

ALL CLASSES

AAA-My Party									
FTR	4	4 pts	Situational Awareness	RANGE	AoE	ROLLOUT		DURATION	ENH
				Self	Within Hearing	4 Minutes		1 Hour / Tier	3
				FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.				none	STACK 1
FTR	5	8 pts	Repair Weapons/Armor	RANGE	AoE	ROLLOUT		DURATION	ENH
				1 Square	1 Wpn/Armor	4 Hours		Permanent	2
				Required with Item/Kit. Fixed damaged, but not broken metal weapons and armor.				SKL 3	STACK 99
FTR-ROG	6	8 pts	1000 Yard Stare March	RANGE	AoE	ROLLOUT		DURATION	ENH
				Self	Self	10 Minutes		20 Hours	2
				Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.				none	STACK 1
FTR	10	12 pts	Honing Melee Weapon	RANGE	AoE	ROLLOUT		DURATION	ENH
				Touch	1 Weapon	2 Hours		1 Battle	3
				Required. with Item/Kit. Weapon in best condition can have +1 added to damage.				none	STACK 99
FTR	5	8 pts	Coordinate Group Initiative	RANGE	AoE	ROLLOUT		DURATION	ENH
				Self	Player Party	Initiative		1 Battle	
				Self=#Attk-1, Grp= Init +6, +4, +0, -2 to classes				none	STACK 99

ALL CLASSES

3/24/2024 4:28:19 PM

Altered Reality

ORX	5	8 pts	Ribbon Goblin Lookout	RANGE 1/4 Mark	AoE 1 Ribbon Crtr	ROLLOUT 30 Minutes	DURATION 8 Hours	ENH 8
Telepathic Convo with Item/Kit. x							STACK 3	
EOL	7	8 pts	Annie's Slow Alteration	RANGE Self	AoE Self	ROLLOUT 4 Rounds	DURATION 4 Hours	ENH 4
Change Race, Ht, Wt, Gender with Item/Kit. Change age/clothes/carried items/hair/eyes/facial hair.							STACK 1	
SYL	13	16 pts	Illusional Dolphin	RANGE 8 Squares	AoE 1 Image	ROLLOUT 1 Minute	DURATION 2 Hours	ENH 11
Set mood with Item/Kit. x							STACK 1	
SYL	13	16 pts	Illusional Condor	RANGE 8 Squares	AoE 1 Image	ROLLOUT 1 Minute	DURATION 2 Hours	ENH 11
Set Mood with Item/Kit. x							STACK 1	
TRO	1	20% Max	Pie Fight!	RANGE 4 Squares	AoE 1 Target	ROLLOUT Initiative	DURATION 1 Round	ENH 2
Blocks vision with Save.							RM 1 Blocks Vision	STACK 99
EOL	9	12 pts	Image of Nae'Em Rogue	RANGE Self	AoE Self	ROLLOUT 3 Minutes	DURATION 2 Hours	ENH 7
speak like rogue with Item/Kit. Need current Nae'Em with Rogue. Uses Rogues current image.							STACK 99	
EOL	20	20 pts	Mirror A Person	RANGE 15 Square Radius	AoE 1 Person	ROLLOUT 2 Rounds	DURATION 1 Hour	ENH 6
see and hear with Item/Kit. HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2							STACK 1	
EOL	11	12 pts	Personal Decoy	RANGE 25 Squares	AoE 25 Sq Radius	ROLLOUT 2 Rounds	DURATION 20 Minutes	ENH 6
Image +10 HP. with Item/Kit. Image of caster must stay in range and moves at 1/2 rate.							STACK 5	
TRO	1	15% Max	Beauty Contestant - 2nd Prize	RANGE Self	AoE Self	ROLLOUT 5 Minutes	DURATION 12 Hours	ENH 3
Recipient becomes more attractive by their race's standards.							STACK 99	
DOK	4	4 pts	Gathering The Darkness	RANGE Touch	AoE Self	ROLLOUT 10 Minutes	DURATION 6 Hours	ENH 3
Save Column + 1 with Item/Kit. Target is outlined in pure shadow if Save is passed.							RM 2 Dark profile	STACK 1
SYL	11	12 pts	Illusional Bear	RANGE 16 Squares	AoE 1 Image	ROLLOUT 1 Minute	DURATION 1 Hour	ENH 10
Set mood with Item/Kit. False of a bear.							STACK 1	
TRO	3	10% Max	2 Rope Image	RANGE 1 Rope	AoE 1 Rope	ROLLOUT 1 Minute	DURATION 2 Hours	ENH 4
Roll Save to create illusion of a cut rope now 1 rope.							SKL 1 Rope not cut	STACK 1

ALL CLASSES

3/24/2024 4:28:19 PM

Battle-Actions

FTR	10	12 pts	Last Ditch Effort	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>Self</td><td>Self</td><td>Initiative</td><td>1 Battle</td><td>1</td></tr></table> <p>Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	Self	Self	Initiative	1 Battle	1
RANGE	AoE	ROLLOUT	DURATION	ENH										
Self	Self	Initiative	1 Battle	1										
FTR	9	12 pts	Critical Hit - 2nd Choice	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>Self</td><td>Self</td><td>Instant</td><td>Instant</td><td></td></tr></table> <p>Reroll Critical Hit and must take the roll.</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	Self	Self	Instant	Instant	
RANGE	AoE	ROLLOUT	DURATION	ENH										
Self	Self	Instant	Instant											
DOK	5	8 pts	Fire Starter	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>6 Squares</td><td>1 Item</td><td>Initiative</td><td>Instant</td><td>4</td></tr></table> <p> A darkened fire bolt. with Item/Kit. Fire jumps from the hand to the target. 1d1 Dmg.</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	6 Squares	1 Item	Initiative	Instant	4
RANGE	AoE	ROLLOUT	DURATION	ENH										
6 Squares	1 Item	Initiative	Instant	4										
FTR	6	8 pts	Critical Roll Additions	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>Self</td><td>1 Attack</td><td>Instant</td><td>Instant</td><td></td></tr></table> <p>Roll 1d100 +Lvl +ToHIT to improve critical roll.</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	Self	1 Attack	Instant	Instant	
RANGE	AoE	ROLLOUT	DURATION	ENH										
Self	1 Attack	Instant	Instant											
FTR	5	8 pts	Converge On The Enemy	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>Self</td><td>1 Target</td><td>Initiative</td><td>Conc + 2 Rds</td><td>2</td></tr></table> <p>Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	Self	1 Target	Initiative	Conc + 2 Rds	2
RANGE	AoE	ROLLOUT	DURATION	ENH										
Self	1 Target	Initiative	Conc + 2 Rds	2										
ROG	7	8 pts	Blunder Change Up	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>Self</td><td>Self</td><td>Instant</td><td>Instant</td><td></td></tr></table> <p>Rogue may apply a Melee Blunder to a less impactful column.</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	Self	Self	Instant	Instant	
RANGE	AoE	ROLLOUT	DURATION	ENH										
Self	Self	Instant	Instant											
ROG	3	4 pts	Blunder Reroll	<table><tr><td>RANGE</td><td>AoE</td><td>ROLLOUT</td><td>DURATION</td><td>ENH</td></tr><tr><td>Self</td><td>1 Blunder</td><td>Instant</td><td>Instant</td><td></td></tr></table> <p>One Use. Disregards the first Blunder roll and rolls again.</p>	RANGE	AoE	ROLLOUT	DURATION	ENH	Self	1 Blunder	Instant	Instant	
RANGE	AoE	ROLLOUT	DURATION	ENH										
Self	1 Blunder	Instant	Instant											

ALL CLASSES

3/24/2024 4:28:19 PM

Battle-Defense

ORX	10	12 pts	Minor Defense Bubble	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>1 Battle</div></div>	<div><div>ENH</div><div>7</div></div>
Other recipients with Item/Kit. x						<div><div>RM</div><div>2</div></div>	<div><div>STACK</div><div>2</div></div>	<div><div></div><div></div></div>
STM	10	12 pts	Astral Mental Shield	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>2 Minutes</div></div>	<div><div>DURATION</div><div>4 Hours</div></div>	<div><div>ENH</div><div>5</div></div>
Total AC Bonus +4 with Item/Kit. Save vs Astral = RM:2. AC bonus +2.						<div><div>RM</div><div>2</div></div>	<div><div>STACK</div><div>99</div></div>	<div><div></div><div></div></div>
ORX	7	8 pts	Half Wall of Force	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>4 Sqs Long</div></div>	<div><div>ROLLOUT</div><div>20 Minutes</div></div>	<div><div>DURATION</div><div>20 Minutes</div></div>	<div><div>ENH</div><div>7</div></div>
+ another corner. with Item/Kit. x						<div><div>none</div><div></div></div>	<div><div>STACK</div><div>6</div></div>	<div><div></div><div></div></div>
FTR	4	4 pts	Assist Another To Disengage	<div><div>RANGE</div><div>3 Squares</div></div>	<div><div>AoE</div><div>1 Recipient</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>1 Round</div></div>	<div><div></div><div></div></div>
Highest Init. Move straight 1-3 sq. Save to avoid. Attk=0.						<div><div>BRU/AGL</div><div>2</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div></div><div></div></div>
STM	13	16 pts	Circle of Astral Expulsion	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>3 Sq Radius</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>4 Hours</div></div>	<div><div>ENH</div><div>6</div></div>
Caster Saves to expell a creature. Once cast range no issue.						<div><div>SKL</div><div>2</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div></div><div></div></div>
FTR	1	4 pts	Set for Charge	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>1 Charge</div></div>	<div><div>ROLLOUT</div><div>Instant</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div></div><div></div></div>
Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only 1 attack.						<div><div>none</div><div></div></div>	<div><div>STACK</div><div>1</div></div>	<div><div></div><div></div></div>
ROG	1	4 pts	Avoid An AoO	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Movement</div></div>	<div><div>ROLLOUT</div><div>Instant</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div></div><div></div></div>
Save to Avoid AoO. 1 dodge per Tier.						<div><div>SKL</div><div>2</div></div>	<div><div>STACK</div><div>99</div></div>	<div><div></div><div></div></div>
STM	10	12 pts	Charged Fencing - Two Sides	<div><div>RANGE</div><div>6 Squares</div></div>	<div><div>AoE</div><div>2 - 9 Sqs</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>5</div></div>
Invisible Wall with Item/Kit. 3d6 touch dmg. Save to pass through.						<div><div>RM</div><div>3</div></div>	<div><div>STACK</div><div>99</div></div>	<div><div></div><div></div></div>
SYL	10	12 pts	Wind Wall	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>2 Rounds</div></div>	<div><div>DURATION</div><div>10 Minutes</div></div>	<div><div>ENH</div><div>5</div></div>
x						<div><div>SKL:</div><div>2</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div></div><div></div></div>
FTR	5	8 pts	Provide Protection	<div><div>RANGE</div><div>1 Square</div></div>	<div><div>AoE</div><div>1 Creature</div></div>	<div><div>ROLLOUT</div><div>initiative</div></div>	<div><div>DURATION</div><div>1 Round</div></div>	<div><div>ENH</div><div>2</div></div>
Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.						<div><div>none</div><div></div></div>	<div><div>STACK</div><div>99</div></div>	<div><div></div><div></div></div>
DEY	11	12 pts	Catch Small Incoming	<div><div>RANGE</div><div></div></div>	<div><div>AoE</div><div></div></div>	<div><div>ROLLOUT</div><div></div></div>	<div><div>DURATION</div><div></div></div>	<div><div></div><div></div></div>
x						<div><div></div><div></div></div>	<div><div>STACK</div><div></div></div>	<div><div></div><div></div></div>
SYL	1	4 pts	Tornado Wall	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>4 Rounds</div></div>	<div><div>ENH</div><div>2</div></div>
+2 AC with Item/Kit. Pass the Save						<div><div>SKL</div><div>2</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div></div><div></div></div>

