Squares

Visible to all SAME SPELL WILL COUNTER.

SAVE: No Save

ENHANCEMENTS: 10

3 Reveal Sign Posts



Barely visible seafoam colored weave travel the area and reveal sign posts. Sign posts from teleports become visible.

Make signposts visible (or not).

Reveals 5 posts SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

COST AREA OF EFFECT STACK RANGE 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] Smokey violet coils Move Outward To Reveal Any Posts.

NO FOCUS USE SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 Hours Permanent 8 pts Touch Self Make/Repair Arrows CREATE:



Hunter uses a sharp blade, skill, time and materials to create arrows.

Kit required for all except blunt & crude arrows.

Tier 1: 12 crude or blunt arrows.

12 standard arrows, require and arrow heads and sinew Tier 2: Tier 3: 12 flight arrows require, light weight shafts and sinew

Required

LEVEL STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 16 Create Leather Golem Wrap the leather into a humaniod shape.



wrap the leather into a humaniod shape.

AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg.

wrap the leather into a humaniod shape.

Damage +4

ROLL OUT	DURATION	SAVE:	No Save
3 Days	Permanent		
	3 Days	3 Days Permanent	3 Days Permanent



Embeds an aspect permanently

NO FOCUS USE

									ENHANCEIVIEN 13	:
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
10 Chasta Wood Colom			20 pts	Touch	1 Construct	8 Hours	1 Day			



Bright lavender coils bind the wood into a moving creature. SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160 Bright lavender coils bind the wood into a moving creature.

Damage +6

								ENHANCEMENTS: 8
LEVEL	STACK :	L COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
19 Create Stone Golem		20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)		
15 Ci cace Scolle dolem								



Vivid violet coils surround the stone and animates a creature. SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200 Vivid violet coils surround the stone and animates a creature.

Damage +10

FNHANCEMENTS: 9

Creations-SAVE: STACK 99 COST RANGE AREA OF EFFECT ROLL OLIT DURATION No Save 3 Salves **End Of Year** 4 pts Touch 4 Hours 1 Create Singer's Salve CREATE: Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars.



Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars. Qty:3 Helps with damage over time (DOT) if Save is passed.

1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water.

Requires a Campfire and Hunters KIT.

Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT.

ENHANCEMENTS: 1

Required

CREATE:

LEVEL STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

4 pts Touch 1 Potion 4 Hours Used / EOY

1 Create Sunrise Potion
Hunter creates

Hunter creates a Sunrise Potion in their own way. Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes. 1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT. Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. Requires a campfire and Hunters Kit. Required

Requires a Campfire and Hunters Kit.

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

2 Apply A Field Bandage

1 pt Touch 1 Creature Initiative Permanent



Once per battle per target. Always binds. HP+1
Use of Hunter Kit (Out of battle) gives an additional +2 HP.

Hunter slaps on a hurried bandage that binds the wound and heals 1 HP.

If applied after a healing spell this skill has no effect. Requires a campfire. (Kit/Kitchen NOT required)

none

ENHANCEMENTS: 1 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SNS: 2 4 Hours Used / EOY 8 pts Touch 1 Jar Revive to wakeness Create Revive Salve CREATE:



Workshop/kitchen IS required.

Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes 1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, Hunters Kit and KITCHEN required.

Kit & Workshop

				ALI	L				
LEVEL	STAC	CK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	ealth Poultice		8 pts	Touch	1 Cloth	4 Hours	Used / EOY		Help Sick/Disease
	Hunter creates a Poulti	.ce.					CRI	EATE:	•
	Qty:1-3. Helps recover Sickness/Disease rolls Requires a campfire and	are dor	ne in the	-	•			Required	- A
									ENHANCEMENTS: 2
LEVEL	STAC	CK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
7 Create Re	pellent Oil		8 pts	Touch	1 Jar	4 Hours	Used / EOY		Attacked
	End result: 3 Small cor Qty:1-3. Repels Insec Ingredients are Honeysu Requires a campfire and	ts. Sa ickle, F	ave colum Palm, Mar	n one better	(col -1).			EATE: Required.	<u> </u>
LEVEL	STAC	CK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
	ear Mind Inhalent		12 pts	Touch	1 Vial	4 Hours	Used / EOY		Clears Daze/Stur
II create CI	Hunter creates an inhal Qty:1-3. Dazed or stunn		ome clear	headed with S	Save.		CRI	EATE:	
Treate CI	Hunter creates an inhal	ed beco	L). Requ	uires a campfi	ire and a Hunter			Required	ENHANCEMENTS: 2
LEVEL	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal	ed beco	L). Requ	uires a campfi	ire and a Hunter				ENHANCEMENTS: 2 SKL: 2
LEVEL	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal	(Col-1	l). Requ Ingredien	uires a campfi ts are Garlic	ire and a Hunter , Ginger, Hemloc	<.	DURATION Used / EOY	SAVE:	SKL: 2
LEVEL	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAG	(Col-1 ent.]	COST 12 pts ain alert that willents are	RANGE Touch 48 hrs. (canther the per	AREA OF EFFECT 1 Meal mot be past 48).	ROLL OUT 4 Hours	DURATION Used / EOY CRI	Required	SKL: 2 Stay awake 48 hr
LEVEL 11 Create Ja	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAC AVA Meal Spice Hunter creates a bit of Qty:1-3. Recipeint wi Hunter creates a small 1 does per 24 hours. I Requires a campfire and	(Col-1 ent.]	COST 12 pts ain alert that willents are	RANGE Touch 48 hrs. (canther the per	AREA OF EFFECT 1 Meal mot be past 48).	ROLL OUT 4 Hours	DURATION Used / EOY CRI	SAVE: SAVE:	SKL: 2 Stay awake 48 hr
LEVEL 11 Create Ja LEVEL LEVEL	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAGE AVA Meal Spice Hunter creates a bit of Qty:1-3. Recipeint wi Hunter creates a small 1 does per 24 hours. I Requires a campfire and	(Col-1 ent.]	cost 12 pts ain alert that will ents are a	RANGE Touch 48 hrs. (cannot keep the per Anise, Pepperr	AREA OF EFFECT 1 Meal not be past 48). rson awake for mint, Hemlock.	ROLL OUT 4 Hours ost of the day.	DURATION Used / EOY CRI	SAVE:	SKL: 2
LEVEL 11 Create Ja	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAGE Hunter creates a bit of Qty:1-3. Recipeint wi Hunter creates a small 1 does per 24 hours. I Requires a campfire and STAGE Hunter Creates a very results.	ck 99 spice. ll rema edible ingredie a Hunt ck 99 recogniz and ra	COST 12 pts ain alert that will ents are a ters KIT. COST 12 pts asses Skii ably tasses	RANGE Touch 48 hrs. (cannel keep the per Anise, Pepperr Touch ty tea which held the per Anise the Anise	AREA OF EFFECT 1 Meal not be past 48). rson awake for memint, Hemlock. AREA OF EFFECT 1 Jar nelps with Skill Pts + 2.	ROLL OUT 4 Hours Point recovery	DURATION Used / EOY CRI DURATION Used / EOY CRI	SAVE:	SKL: 2 Stay awake 48 hi ENHANCEMENTS: SNS: 1
LEVEL 11 Create Ja LEVEL 12 Create Ca	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAGE AVA Meal Spice Hunter creates a bit of Qty:1-3. Recipeint wi Hunter creates a small 1 does per 24 hours. I Requires a campfire and STAGE Alming Tea Hunter creates a very r Qty:1-3. Deeper sleep Hunter creates a very r	ck 99 spice. ll rema edible ingredie a Hunt ck 99 recogniz and ra	COST 12 pts ain alert that will ents are a ters KIT. COST 12 pts asses Skii ably tasses	RANGE Touch 48 hrs. (cannel keep the per Anise, Pepperr Touch ty tea which held the per Anise the Anise	AREA OF EFFECT 1 Meal not be past 48). rson awake for memint, Hemlock. AREA OF EFFECT 1 Jar nelps with Skill Pts + 2.	ROLL OUT 4 Hours Point recovery	DURATION Used / EOY CRI DURATION Used / EOY CRI	SAVE:	SKL: 2 Stay awake 48 hr ENHANCEMENTS: 2 SNS: 1
LEVEL 11 Create Ja LEVEL LEVEL	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAGE Hunter creates a bit of Qty:1-3. Recipeint wi Hunter creates a small 1 does per 24 hours. I Requires a campfire and STAGE Alming Tea Hunter creates a very r Qty:1-3. Deeper sleep Hunter creates a very r Cabbage, Ginger, Palm,	ck 99 spice. ll rema edible ingredie a Hunt ck 99 recogniz and ra recogniz Oak, KI	cost 12 pts ain alert that will ents are a ters KIT. cost 12 pts ably tas- aises Skii ably tas-	RANGE Touch 48 hrs. (cannel keep the per Anise, Pepperr Touch RANGE Touch Touch ty tea which held the te	AREA OF EFFECT 1 Meal not be past 48). rson awake for mint, Hemlock. AREA OF EFFECT 1 Jar nelps with Skill Pts + 2. nelps with Skill	ROLL OUT 4 Hours Post of the day. ROLL OUT 4 Hours Point recovery	DURATION Used / EOY CRI DURATION Used / EOY CRI .	SAVE:	SKL: 2 Stay awake 48 hr ENHANCEMENTS: 2 SNS: 1 Stay Awak
LEVEL 11 Create Ja LEVEL 12 Create Ca	Hunter creates an inhal Qty:1-3. Dazed or stunn This helps Save column. Hunter creates an inhal STAGE AVA Meal Spice Hunter creates a bit of Qty:1-3. Recipeint wi Hunter creates a small 1 does per 24 hours. I Requires a campfire and STAGE Alming Tea Hunter creates a very r Qty:1-3. Deeper sleep Hunter creates a very r	ck 99 spice. ll rema edible ingredie a Hunt ck 99 recogniz and ra recogniz Oak, KI	COST 12 pts ain alert that will ents are a ters KIT. COST 12 pts asses Skii ably tasses	RANGE Touch 48 hrs. (cannel keep the per Anise, Pepperr Touch ty tea which held the per Anise the Anise	AREA OF EFFECT 1 Meal not be past 48). rson awake for memint, Hemlock. AREA OF EFFECT 1 Jar nelps with Skill Pts + 2.	ROLL OUT 4 Hours Point recovery	DURATION Used / EOY CRI DURATION Used / EOY CRI	SAVE:	SKL: 2 Stay awake 48 hr ENHANCEMENTS: 2 SNS: 1 Stay Awak

Rogue alters the recipient to evade notice.

Changes appearance of gender, costuming (within class), Hair (color, style, condition) Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). All are within skill. Additional enhancements available higher levels are:

Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color.

-2 Col

ENHANCEMENTS: 8

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 3 12 pts Self 15 Min/Complexity 1 Person 6 Hours Success 12 Impersonate



Rogue alters themselves to appear to be another very specific person. Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person. Save columns adjust based on knowledge, amount of prep, amount of practice, etc.

Exact Cost based on original 12 points + cost of all enhancements that are needed.

Required

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SNS: 2 16 pts Self Instant 2 Rds Minimum Convincing 13 Feign Death



Rogue falls to the ground and appears dead.

Rogue appears dead to others. Rogue AC=3/3.

Rogue must make GM aware this skill will be used in the upcoming round.

Rogue can choose what segment to start. If the skill isn't used the points sill are.

GM will roll the Save for any checks for signs of life.