ALL CLASSES

3/24/2024 4:28:20 PM

DOK	8	8 pts	Mundane Fire Immunity	RANGE 1 Target	AoE 1 Target	ROLLOUT 5 Rounds 	DURATION 1 Hour 	ENH 6
 Warms those close. with Item/Kit. Target is immune to mundane fires cooler than a forge.				none  STACK 1 				
DEY	6	8 pts	Evade Missiles	RANGE	AoE	ROLLOUT	DURATION	ENH
x				none  STACK 1 				
EOL	1	4 pts	Protect vs Ranged and Thrown	RANGE Self	AoE 1 Battle	ROLLOUT 1 Minute 	DURATION 3 days 	ENH 4
Dodging (+2 AC) vs Ranged and Thrown attacks.				none  STACK 1 				
ROG	6	8 pts	Bob and Weave	RANGE Full Move	AoE Self	ROLLOUT Initiative 	DURATION 2 Rounds 	ENH 1
Dodge 1 AoO per Tier. Can move diagonally past targets.				AGL 1  STACK 99 				
DOK-SYL-STM-EOL-OR	12	12 pts	Circle of Containment	RANGE Touch	AoE 3 Sq Rad Circle	ROLLOUT 10 Minutes 	DURATION 4 Hours 	ENH 4
 BRU:>95 with Item/Kit. Creatures from exiting its area. Must Save to Exit.				BRU 3  STACK 99 				
FTR	2	4 pts	Defend - No attacks	RANGE Self	AoE Self	ROLLOUT Instant 	DURATION 2 Rounds 	ENH 2
AC: +1 / Tier. No attacks.				none  STACK 1 				
FTR	6	8 pts	Brace for Onslaught	RANGE Self	AoE Self	ROLLOUT Initiative 	DURATION 2 Rounds 	ENH 3
Attk=1. Save vs Pshbck, Stun, Daze. Must face attk.				BRU 2  STACK 99 				
STM	8	8 pts	Circle of Protection vs Undead	RANGE Self	AoE 3 Square Radius	ROLLOUT Initiative 	DURATION 5 Rounds 	ENH 4
 Range 6 Sq Radius with Item/Kit. Undead must Save to pass. Column = casters tier.				RM Tier  STACK 1 				
FTR	3	4 pts	Disengage	RANGE Self	AoE 2-3 Squares	ROLLOUT Initiative 	DURATION 1 Round 	ENH 1
Before Init. Move straight 1-3 sq. Save to avoid. Attk=0.				none  STACK 1 				
FTR	8	8 pts	Pull Aggro	RANGE Self	AoE 8x8 Squares	ROLLOUT Initiative 	DURATION 1d3+1 Rounds 	ENH 2
 Self:Attk=2. AC=4. Grp:Init & AC +2.				none  STACK 4 				
SYL	3	4 pts	Tornado Wall For Nae'Em Hunter	RANGE 4 Sqs / Tier	AoE 1 Recipient	ROLLOUT Initiative 	DURATION 4 Rounds 	ENH 4
Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)				none  STACK 1 				
SYL	12	12 pts	Circle of Animal Protection	RANGE Touch	AoE 2x2x2 Sq Sphere	ROLLOUT 2 Minutes 	DURATION 1 Hour 	ENH 7
 Column +1 with Item/Kit. x				SKL 2  STACK 1 				

ALL CLASSES

3/24/2024 4:28:20 PM

DOK

1012 pts

Magical Fire Protection

Forge fire = 1 hp / Rd. with Item/Kit. Mundane fire damage to 1 HP per round. Forge = 1d4 dmg.

RANGE

Self

AoE

Self

ROLLOUT

5 Minutes

DURATION

20 Minutes

ENH

6

ORX

1212 pts

Circle of Langstrom Expulsion

AOE: 4 Sq Radius with Item/Kit. x

RANGE

Touch

AoE

3x3 Squares

ROLLOUT

10 Minutes

DURATION

4 Hours

ENH

6

STM

34 pts

Protect Fighter vs Ranged/Thrown

Total AC bonus:+4 with Item/Kit. Recipient gains +2 vs ranged/thrown attacks.

RANGE

8 Squares

AoE

1 Recipient

ROLLOUT

Initiative

DURATION

10 Minutes

ENH

7

FTR

14 pts

Shield Dancing

x

RANGE

AoE

ROLLOUT

Initiative

DURATION

FTR

44 pts

Shield Block

Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)

RANGE

0 Squares

AoE

Self

ROLLOUT

Instant

DURATION

Instant

ENH

1

ALL CLASSES

Battle-Offense

ROG

8

8 pts

Whirling Mordra - Rogue

Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.

RANGE

Touch

AoE

Adjacent Sqs

ROLLOUT

Initiative

DURATION

1 Round

1 RDS

ENH

3

+

none

STACK

99

ROG

3

4 pts

Charge - Rogue

Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. AC-4.

RANGE

Move x2

AoE

1 Target

ROLLOUT

Initiative

DURATION

1 Round

1 RDS

ENH

3

+

none

STACK

99

HNT

4

4 pts

Hunters Charge

#Attk=1. Move x2, straight, no pivot. ToHIT & Dmg +8.

RANGE

Move x2

AoE

1 Creature

ROLLOUT

Initiative

DURATION

1 Round

1 RDS

1

+

none

STACK

1

SYL

16

16 pts

Water Blast

Put out Mgc fire with Item/Kit. x

RANGE

8 Squares

AoE

1 Square

ROLLOUT

Initiative

DURATION

3 Rounds

3 RDS

ENH

4

AGL 2

1/2 Damage

STACK

3

HNT

6

8 pts

Held Shot - Single Target

Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.

RANGE

By Weapon

AoE

1 Target

ROLLOUT

Initiative

DURATION

5 Attacks

5 ATTKS

ENH

3

+

none

STACK

99

HNT

6

8 pts

Shoot Thru Party to Target

All Ranged attacks in Duration. Bonus +2 Init, if annouced.

RANGE

By Weapon

AoE

By Weapon

ROLLOUT

Initiative

DURATION

1 Round

1 RDS

ENH

5

+

none

STACK

99

SYL

13

16 pts

Ice Spear

Save Col +1 with Item/Kit. x

RANGE

10 Squares

AoE

1 Target

ROLLOUT

Initiative

DURATION

Instant

NOW

ENH

3

AGL 2

1/2 Damage

STACK

1

HNT

5

8 pts

Instant Ranged Shots

Each attack has a rollout of 'instant' for the duration.

RANGE

by the bow

AoE

Self

ROLLOUT

Instant

DURATION

1 Round / Tier

X

ENH

2

+

none

STACK

99

HNT

4

4 pts

Accurate Ranged Shots

#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.

RANGE

Char Sheet

AoE

1 Target

ROLLOUT

Initiative

DURATION

1 Round

1 RDS

ENH

2

+

none

STACK

99

FTR

3

4 pts

Shield Bash (Odd rounds)

Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.

RANGE

1 Square

AoE

1 Target

ROLLOUT

Initiative

DURATION

1 Round

1 RDS

ENH

1

+

none

STACK

1

ROG

3

4 pts

Distraction

Draws aggro or distract a crowd, continued up to duration

RANGE

In Sight

AoE

In Sight

ROLLOUT

Initiative

DURATION

Up to 30 Min

Up to 30 Min

ENH

1

JUST

SNS >05

Distracted

STACK

99

ROG

6

4 pts

AoO on Melee Entry

Targets entering melee become open to an attack.