NO FOCUS USE

ENHANCEMENTS: 4

			ALI	_				
Environ-Nature								
EVEL	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Plant Healthy Growth		4 pts	Self	4x4 Sqs	1 Hour	Permanent		
Barely visible ol Promotes normal h			nd Around The E	Base Of The Plan ^a	ts.	ŀ	EATE: Healthy Plan Ld4 Plant HP	Growth Powder
								ENHANCEMENTS:
VEL	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Remove Plant Disease		4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		
Remove Plant Dise	use					F	Removes All	ENHANCEMENTS:
/EL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Predict Weather		4 pts	Self	Up to 5 Marks	1 Hour	1 Week		
Barely visible se Predicts Weather Barely visible se	patterns fo	a wk. GM	nolls casters	MGC:3		NO	FOCUS USE	ENHANCEMENTS:
VEL NAE'EM	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Create Permanent Ae'Em		12 pts	Touch	1 Recipient	4 Days	Permanent		Ae'Em Create
Glowing green rib This permanent me A Save is require Both must be in s The animal is NOT	ntal bond a d. The anim ame PMP. Are	llows the mal can or cane (Anc:	caster to init oly articulate Lent Magic) wil	riate a connection from it's view.	ding.		COL-1 IO COUNTER	IS AVAILABLE. LvI:5 ENHANCEMENTS:
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKI:3

12 pts 10 Minutes 12 Hours 18 Squares 5x20 Sq Area 11 Control Wind Sphere



LEVEL

Barely visible tan roots Whip Into A Wind Column And drift away. Direction and general speed of wind within Sphere.

Barely visible tan roots Whip Into A Wind Column And drift away.

SAME SPELL WILL COUNTER. ENHANCEMENTS: 8 AREA OF EFFECT STACK COST RANGE ROLL OUT DURATION SAVE: SKL: 3 20 pts Self 4x4x4 Sqs 10 Minutes 4 Hours



17 Control Water

Barely visible amber roots rise at the casters feet and fade away. Direction and general speed of water within Sphere.

Barely visible amber roots rise at the casters feet and fade away.

COST

4 pts

SAME SPELL WILL COUNTER. ENHANCEMENTS: 9 Find-Hide-Reveal

AREA OF EFFECT

1x1x1 Square

ROLL OUT

5 Minutes

1 Detect Magic & Number of Aspects

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

RANGE

2 Squares

No blinding ENHANCEMENTS: 7

RM: 2

Not Blinded

NO FOCUS USE

NO FOCUS USE

SAVE:

NO FOCUS USE

Scroll of Detect Magic

DURATION

Instant

AREA OF EFFECT DURATION SAVE: SKL: 2 4 pts Urban Community 1 Round 30 Minutes Get clear description Find Entry Gate



The Rogues quickly surveys the situation and knows the direction to go! Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark. This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Does not give distance, best path, or elevations.

RANGE

Self

RANGE

Self

2 Squares

RANGE

20 Squares

RANGE

8 Squares

RANGE

Self

Self

RANGE

1 Square

RANGE

LEVEL

STACK 99

COST nts AREA OF EFFECT Self

AREA OF EFFECT

1 Suare

Caster+Guest

AREA OF EFFECT

1 Target

AREA OF EFFECT

1x1 Sq Sphere

AREA OF EFFECT

1 Item

AREA OF FEFECT

Varies

AREA OF EFFECT

1 Item

AREA OF EFFECT

1 Nae'Em

ROLL OUT Initiative

ROLL OUT

1 Minute

Initiative

ROLL OUT

Initiative

ROLL OUT

2 Minutes

ROLL OUT

10 Rds (1 Min)

ROLL OUT

Initiative

ROLL OUT

30 Minutes

ROLL OUT

1 Hour

DURATION 10 Minutes

DURATION

1 Hour

DURATION

5 Rounds

DURATION

Instant

DURATION

30 Minutes

DURATION

Permanent

DURATION

DURATION

Permanent

DURATION

Instant

SKI:1

1 Hide



Anyone can to use basic skills and situation awwareness to hide. Every person can use basic techniques to hide as necessary Anyone can to use basic skills and situation awwareness to hide.

NO FOCUS USE

SAVE:

SAVE:

Can cast from hiding

SAVE:

SAVE:

1 Shadow Cover



Flames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings.

COST

4 pts

At night helps Dokour blend into darkness.

STACK

In daylight Dokour still in darkness, but is very obvious.

When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

Muffles caster in AOF SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 7 No Save

2 Crack in the Wall



Caster must find a visible crack in the wall.

STACK

STACK

Caster uses a crack to create the extra dimensional Ethereal space.

COST

4 pts

COST

4 pts

COST

4 pts

4 pts

4 pts

COST

4 pts

Caster can include another person.

Caster must enter and use the space for the spell to be used.

Caster and other person are either in or out. Cannot straddle.

ENHANCEMENTS: 6 No Save

No Save



No standard casting movements as the caster mumbles. Learn the name target goes by for the situation. Locally known name of the person

NO FOCUS USE

SAVE:

FNHANCEMENTS: 4

ENHANCEMENTS: 9

GM gives info

ENHANCEMENTS: 1

SKL: 3

2 Orix View Sign Posts



Lavender coils orbit the casters head. View Sign Posts

Lavender coils orbit the casters head.

NO FOCUS USE

SAVE:

3 Reveal Value



LEVEL

Rogue appraises small and medium sized items.

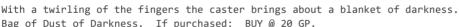
STACK 99

The value of an item can depend on many things, but rogues can give an estimate. Initial evaluation answering 'Is it less than 100gp?' done without skill points.

To estimate values over 100 gp requires a Save. This does NOT determine providence of the item. STACK

Col -1

Shadow of the Magi



Creates a dark shade for 20 minutes.

Ginger Oil, Grave Dirt. Sand, Fine Grit.

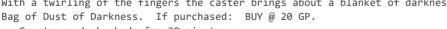
Creation SP: x3 spell cost. - Kitchen/Lab. STACK

99

SAVE: No Save

Conc +4 Rds CREATE:

Aspects Counted By Type



SAME SPELL WILL COUNTER.

Dust of Darkness

Brighter by Tier

ENHANCEMENTS: 7 SAVE: RM: 2

Barely visible lime colored weave leave the caster's hand and surround the item. Get an accurate count of Aspects. SAVE required.

Also get a count of the type of aspects:

Spell Effects (non-Battle), Informational, Battle Effects,

Intelligence Within, or Diety Touched STACK

read 1st aspect

SAVE:

ENHANCEMENTS: 4

Revelation

Direction to Ionic Marker

•			4	ots			
9	colored	we	ave	suri	rounds	the	ma



LEVEL NAF'EM

Barely visible lime Identifies the markers location. (N,NE,E,SE,S,SW,W,NW) Must be on the current PMP.



No Save

COST

4 nts

COST

STACK

STACK 99

RANGE Self

AREA OF FEFECT 2w x 2d x 1h Sas

ROLL OLIT 10 Minutes

ROLL OUT

30 Minutes

1 Day

ROLL OUT

1 Day

ROLL OUT

5 Minutes

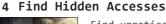
ROLL OUT

30 Seconds (5 rds)

DURATION 2 Hours

SKL: 3 • Access found

ENHANCEMENTS: 4



Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.) Search for panels, doors, and other cleverly hidden issues. Will reveal if there are issues in range and give descriptions. Difficulty, lighting, & other conditions alter the Saving throw column.



4 Identify Aspects (1/Tier)

4 pts 1 Square 1 Item Learn magical properties and other information imbedded into an item.

RANGE

Touch

BUY:150 GP.

Permanent CREATE:

Permanent

DURATION

Permanent

DURATION

Instant

DURATION

Instant

DURATION

4 Hours

No Save

CAN CREATE A SCROLL: Scroll Of Identify One Aspect. - Identify 1 Aspect. - Cinderroot, Wild Garlic, A Small Piece Of Steel.

One scroll per item.

AREA OF EFFECT

AREA OF EFFECT

1 Object

AREA OF EFFECT

Caster

AREA OF EFFECT

1 item

AREA OF EFFECT

1 Creature

Rollout is 10 Min

SAVE:

SAVE:

SAVE:

- Kitchen/Lab.

8 pts

COST

48 pts

8 pts

COST

8 pts

Creation SP: x3 spell cost.

ENHANCEMENTS: 5 No Save

Create Ionic Marker

Thick purple coils surrounds the item and fades into it.

Thick purple coils surrounds the item and fades into it.

NO FOCUS USE

SAVE:

SAVE:

Save Col -1

SAVE:

Scroll of Detect Magic

CREATE:

CREATE:

5 Create Ionic Marker (Nae'Em)

Creates permanent marker

From common unworked non-magic item creates a trackable marker as a Tae'Em.

Cannot be purchased. Must be made by the caster.

RANGE

2 Squares

RANGE

Touch

- Trackable common place item w/ no other magic on it.

- Beetleroot, Cinderroot, Oak/Pine/Palm wood

- Beetleroot, Cinderroot, common stone.

STACK

STACK

NO FOCUS USE

ENHANCEMENTS: 6

No Save

Ionic Marker Ingredients (Item N

FNHANCEMENTS: 5 RM: 2

Sight

5 Detect Magic

Caster attempts to find out if an item/object is magical.

Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind.

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic,

RANGE

8 Squares

nor does it reveal the kind of magic is in play. STACK

STACK 99

STACK

ENHANCEMENTS: 3 SKL: 1

Not noticed

ENHANCEMENTS: 6

ENHANCEMENTS: 7

Know About You



LEVEL NAE'EM

Spend short amount of time and learn about the subject.

Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner…), general heal NO FOCUS USE Learn the following: Locally known name of the person, Job (Class and Tier),

Postion title (Wagon master, Prince, Tavern owner...), general health.

Block Scrying counters this.

IFVFI NAF'FM

Locate Ionic Marker

RANGE AREA OF FEFECT ROLL OUT COST 8 pts

AREA OF EFFECT

4x4 Squares

DURATION SAVE: SKL: 2 PMP 1 Marker 1 Hour Instant

ROLL OUT

6 Minutes

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.

SKL:1

SNS: 2 Not so visible

SAVE:

CREATE:

Attention Avoidance



Bubble surrounds caster to muffles sound & deter detection. Save to not be observed. Bubble of Haze, the Breakable. BUY:20 GP.

RANGE

Caster

- Hides those within. Sphere as not noticable at night.

- Oak Root, Trench Mold, Wheat Roots.

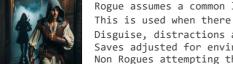
COST

8 pts

- Campfire. Creation SP: x3 spell cost. Haze Bubble Torchlight inside SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6 STACK RANGE AREA OF EFFECT ROLL OUT DURATION 9 COST SAVE: SKL: 3 8 pts Self Urban 1 Round 10 Rds (1 Min) Unnoticed





Rogue assumes a common look as they stroll around and attempt to blend. This is used when there is an active search for the Rogue. Disguise, distractions and like skills should enhance the Savings roll. Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Non Rogues attempting this must pass a NON:3 Save

Col-1

LEVEL NAF'EM 7 Direction To Dokour Target

ROLL OLIT COST RANGE AREA OF EFFECT DURATION SAVE: RM: Vari GM Compass direction 8 nts Self 7 Mark/Tier Radius 1 Hour Instant



Find a high alignment Dokour within Range.

GM usually does NOT report pass or failure.

STACK 99

STACK

If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150, Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.

Target Align -50 SAME SPELL WILL COUNTER

ENHANCEMENTS: 2

ENHANCEMENTS: 8

COST RANGE AREA OF EFFECT SAVE: RM· 2 8 pts 8 Squares 3x3 Squares 4 Minutes 2 hours / Tier Scry's are noticed

ROLL OUT

10 Minutes

ROLL OUT

20 Minutes

ROLL OUT

ROLL OUT



Circle of white perimeter. Those within can talk without fear of being overheard. Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked. GM rolls Save to see if caster is aware of any current scrys. If Save passes then any current scrying within AoE fails.

Aoe: 5x5 Sgaures

SAVE:

SAVE:

DURATION

DURATION

2 Hours

DURATION

Instant

DURATION

No Save 8 pts 10 to 100 Sqs sight 2x2 Sq Perimeter 10 Minutes 6 Hours 7 View Dimension Creates a scrying area for the caster and others to view Dimension.

AREA OF EFFECT

1x2 Squares

AREA OF EFFECT

1 Square

AREA OF EFFECT



Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 100 squares in daylight. Only 20 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.

RANGE

Self

Light up Dimension ENHANCEMENTS: 5

No Save

Dimension Personal Hideaway

create a 1 square wide and 2 square high flat opening. Dead End Dimensional Hallway to hide in. create a 1 square wide and 2 square high flat opening. 1d4 magical fire damage to pass through

COST

8 pts

COST

36 pts

COST

Range:Self+1/Tier

FNHANCEMENTS: 5

ENHANCEMENTS: 2

Revealed

RM: 2

LEVEL NAE'EM

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 8 pts Touch 1x2x2 Squares 1 Minute 4 Hours 8 Scry on Imp Spy



Requires the caster to have created an Imp previously. Imp Spy must be on the same PMP.

Sees through Imp Spy's eyes with normal vision only. Does NOT communicate with Imp Spy

STACK 99

STACK 1

STACK

Send 1 command.

SAVE:

SAVE:

SAVE:

NO FOCUS USE

HP x2

Detect 'Ems (All Types)

Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to reveal the existence and nature of a Nae'Em.

RANGE

4 Squares

RANGE

RANGE

Rollout Halved.

No Save

IFVFI NAF'FM

This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. But only 1 can be reviewed.

ENHANCEMENTS: 4

Hide in a Plant

12 pts 1 Plant Touch 10 Minutes 2 Hours Brown ribbons join the caster and the plant as the caster enters the plant.



Hide in a Plant of at least 1 sq high for min of 1 hr. Brown ribbons join the caster and the plant as the caster enters the plant.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 11

Search for Arcane Focus Item

• SKL: 2 12 pts Self 1 Day 4 Hours 1 Mark Found

AREA OF EFFECT



Caster is soley able to detect a focus item within range. Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item. Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item.

ENHANCEMENTS: 7 ROLL OUT DURATION SAVE:

DURATION

STACK RANGE AREA OF EFFECT No Save 12 pts Self Astral Plane 20 Minutes 4 Hours 11 Astral Plane Projection



The caster focuses, then creates a glowing astral projection in the astral plane. HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points. Disrupt Images spell does a flat 40 HP of damage. Interaction with the Astral world is 100% dependant of the caster's Awareness. If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.

LEVEL NAE'EM

11 Sight of the Statue

RANGE COST 1 Mark per Tier 12 pts

AREA OF EFFECT 1 Object

AREA OF EFFECT

10 Marks

AREA OF EFFECT

1 Square

AREA OF EFFECT

1 Object

AREA OF EFFECT

10 Squares

AREA OF EFFECT

1 Animal

ROLL OUT 30 Minutes

ROLL OUT

1 Hour

12 Hours

ROLL OUT

6 Hours

ROLL OUT

5 Minutes

ROLL OUT

20 Minutes

DURATION SAVE:

1 Day

DURATION

6 Days

Permanent

DURATION

Permanent

DURATION

1 Hour

DURATION

2 Hours

SNS: 2 See eves move.



Barely visible seafoam colored weave travels from the caster's hand to the statue. Used on art/sculptures with eyes.

Caster to see through the eyes of a statue.

STACK 99

Does NOT allow the caster to hear or feel by bonding with the statue.

COST

16 pts

64 pts

NO FOCUS USE

SAVE:

SAVE:

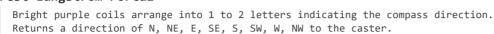
Rollout 8 Hrs

SAVE:

NO FOCUS USE

ENHANCEMENTS: 2

13 Find Nearest Langstrom Portal



Bright purple coils arrange into 1 to 2 letters indicating the compass direction.

RANGE

1 Square

RANGE

Touch

Distance in Marks

No Save

No Save

ENHANCEMENTS: 7

IEVEL NAF'EM

16 Reveal True Name

This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout.

Resulting in the direction and distance in marks if the Save is passed. The knowledge is NOT announced out loud.

COST

30 pts

No Save

ENHANCEMENTS: 6

18 Identify All Aspects

Barely visible spruce colored weave surrounds an item. Fully Identify a magical item Reveals what every aspect is.

STACK 99

FNHANCEMENTS: 5

盡

Flora-Fauna-Nature

STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: SKL: 1 4 pts Self Animal 12 Hours Permanent 1 hide 1 Skinning A Hide CREATE:



I FV/FI

Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day)

COST

4 pts

Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying. Tier of Hunter indicates the size of the finished hide regardless of size of creature. $3rd = Med(3x6 ft/90x180 cm)^{-}5th = Lrg(6x6 ft/180x180 cm).$ 1st= Small(2x4 ft/60x120 cm)

RANGE

10 Squares

RANGE

2 Squares

ENHANCEMENTS: 1

SAVE: No Save

2 Benign Approach



Use of 'Calm Animal' skill will greatly help this effort.

Approaching animals and not alarming them (much). No attacks.

How close depends on the animal, situation, and the level of the hunter.

If started outside of range the animal may leave while not noticing the hunter. Using this within range means the animal is aware, and hopefully not scared.

NO FOCUS USE

Required

ENHANCEMENTS: 1

SKL: 2

Animal is calmed

3 Calm Animal



The hunter calms a wild animal in their own way. Some animals flee before effect happens. Skill:2

STACK 99

STACK

Calming animals can be more difficult with some creatures that are very skittish.

COST

4 pts

Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM). NO FOCUS USE

SAVE:

ENHANCEMENTS: 5

Food-Water

STACK 99 COST AREA OF EFFECT SAVE: No Save 2 Skins/Tier 4 pts Touch 5 Minutes Permanent

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. 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). +2 Skins extra

ALL RANGE AREA OF EFFECT DURATION STACK COST ROLL OUT SAVE: SKL: 2 • 4 pts Self 20x20 Squares 9 Hours 9 Hours Aquired food. 3 Hunt/Fish/Gather CREATE: Able to hunt, fish, or gather once per day Skill Save: 2 to be rolled, but adjusted for region. Spring/Summer: Pass=35 meals. Fail=3d8 meals. Required Pass=12 meals. Fail=2d4 meals. Fall/Winter: ENHANCEMENTS: 1 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts 1 Square 4 Meals 10 Minutes 1 Hour 4 Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non-cumber food. Does work on all non-poisoned / non-spoiled food. Duration = 1 day ENHANCEMENTS: 7 AREA OF EFFECT SAVE: No Save 4 pts 2 Squares 1-21 Meals 10 Minutes Permanent **Increase Food** Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Barely visible red flames surrounds targetted prepared food. Ensures food is safe Does not affect magically created food. ENHANCEMENTS: 4 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 1 Minute Permanent 8 pts Caster 1 Square 5 Bring Out Rain Water Desert and hot environments may limit or inhibit this spell. 1 cubic square of drinkable water. 20lbs/9kg Pressure ENHANCEMENTS: 2 STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 4 8 pts 1/4 Mark 6-15 Sqs Deep 30 Minutes Permanent Desert/Arid Divining Water Caster uses a divining rod to find water and reveal if it's potable or not. Save Column depends on region/environ. Reveals potable or not. Save Col -1 ENHANCEMENTS: 6 STACK COST RANGE AREA OF FEFECT ROLL OUT

DURATION SAVF. No Cavo

NO FOCUS USE

NO FOCUS USE

CREATE:

LEVEL						INO Save
6 Destroy Harmful Substance	8 pts	6 Squares	1 Square	10 Minutes	Permanent	
o besti of harming busseamee						
Bright wine colored coils d	rift about	in the AOE the	n fades.			

Material decays if rotten/poisoned.

Bright wine colored coils drift about in the AOE then fades.

							ENHANCEMENTS: 9
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
8 Imbue an Item with		8 pts	Touch	1 Item	3 Days	5 Years	



Lasts 5 years if within 8 Sqs of caster.

NO FOCUS USE

									ENHANCEMENTS: 6
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9 Coastal Net Fishing			12 pts	Self	Ocean	16 Hours	Permanent		
5 COUSTAI NCC 113111116							CREA	TE:	



Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters. 3-12 assistants needed. Meals gained: 6d20 + 5/assistant.

Cook:1 hr per 30 meals

RANGE AREA OF EFFECT DURATION STACK ROLL OUT SAVE: No Save 12 pts 3 Squares 2x2 Squares Permanent 1 Day Food Times Three



Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) Increases amount of food by 3. Max of 63 meals affected per spell. Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)



RANGE

RANGE

Touch

RANGE

RANGE

1 Square

RANGE

Self

15 Create Food For A Family

2d12+10 meals.

16 pts Touch 1 Square 5 Minutes Barely visible golden sparks surround an area, before food and water appear.

AREA OF EFFECT

AREA OF EFFECT

1 Creature

AREA OF EFFECT

AREA OF FEFECT

Recipient

AREA OF EFFECT

Caster

AREA OF EFFECT

1 Target

ROLL OUT

ROLL OUT

Initiative

ROLL OLIT

ROLL OUT

Initiative

ROLL OUT

5 Rounds

ROLL OUT

Initiative

ROLL OUT

1 Minute

DURATION

Permanent

DURATION

Instant

DURATION

Permanent

DURATION

Permanent

DURATION

20 Minutes

DURATION

DURATION

Instant

Simple hot meal and cool water.

STACK



ENHANCEMENTS: 5

SAVE: No Save



Health-Life-Death

AREA OF EFFECT STACK ROLL OUT DURATION SAVE: No Save 4 pts 2 Squares 1 Target Initiative Permanent

1 Basic Healing



When assisting a Nae'Emed fighter use range of 8 sqs Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. The caster's hands glow and direct the healing to a wound. When assisting a Nae'Emed fighter use range of 8 sqs

COST

4 pts

COST

COST

30% Max

COST

Draught Of Health Min Roll 7

> ENHANCEMENTS: 6 No Save

1 Field Binding



I FV/FI

Binds a wound and stops any bleeding. Character applies emergent first aid.

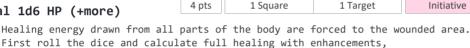
STACK 99

STACK

NO FOCUS USE

SAVE:

1 Forced Heal 1d6 HP (+more)



Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.

Fragility Save - 1 Column

No Save

No Save

ENHANCEMENTS: 8

1 Healing Bolus



I FV/FI

A rainbow of colors surrounds the person being healed. 1d12 HP healing.

STACK 99

STACK

STACK

A rainbow of colors surrounds the person being healed.

NO FOCUS USE

SAVE:

SAVE:

ENHANCEMENTS: 3

HTH: 2

Damage reduced

Reduce Fire Damage



4 pts surround the wound on the caster and stitch the skin together. Any magical/mundane fire dmg is reduced by 1 per die, minimum of 1.

COST

CREATE: Burn Reducer Total of 4 Pts Reduced

ENHANCEMENTS: 6

1 Sylvan Forced Healing 1d6 HP

STACK 99 4 pts

COST AREA OF EFFECT RANGE Touch 1 Creature

Permanent

SAVE:

SAVE:

Spiritlike light brown roots envelope the wound and force the wound to heal. Roll 1d6. Damage x1 then Heal x2 (bite sized naan bread)

+1 HP per die

No Save

ENHANCEMENTS: 2 No Save

2 Heal Sickness



Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale.