RANGE

Melee

AoE

Self

ROLLOUT

Instant

DURATION

1 Round

1 RDS

1

+

none

STACK

99

ALL CLASSES

3/24/2024 4:28:20 PM

TRO	4	30% Max	Quick Flash Fire	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>12 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	12 Squares	1 Target	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>Instant</td><td></td></tr></table>	DURATION		Instant		ENH	3
RANGE	AoE																			
12 Squares	1 Target																			
ROLLOUT																				
Initiative																				
DURATION																				
Instant																				
ToHIT needed. 1d12 Dmg. Save for 1/2.				<table><tr><td>AGL</td><td>2</td></tr><tr><td>1/2 Damage</td><td></td></tr></table>	AGL	2	1/2 Damage		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99									
AGL	2																			
1/2 Damage																				
STACK	99																			
ROG	2	4 pts	Backstab - Melee	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>1 Square</td><td>1 Target</td></tr></table>	RANGE	AoE	1 Square	1 Target	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Instant</td><td></td></tr></table>	ROLLOUT		Instant		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	4
RANGE	AoE																			
1 Square	1 Target																			
ROLLOUT																				
Instant																				
DURATION																				
1 Round																				
Flank. ToHIT+4, Dmg+4 per Tier.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1											
none																				
STACK	1																			
ROG	3	4 pts	Surprise Throw	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>1 Sq / Tier</td><td>1 Melee Target</td></tr></table>	RANGE	AoE	1 Sq / Tier	1 Melee Target	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Pre-Battle Instant</td><td></td></tr></table>	ROLLOUT		Pre-Battle Instant		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	3
RANGE	AoE																			
1 Sq / Tier	1 Melee Target																			
ROLLOUT																				
Pre-Battle Instant																				
DURATION																				
1 Round																				
Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99											
none																				
STACK	99																			
DOK-SYL-STM-EOL-OR	12	12 pts	Class Power Attack	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>8 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	8 Squares	1 Target	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	2
RANGE	AoE																			
8 Squares	1 Target																			
ROLLOUT																				
Initiative																				
DURATION																				
1 Round																				
Knockback w/ RM:3 with Item/Kit. Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.				<table><tr><td>RM</td><td>3</td></tr><tr><td>1/2 Dmg if same</td><td></td></tr></table>	RM	3	1/2 Dmg if same		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99									
RM	3																			
1/2 Dmg if same																				
STACK	99																			
FTR	1	4 pts	Massive Bludgeoning Attacks	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Melee</td><td>Self</td></tr></table>	RANGE	AoE	Melee	Self	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>2 Rounds</td><td></td></tr></table>	DURATION		2 Rounds		ENH	3
RANGE	AoE																			
Melee	Self																			
ROLLOUT																				
Initiative																				
DURATION																				
2 Rounds																				
Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1											
none																				
STACK	1																			
FTR	14	16 pts	Surprise Death Blow	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Melee</td><td>1 Creature</td></tr></table>	RANGE	AoE	Melee	1 Creature	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Instant</td><td></td></tr></table>	ROLLOUT		Instant		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	2
RANGE	AoE																			
Melee	1 Creature																			
ROLLOUT																				
Instant																				
DURATION																				
1 Round																				
Trgt:Sprprd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1											
none																				
STACK	1																			
FTR	2	4 pts	Fighters Charge	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Move x2</td><td>1 Creature</td></tr></table>	RANGE	AoE	Move x2	1 Creature	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	3
RANGE	AoE																			
Move x2	1 Creature																			
ROLLOUT																				
Initiative																				
DURATION																				
1 Round																				
Attk Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99											
none																				
STACK	99																			
TRO	2	20% Max	Fire Crack!	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>6 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	6 Squares	1 Target	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>Instant</td><td></td></tr></table>	DURATION		Instant		ENH	4
RANGE	AoE																			
6 Squares	1 Target																			
ROLLOUT																				
Initiative																				
DURATION																				
Instant																				
ToHit required. 1d3 Dmg. Metal armor requires Save.				<table><tr><td>RM</td><td>1</td></tr><tr><td>Damage taken</td><td></td></tr></table>	RM	1	Damage taken		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99									
RM	1																			
Damage taken																				
STACK	99																			
FTR	7	8 pts	Brutal Push Forward	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>1 Square</td><td>1 Square</td></tr></table>	RANGE	AoE	1 Square	1 Square	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	1
RANGE	AoE																			
1 Square	1 Square																			
ROLLOUT																				
Initiative																				
DURATION																				
1 Round																				
Attk-1 (min 0), Init+4, ToHIT+2. AC-2.				<table><tr><td>BRU</td><td>2</td></tr><tr><td>Move Forward</td><td></td></tr></table>	BRU	2	Move Forward		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1									
BRU	2																			
Move Forward																				
STACK	1																			
FTR	8	8 pts	Desperation Attack	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>Self</td></tr></table>	RANGE	AoE	Self	Self	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round		ENH	3
RANGE	AoE																			
Self	Self																			
ROLLOUT																				
Initiative																				
DURATION																				
1 Round																				
1d20-8 to AC, Init, ToHITs (all), & Dmg.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1											
none																				
STACK	1																			
FTR	1	4 pts	AoO on Enter or Exit	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>1 Square</td><td>1 Target</td></tr></table>	RANGE	AoE	1 Square	1 Target	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Instant</td><td></td></tr></table>	ROLLOUT		Instant		<table><tr><td>DURATION</td><td></td></tr><tr><td>Instant</td><td></td></tr></table>	DURATION		Instant			
RANGE	AoE																			
1 Square	1 Target																			
ROLLOUT																				
Instant																				
DURATION																				
Instant																				
As target enters/exits.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1											
none																				
STACK	1																			
FTR	12	12 pts	Whirling Mordra	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>8 Squares</td></tr></table>	RANGE	AoE	Touch	8 Squares	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>1 Round</td><td></td></tr></table>	DURATION		1 Round			
RANGE	AoE																			
Touch	8 Squares																			
ROLLOUT																				
Initiative																				
DURATION																				
1 Round																				
8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.				<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1											
none																				
STACK	1																			

ALL CLASSES

FTR	11	12 pts	Wake To Battle	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>1 Round</td></tr></table>	RANGE	AoE	Self	1 Round	<table><tr><td>ROLLOUT</td><td>Instant</td></tr></table>	ROLLOUT	Instant	<table><tr><td>DURATION</td><td>Instant</td></tr></table>	DURATION	Instant	ENH	1
RANGE	AoE															
Self	1 Round															
ROLLOUT	Instant															
DURATION	Instant															
Save=Instant wakening.						<table><tr><td>SKL</td><td>1</td></tr><tr><td>Wakes up</td><td></td></tr></table>	SKL	1	Wakes up		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1			
SKL	1															
Wakes up																
STACK	1															
DOK	15	16 pts	Dokour Flame Attack	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>8 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	8 Squares	1 Target	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>1 Round</td></tr></table>	DURATION	1 Round	ENH	3
RANGE	AoE															
8 Squares	1 Target															
ROLLOUT	Initiative															
DURATION	1 Round															
Dmg +4/die with Item/Kit. Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.						<table><tr><td>RM</td><td>3</td></tr><tr><td>1/2 Damage</td><td></td></tr></table>	RM	3	1/2 Damage		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99			
RM	3															
1/2 Damage																
STACK	99															
DOK	8	8 pts	Flame Strike	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>4 Squares</td><td>1 Square</td></tr></table>	RANGE	AoE	4 Squares	1 Square	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>1 Round</td></tr></table>	DURATION	1 Round	ENH	4
RANGE	AoE															
4 Squares	1 Square															
ROLLOUT	Initiative															
DURATION	1 Round															
hurts fire based. with Item/Kit. No ToHIT. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.						<table><tr><td>RM</td><td>2</td></tr><tr><td>1/2 Damage</td><td></td></tr></table>	RM	2	1/2 Damage		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99			
RM	2															
1/2 Damage																
STACK	99															
HNT	5	8 pts	Step and Shoot	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Miss Attack</td><td>Miss Attack</td></tr></table>	RANGE	AoE	Miss Attack	Miss Attack	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>1 Round</td></tr></table>	DURATION	1 Round	ENH	1
RANGE	AoE															
Miss Attack	Miss Attack															
ROLLOUT	Initiative															
DURATION	1 Round															
Dmg +2 with Item/Kit. x						<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99					
none																
STACK	99															
ALL	9	12 pts	Adrenalin Rush	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>Self</td></tr></table>	RANGE	AoE	Self	Self	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>1 Round</td></tr></table>	DURATION	1 Round	ENH	2
RANGE	AoE															
Self	Self															
ROLLOUT	Initiative															
DURATION	1 Round															
Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.						<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1					
none																
STACK	1															
DOK	1	4 pts	Heat Wave Wall	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Sq (1 Target)</td></tr></table>	RANGE	AoE	Touch	1 Sq (1 Target)	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>5 Rounds</td></tr></table>	DURATION	5 Rounds	ENH	5
RANGE	AoE															
Touch	1 Sq (1 Target)															
ROLLOUT	Initiative															
DURATION	5 Rounds															
Recipient w/in 6 sqs with Item/Kit. 2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.						<table><tr><td>SKL</td><td>2</td></tr><tr><td>1/2 Damage</td><td></td></tr></table>	SKL	2	1/2 Damage		<table><tr><td>STACK</td><td>1/Tier</td></tr></table>	STACK	1/Tier			
SKL	2															
1/2 Damage																
STACK	1/Tier															
ORX	1	4 pts	Force Pinch	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>8 Squares</td><td>1 Square</td></tr></table>	RANGE	AoE	8 Squares	1 Square	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>Instant</td></tr></table>	DURATION	Instant	ENH	8
RANGE	AoE															
8 Squares	1 Square															
ROLLOUT	Initiative															
DURATION	Instant															
x						<table><tr><td>RM</td><td>2</td></tr></table>	RM	2	<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99					
RM	2															
STACK	99															
FTR-HNT-ROG	9	12 pts	Mounted Melee Attack	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>1 Square</td><td>1 Horse</td></tr></table>	RANGE	AoE	1 Square	1 Horse	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>1 Battle</td></tr></table>	DURATION	1 Battle		
RANGE	AoE															
1 Square	1 Horse															
ROLLOUT	Initiative															
DURATION	1 Battle															
1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler						<table><tr><td>SKL</td><td>2</td></tr><tr><td>Attack is attempted</td><td></td></tr></table>	SKL	2	Attack is attempted		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99			
SKL	2															
Attack is attempted																
STACK	99															
SYL	8	8 pts	Hail Stones	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>8 Squares</td><td>2x2 Squares</td></tr></table>	RANGE	AoE	8 Squares	2x2 Squares	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>Instant</td></tr></table>	DURATION	Instant	ENH	6
RANGE	AoE															
8 Squares	2x2 Squares															
ROLLOUT	Initiative															
DURATION	Instant															
+1d6 Dmg with Item/Kit. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.						<table><tr><td>RM</td><td>2</td></tr></table>	RM	2	<table><tr><td>STACK</td><td>1</td></tr></table>	STACK	1					
RM	2															
STACK	1															
ROG	6	8 pts	Held Throw - Single Target	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>By Weapon</td><td>1 Target</td></tr></table>	RANGE	AoE	By Weapon	1 Target	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>5 Attacks</td></tr></table>	DURATION	5 Attacks		
RANGE	AoE															
By Weapon	1 Target															
ROLLOUT	Initiative															
DURATION	5 Attacks															
ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.						<table><tr><td>none</td><td></td></tr></table>	none		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99					
none																
STACK	99															
ROG	6	8 pts	Half and Half	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td></td><td></td></tr></table>	RANGE	AoE			<table><tr><td>ROLLOUT</td><td></td></tr></table>	ROLLOUT		<table><tr><td>DURATION</td><td></td></tr></table>	DURATION			
RANGE	AoE															
ROLLOUT																
DURATION																
x						<table><tr><td></td><td></td></tr></table>			<table><tr><td>STACK</td><td></td></tr></table>	STACK						
STACK																
DOK	1	4 pts	Flash Of Fire!	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>4 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	4 Squares	1 Target	<table><tr><td>ROLLOUT</td><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td><td>4 Rounds</td></tr></table>	DURATION	4 Rounds	ENH	5
RANGE	AoE															
4 Squares	1 Target															
ROLLOUT	Initiative															
DURATION	4 Rounds															
1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.						<table><tr><td>SKL</td><td>2</td></tr><tr><td>Partial blindness</td><td></td></tr></table>	SKL	2	Partial blindness		<table><tr><td>STACK</td><td>99</td></tr></table>	STACK	99			
SKL	2															
Partial blindness																
STACK	99															