COST

4 pts

- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.

RANGE

2 Squares

CREATE: Cure Sickness NO FOCUS USE

ALL AREA OF EFFECT RANGE ROLL OUT DURATION SAVE: STACK COST SKL: 3 • 4 nts Touch 1 Recipient Initiative Permanent Healed self. 2 Healing Flames 1d4 HP per Tier CREATE: Spiritlike rose colored flames dance around the wound. Fire Balm Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. +1 HP extra Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use. ENHANCEMENTS: 4 STACK AREA OF EFFECT ROLL OUT DURATION SAVE: No Save -2 pts Touch 1 Target 1 Minute Permanent 3 Repair Undead/Living Dead

AREA OF EFFECT

1 Creature

AREA OF EFFECT

1 Body

AREA OF EFFECT

2 Creatures

AREA OF FEFECT

1 Heal Spell

AREA OF FEFECT

1 Target

AREA OF EFFECT

1 Animal

2 Minutes

ROLL OUT

2 Hours

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

ROLL OUT

30 Minutes

ROLL OUT

1 Minute



Encasing the undead/living dead in flames for one full minute. "Heals" the target for 1d6 points while caster may gain 2 SP.

Target must actually be at less than maximum points. Must have a need to be "healed". Has no effect on a corpse.

2 Squares

RANGE

Touch

RANGE

2 Squares

RANGE

4 Squares

RANGE

1 Square

RANGE

4 Sas

Max gain of SP set to 20 SP per day.

No Save

No Save

- No creations. Usable only as a

Duration reset to 1 week

no Sick/Disease to caster

SAVE:

4 Hours

DURATION

Permanent

DURATION

8 Hours

DURATION

Instant

DURATION

Permanent

DURATION

Permanent

4 Delayed Healing 2d6

Barely visible yellow specks float around the person the caster is healing. Delayed Heal - up to 4 hrs (+2d6 HP)

4 pts

COST

4 pts

COST

4 pts

COST

8 pts

Yellow sparks float around the person the caster is healing.

1 per creature, but 99 (Stack) can be made.

STACK 99

ENHANCEMENTS: 7

ENHANCEMENTS: 5

Final Rites

Yellow flames creep across the body without burning it.

The dead are sent beyond any connection that can be made from the known planes.

NO FOCUS USE

SAVE:

SAVE:

Must be dead a month or less.

To finish the spell a dieties name must be spoken aloud.

ENHANCEMENTS: 2 SKL: 2

Healing continues

4 Slow Healing

Barely visible yellow specks float around the person the caster is healing. 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE. heal a creature of the caster's choosing for 10 HP/hr. Maximum of 4 hours per creature.

STACK

Save every hour. Failed Save ends spell.

STACK

+ 2 HP / Hr ENHANCEMENTS: 7

ENHANCEMENTS: 10

SKL: 2

Repair done

No Save

I EVEL NAF'EM

Assist Another's Healing

Barely visible purple coils reach out to join the efforts of the other healing spell.

NO FOCUS USE

SAVE:

Animal Treats

+4 HP

SAVE:

LEVEL

Other caster: Heal x2 then +4

Barely visible purple coils reach out to join the efforts of the other healing spell.

Repair A Dead Body

Animal Healing

8 pts The body is wrapped in bright yellow lights for the entire roll out.

-4 pts

COST

The body is left as whole as much as possible, based on how much of the body remains.

All wounds are cleaned inside and out.

All wounds are physically closed up with enough STACK

STACK 1

minor healing to ensure there are not holes or openings. 99

Range = 8 Sqs

LEVEL NAF'EM

Barely visible brown roots Grow At The Casters Feet Then Fades. Heal 2d8+4 to domestic or wild woodland animals.

(treats for the animal to eat)

Caster GAINS 4 pts when casting this if the animal is healed.

Max benefit gain of 20 SP

SAVE: No Save CREATE:

ENHANCEMENTS: 5

ENHANCEMENTS: 5

Cleansing Fire

RANGE AREA OF EFFECT ROLL OUT DURATION STACK SAVE: No Save 12 Hours 8 pts Self Self 30 Minutes



Magenta flames engulf the caster during the RollOut then flames fade away. Removes frialty from the caster.

1 hp Dmg per hour.

Immune to Sickness/Disease.



ALL RANGE AREA OF EFFECT STACK 99 ROLL OUT DURATION SAVE: COST No Save 8 nts Touch 1 Creature Initiative Instant 6 Common Healing CREATE: Barely visible force grows at casters feet & fades. Draught Of Health Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid) ENHANCEMENTS: 4 STACK ROLL OUT COST RANGE AREA OF EFFECT DURATION SAVE: SKI · 2 8 pts Touch 1 Creature 8 Hours Permanent No Sickness 7 Electrifying Sickness Cleanse Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable. Does make the caster immunue to getting any Sickness for the rollout. COL -1 Creature must pass Save. ENHANCEMENTS: 8 AREA OF EFFECT DURATION SAVE: No Save 8 pts Touch 1 Creature Initiative Instant 8 Extra Healing CREATE: Yellow sparks float around the person the caster is healing. - No creations. Usable only as a Heal 3d8 + ACU Bonus Yellow sparks float around the person the caster is healing. +4 HP

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
9 Cure Dise	ase		12 pts	2 Squares	1 Target	8 Hours	Permanent
	Golden sparks move from t Creature cleared of Disea Does make the caster immu Creature must pass Save.	se.	but very	uncomfortable.	•	:.	

ENHANCEMENTS: 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts 8 Squares 1 Target Initiative Permanent 10 End Current Dmg Over Time

Stops current Da Enacted in next

Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative
Does NOT heal or cure the target of any diseases.

STACK

ENHANCEMENTS: 5

9 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

12 pts 2 Squares 1 Target Initiative Permanent

11 Heal 5d6+2 HP

Yellow sparks float around the person the caster is healing. 4d6+2 healed

Yellow sparks float around the person the caster is healing.

+1d4 HP

ENHANCEMENTS: 6

ENHANCEMENTS: 4

SKL: 2 ON Disease

SAVE:

Col -1

d6 healing

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: HTH: 3 IFVFI NAF'FM 48 pts 1 Body 8 Hrs Touch Permanent Alive! Revive Life With A ZAP!



Sparks surround then converge on the fallen body. Revive creature that's been dead less than 25 hrs and passes the Save. This spell restores a fallen creature to -4 HP.

Health at 4 HP.

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

12 Heal 5d6+6 HP

2 Squares 1 Creature Instant Permanent



Yellow sparks surround the wounded person. Heal 4d6+6

Yellow sparks surround the wounded person.

+1d4 HP

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

12 Ranged Forced Healng 2d8+2 HP

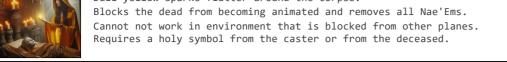
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save



Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.

NO FOCUS USE

ALL RANGE AREA OF EFFECT STACK 99 ROLL OUT DURATION COST SAVE: No Save 16 pts 1 Square 1 Corpse 30 Minutes Permanent 14 Consecration of Corpse CREATE: Dull yellow sparks flutter around the corpse. Consecration Anointment Blocks the dead from becoming animated and removes all Nae'Ems. NO FOCUS USE





								ENHANCEMENTS:	: 4
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
14 Healing Rolt		16 pts	12 Squares	1 Creature	Initiative	Permanent			



Bright yellow spark towards the target, which surrounds them. Damages the target for 1d2 Lightning damage, then heals 6d6 HP.

+1d4 HP

									ENHANCEMENTS: 4
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM:1
15 Held Stasis			16 pts	Touch	1 Target	1 Minute	1 Month (30 days)		



Burgundy coils wrap around the target & orbit the target until end of duration. Places a non-combatant into a Coma like state.



LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
18 Group Heal			20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent		



Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. Orange sparks Surround the group.

+50 HP

ENHANCEMENTS: 5

ENHANCEMENTS: 5

LEVEL NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
20 Raise The Dead			20 pts	Touch	1 Corpse	8 Hours	Permanent		Alive!
20 110 200									



Bright amber sparks Surround the corpse, then heals it. Must be dead <20 years. Come back with 5 hp. Restore them to 5 HP.

Works if the person is missing body parts, but the parts will not come back. Allows the person to be healed back to full HP with other spells.

	0
Health at 10 HP	

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 10% Max Initiative 1d20 Minutes 10 Squares 2x2 Sqs 4 Aural Spark



Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.

ENHANCEMENTS: 5

NO FOCUS USE

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Light		4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		
4 capear c/ nezease normaz	8						CREA	TF.	



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a 1 light source per Tier. Light must be less than bonfire brightness. Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed absorbs a light)

Item emits a light

ENHANCEMENTS: 4

Locks-										
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	•
1 Set Or Open Padlock			4 pts	Touch	Lock	2 Minutes	Until Reset		Locked/Unloc	cked



Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries. Inspection first, if issue is found (trap?) points are spent & lock not touched. Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts. Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points. Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.



AREA OF EFFECT

Lock

AREA OF EFFECT

Self

AREA OF EFFECT

6 Squares

AREA OF EFFECT

AREA OF EFFECT

1 Animal

AREA OF EFFECT

1 Animal

4 Set Or Open Door Lock

RANGE AREA OF EFFECT COST 4nts Touch Lock

ROLL OLIT DURATION 6 Minutes **Until Reset**

ROLL OUT

6 Minutes

ROLL OUT

Initiative

ROLL OUT

1 Minute

ROLL OUT

1 Hour

ROLL OUT

5 Minutes

1 Minute

SAVE: SKL: 3 • Locked/Unlocked



Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. After inspection if an issue is found (trap?) points are spent but lock not touched. Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

8pts

Col -1

ENHANCEMENTS: 2 SAVE: SKL: 3 Locked/Unlocked

Set Or Open Chest Lock 6



Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. After inspection if an issue is found (trap?) points are spent but lock not touched. Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell Interference' OR 'Pause Magical Lock'.

Touch

NO FOCUS USE

ENHANCEMENTS: 2

STACK 99

STACK

AREA OF EFFECT 12pts Touch / 1 Sq

10 Minutes Until Reset

Until Reset

DURATION

20 Minutes

DURATION

8 Hours

DURATION

1 Week / Tier

DURATION

4 Hours

DURATION

8 Hours

SAVE: No Save

Set Or Open Wall Lock / Mechanism



Inspects a lock during rollout then can open it (or re-lock it). 3 tries only. After inspection, if an issue is found (trap?) points are spent but lock not touched. Skeleton Key Wall lock will cost no extra points to attempt. Create Lock X3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

RANGE

Self

RANGE

Self

RANGE

Self

RANGE

Touch

10 Squares

Required

FNHANCEMENTS: 2

SKL: VAR

No sound made

Movement-I FV/FI

2 Walk Quietly

Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or heavy armor then no Save is required.

COST

4 pts

COST

4 pts

COST

4 pts

COST

4 pts

COST

8 pts

Carrying standard packs & Sacks requires a standard Save.

STACK 99

STACK 99

Non-Rogue armor raises the Save column by 2. Rogue can reduce the Save column by 1 by moving at 1/2 speed. NO FOCUS USE

SAVE:

SAVE:

FNHANCEMENTS: 2 SNS: 2

Detect someone

Take Point 3

Rogue initailly surveys the area, then continues to scout as the party travels. Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.

Rogue acts as a scout watching for potentail issues.

STACK Pet / Tie

Rogue is not able use any skills or efforts that require a maintained concentraction.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 2

SKL: 2

Pet Responds

•

Ae'Em-Animal

LEVEL NAE'EM Invoke Pet

2 Marks Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog)

Timid creature bonds with the caster. Shies from aggression and battle. Makes noises & must rest as normal for its kind. Can touch/move items.

After 1 day pet learns the casters ways enough to attempt rough communication. Visible. AC:12/12. Attk 1x1. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP. See/Hear as pet

SAVE:

ENHANCEMENTS: 6

No Save

LEVEL NAE'EM

Speak to Domesticated Animals

Spell starts after the rollout & continues as the casters remains in touch.

Speak and understand domesticated animals, large and small. Does not affect non-domesticated animals or monsters.

Animal will respond within the limits of their intellect.

Recipient

SAVE:

ENHANCEMENTS: 5

SKL: >05

Animal is calmed

Befriend An Animal

Assists with other animal spells which untilize a connection of trust. Calms wild woodland and domestic animals. Sets any required Saves to >05.

Does NOT work with monsters or civilized creatures.

Does NOT affect animals currently enraged, frenzied, or conditioned to attack.

Wait and assist the animal to calm then use this spell.

Enraged/Frenzed okay. SAME SPELL WILL COUNTER.



STACK

COST

8 nts

COST

8 pts

AREA OF EFFECT RANGE 12 Squares 1 Animal

AREA OF EFFECT

1 Ae'Em, 1 sq above

AREA OF EFFECT

1 Sq Area

AREA OF EFFECT

1/2 Mark / Tier

AREA OF EFFECT

1 Mount

AREA OF EFFECT

1 School

AREA OF EFFECT

1 School

AREA OF EFFECT

1 Mark

RANGE

PMP

1 Square

RANGE

Self

RANGE

2 Marks

RANGE

1 Mark

RANGE

1 Mark

RANGE

Self

ROLL OUT DURATION 1 Minute 1 Hour

ROLL OUT

5 Minutes

ROLL OUT

7 Days

ROLL OUT

5 Minutes

ROLL OUT

1 Hour

ROLL OUT

20 Minutes

ROLL OUT

20 Minutes

ROLL OUT

5 Minutes

SAVE: SKL: 2

•

7 Speak With Wild Animals



LEVEL NAE'EM

Speak/understand wild animals

Stack x2

DURATION

1 Hour

Permanent

DURATION

Instant

DURATION

1 Day

DURATION

2 Hours

DURATION

2 Hours

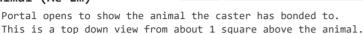
DURATION

4 Hours

ENHANCEMENTS: 5

No Save

7 View An Animal (Ae'Em)



The spell stays with the animal as it moves. There is no communication through this spell,

STACK

but can be done with other spells.

NO FOCUS USE

SAVE:

SAVE:

SAVE:

SAVE:

SAVE:

SAVE:

SAVE:

ENHANCEMENTS: 6 SKL: 2

Call A Kindred Spirit Animal

Timid animal is bound to the caster.

STACK 1

Any kind of domestic or wild animal that is not known for aggression. After Rollout the animal learns enough to attempt rough communication.

COST

COST

16 pts

AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8

Hear/See thru animal

ENHANCEMENTS: 1 SKL: 2

Animal arrives

8 Call Hunting Pack

Pack animals are urged to respond to casters call.

Caster audibly prods a pack for response.

Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.

11000 LEVEL NAE'EM

Convoke Animal Mount

Barely visible copper colored roots Dissipate Into the Air.

Call Animal Mount

STACK

Caster choose mount breed and type. (Horses: riding, war, draft)

COST

16 pts

16 pts

16 pts

COST

8 pts

Choice of Horse, Pony, Camel, Llama, Zebra.

STACK

+ Passenger

LEVEL NAE'EM

13 Call Flock of Birds

Calls a flock of birds within range.

Caster must be outside in the flocks normal environment.

Passing the Save draws a flock.

Save column can be reduced if the flock is close.

Preditory birds will raise the column.

13 Call School of Fish

Calls a school of fish that is within range.

STACK

Caster must be in or near water.

Passing the Save draws a school of fish.

Save column can be reduced if a school is near.

STACK

Preditory or aggressive fish are will raise the column.

COL-1

ENHANCEMENTS: 6 SKL: 2

ENHANCEMENTS: 6

SKL: 3

14 Call Woodland Animal

Calls a woodland animal within range. Call a Deer, Wolf, Fox, Cougar, or Hawk.

Spiritlike auburn roots rise then dispurse into the air.

Col -1

ENHANCEMENTS: 6

8



















8 pts

Casters call is projected throughout Aoe. Will be heard as sounds of that pack.

+Urgency Save



SKL: 2 Mount arrives

ENHANCEMENTS: 8 SKL: 2



















N Nae'Em-People

STACK 99

COST RANGE AREA OF EFFECT 4 pts 2 Squares 1 Civ Creature

RANGE

Touch

AREA OF EFFECT

1 Rogue

AREA OF EFFECT

1 Convo

AREA OF EFFECT

1 Rogue

AREA OF EFFECT

1 Convo

AREA OF EFFECT

PMP & 2 Uses

ROLL OUT DURATION 2 Hours 1 Week

DURATION

1 Hour

DURATION

5 Min/Tier

DURATION

Permanent

DURATION

DURATION

5 Min/Tier

DURATION

2 Minutes

ROLL OUT

ROLL OUT

10 Minutes

ROLL OUT

3 Days

ROLL OUT

2 Minutes

ROLL OUT

5 rounds

ROLL OUT

30 Minutes

SKL: 2

Nae'Em created.





Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature.

STACK 1

STACK 1

STACK

STACK 1

STACK

NO FOCUS USE

SAVE:

NO FOCUS USE

SAVE:

SAVE:

ENHANCEMENTS: 3

2 Rogue's Right Place, Right Time



Assists the Rogue to be unnoticed. Barely visible spruce colored weave shines around the rogue, then dissipates.

COST

4 pts

COST

8 pts

COL+1

No Save

ENHANCEMENTS: 6 SKI · 2

Can hear convo.

7 Eavesdrop on Nae'Em Convo (Eolas)

8x8 Squares Listen in on a private conversation. But do NOT give up the ability to see.

RANGE

PMP

RANGE

Creates a temporary Nae'Em when a conversation is within range. But blocks the vision of the caster while they listen to a Nae'Em conversation.

The owners of the Nae'Em communication will not be aware.

Can be used as a True Name clue.

No Save

ENHANCEMENTS: 6

FNHANCEMENTS: 5

ENHANCEMENTS: 7

Able to listen

SKL: 2

No Save

8 Create Bond With Rogue

Barely visible jade colored weave surrounds the caster and the Rogue. Quickly create a Nae'Em with a rogue

8 pts

This quick spell can be used to connect with rogues since the rogues are a partner class to Eolas casters.

NO FOCUS USE

LEVEL NAE'EM

LEVEL NAE'EM

Protect Nae'Em Hunter vs Missiles 8

STACK 1 COST RANGE AREA OF EFFECT 8 pts 12 Squares 1 Target

RANGE

20 Sq Radius

RANGE

Self

8 Hours

SAVE:

SAVE:

Rust colored roots drift to surround the partner just before fading away. The recipient Hunter must be Nae-Em bonded to the caster. Hunter gains +2 to AC vs Missiles and Thrown attacks.

Agility Saves +20

I EVEL NAF'EM

12 Eavesdrop on Nae'Em Convo

Listen in on a private conversation. But give up the ability to see. Creates a temporary Nae'Em when a conversation is within range.

COST

12 pts

But blocks the vision of the caster while they listen to a Nae'Em conversation. The owners of the Nae'Em communication will not be aware.

Can be used as a True Name clue.

Duration +20 Min SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 6

I EVEL NAF'EM

12 Portal To Nae'Em

portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. First to pass through must be either the Nae'Em or the caster. Nae'Em/caster and one other person can pass through.

COST

12 pts

NO FOCUS USE

SAVE:

ENHANCEMENTS: 6

N Tae'Em-Thing

STACK Tier COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts 1 Square 1 Creation 5 Minutes 8 Hours

Ribbon Horse



Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items.

Can carry 1 large person, 2 medium sized, or 3 small.

Has 20 lines for inventory... separate from ability to carry people.

Looks almost Real-ish

RANGE

3 Marks

RANGE

Self

RANGE

Self

RANGE

RANGE

PMP

LEVEL NAF'EM 4 Call/Return Nae'Em Item

STACK

STACK

RANGE COST 4 nts PMP AREA OF EFFECT 1 Item

AREA OF EFFECT

1 Dolphin

AREA OF EFFECT

Self

AREA OF EFFECT

AREA OF EFFECT

Self

AREA OF EFFECT

PMP

AREA OF EFFECT

Caster

ROLL OUT Initiative

ROLL OUT

Initiative

10 Minutes

ROLL OUT

10 Minutes

ROLL OUT

1 Minute

ROLL OUT

10 Minutes

ROLL OUT

10 Minutes

ROLL OUT

2 Hours

DURATION Instant

DURATION

Instant

DURATION

2 Hours

DURATION

2 Hours

DURATION

Permanent

DURATION

2 Hours

DURATION

1 Day

DURATION

2 Minutes

SAVE: No Save

No Save



Lime colored weave spins around the caster's hand until the item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Lime colored weave spins around the caster's hand until the item appears.

30 lbs / 13.6 Kg

SAVE:

ENHANCEMENTS: 3

LEVEL NAE'EM 5

8 pts PMP 1 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.

COST

30 lbs / 13.6 Kg

SAVE:

Low Light

SAVE:

SAVE:

ENHANCEMENTS: 3

5 Seaweed Dolphin

Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials.

8 pts

COST

8 pts

Ribbons create a dolphin which act mostly like normal dolphins. Ribbons dolphins are not as good as real dolphins.

Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race Range: 5 Marks

No Save

No Save

6 Ribbon Bat

Ribbons create a bat which act mostly like normal bats. Bat - HP:2 AC:18/12 Move: 15 Sqs flight

Ribbons create a bat which act mostly like normal bats.

Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 STACK

STACK

Move: 15 Sqs Flight

COST

8 pts

COST

8 pts

COST

16 pts

COST

4 pts

ENHANCEMENTS: 8

FNHANCEMENTS: 8

7 Call/Send From Home Library

Green weave surrounds the caster's hand and a book appears.

Summons books the caster has read.

Reading light SAME SPELL WILL COUNTER.

ENHANCEMENTS: 10

No Save

Vine Wolf

LEVEL NAE'EM

Ribbons create a wolf which act mostly like normal wolf.

Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run

STACK

Ribbons create a wolf which act mostly like a normal wolf.

Ribbons wolves are not as good as real wolves.

STACK

Only works when another casters marker is found.

Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sas run Attck: 1x1 1d6 Dmg SAME SPELL WILL COUNTER.

SAVE: No Save

ENHANCEMENTS: 8

LEVEL NAE'EM

LEVEL NAE'EM

14 Curse Ionic Marker

Barely visible green weave surrounds the marker.

activate manually

SAVE:

ENHANCEMENTS: 6

N Vae'Em-Venue Site

Ethereal Return Portal

Solid mint colored weave create a portal. Returns to Home Pad. Default = casters school pad. Solid mint colored weave create a portal.

STACK

Extra item

No Save

5 Scrv Open areas - 5 Marks

COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 pts 5 Marks 15x15 Squares 5 Minutes 30 Min / Tier

ROLL OUT

2 Minutes

ROLL OUT

5 Minutes

ROLL OUT

2 Days

ROLL OUT

2 Hours

DURATION

1 Hour

DURATION

1 Hour / Tier

DURATION

Permanent

DURATION

Permanent

AREA OF EFFECT

1 Nae'Em

AREA OF EFFECT

Nae'Em 4x4 Sqs

AREA OF EFFECT

1 Landmark

AREA OF FEFECT

1 Landmark



IEVEL NAF'EM

Able to view an area's that have smaller or no populations. (villages, open land, open sea) View is from a maximum of 5 squares above.