ALL CLASSES

STM	17	20 pts	Lightening Bolt	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>12 Squares</td><td>Direct Line</td></tr></table>	RANGE	AoE	12 Squares	Direct Line	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>AGL 2</td><td>STACK</td></tr><tr><td>1/2 Damage</td><td>99</td></tr></table>	AGL 2	STACK	1/2 Damage	99	ENH	3
RANGE	AoE																				
12 Squares	Direct Line																				
ROLLOUT																					
Initiative																					
DURATION																					
Instant																					
AGL 2	STACK																				
1/2 Damage	99																				
				+6 Dmg with Item/Kit. Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.																	
SYL	1	4 pts	Rose Thorns	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>10 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	10 Squares	1 Target	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>none</td><td>STACK</td></tr><tr><td></td><td>99</td></tr></table>	none	STACK		99	ENH	2
RANGE	AoE																				
10 Squares	1 Target																				
ROLLOUT																					
Initiative																					
DURATION																					
Instant																					
none	STACK																				
	99																				
				Total +10 ToHIT bonus with Item/Kit. ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.																	
DOK	13	16 pts	Fire Bombardment	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>12 Squares</td><td>1x3 Squares</td></tr></table>	RANGE	AoE	12 Squares	1x3 Squares	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>1 Round</td></tr></table>	DURATION	1 Round	<table><tr><td>RM 2</td><td>STACK</td></tr><tr><td>1/2 Damage</td><td>99</td></tr></table>	RM 2	STACK	1/2 Damage	99	ENH	4
RANGE	AoE																				
12 Squares	1x3 Squares																				
ROLLOUT																					
Initiative																					
DURATION																					
1 Round																					
RM 2	STACK																				
1/2 Damage	99																				
				AoE: 3x2 Squares. 2 wide. with Item/Kit. Lobs magical fire. 6d10 +ACU dmg. 3 Sqs. Save for 1/2 dmg.																	
DOK	3	4 pts	Heat Metal Armor	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>6 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	6 Squares	1 Target	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>4 Rounds</td></tr></table>	DURATION	4 Rounds	<table><tr><td>none</td><td>STACK</td></tr><tr><td></td><td>3</td></tr></table>	none	STACK		3	ENH	6
RANGE	AoE																				
6 Squares	1 Target																				
ROLLOUT																					
Initiative																					
DURATION																					
4 Rounds																					
none	STACK																				
	3																				
				AC/Init/ToHIT additional -1 with Item/Kit. Four rounds cumulative: AC/Init/ToHIT @ -1.																	
SYL-ORX-STM-EOL-DO	4	4 pts	Conjure Native Beetles	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>4 Squares</td><td>1 Mark</td></tr></table>	RANGE	AoE	4 Squares	1 Mark	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>2 Rounds</td></tr></table>	DURATION	2 Rounds	<table><tr><td>SKL 2</td><td>STACK</td></tr><tr><td>Conjured</td><td>2</td></tr></table>	SKL 2	STACK	Conjured	2	ENH	7
RANGE	AoE																				
4 Squares	1 Mark																				
ROLLOUT																					
Initiative																					
DURATION																					
2 Rounds																					
SKL 2	STACK																				
Conjured	2																				
				Dmg set at 5 pts with Item/Kit. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8																	
EOL	1	4 pts	Acid Rash w/ Ongoing Fragility	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>3 Squares</td><td>1 Square</td></tr></table>	RANGE	AoE	3 Squares	1 Square	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>until Healed</td></tr></table>	DURATION	until Healed	<table><tr><td>HTH 1</td><td>STACK</td></tr><tr><td>Not Sick</td><td>99</td></tr></table>	HTH 1	STACK	Not Sick	99	ENH	6
RANGE	AoE																				
3 Squares	1 Square																				
ROLLOUT																					
Initiative																					
DURATION																					
until Healed																					
HTH 1	STACK																				
Not Sick	99																				
			Dmg: 2d4 +ACU for 3 rds. Lobbable ToHIT. Save or Sickness I.																		
EOL	14	16 pts	Acid Blobs	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>12 Squares</td><td>2x2 Squares</td></tr></table>	RANGE	AoE	12 Squares	2x2 Squares	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>3 Rounds</td></tr></table>	DURATION	3 Rounds	<table><tr><td>none</td><td>STACK</td></tr><tr><td></td><td>99</td></tr></table>	none	STACK		99	ENH	6
RANGE	AoE																				
12 Squares	2x2 Squares																				
ROLLOUT																					
Initiative																					
DURATION																					
3 Rounds																					
none	STACK																				
	99																				
				3x3 AoE. with Item/Kit. Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT.																	
STM	1	4 pts	Cause Illness	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>4 Squares</td><td>1 Square</td></tr></table>	RANGE	AoE	4 Squares	1 Square	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>Possibly Days</td></tr></table>	DURATION	Possibly Days	<table><tr><td>HTH 2</td><td>STACK</td></tr><tr><td>No Illness</td><td>99</td></tr></table>	HTH 2	STACK	No Illness	99	ENH	6
RANGE	AoE																				
4 Squares	1 Square																				
ROLLOUT																					
Initiative																					
DURATION																					
Possibly Days																					
HTH 2	STACK																				
No Illness	99																				
			Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I																		
DOK	12	12 pts	Circle - Dimensional Expulsion	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>3x3 Square</td></tr></table>	RANGE	AoE	Touch	3x3 Square	<table><tr><td>ROLLOUT</td></tr><tr><td>12 Secs (2 Rds)</td></tr></table>	ROLLOUT	12 Secs (2 Rds)	<table><tr><td>DURATION</td></tr><tr><td>1 Round</td></tr></table>	DURATION	1 Round	<table><tr><td>MR 2</td><td>STACK</td></tr><tr><td>Expulsion</td><td>3</td></tr></table>	MR 2	STACK	Expulsion	3	ENH	2
RANGE	AoE																				
Touch	3x3 Square																				
ROLLOUT																					
12 Secs (2 Rds)																					
DURATION																					
1 Round																					
MR 2	STACK																				
Expulsion	3																				
			Pass Save to expell a dimension creature/item to Dimension.																		
ORX	17	20 pts	Hammering Force	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>12 Squares</td><td>2 Squares</td></tr></table>	RANGE	AoE	12 Squares	2 Squares	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>RM 2</td><td>STACK</td></tr><tr><td></td><td>99</td></tr></table>	RM 2	STACK		99	ENH	5
RANGE	AoE																				
12 Squares	2 Squares																				
ROLLOUT																					
Initiative																					
DURATION																					
Instant																					
RM 2	STACK																				
	99																				
				Save Col +1 with Item/Kit. x																	
STM	2	4 pts	Barbed Sparks	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>4 sq Triangle</td></tr></table>	RANGE	AoE	Self	4 sq Triangle	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>5 Rounds</td></tr></table>	DURATION	5 Rounds	<table><tr><td>RM 1</td><td>STACK</td></tr><tr><td>Target Sees</td><td>99</td></tr></table>	RM 1	STACK	Target Sees	99	ENH	7
RANGE	AoE																				
Self	4 sq Triangle																				
ROLLOUT																					
Initiative																					
DURATION																					
5 Rounds																					
RM 1	STACK																				
Target Sees	99																				
				Total Duration 4 rounds with Item/Kit. Save vs Visual issues. Fail= Init & ToHIT -2.																	
EOL	1	4 pts	Acid Mist	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>6 Squares</td><td>1 Square</td></tr></table>	RANGE	AoE	6 Squares	1 Square	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>3 Rounds</td></tr></table>	DURATION	3 Rounds	<table><tr><td>none</td><td>STACK</td></tr><tr><td></td><td>2</td></tr></table>	none	STACK		2	ENH	9
RANGE	AoE																				
6 Squares	1 Square																				
ROLLOUT																					
Initiative																					
DURATION																					
3 Rounds																					
none	STACK																				
	2																				
			Dmg: 2d4 +ACU for 2 rds, 1 square. No ToHIT.																		

ALL CLASSES

3/24/2024 4:28:20 PM

ORX	2	4 pts	Force Push	<div><div>RANGE</div><div>10 Squares</div></div>	<div><div>AoE</div><div>2 Squares</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>5</div></div>
<div><div> Save Col +1 with Item/Kit. x</div></div>									
STM	2	4 pts	Electric Zap	<div><div>RANGE</div><div>8 Squares</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>5</div></div>
<div><div> +4 Damage with Item/Kit. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.</div></div>									
DOK-SYL-STM-EOL-OR	8	8 pts	Portal To Nae'Em	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>PMP</div></div>	<div><div>ROLLOUT</div><div>30 Minutes</div></div>	<div><div>DURATION</div><div>5 Minutes</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>6</div></div>
<div>portal can't be opened/created unless Nae'Em agrees to the portal.</div>									
DOK	2	4 pts	Flame Bolt	<div><div>RANGE</div><div>10 Squares</div></div>	<div><div>AoE</div><div>1 Target</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>1 Round</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>4</div></div>
<div><div> Col +1 with Item/Kit. No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.</div></div>									
SYL	2	4 pts	Hail Attack	<div><div>RANGE</div><div>8 Squares</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>3</div></div>
<div><div> +4d4 with Item/Kit. x</div></div>									
HNT	5	8 pts	Long Distance Crossbow Shots	<div><div>RANGE</div><div>By Weapon</div></div>	<div><div>AoE</div><div>1 Target</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>4 Rounds</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>2</div></div>
<div>Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)</div>									
DOK-SYL-STM-EOL-OR	12	12 pts	Class Power Attack (FIRE)	<div><div>RANGE</div><div>8 Squares</div></div>	<div><div>AoE</div><div>1 Target</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>1 Round</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>2</div></div>
<div><div> Knockback w/ RM:3 with Item/Kit. Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.</div></div>									
DOK-EOL	6	8 pts	Create Arcane Beetles	<div><div>RANGE</div><div>8 Squares</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>3 Rounds</div></div>	<div><div>STACK</div><div>3</div></div>	<div><div>ENH</div><div>9</div></div>
<div><div> SKL:>05 with Item/Kit. Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2</div></div>									
HNT	12	12 pts	Targeting A Moving Target	<div><div>RANGE</div><div>By Weapon</div></div>	<div><div>AoE</div><div>By Weapon</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>1 Round</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>4</div></div>
<div>Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.</div>									
STM	8	8 pts	Static Bolt	<div><div>RANGE</div><div>10 Squares</div></div>	<div><div>AoE</div><div>Direct Line</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>6</div></div>
<div><div> +4 Dmg with Item/Kit. Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.</div></div>									
TRO	2	30% Max	TIRO Spell Interference	<div><div>RANGE</div><div>8 Squares</div></div>	<div><div>AoE</div><div>1 Spell</div></div>	<div><div>ROLLOUT</div><div>Instant</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>2</div></div>
<div>Save to disrupt spell. No ToHIT. Metal armor = -1 Col.</div>									
HNT	10	12 pts	Blunted Bow Shots (Bow Only)	<div><div>RANGE</div><div>By Weapon</div></div>	<div><div>AoE</div><div>1 Target</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>4 Rounds</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div>ENH</div><div>1</div></div>
<div>Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.</div>									

ALL CLASSES

3/24/2024 4:28:20 PM

HNT

5

8 pts

Penetrating Ranged Shots

All bow shots: ToHits -2, Damage+6.