8 Marks

View is always from above. Must Save to view inside buildings. +1 col for each level below ${\sf grnd}$.



Can hear Nae'Em from above IF using the Focus Item.

STACK

STACK

ENHANCEMENTS: 4

SKL: 2

ENHANCEMENTS: 7

ENHANCEMENTS: 6

5 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.

COST

8 pts

NO FOCUS USE

SAVE:

EVEL NAE'EM

STACK 1 COST RANGE AREA OF EFFECT ROLLOUT DURATION SAVE: No Save

6 Choose Stack 1 Cost Range 1 Square 1 Hour 1 Hour

6 Create Ethereal Home Pad



Barely visible green weave surrounds a 1x1 square area and forms the pad.

A return spot for Ethereal Portals. ROLLOUT AND DURATION AT SAME TIME.

Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.

change location

EVEL NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 pts Community 4x4 Squares 5 Minutes 10 Min / Tier

8 Scry - Dense Populations



Able to view an area's that have larger populations. (Towns and Cities).

COST

12 pts

COST

20 pts

COST

20 pts

View is from a maximum of 5 squares above.

STACK

View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.

RANGE

Current Plane

RANGE

PMP

RANGE

PMP

Can hear Nae'Em from above IF using the Focus Item.

Includes Audio.

SAME SPELL WILL COUNTER.

FNHANCEMENTS: 2

No Save

SAVE:

SAVE:

SAVE:

LEVEL NAE'EM

9 Scry To A Vae'Em (Place)

With Save able to view a Nae'Em.

View is from a maximum of 5 squares above.

View is always from above.

Can hear Nae'Em from above IF using the Focus Item.

STACK 99

STACK 99

Does NOT require acceptance from, or notice to, the Tae'Em, since it is a place.

Includes Audio.

No Save

ENHANCEMENTS: 2

ENHANCEMENTS: 3

19 Permanent Portal



LEVEL NAE'EM

IFVFI NAF'FM

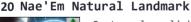
Barely visible seafoam colored weave envelopes the landmark

Permanent Portal

Closer

No Save

NO Nac'Em Natural Landman

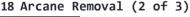


Caster glows lightly during the entire Rollout. Find Natural Landmark and the image of it becomes a Nae'Em Caster glows lightly during the entire Rollout.

Close to Landmark

ENHANCEMENTS: 4

Other-Enhancement STACK RANGE AREA OF EFFECT ROLL OUT DURATION COST SAVE: RM: 3 LEVEL NAE'EM 60 pts Touch 1 Target 6 Hours Permanent Magic is gone.





Brilliant rust colored flames flow over the body of the Target.

Step 2 of process to permanently remove SP.

1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target.

After the spell is done (failed or not) the Nae'Em is over.

Required.

Personal-Connections

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts 1 Recipient 2 Days Permanent

RANGE

РМР

RANGE

10 Squares

RANGE

PMP

AREA OF FEFECT

1 Recipient

AREA OF EFFECT

1 Target

AREA OF FEFECT

Nae'Em

AREA OF FEFECT

1 Square

AREA OF EFFECT

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

2 Days

ROLL OUT

Initiative

ROLL OLIT

4 Days

ROLL OUT

1 Minute

ROLL OUT

4 Hours

ROLL OUT

1 Round

DURATION

Permanent

DURATION

Special

DURATION

Permanent

DURATION

1 Month (30 days)

DURATION

Permanent

DURATION

5 Rounds

2 Connect With A Fighter



Caster surrounds a Fighter with a bright yellow glow. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 2 (See Stack) connections to Fighters.

COST

4 pts

Healing through Nae'Em

ENHANCEMENTS: 3

2 Connect With A Hunter



Caster creates a green glowing connection to the Hunter. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 2 (See Stack) connections to Hunters.

COST

40% Max

Healing through Nae'Em

No Save

No Save

ENHANCEMENTS: 3

2 Random Friendship



LEVEL NAE'EM

Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster.

STACK 99

STACK

STACK

STACK 7

STACK

NO FOCUS USE

SAVE:

ENHANCEMENTS: 3 No Save

3 Connect To A House



Caster surrounds a House member with a bright yellow glow. Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 2 (See Stack) connections to Fighters.

COST

4 pts

COST

4 pts

NO FOCUS USE

No Save

FNHANCEMENTS: 3

4 Hunter Marks



Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look

Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.

RANGE

1 Square

RANGE

6 Squares

CREATE:

NO FOCUS USE

SAVE:

SAVE:

I EVEL NAF'EM



8 pts Caster concentrates to create a connection with a one square area.

COST

2 hours to cast, 1 minute open. Caster must enter first.

GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.

NO FOCUS USE

SAVE:

No Save

I FVFI NAF'FM

Create Permanent Nae'Em

STACK COST RANGE AREA OF EFFECT 12 pts Touch

1 Recipient

ROLL OUT SAVE: DURATION 4 Days Permanent

ENHANCEMENTS: 3 No Save

ENHANCEMENTS: 4



Bright yellow ribbons encircle the recipient.

STACK

Permanent mental bond allows either party to initiate and/or accept.

COST

8 pts

Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding. This spell will only support 3 (See Stack) connections to another person.

SKL:>05

ENHANCEMENTS: 1

Hold Civilized Creature

the recipient.

Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk.

> target can talk SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8



Barely visible burgundy coils streak out from the casters pointed finger and winds around

RANGE

8 Squares

LEVEL NAF'EM

STACK 99

COST

24 pts

COST

RANGE 4 Squares AREA OF EFFECT 1 Item

AREA OF EFFECT

AREA OF EFFECT

Current Item

AREA OF EFFECT

1 Creature

AREA OF EFFECT

Self

AREA OF EFFECT

Self

AREA OF EFFECT

AREA OF EFFECT

Self

ROLL OUT 2 Hours

ROLL OUT

3 Days

20 Minutes

ROLL OUT

10 Minutes

ROLL OUT

5 Rounds

ROLL OUT

1 Round

ROLL OUT

ROLL OUT

10 Minutes

DURATION SAVE: Permanent

• RM: 2 success





Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.

Rollout Halved

SAVE:

ENHANCEMENTS: 6 RM: 3

Connected

11 Connect To An Arcane Focus Item

36 pts Touch 1 Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou

Touch

RANGE

1 Square

RANGE

Touch

RANGE

Self

RANGE

RANGE

Self

RANGE

DURATION

Permanent

Permanent

DURATION

8 Hours

DURATION

4 Hours

DURATION

8 Hours

DURATION

DURATION

3 Hours

Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.

No current Focus Item

ENHANCEMENTS: 5 SKL: 2

Connection broken

11 Disconnect An Arcane Focus Item

A weave engulfs the caster.

Removes the connection between all creatures and the focus item.

COST

12 pts

COST

4 pts

COST

36 pts

A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

SAVE:

SAVE:

+ 8 hours

SAVE:

ENHANCEMENTS: 2

12 Langstrom Servant: Pucoe Gree

Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom

Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)

Protect caster

No Save

No Save

FNHANCEMENTS: 11

Shape Change

1 Small Domestic Pet Form

Caster morphs into the pet slowly over 30 secs

STACK 1

STACK

Caster able to take the form of a common domestic pet.

Caster morphs into the pet slowly over 30 secs

STACK 1

No use of Spells/Skills in this form Move = 1/2 Move

SAVE: No Save

I FV/FI

Alter Self - Medium Sized Dog/Cat

Barely visible green specks envelope caster as they morph into a cat or dog.

Alter Self - Domestic Dog/Cat

Spell casting can be done. But use of the Focus item can't be done.

COST

12 pts

COST

8 pts

Not able to talk outside of the animals natural ability.

No extra ability to speak with animals is given. STACK

STACK

Move+6

SAVE:

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

12 Caster Becomes Ribbon Creature

Caster Becomes Ribbon Creature

NO FOCUS USE

ENHANCEMENTS: 3

14 Alter Self - Porpoise

Barely visible brown roots envelope the caster to become a porpoise. AC:17 HP:Dbl Move:DblTime Init+12 ToHIT+14 Dmg 2d6+4 x0x1

COST

16 pts

Barely visible brown roots envelope the caster to become a porpoise.

NO FOCUS USE

SAVE:

SAME SPELL WILL COUNTER.

No Save

AREA OF EFFECT

Self

AREA OF EFFECT

Self

AREA OF EFFECT

Self

AREA OF EFFECT

Self

AREA OF EFFECT

1x2 Sqs

AREA OF EFFECT

1x2 Squares

AREA OF EFFECT

2x1 Squares

15 Alter Self - Hawk

AREA OF EFFECT COST 16 pts Self Self

RANGE

RANGE

Self

Self

RANGE

Self

ROLL OUT DURATION 10 Minutes 4 Hours

DURATION

4 Hours

DURATION

2 Hours

DURATION

2 Hours

DURATION

2 Hours

DURATION

12 Hours

DURATION

8 Hours

DURATION

8 Hours

ROLL OUT

20 Minutes

5 Minutes

ROLL OUT

5 Minutes

ROLL OUT

5 Minutes

ROLL OUT

2 Minutes

ROLL OUT

1 Minute

ROLL OUT

20 Minutes

SAVE: No Save



Barely visible brown roots envelope the caster to become a hawk.

AC:18 HP:Dbl Move:Dbl Init+8 ToHIT+10 Dmg 2d6+4 x0x1

STACK

STACK

Barely visible brown roots envelope the caster to become a hawk.

NO FOCUS USE

SAVE:

SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 6

15 Alter Self - Wolf



Barely visible brown roots envelope the caster to become a wolf. AC:17 HP:Dbl Move:DblTime Init+6 ToHIT+10 Dmg 2d6+4 x1x1

COST

16 pts

Barely visible brown roots envelope the caster to become a wolf. Can speak wolf! Can cast from this form.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

SAVE: No Save

17 Alter Self - Condor



Shining amber roots Grow To Cover The Caster changing them into a condor.

20 pts

AC:20 HP:Dbl Move=Fly Init:+22 x1x1 ToHit:+12 Dmg:2d8+6

STACK

STACK

STACK

Shining amber roots Grow To Cover The Caster changing them into a condor.

NO FOCUS USE

SAME SPELL WILL COUNTER.

No Save

No Save

ENHANCEMENTS: 6

18 Alter Self - Bear



Shining amber roots Grow To Cover The Caster changing them into a bear.

COST

20 pts

COST

20 pts

COST

4 pts

COST

20% Max

COST

4 pts

AC:20 HP:Dbl Move:Walkx2 Init:+8 x2x2 ToHit:+22 Dmg:4d8+6

Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear. Can cast from this form.

RANGE

Self

RANGE

Touch

RANGE

8 Squares

RANGE

Touch

+1d6 Dmg

SAVE:

ENHANCEMENTS: 3

18 Alter Self - Stingray



Shining amber roots Grow To Cover The Caster changing them into a Stingray.

AC:20 HP:Dbl Move=Swim Init:+8 x1x1 ToHit:+12 Dmg:2d8+6

Shining amber roots Grow To Cover The Caster changing them into a Stingray.

NO FOCUS USE

ENHANCEMENTS: 8

Shelter-Rest-Protection

LEVEL Feather Bed



Yellow sparks trace the shape as it creates a rope bed.

A feather bed appear.

Can fit 2 persons.

Does continue even once the caster is out cold, asleep, etc...

AOE = 2

SAVE: No Save

ENHANCEMENTS: 4

No Save

2 Garish Pup Tent



Bright Multi Colored flashes form a broken down colorful tent.