RANGE

By Weapon

AoE

ROLLOUT

By Weapon

Initiative



DURATION

2 Rounds

2

RDS

ENH

2

ROG

9

12 pts

Curved Throw

Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn.

RANGE

4 Sqs Min

AoE

1 Target

ROLLOUT

Initiative



DURATION

1 Round

1

RDS

ENH

2

HNT

14

16 pts

Ranged Sucker Shot(s)

Unaware Target. Bow only. Init/ToHit/Dmg +12. Attk 1/2(Min 1)

RANGE

By Weapon

AoE

1 Target

ROLLOUT

Initiative



DURATION

1 Round

1

RDS

ENH

5

EOL

8

8 pts

Acid Rain

 +2 HP Damage with Item/Kit. ToHit not required. Dmg: 3d6+ACU for 2 rds.

RANGE

8 Squares

AoE

1 Square

ROLLOUT

Initiative



DURATION

2 Rounds

2

RDS

ENH

9

DOK

2

4 pts

Scorching Skin

 No Sickness/Disease with Item/Kit. 1d6 +ACU dmg per round. Save for none. +4 to Dead.

RANGE

Touch

AoE

1 Target

ROLLOUT

Initiative



DURATION

3 Rounds

3

RDS

ENH

4

HNT

15

16 pts

Moving And Shooting

1/2 Distance & Attacks (Min 1) Init & ToHit +12.

RANGE

By Weapon

AoE

1 Target

ROLLOUT

Initiative



DURATION

1 Round

1

RDS

ENH

3

FTR-HNT-ROG

5

8 pts

COUNTER: Disruptive Factor

 Attempt to stop a specific spell or action.

RANGE

8 Squares

AoE

3x3 Squares

ROLLOUT

Instant



DURATION

2 Rounds

2

RDS

ENH

2

ORX

8

8 pts

Force Clap

 Save Col +1 with Item/Kit. x

RANGE

12 Squares

AoE

2 Squares

ROLLOUT

Initiative



DURATION

Instant



ENH

6

FTR

7

8 pts

AoO on Kill

 After Kill ToHit+6 on another target.

RANGE

1 Square

AoE

1 Target

ROLLOUT

Instant



DURATION

Instant



ENH

1

ALL CLASSES

3/24/2024 4:28:20 PM

Battle-Prep

ORX-SYL-STM-EOL	2	4 pts	Triggered Forced Healing	RANGE Self	AoE Caster	ROLLOUT 1 Hour	DURATION 3 Days	ENH 4
Stack+1 with Item/Kit. Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.				none 1 STACK 1				
DOK	7	8 pts	Profiled In Fire	RANGE Self	AoE Self	ROLLOUT Initiative	DURATION 2 Hours	ENH 6
warmth = 2x2 AoE with Item/Kit. Allows target audience a Save due to wreath of flames.				No Intimidation SNS 2 1 STACK 1				
STM	1	4 pts	Camp Perimeter Shock	RANGE Touch	AoE 3x3 Sq	ROLLOUT 2 Minutes	DURATION 8 Hours	ENH 4
+1d3 Dmg with Item/Kit. 1d3 electric dmg. Save for no dmg. Crossing = zap sound.				No shock SNS 2 1 STACK 1				
ORX	9	12 pts	Triggered Shield vs 1	RANGE Self	AoE 1 Battle	ROLLOUT 1 Minute	DURATION 3 Days	ENH 6
-1 ToHIT with Item/Kit. x				SNS 2 1 STACK 1				
STM	8	8 pts	Raise Nae'Em Fighter Str +1	RANGE Touch	AoE 1 Fighter	ROLLOUT 2 Minutes	DURATION 1 Hour	ENH 7
4 Hours with Item/Kit. Raises the fighters Strength 1 point.				none 2 STACK 2				
ROG	4	4 pts	Focused Thrown Attacks	RANGE Thrown	AoE 1 Target	ROLLOUT Pre-Battle Instant	DURATION 1 Round	ENH 1
Single Target. Init set to 0. ToHIT+6. Dmg+6.				none 99 STACK 99				
HNT	8	8 pts	Critical Ranged Shot (Pre-Battle)	RANGE By Weapon	AoE By Weapon	ROLLOUT 1 Minute	DURATION 4 Hrs or 1 Battle	ENH 1
Ranged ToHIT are a natural 18, 19, or 20 then use Critical.				none 1 STACK 1				
ROG	4	4 pts	Watchful Approach	RANGE Self	AoE Self	ROLLOUT 4 Rounds	DURATION 20 Minutes	ENH 2
AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.				none 1 STACK 1				
EOL	13	32 pts	Enchantment of Returning	RANGE Touch	AoE 1 Small Wpn	ROLLOUT 5 Minutes	DURATION 1 Battle	ENH 6
Creates a Dagger of Returning for 1 battle.				none 1 STACK 1				
SYL	5	8 pts	Entangle	RANGE Touch	AoE 2x2 Squares	ROLLOUT 1 Minute	DURATION 4 Hours	ENH 6
AoE: 3x3 with Item/Kit. Anyone within the AoE must Save to move a square until out.				Exited BRU 2 3 STACK 3				
DOK	9	12 pts	Dimensional Containment	RANGE Touch	AoE 3x3 Sq Radius	ROLLOUT 10 Minutes	DURATION 4 Hours	ENH 4
Save = >95 with Item/Kit. Creatures of Dimension must Save to leave the containment.				BRU 4 1 STACK 1				
DOK	14	16 pts	Magma Perimeter	RANGE Caster	AoE 2 Sq Wide Moat	ROLLOUT 30 Minutes	DURATION 6 Hours	ENH 3
5x5 Square Island with Item/Kit. Magical magma dmg 8d6. Double dmg if submerged.				none 1 STACK 1				

ALL CLASSES

3/24/2024 4:28:21 PM

HNT	5	8 pts	Point 80 ft Ahead	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Self	10 Minutes		4 Hours		5
				Sns:2 to avoid Surprise/Dazed/Stun. No convo, 1000 yd stare.						SNS/2
ORX	3	4 pts	Improve Resist & Skill Saves	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Caster	5 Minutes		2 Hours		8
				Total= 10% adjust with Item/Kit. x						none
ORX	8	8 pts	Circle of Protection vs Magic	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	3x3 Squares	8 Minutes		10 Minutes		10
				COL +/- 1 with Item/Kit. x						RM/2
TRO	3	30% Max	Armor of Light	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Self	1 Minute		4 Hours		3
				AC becomes 16. Bright, sparkly magic armor around Caster.						none
HNT	16	16 pts	Quick Ranged Shot (Pre-Battle)	RANGE	AoE	ROLLOUT		DURATION		ENH
				Melee	1 Creature	Instant		Instant		3
				Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5						none
ORX	4	4 pts	Weapon Speed Charm	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1 Weapon	30 Minutes		1 Battle		4
				Column -1 with Item/Kit. x						SKL x

ALL CLASSES

3/24/2024 4:28:21 PM

Call-Summon

STM	3	4 pts	Summon Astral Beast of Burden	<div>RANGE</div> 30 Squares	<div>AoE</div> 1 Creature	<div>ROLLOUT</div> 20 Minutes	<div>DURATION</div> 1 Month (30 days)	ENH	10
<div>📍</div> HP at 50. with Item/Kit. AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.				<div>Summoned</div> <div>SKL</div> 2 <div>STACK</div> 3 <div>ENH</div> 7					
ORX	17	20 pts	Force Cage	<div>RANGE</div> 8 Squares	<div>AoE</div> 3x3 Squares	<div>ROLLOUT</div> 10 Minutes	<div>DURATION</div> 3 Rounds	ENH	7
<div>🔪</div> Cage HP = 398 with Item/Kit. x				<div>SKL</div> 2 <div>STACK</div> 99 <div>ENH</div> 7					
DOK	3	4 pts	Invoke Temporary Imp	<div>RANGE</div> 8 Squares	<div>AoE</div> PMP	<div>ROLLOUT</div> 1 Hour	<div>DURATION</div> 1 day / Tier	ENH	6
<div>🔪</div> Alter the description with Item/Kit. Image of mini caster. HP:12 Attks:x1x1 Dmg:1d2				<div>Imp appears</div> <div>RM</div> 2 <div>STACK</div> 1 <div>ENH</div> 6					
TRO	3	30% Max	I Have Your Item!	<div>RANGE</div> 4 Sqs	<div>AoE</div> 1 Item	<div>ROLLOUT</div> Initiative	<div>DURATION</div> 1 Round	ENH	4
Magic travel to the item and snatches it. Mgc armor: -1 Col.				<div>Item grabbed.</div> <div>RM</div> 1 <div>STACK</div> 99 <div>ENH</div> 4					
STM	6	8 pts	Summon Nisse	<div>RANGE</div> Self	<div>AoE</div> 8x8x8 Sqs	<div>ROLLOUT</div> 3 Hours	<div>DURATION</div> 1 Month (30 days)	ENH	8
<div>📍</div> Named Nisse. AoE:10x10x10 with Item/Kit. A creature that can be seen with ultra violet vision.				<div>Summoned</div> <div>SKL</div> 1 <div>STACK</div> 1 <div>ENH</div> 8					
DOK	5	8 pts	Invoke Imp Partner (Year long)	<div>RANGE</div> 30 Squares	<div>AoE</div> PMP	<div>ROLLOUT</div> 2 Days (24 Hrs)	<div>DURATION</div> End of Year	ENH	4
<div>🔪</div> Alter the description with Item/Kit. Brings in imp (large insect size). Can be scryed on.				<div>none</div> <div>STACK</div> 1 <div>ENH</div> 4					
STM	13	16 pts	Summon Strumos Creations (Tae'E	<div>RANGE</div> PMP	<div>AoE</div> 1 Nae'Em	<div>ROLLOUT</div> 10 Minutes	<div>DURATION</div> Instant	ENH	2
<div>📍</div> Subtle Casting (Free) with Item/Kit. Caster summons up to 6 items from a Vae'Em.				<div>none</div> <div>STACK</div> 1 <div>ENH</div> 2					
Climb-									
ROG	5	8 pts	Freehand Climbing @ 1/2 Movem	<div>RANGE</div> 1/2 Movement (Sqs)	<div>AoE</div> 1/2 Movement (Sqs)	<div>ROLLOUT</div> 12 Secs (2 Rds)	<div>DURATION</div> 1 Rds (6 Sec)	ENH	2
Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.				<div>has not fallen</div> <div>AGL</div> 3 <div>STACK</div> 99 <div>ENH</div> 2					
ROG	1	4 pts	Climbing	<div>RANGE</div> Move	<div>AoE</div> Vertical Area	<div>ROLLOUT</div> 1 Minute	<div>DURATION</div> 5 Minutes	ENH	1
Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.				<div>Has not fallen</div> <div>AGL</div> 3 <div>STACK</div> 99 <div>ENH</div> 1					
ROG	9	12 pts	2nd Attempt To Grab	<div>RANGE</div> Touch	<div>AoE</div> Self	<div>ROLLOUT</div> Instant	<div>DURATION</div> Instant	ENH	1
2nd chance to grab and not fall. Save to grab.				<div>Grab works</div> <div>SKL</div> 2 <div>STACK</div> 1 <div>ENH</div> 1					