Bright multicolored pup tent. 2 participants.

STACK

STACK 99

NO FOCUS USE

CREATE:

SAVE:

ENHANCEMENTS: 3

Hunters Hut (10 ppl)



The hunter creates a shelter out of avialable materials

Creates temporary shelter for 8 persons.

The hunter creates a shelter out of avialable materials.

If left up the shelter will fall within 2 days.

After duration the shelter will no longer keep the weather out.

• SAVE: SKL: 2 Created

required

RANGE

4 Squares

Touch

RANGE

Touch

RANGE

4 Squares

RANGE

9 Squares

RANGE

Touch

RANGE

12 Squares

RANGE

1 Square

COST 4 nts

STACK 99

STACK

RANGE AREA OF EFFECT Touch 3x8 Sa Perimeters

AREA OF EFFECT

1 Target

1 Lean-To

AREA OF EFFECT

1 Shelter

AREA OF EFFECT

1x2 Squares

AREA OF FEFECT

3 Sq Radius

AREA OF FEFECT

1 Crtr/Tier

AREA OF EFFECT

3x3 Sq Area

AREA OF EFFECT

3 x 3 Squares

ROLL OLIT 30 Minutes

ROLL OUT

1 Minute

10 Minutes

ROLL OUT

ROLL OUT

1 Hour

ROLL OUT

5 Minutes

ROLL OUT

10 Minutes

ROLL OUT

5 Minutes

ROLL OUT

1 Hour

DURATION 8 Hours

DURATION

1d6 Hours

DURATION

2 Hours

DURATION

DURATION

1 Day

DURATION

1 Hour

DURATION

4 Hours

DURATION

12 Hours

DURATION

8 Hours / Tier

SAVE: No Save

2 Perimeter Safety

Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders.

NO FOCUS USE

SAVE:

SAVE:

ENHANCEMENTS: 2 SNS-2

Heavy Sleep

2 Sleep



Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.

COST

4 pts

COST

4 pts

COST

4 pts

Save fail means Target falls into a light sleep. Save pass means the GM rolls a d6 to see how long the Target remains asleep.

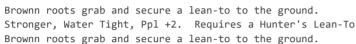
Once a target is asleep they cannot wake themselves.

Col +1 SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 6





ENHANCEMENTS: 6

3 Create Temporary Shelter (3 ppl)



STACK

STACK 99

STACK 99

STACK

10 Minutes 2 Days CREATE: No Save

Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this.

- Shelter fits up to 3 people.

- Any rolls to help the sick or diseased gains five (+5).

COL+1

NO FOCUS USE

SAVE:

SAVE:

SAVE:

5 Quarantine Isolation



Barely visible tan colored sparks Surround The AOE For The Duration. Gives a sick/diseased person a better Save column on Frailty chart. No spreading of a contagion is likely when using this.

COST

8 pts

COST

8 pts

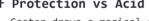
AOE x2

No Save

No Save

ENHANCEMENTS: 7

Circle of Protection vs Acid



Caster draws a magical circle in green weave that protects against acid. The green weave becomes bubbling acid.

Those within the circle reduce acid damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage.

COST

8 pts

8 pts

8 pts

Acid 1d6 dmg at edge SAME SPELL WILL COUNTER.

> ENHANCEMENTS: 8 SAVE: SNS: 4

> > Wakes up

Deep Doze

LEVEL



Magenta flames extend from the Caster's hand to the recipient. Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours). During the 4 hours the recipient is not able to wake. After the 4 hours recipient is reinvigorated.

Dim night light.

No Save

ENHANCEMENTS: 3

Grow A Plant Canopy



Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy.

+ a Wall

No Save

ENHANCEMENTS: 9

Hunters Hidden Shelter (4 ppl)

Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues:

- High winds will knock this down

Does not overcome negative HP or SP.

- smoke from fires may be noticed

- Not useable in obvious locations (urban)

CREATE:

NO FOCUS USE

SAVE:

SAVE:

AREA OF EFFECT

AREA OF EFFECT

6 Sqs Long

AREA OF EFFECT

1x1x2 Sqs

AREA OF EFFECT

4 Sq High Tree

AREA OF EFFECT

Self

AREA OF EFFECT

1 Trail

7 Strumos Waystation

RANGE AREA OF EFFECT COST 8 nts 4 Squares 3x3 Squares

ROLL OUT DURATION 1 Minute 12 Hours

5 Min / Wall

20 Minutes

ROLL OUT

1 Minute

ROLL OUT

30 Minutes

ROLL OUT

Initiative

ROLL OUT

Initiative

DURATION

4 Hours

DURATION

1 Hour

DURATION

8 Hours

DURATION

12 Hours

DURATION

1 Hour

DURATION

1 Hour

SAVE: No Save



Caster creates a waystation that looks normal in most respects. 3x3 Sqs platform that protects from some weather

STACK

STACK

STACK

STACK

STACK

STACK

STACK

STACK 99

99

Has center area for fires and 4 posts supporting a flat roof.

Canvass walls

SAVE:

SAVE:

ENHANCEMENTS: 5

10 Walls of Force (4 to 6)

12 pts 12 Squares See Description Solid lavender coils follow the caster's hand outlining the walls.

RANGE

Touch

RANGE

Touch

RANGE

8 Squares

RANGE

Self

RANGE

Self

2 Sqs High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.

COST

12 pts

COST

16 pts

COST

16 pts

COST

4 pts

COST

30% Max

COST

Door Included

No Save

SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

No Save

11 Force Wall

Bright violet coils Outline the wall then fade away. 2 Sqs High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.

HP:80 AC:16

No Save

SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

13 Astral Shed

Run-down-looking wooden shed that's actually a 4-bedroom house on the inside.

+1 Bedroom

No Save

Small outside but 4 bedroom house inside. Small shed outside... 5 rooms inside.

FNHANCEMENTS: 5

14 Tree House

Barely visible brown roots wind up into the trees branches and create a house. Tree House

(Seeds that grow vines up the tree)

CREATE: Pine Seeds of Tree House

SAVE:

Stairs or Ladder.

ENHANCEMENTS: 5

LEVEL NAE'EM

19 Circle of Thorns (3 sq x 3 sq)

COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 20 pts 12 Squares 10x10 squares 30 Minutes 12 Hours



Tracking-

ХX XX XX

Adds a roof SAME SPELL WILL COUNTER. ENHANCEMENTS: 8

SAVE: No Save

1 Find North

Reviews surrounding area. GM indicates direction of North. Reviews surrounding area.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 1

No Save

4 Tiro Tracking

Find and follow a trail while leaving an obvious trail. Solid Multi Colored flashes litter the path to show everyone in sight where the path is.

NO FOCUS USE



RANGE AREA OF EFFECT DURATION STACK COST ROLL OUT SAVE: No Save 12 pts Touch 1 Mark Trail 20 Minutes 12 Hours 9 Cover Trail

AREA OF EFFECT

Urban or Subtrrn

AREA OF EFFECT

Urban

AREA OF EFFECT

1 Mark

AREA OF FEFECT

1 Square

AREA OF EFFECT

1x2 Squares

RANGE

Self

Self

RANGE

Self

Hunter slows down to ensure no trial is left behind. Hunters 'might' uncover trail. Max:1 mark covered.

STACK 99

STACK

Hunter slows down to ensure no trial is left behind. Attempts to cover trail at full speed require GM to roll characters SKL:3. NO FOCUS USE

FIND/FOLLOW TRAIL- HNT LvI:12

ENHANCEMENTS: 1 SAVE: SNS-2

9 Urban Tracking



Rogue attempts to follow a hot path, before it grows cold. Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old. Rogue attempts to follow a hot path, before it grows cold. GM rolls for the Rogues success.

COST

12 pts

NO FOCUS USE

DURATION

2 Hours

DURATION

Permanent

DURATION

24 Hours

DURATION

Until Triggered

DURATION

Until Triggered

DURATION

DURATION

Used / EOY

3d8 Minutes

3d8 Minutes

ROLL OUT

20 Minutes

ROLL OLIT

20 Minutes

ROLL OUT

20 Minutes

20 Minutes

(+8 pts)

LOSE A TAIL - ROG Lvl:10

ENHANCEMENTS: 1 SKI · 2

No one following

ENHANCEMENTS: 1

Path found

10 Lose A Tail



12 pts The Rogue winds back and forth using cover as needed to avoid notice.

COST

12 pts

Used in an urban environment to lose an active tail which may take some time to do. A high SAVE leaves misleading clues.

Players can improve the Save by role play and descriptions.

GM rolls the Save for any pursuers.

NO FOCUS USE

SAVE:

URBAN TRACKING - ROG Lvl:9

No Save

12 Find/Follow Trail



Traps-

Hunter becomes the tracker.

Succeed=GM rolls characters SKL:2. Move x 1/2.

STACK

STACK

Movement is reduced in half.

To move full speed and attempt tracking GM uses SKL:3 Save.

NO FOCUS USE

SAVE:

SAVE:

Required

SAVE:

Required

COVER TRAIL - HNT LvI:9

AGL: 3

ENHANCEMENTS: 1

GM

1

圖

GM

GM

Success

Success

Success

Success

LEVEL 1 Message -Create/Find/Remove



Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts) Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total)

RANGE

Touch

Trip rope/wire(+0 pts), Pressed covering (+8 pts) Triggers:

COST

4 pts

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)

Pop out/up (+0 pts), Drop down (+4 pts) Type: COST

6 pts

Required

ENHANCEMENTS: 9

AGL: 3

I FV/FI

Touch Impedance Trap-Create/Find/Remove Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total).

RANGE





STACK

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)

COST

8 pts

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door

Pop out/up Drop down (+4 pts), (+8 pts) Type: (+0 pts), Shoot out RANGE AREA OF EFFECT ROLL OUT

ENHANCEMENTS: 10

Until Triggered 12 pts Touch 1 Square 20 Minutes Damage Trap -Create/Find/Remove

> Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts. Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Drop down (+4 pts), Shoot out (+8 pts)

COST RANGE AREA OF EFFECT ROLL OUT

Per Spell

ENHANCEMENTS: 7 GM AGL: 3

AGL: 3

Set Up Eolas Spell Release (Trap)



Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%. Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Pressed covering (+8 pts) Triggers: Trip rope/wire(+0 pts), Locations: In/on floor Ceiling (+4 pts), Wall (+0 pts),

(+8 pts) (+8 pts) Type: Pop out/up (+0 pts), Drop down (+4 pts), Shot out

Touch

Required

SAVE:

ALL									
LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:	
13 Magical T	rap Assistance	16 pts							
	Eolas to cast a mgc trap 'find Create and Disarm Magical Trap		ound it shows h	now a trained r	ogue can deacti		O FOCUS USE		
Travel-Mundane									
LEVEL NAE'EM	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
6 Attach Wi	ngs To Animal	8 pts	Touch	1 Creature	30 Minutes	12 Hours			
Wings sprout out of the creatures back. New Stats - Attk:x0x1 Init+6 ToHIT+6 Dmg 1d10 AC 22/12 1 Mark/Day Creature gets the better of their natural battle stats or the New Stats.							2 Marks/Day SAME SPELL WILL COUNTER. ENHANCEMENTS: 7		
15)(5)	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
12 Personal	Wings Of Flying	12 pts	Self	Self	10 Minutes	4 Hours		140 Save	
non-battle flight = 2 marks/12 hrs. Casting while flying must be done with a Focus Item. ENHANCEMENTS: 4 Travel-Planes									
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save 1	
1 Quick Jun	ıp	20% Max	1d6 Squares	Self	Initiative	Instant			
1d6 squares in direction indicated. A colorful glow appears under the caster's feet and follows them like a rainbow as they jump.								ENHANCEMENTS: 2	
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1 Riding (h	orses and other)	pts	Self	Self	Instant	Permanent			
不	Using domesticated animals for Able to ride mounts that are & Using domesticated animals for	equal to	a horse. Twice	e speed of walk	ing.	N	O FOCUS USE		
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1 Send Item	n to A Nae'Em Location	4 pts	PMP	1 Mid Item	20 Minutes	Instant			
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.							Add Ionic Marker		

ENHANCEMENTS: 4

No Save

No Save

1 Swimming - Beginning

Swim in a calm pool, lake, river Beginning swimming in calm water Swim in a calm pool, lake, river

STACK 99

STACK

COST

COST

40% Max

RANGE

Self

4 Squares

AREA OF EFFECT

Self

AREA OF EFFECT

1 Recipient

ROLL OUT

Instant

ROLL OUT

Initiative

NO FOCUS USE

SAVE:

DURATION

Permanent

DURATION

Instant

3 Quick Push!

Bright Multi Colored flashes travel towards the Recipient and surround them. Recipient moved to random spot up to 4 Squares away.

NO FOCUS USE

SAVE:

LEVEL NAF'EM 5 Dimension Ouick Portal for 2

RANGE COST 8 nts 2 Squares

AREA OF FEFECT 3 Civilized crtrs

AREA OF EFFECT

4x4 squares

1x1 Sq Portal

AREA OF EFFECT

1 Square

AREA OF EFFECT

Self

AREA OF FEFECT

Portal Structure

AREA OF FEFECT

1 Square

AREA OF EFFECT

PMP

AREA OF EFFECT

Non-Urban

ROLL OUT 30 Minutes

DURATION 2 Rounds

DURATION

4 Rounds

1 Minute

DURATION

1 Minute

DURATION

12 Hours

DURATION

2 Minutes

DURATION

1 Hour

DURATION

4 Hours

DURATION

1 Day

SAVE: No Save

Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.

The flames cause magical fire damage (will not light combustibles) when in circle.

The PMP and Dimension once were the same but have split and advanced on their own.

Portal open for caster and 1 other. Portal closes after 2nd person.

COST

8 pts

NO FOCUS USE

SAVE:

Move -1 again

SAVE:

Scroll of Grabbing Roots

CREATE:

6 Decrease Movement

Inhibits movement by 4 squares. (by 5 sqs with Focus) THIS SPELL CAN CREATE: Scroll of Grabbing Roots.

STACK

STACK

BUY:10 GP.

ROLL OUT

Initiative

30 Minutes

ROLL OUT

2 Hours

ROLL OUT

10 Minutes

ROLL OUT

1 Hour

ROLL OUT

5 Rounds

ROLL OUT

20 Minutes

ROLL OUT

10 Minutes

- Inhibits Movement. Move-2. AGL:2 for full movment.

- Cinderroot, Oak Sap, Palm Root.

8 Squares

RANGE

1 Square

RANGE

Self

RANGE

Touch

RANGE

4 Squares

- Campfire. Creation SP: x3 spell cost.

ENHANCEMENTS: 5 No Save

No Save

Langstrom Rupture

Barely visible wine colored coils swirl and to become a lime green portal.

8 pts

COST

8 pts

COST

8 pts

COST

12 pts

12 pts

12 pts

16 pts

To random spot in Langstrom. More use = Danger. Barely visible wine colored coils swirl and to become a lime green portal.

Partial gets SKL:1

STACK 1

Golden sparks creates a portal through the astral plane to a destination.

2 hours to cast, 1 minute open. Caster must enter first.

GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location.

All misdirected locations are safe to walk through.

STACK

STACK

ENHANCEMENTS: 6

SKL: 3

Able to do this.

ENHANCEMENTS: 8

Correct location

SKI · 4

8 Hunters Stare (1-4 days)

7 Astral Portal To Known Location

Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake Hunter zones out as they walk a preset direction

NO FOCUS USE

SAVE:

SAVE:

CREATE:

Hand rails

SAVE:

SAVE:

Col -1

ENHANCEMENTS: 1 RM: 2

1/2 Damage

PMP To/From Dimension Portal

Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. PMP and Dimension once were the same but have split and advanced on their own.

+2d6 dmg except self

LEVEL

I EVEL NAF'EM

Portal open for caster and 1 other. Portal closes after 3rd person.

ENHANCEMENTS: 5

No Save

10 Ladders & Stairs

Can be cast/created in any plane

ITEM TO CREATE: Ladders And Ladders Breakable.

> STACK 99

STACK

STACK 99

BUY:60 GP. - Ladder:1-12 sqs x 1 sq. Stairs:6 sqs x 6 sqs.

RANGE

12 Squares

- Obsidian Shard, Stagnant Sea Water, Marigold Wine.

Creation SP: x3 spell cost. - Focus Item.

RANGE

Self

RANGE

Self

ENHANCEMENTS: 10

No Save

10 PMP Projection

Colored sparks form a profile which becomes the image of the caster. The casters Astral image is able to take a ghostly form and watch living creatures. Only can see living sentient creatures, nothing else.

Move=18 SAME SPELL WILL COUNTER.

No Save

ENHANCEMENTS: 4

Faster Path

Hunter estimates fastest path through known environments.

The local area does NOT have to be known by hunter, only the type of environment.

NO FOCUS USE

SAVE:



Solo=150%. Group=120% w/Hunter @ point. Not all environs.

Caster will seem ghostly to the creatures and vice sa versa.

Hunter can lead the group using a faster pace and a better path.

			ALI					
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	ermanent Location Tae'Em	16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		
•	Orange ribbons encircle the Location becomes a teleport Orange ribbons encircle the	destination	on.				Casual	ENHANCEMENTS: 7
Travel-PMF								
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Strumos R	Run	4 pts	Self	Caster	5 Minutes	4 Hours	REATE:	a
	Caster is able to run as fa 1.5 times travel through a Caster avoids objects like	PMP. normal. Ca			ROLL OUT		Speed Boost Move x2	ELL WILL COUNTER. ENHANCEMENTS: 4 No Save
LEVEL C. Thomas		Q mts	2 Squares	1 Creatures	Initiative	1 Hour	JAVE.	NO Save
Target can move faster in normal conditions. +2 Move. Potion Of Martail Speed. - Fighters Movement +2 for normal walk/fly/swim Honey, Viper Snake Scales, Veggie Oil. 20 Min Kitchen/Lab. Creation SP: x3 spell cost.							REATE: Speed Boost Move+2 Sqs SAME SP	ELL WILL COUNTER.
LEVEL	STACK 99		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Travel Sh	nadow to Shadow	8 pts	24 Squares	Caster	2 Rounds	20 Minutes		
Tricks-	This does work for the cast This dowoes allow more opti	-					No light when	ENHANCEMENTS: 6
LEVEL	STACK 1		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
4 Call Item	n (in Sight)	4 pts	6 Squares	1 Item	Initiative	Instant		
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. 20 lbs/4.5 Kg								ENHANCEMENTS: 6
LEVEL	STACK 99		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4 Sleight o	of Hand	4 pts	Self	Arms Length	5 Rounds	Instant		Succes
	Rogue can perform skillful skillful deception Roll Sav Rogue can perform skillful Audience must not be at Rog Save column with add skills	e to fool a deception i ues flank.	an audience. like that of a If audience i	street magician s flanking the	Rogue column is		O FOCUS USE	ENHANCEMENTS: 3
Utility-								
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Arcane Li	ight	4 pts	Self	Varies	Initiative	4 Hours		
	With a twirling of the fing No Focus = Candle power. W With a twirling of the fing Eolas can use as a trap wit Default Light: Candle ligh	ith Focus ers the ca h the Rogu t	caster can set ster brings abo es skill "Set U	power as per Ti but light! Up Eolas Spell R	elease (TRAP)"			<u> </u>
LEVEL	STACK 99	pts	RANGE 5 feet / 1/5 meters	AREA OF EFFECT Campfire	ROLL OUT 2 Hours	10 Minutes	SAVE:	No Save
1 Cooking -	- Basic Meal for four people Allows a character to cook Meal for four people			·	Z HOUIS		O FOCUS USE	

AREA OF EFFECT STACK 99 RANGE ROLL OUT DURATION COST SAVE: No Save L00% Max Self Self Instant Permanent

10 Minutes

ROLL OUT

ROLL OUT

1 Graduate Tiro Ritual

fog envelops character during meditation process. 2 days of introspection and caster learns school location.

fog envelops character during meditation process.

NO FOCUS USE

2 Langstrom Cloak Pockets

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

AREA OF EFFECT

Kindling

AREA OF EFFECT

AREA OF EFFECT



I FV/FI

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

Barely visible lavender wisps spiral around the caster.

Hides magic

SAVE:

SAVE:

NO FOCUS USE

SAVE:

NO FOCUS USE

COL-1

Permanent

DURATION

DURATION

ENHANCEMENTS: 5 SKL: 1

start fire

2 Make Fire with Sticks

Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts.

Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col

4 pts

COST

COST

Hunters Kit helps (-1 col).

Hunters base Save is SKL:1. NON Hunters base Save is NON:3

No Save

2 Mental Alarm Clock

Self Self 10 Minutes 18 Hours 4 pts

LEVEL NAE'EM

Able to set a time and wake up at that time.

STACK

STACK

Fighter reviews the surroundings to understand normal sounds are during the rollout.

Touch

RANGE

RANGE

Fighter must not be exhausted or forced to sleep.

Does not guarrantee restful sleep.

When waking it takes 1 full round before Fighter is able to be clear headed.

FNHANCEMENTS: 2

No Save

3 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.

> Multi-Vision SAME SPELL WILL COUNTER.

> > ENHANCEMENTS: 7

ENHANCEMENTS: 2

STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SNS: 2 (--Initiative 20 Minutes 4 pts Self 6x6 Squares Success Mimic Soft Nature Sounds



Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity.

Hunter can create soft low sounds with no penalty,

As the volume of a sound rises the GM may adjust the Save.

As the sounds become more distinct the GM may adjust the Save.

STACK 99 RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 25% Max Touch Varies 1 Minute 1 Hour Tiro Tasty Cumber Meals



1d12 meals appear at waist height of the Caster.

Solid Multi Colored flashes extend from the Caster's hand and form into consumable food.

NO FOCUS USE

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL NAF'EM 2 Minutes 8 pts 1 Square 1 Square Permanent Arlo's Astral Storage



The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca Open or Close storage. No magic or metal or crystals

The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster sees the items within.

+5 items

ENHANCEMENTS: 4 No Save

STACK RANGE DURATION COST AREA OF EFFECT ROLL OUT SAVE: 8 pts 16 Squares 2x2 Sq Platform 2 Minutes 10 Minutes Force Platform



Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.



		ALI					
LEVEL STACK 99	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM:3 GM
6 Pause Magical Lock		2 Squares	Lock	10 Minutes	Rollout		Lock/Trap paused
Freezes all magic within a spechelps rogue with magical locks Must target a specific magical Freezes all magic within the tr If duration ends then magic magic	Range = 12 Squares ENHANCEMENTS: 1						
LEVEL NAE'EM STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Increase Nae'Em Rogues Grace	8 pts	Touch	1 Rogue	3 Minutes	2 Hours		
Barely visible jade colored weat Increase Grace of a Nae'Em Rogu CAN CREATE SCROLL	CREATE: Scroll of Rogues Grace 12 Sq Range ENHANCEMENTS: 7						
LEVEL STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
15 Surprise Killing Blow	16 pts						•
Surprise required. Lgswrd+, Tob	NO FOCUS USE	:					
LEVEL STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
17 Impersonate Person							

NO FOCUS USE

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