ALL CLASSES

Communication-									
EOL	5	8 pts	Arcane Interpretation - 1 Page	RANGE Touch	AoE 200 Char	ROLLOUT Initiative		DURATION 20 Minutes	ENH 6
Random Enhancement with Item/Kit. Save vs interpretation. Can recast 2 times with Col +1.						Can read	RM 2	STACK 99	
STM-DOK	19	20 pts	Dead Spirit Conversation Circle	RANGE 6 Squares	AoE 1 Spirit	ROLLOUT 10 Minutes		DURATION Rollout	ENH 4
MGC:1 with Item/Kit. Speaks with up to 6 souls. Requires a ritual & tokens.						Connection made	SKL 2	STACK 1	
ORX	7	8 pts	High Flares	RANGE In Sight	AoE 16 Sq Sphere	ROLLOUT 10 Minutes		DURATION 20 Minutes	ENH 6
Delayed 5 Minutes. with Item/Kit. x						none		STACK 3	
ORX	6	8 pts	Release Arcane Script	RANGE Touch	AoE 200 Characters	ROLLOUT 10 Minutes		DURATION 1 Hour	ENH
x							SKL 1	STACK 3	
ORX	4	4 pts	Triggered Announcements	RANGE Touch	AoE 2x1 Sqs (Wall)	ROLLOUT 30 Minutes		DURATION Until Triggered	ENH 5
Facail movements. with Item/Kit. x						None		STACK 3	
DOK	2	4 pts	Hot Conversations	RANGE PMP	AoE 2 Fires	ROLLOUT 2 Rounds		DURATION 20 Minutes	ENH 6
Item passed through with Item/Kit. Audio visual fire to fire Nae'Em. Small item pass through.						none		STACK 1	
ORX	11	12 pts	Add Signs to Signpost	RANGE Touch	AoE 1 Signpost	ROLLOUT 10 Minutes		DURATION 3 Days	ENH 9
Visible Sign & Post with Item/Kit. x						none		STACK 99	
ORX	11	12 pts	Triggered Announcement	RANGE Touch	AoE 2 Squares	ROLLOUT 3 Days		DURATION Permanent	ENH 6
Speaks if a face with Item/Kit. x						none		STACK 3	
EOL	16	16 pts	Cultural Immersion	RANGE Touch	AoE 1 Recipient	ROLLOUT 10 Minutes		DURATION 2 Days	ENH 8
change clothing with Item/Kit. Non verbal & cultural naunces are learned upon 1st occurance.						none		STACK 3	
ROG	2	4 pts	Ventriloquism	RANGE 4 Sqs/Tier	AoE 1 Square	ROLLOUT Initiative		DURATION 1 Round	ENH 2
Adj Save on noise, crowd, and any prep.						Convincing	SKL 2	STACK 99	
TRO	2	20% Max	Amplify Own Speech	RANGE Self	AoE 3x3x3 Sq	ROLLOUT Initiative		DURATION 5 Minutes	ENH 5
Amplifies caster's voice to range of 1d20+4 Squares.						none		STACK 99	
EOL	6	8 pts	Overhear the Conversation	RANGE 8 Squares	AoE 1 Conversation	ROLLOUT 5 Minutes		DURATION 1 Hour	ENH 4
Use in combat with Item/Kit. Within sight & Range can hear as if within 1 Sq.						none		STACK 99	

ALL CLASSES

3/24/2024 4:28:21 PM

ORX	4	4 pts	Arcane Translation - 1 Page	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>200 Characters</div></div>	<div><div>ROLLOUT</div><div>20 Minutes</div></div>	<div><div>DURATION</div><div>20 Minutes</div></div>	ENH	6
			<div><div> Random Enhancement with Item/Kit.</div></div>				<div><div>RM</div><div>2</div></div>	<div><div>STACK</div><div>0</div></div>	
ALL	1	4 pts	Speak/Read/Write Common	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>1 Minute</div></div>	<div><div>DURATION</div><div>1 Day</div></div>		
			<div><div>x</div></div>				<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	
ORX	8	8 pts	Constrain Arcane Script	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>200 Characters</div></div>	<div><div>ROLLOUT</div><div>1 Hour</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	ENH	
			<div><div>x</div></div>				<div><div>SKL</div><div>3</div></div>	<div><div>STACK</div><div>1</div></div>	
STM	9	12 pts	Speak With The Resting Dead	<div><div>RANGE</div><div>6 Squares</div></div>	<div><div>AoE</div><div>3 Squares</div></div>	<div><div>ROLLOUT</div><div>20 Rds (2 Min)</div></div>	<div><div>DURATION</div><div>5 Minutes</div></div>	ENH	6
			<div><div> SKL:1 with Item/Kit. Requires undisturbed & marked grave. Save allows speech.</div></div>				<div><div>SKL</div><div>2</div></div>	<div><div>STACK</div><div>1</div></div>	<div><div></div></div>
EOL	10	12 pts	Speak Language	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>a person</div></div>	<div><div>ROLLOUT</div><div>3 Minutes</div></div>	<div><div>DURATION</div><div>1 Day</div></div>	ENH	7
			<div><div> Proficiency with Item/Kit. Can speak an unknown language.</div></div>				<div><div>None</div></div>	<div><div>STACK</div><div>99</div></div>	
DOK-STM	6	8 pts	Speak with Dead	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>1 Target</div></div>	<div><div>ROLLOUT</div><div>20 Minutes</div></div>	<div><div>DURATION</div><div>5 Questions</div></div>	ENH	4
			<div><div> Truthseer with Item/Kit. Up to 100 years dead per Tier. Skull answers in common.</div></div>				<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	
EOL	6	8 pts	Read/Write Language	<div><div>RANGE</div><div>1 Sqare</div></div>	<div><div>AoE</div><div>1 Person</div></div>	<div><div>ROLLOUT</div><div>30 Minutes</div></div>	<div><div>DURATION</div><div>4 Hours</div></div>	ENH	4
			<div><div>Read/Write Recipients Language. Common & Ancient Languages.</div></div>				<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	
DOK	7	8 pts	Speak To Dokour Target	<div><div>RANGE</div><div>3 Marks</div></div>	<div><div>AoE</div><div>1 Recipient</div></div>	<div><div>ROLLOUT</div><div>1 Hour</div></div>	<div><div>DURATION</div><div>1 Round / Tier</div></div>	ENH	1
			<div><div> SKL:>05 with Item/Kit. Talk to a previously identified target.</div></div>				<div><div>SKL</div><div>1</div></div>	<div><div>STACK</div><div>7</div></div>	<div><div></div></div>
ROG	2	4 pts	Convincing Another (or Lie)	<div><div>RANGE</div><div>Hearing</div></div>	<div><div>AoE</div><div>Varies</div></div>	<div><div>ROLLOUT</div><div>5 Rounds</div></div>	<div><div>DURATION</div><div>Usually 2 Days</div></div>	ENH	1
			<div><div>Adj Save on noise, audience, and any prep.</div></div>				<div><div>SKL</div><div>3</div></div>	<div><div>STACK</div><div>99</div></div>	
ROG	1	4 pts	Rogue To Rogue Signals	<div><div>RANGE</div><div>In Sight</div></div>	<div><div>AoE</div><div>In Sight</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>Instant</div></div>	ENH	1
			<div><div>1 simple statement per rd. Save to pass complex statement.</div></div>				<div><div>SKL</div><div>3</div></div>	<div><div>STACK</div><div>1</div></div>	
TRO	3	15% Max	Colored Signal Flare	<div><div>RANGE</div><div>20 Squares</div></div>	<div><div>AoE</div><div>1 Flare</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>1 Minute</div></div>	ENH	6
			<div><div>Random flare between Red, Blue, Yellow, and Green.</div></div>				<div><div>none</div></div>	<div><div>STACK</div><div>0</div></div>	<div><div></div></div>
TRO	4	25% Max	Sloppy Spying	<div><div>RANGE</div><div>12 Squares</div></div>	<div><div>AoE</div><div>3x3x3 Sqs</div></div>	<div><div>ROLLOUT</div><div>Initiative</div></div>	<div><div>DURATION</div><div>5 Minutes</div></div>	ENH	8
			<div><div>1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.</div></div>				<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	

ALL CLASSES

3/24/2024 4:28:21 PM

Creation-Meta

ORX	3	4 pts	Orix False Glow	RANGE 4 Squares	AoE 1 Item	ROLLOUT 2 Minutes	DURATION 15 Minutes	ENH 10
			Visible to all with Item/Kit. x				none	STACK 1
EOL	3	2 pts	Eolas False Magical Glow	RANGE 4 Squares	AoE 1 Item	ROLLOUT 10 Minutes	DURATION End Of Year	ENH 11
			AoE X2 with Item/Kit. Creates a glow that shows when using Detect Magic.				none	STACK 9
ORX	3	4 pts	Visible Sign Posts	RANGE 5 Squares	AoE 1 Sign Post	ROLLOUT 1 Minute	DURATION 2 Hours	ENH 7
			x				none	STACK 1
ORX	16	16 pts	Create Leather Golem	RANGE Touch	AoE 1 Construct	ROLLOUT 6 Hours	DURATION 1 Day	ENH 9
			Damage +4 with Item/Kit. x				none	STACK 3
ORX	3	4 pts	Call Bonded Person	RANGE PMP	AoE 1 Recipient	ROLLOUT 30 Minutes	DURATION Instant	ENH 4
			AOE +1 with Item/Kit. x				none	STACK 1
ORX	17	20 pts	Place An Arcane Aspect	RANGE Touch	AoE 1 Item	ROLLOUT 3 Days	DURATION Permanent	ENH
			x				none	STACK 99
ORX	18	20 pts	Create Wood Golem	RANGE Touch	AoE 1 Construct	ROLLOUT 8 Hours	DURATION 1 Day	ENH 8
			Damage +6 with Item/Kit. x				SKL 2	STACK 1
EOL	3	4 pts	Reveal Sign Posts	RANGE 15 Squares	AoE 1 Sign Post	ROLLOUT 1 Minute	DURATION 2 Days	ENH 6
			Reveals 5 posts with Item/Kit. Make signposts visible (or not).				none	STACK 1
HNT	6	8 pts	Make/Repair Arrows	RANGE Touch	AoE Self	ROLLOUT 4 Hours	DURATION Permanent	ENH 2
			Required with Item/Kit. 12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.				none	STACK 99
TRO	1	20% Max	Water From A Plant	RANGE 1 Square	AoE 1 Plant	ROLLOUT Initiative	DURATION 10 Minutes	ENH 4
			The caster enchants a plant to pour water. 1/2 skin.				none	STACK 3
ORX	19	20 pts	Create Stone Golem	RANGE Touch	AoE 2x2 Squares	ROLLOUT 8 Hours	DURATION 1 Month (30 days)	ENH 9
			Damage +10 with Item/Kit. x				SKL 4	STACK 1

ALL CLASSES

3/24/2024 4:28:21 PM

Creations-

HNT	12	12 pts	Create Calming Tea	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Jar</td></tr></table>	RANGE	AoE	Touch	1 Jar	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH	2	
RANGE	AoE																				
Touch	1 Jar																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Required with Item/Kit. Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.																					
HNT	5	8 pts	Create Revive Salve	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Jar</td></tr></table>	RANGE	AoE	Touch	1 Jar	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH		
RANGE	AoE																				
Touch	1 Jar																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Kit & Workshop with Item/Kit. KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.																					
HNT	1	4 pts	Create Sunrise Potion	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Potion</td></tr></table>	RANGE	AoE	Touch	1 Potion	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH	1	
RANGE	AoE																				
Touch	1 Potion																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Required with Item/Kit. Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.																					
HNT	11	12 pts	Create Clear Mind Inhalent	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Vial</td></tr></table>	RANGE	AoE	Touch	1 Vial	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH	2	
RANGE	AoE																				
Touch	1 Vial																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Required with Item/Kit. Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.																					
HNT	1	4 pts	Create Singer's Salve	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>3 Salves</td></tr></table>	RANGE	AoE	Touch	3 Salves	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>End Of Year</td><td>1</td></tr></table>	DURATION		End Of Year	1	ENH	1	
RANGE	AoE																				
Touch	3 Salves																				
ROLLOUT																					
4 Hours																					
DURATION																					
End Of Year	1																				
Required with Item/Kit. Yeilds 1d3 jars. Effect on DOT +2/+4 HP at each cycle.																					
HNT	11	12 pts	Create Java Meal Spice	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Meal</td></tr></table>	RANGE	AoE	Touch	1 Meal	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH	2	
RANGE	AoE																				
Touch	1 Meal																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Required with Item/Kit. Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.																					
HNT	2	1 pt	Apply A Field Bandage	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Creature</td></tr></table>	RANGE	AoE	Touch	1 Creature	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>Permanent</td><td></td></tr></table>	DURATION		Permanent		ENH	1	
RANGE	AoE																				
Touch	1 Creature																				
ROLLOUT																					
Initiative																					
DURATION																					
Permanent																					
none with Item/Kit. [Cloth/moss, before healing]=1 attempt. Binds. HP+1.																					
HNT	7	8 pts	Create Health Poultice	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Cloth</td></tr></table>	RANGE	AoE	Touch	1 Cloth	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH	2	
RANGE	AoE																				
Touch	1 Cloth																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Required with Item/Kit. Yield 1d3 items. Effect: Sick/Dis Col -1																					
HNT	7	8 pts	Create Repellent Oil	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Jar</td></tr></table>	RANGE	AoE	Touch	1 Jar	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>4 Hours</td><td></td></tr></table>	ROLLOUT		4 Hours		<table><tr><td>DURATION</td><td></td></tr><tr><td>Used / EOY</td><td>1</td></tr></table>	DURATION		Used / EOY	1	ENH		
RANGE	AoE																				
Touch	1 Jar																				
ROLLOUT																					
4 Hours																					
DURATION																					
Used / EOY	1																				
Required. with Item/Kit. Yeild 1d3 items. Effect: Repells insects Save col-1.																					

ALL CLASSES

Disguise-									
ROG	2	4 pts	Disguise	RANGE	AoE	ROLLOUT	DURATION	ENH	
			-2 Col with Item/Kit. Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Person	Audience	30 Minutes	12 Hours	8	
						SKL 4	STACK		
						Disguise works	7		
ROG	13	16 pts	Feign Death	RANGE	AoE	ROLLOUT	DURATION	ENH	
			GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.	Self	Self	Instant	2 Rds Minimum	4	
						SNS 2	STACK		
						Convincing	99		
ROG	12	12 pts	Impersonate	RANGE	AoE	ROLLOUT	DURATION	ENH	
			Required with Item/Kit. For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	15 Min/Complexity	6 Hours	10	
						SKL 3	STACK		
						Success	99		
Environ-Nature									
SYL	2	4 pts	Remove Plant Disease	RANGE	AoE	ROLLOUT	DURATION	ENH	
			Removes All with Item/Kit. x	4 Squares	4x4 Squares	10 Minutes	Permanent	6	
						SKL 2	STACK		
							0		
SYL	2	4 pts	Plant Healthy Growth	RANGE	AoE	ROLLOUT	DURATION	ENH	
			1d4 Plant HP with Item/Kit. x	Self	4x4 Sqs	1 Hour	Permanent	3	
						none	STACK		
							0		
SYL	4	4 pts	Predict Weather	RANGE	AoE	ROLLOUT	DURATION	ENH	
			x	Self	Up to 5 Marks	1 Hour	1 Week	2	
						none	STACK		
							1		
SYL	17	20 pts	Control Water	RANGE	AoE	ROLLOUT	DURATION	ENH	
			x	Self	4x4x4 Sqs	10 Minutes	4 Hours	9	
						SKL 3	STACK		
							1		
SYL	11	12 pts	Control Wind Sphere	RANGE	AoE	ROLLOUT	DURATION	ENH	
			x	18 Squares	5x20 Sq Area	10 Minutes	12 Hours	8	
						SKL 3	STACK		
							1		
SYL	6	12 pts	Create Permanent Ae'Em	RANGE	AoE	ROLLOUT	DURATION	ENH	
			COL-1 with Item/Kit. Willing animal & caster connect. Save required.	Touch	1 Recipient	4 Days	Permanent	2	
						SKL 2	STACK		
						Ae'Em Created	5		

Find-Hide-Reveal																				
DOK-SYL-STM-EOL-OR	3	4 pts	Shadow of the Magi	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Self</td><td>3 Sq Dia Sphere</td></tr></table>	RANGE	AoE	Self	3 Sq Dia Sphere	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><th>DURATION</th><td>2</td></tr><tr><td>Conc +4 Rds</td><td></td></tr></table>	DURATION	2	Conc +4 Rds		ENH	7
RANGE	AoE																			
Self	3 Sq Dia Sphere																			
ROLLOUT																				
Initiative																				
DURATION	2																			
Conc +4 Rds																				
Brighter by Tier with Item/Kit. Darkness centered just above caster.				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>99</td></tr><tr><td></td><td></td></tr></table>	STACK	99									
	none																			
STACK	99																			
EOL	2	4 pts	Know Your Name	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>20 Squares</td><td>1 Target</td></tr></table>	RANGE	AoE	20 Squares	1 Target	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><th>DURATION</th><td>Instant</td></tr><tr><td></td><td></td></tr></table>	DURATION	Instant			ENH	4
RANGE	AoE																			
20 Squares	1 Target																			
ROLLOUT																				
Initiative																				
DURATION	Instant																			
Locally known name of the person				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	none																			
STACK	1																			
STM	11	12 pts	Astral Plane Projection	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Self</td><td>Astral Plane</td></tr></table>	RANGE	AoE	Self	Astral Plane	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>20 Minutes</td><td></td></tr></table>	ROLLOUT		20 Minutes		<table><tr><th>DURATION</th><td>4 Hours</td></tr><tr><td></td><td></td></tr></table>	DURATION	4 Hours			ENH	4
RANGE	AoE																			
Self	Astral Plane																			
ROLLOUT																				
20 Minutes																				
DURATION	4 Hours																			
HP x2 with Item/Kit. ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Points.				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>99</td></tr><tr><td></td><td></td></tr></table>	STACK	99									
	none																			
STACK	99																			
ORX	13	16 pts	Find Nearest Langstrom Portal	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Self</td><td>10 Marks</td></tr></table>	RANGE	AoE	Self	10 Marks	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>1 Hour</td><td></td></tr></table>	ROLLOUT		1 Hour		<table><tr><th>DURATION</th><td>6 Days</td></tr><tr><td></td><td></td></tr></table>	DURATION	6 Days			ENH	7
RANGE	AoE																			
Self	10 Marks																			
ROLLOUT																				
1 Hour																				
DURATION	6 Days																			
Distance in Marks with Item/Kit. x				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	none																			
STACK	1																			
EOL	2	4 pts	Crack in the Wall	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>2 Squares</td><td>Caster+Guest</td></tr></table>	RANGE	AoE	2 Squares	Caster+Guest	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><th>DURATION</th><td>5 Rounds</td></tr><tr><td></td><td></td></tr></table>	DURATION	5 Rounds			ENH	6
RANGE	AoE																			
2 Squares	Caster+Guest																			
ROLLOUT																				
Initiative																				
DURATION	5 Rounds																			
Can cast from hiding. with Item/Kit. Caster & 1 other person moves into a visible crack.				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	none																			
STACK	1																			
DOK	1	4 pts	Shadow Cover	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Self</td><td>1 Suare</td></tr></table>	RANGE	AoE	Self	1 Suare	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>1 Minute</td><td></td></tr></table>	ROLLOUT		1 Minute		<table><tr><th>DURATION</th><td>1 Hour</td></tr><tr><td></td><td></td></tr></table>	DURATION	1 Hour			ENH	7
RANGE	AoE																			
Self	1 Suare																			
ROLLOUT																				
1 Minute																				
DURATION	1 Hour																			
Muffles caster in AOE. with Item/Kit. Shadow surrounds the caster and their belongings.				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	none																			
STACK	1																			
DOK	6	8 pts	Attention Avoidance	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Caster</td><td>4x4 Squares</td></tr></table>	RANGE	AoE	Caster	4x4 Squares	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>6 Minutes</td><td></td></tr></table>	ROLLOUT		6 Minutes		<table><tr><th>DURATION</th><td>4 Hours</td></tr><tr><td></td><td></td></tr></table>	DURATION	4 Hours			ENH	6
RANGE	AoE																			
Caster	4x4 Squares																			
ROLLOUT																				
6 Minutes																				
DURATION	4 Hours																			
Torchlight inside. with Item/Kit. Bubble: 1 HP, 5 AC. Muffles sound. Deters Dokour detection.				<table><tr><th></th><td>SNS 2</td></tr><tr><td>Not so visible</td><td></td></tr></table>		SNS 2	Not so visible		<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	SNS 2																			
Not so visible																				
STACK	1																			
DOK-SYL-STM-EOL-OR	9	12 pts	Search for Arcane Focus Item	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Self</td><td>1 Mark</td></tr></table>	RANGE	AoE	Self	1 Mark	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>1 Day</td><td></td></tr></table>	ROLLOUT		1 Day		<table><tr><th>DURATION</th><td>4 Hours</td></tr><tr><td></td><td></td></tr></table>	DURATION	4 Hours			ENH	7
RANGE	AoE																			
Self	1 Mark																			
ROLLOUT																				
1 Day																				
DURATION	4 Hours																			
Detects focus item within range. Vibration/Audible/Visual.				<table><tr><th></th><td>Found</td></tr><tr><td></td><td></td></tr></table>		Found			<table><tr><th>SKL 2</th><td></td></tr><tr><td></td><td></td></tr></table>	SKL 2				<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1				
	Found																			
SKL 2																				
STACK	1																			
SYL	9	12 pts	Hide in a Plant	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Touch</td><td>1 Plant</td></tr></table>	RANGE	AoE	Touch	1 Plant	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>10 Minutes</td><td></td></tr></table>	ROLLOUT		10 Minutes		<table><tr><th>DURATION</th><td>2 Hours</td></tr><tr><td></td><td></td></tr></table>	DURATION	2 Hours			ENH	11
RANGE	AoE																			
Touch	1 Plant																			
ROLLOUT																				
10 Minutes																				
DURATION	2 Hours																			
Can hear with Item/Kit. x				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	none																			
STACK	1																			
EOL	4	4 pts	Identify Aspects (1/Tier)	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>1 Square</td><td>1 Item</td></tr></table>	RANGE	AoE	1 Square	1 Item	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>30 Minutes</td><td></td></tr></table>	ROLLOUT		30 Minutes		<table><tr><th>DURATION</th><td>Permanent</td></tr><tr><td></td><td></td></tr></table>	DURATION	Permanent			ENH	5
RANGE	AoE																			
1 Square	1 Item																			
ROLLOUT																				
30 Minutes																				
DURATION	Permanent																			
Rollout is 10 Min. with Item/Kit. Identify 1 Aspect per Tier.				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>99</td></tr><tr><td></td><td></td></tr></table>	STACK	99									
	none																			
STACK	99																			
EOL	18	30 pts	Identify All Aspects	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>Touch</td><td>1 Object</td></tr></table>	RANGE	AoE	Touch	1 Object	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>6 Hours</td><td></td></tr></table>	ROLLOUT		6 Hours		<table><tr><th>DURATION</th><td>Permanent</td></tr><tr><td></td><td></td></tr></table>	DURATION	Permanent			ENH	5
RANGE	AoE																			
Touch	1 Object																			
ROLLOUT																				
6 Hours																				
DURATION	Permanent																			
Fully Identify a magical item				<table><tr><th></th><td>none</td></tr><tr><td></td><td></td></tr></table>		none			<table><tr><th>STACK</th><td>99</td></tr><tr><td></td><td></td></tr></table>	STACK	99									
	none																			
STACK	99																			
EOL	7	8 pts	Sphere Of Privacy	<table><tr><th>RANGE</th><th>AoE</th></tr><tr><td>8 Squares</td><td>3x3 Squares</td></tr></table>	RANGE	AoE	8 Squares	3x3 Squares	<table><tr><th>ROLLOUT</th><td></td></tr><tr><td>4 Minutes</td><td></td></tr></table>	ROLLOUT		4 Minutes		<table><tr><th>DURATION</th><td>2 hours / Tier</td></tr><tr><td></td><td></td></tr></table>	DURATION	2 hours / Tier			ENH	8
RANGE	AoE																			
8 Squares	3x3 Squares																			
ROLLOUT																				
4 Minutes																				
DURATION	2 hours / Tier																			
AoE: 5x5 Sqaures with Item/Kit. Those within can talk without fear of being overheard.				<table><tr><th></th><td>RM 2</td></tr><tr><td>Scry's are noticed</td><td></td></tr></table>		RM 2	Scry's are noticed		<table><tr><th>STACK</th><td>1</td></tr><tr><td></td><td></td></tr></table>	STACK	1									
	RM 2																			
Scry's are noticed																				
STACK	1																			

ALL CLASSES

3/24/2024 4:28:21 PM

EOL-ORX			1	4 pts	Detect Magic & Number of Aspect	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>2 Squares</td><td>1x1x1 Square</td></tr></table>	RANGE	AoE	2 Squares	1x1x1 Square	<table><tr><td>ROLLOUT</td></tr><tr><td>5 Minutes</td></tr></table>	ROLLOUT	5 Minutes	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>STACK</td></tr><tr><td>1</td></tr></table>	STACK	1	ENH	7
RANGE	AoE																				
2 Squares	1x1x1 Square																				
ROLLOUT																					
5 Minutes																					
DURATION																					
Instant																					
STACK																					
1																					
No blinding. with Item/Kit. Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind						<table><tr><td>RM</td><td>2</td><td></td><td>STACK</td><td></td></tr><tr><td>Not Blinded</td><td></td><td></td><td>1</td><td></td></tr></table>						RM	2		STACK		Not Blinded			1	
RM	2		STACK																		
Not Blinded			1																		
EOL			11	12 pts	Sight of the Statue	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>1 Mark per Tier</td><td>1 Object</td></tr></table>	RANGE	AoE	1 Mark per Tier	1 Object	<table><tr><td>ROLLOUT</td></tr><tr><td>30 Minutes</td></tr></table>	ROLLOUT	30 Minutes	<table><tr><td>DURATION</td></tr><tr><td>1 Day</td></tr></table>	DURATION	1 Day	<table><tr><td>STACK</td></tr><tr><td>99</td></tr></table>	STACK	99	ENH	2
RANGE	AoE																				
1 Mark per Tier	1 Object																				
ROLLOUT																					
30 Minutes																					
DURATION																					
1 Day																					
STACK																					
99																					
Used on art/sculptures with eyes.						<table><tr><td>SNS</td><td>2</td><td></td><td>STACK</td><td></td></tr><tr><td>See eyes move.</td><td></td><td></td><td></td><td></td></tr></table>						SNS	2		STACK		See eyes move.				
SNS	2		STACK																		
See eyes move.																					
STM-SYL-DOK			5	8 pts	Detect Magic	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>2 Squares</td><td>1 item</td></tr></table>	RANGE	AoE	2 Squares	1 item	<table><tr><td>ROLLOUT</td></tr><tr><td>5 Minutes</td></tr></table>	ROLLOUT	5 Minutes	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>STACK</td></tr><tr><td>1</td></tr></table>	STACK	1	ENH	3
RANGE	AoE																				
2 Squares	1 item																				
ROLLOUT																					
5 Minutes																					
DURATION																					
Instant																					
STACK																					
1																					
Save Col -1 with Item/Kit. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.						<table><tr><td>RM</td><td>2</td><td></td><td>STACK</td><td></td></tr><tr><td>Sight</td><td></td><td></td><td></td><td></td></tr></table>						RM	2		STACK		Sight				
RM	2		STACK																		
Sight																					
DOK			8	8 pts	Scry on Imp Spy	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1x2x2 Squares</td></tr></table>	RANGE	AoE	Touch	1x2x2 Squares	<table><tr><td>ROLLOUT</td></tr><tr><td>1 Minute</td></tr></table>	ROLLOUT	1 Minute	<table><tr><td>DURATION</td></tr><tr><td>4 Hours</td></tr></table>	DURATION	4 Hours	<table><tr><td>STACK</td></tr><tr><td>3</td></tr></table>	STACK	3	ENH	2
RANGE	AoE																				
Touch	1x2x2 Squares																				
ROLLOUT																					
1 Minute																					
DURATION																					
4 Hours																					
STACK																					
3																					
Send 1 command. with Item/Kit. Can scry on your Imp within PMP.						<table><tr><td>none</td><td></td><td></td><td>STACK</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>						none			STACK						
none			STACK																		
ALL			1	pts	Hide	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>Self</td></tr></table>	RANGE	AoE	Self	Self	<table><tr><td>ROLLOUT</td></tr><tr><td>Initiative</td></tr></table>	ROLLOUT	Initiative	<table><tr><td>DURATION</td></tr><tr><td>10 Minutes</td></tr></table>	DURATION	10 Minutes	<table><tr><td>STACK</td></tr><tr><td>99</td></tr></table>	STACK	99		
RANGE	AoE																				
Self	Self																				
ROLLOUT																					
Initiative																					
DURATION																					
10 Minutes																					
STACK																					
99																					
x						<table><tr><td>SKL</td><td>1</td><td></td><td>STACK</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>						SKL	1		STACK						
SKL	1		STACK																		
ORX			5	8 pts	Create Ionic Marker	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>1 Object</td></tr></table>	RANGE	AoE	Touch	1 Object	<table><tr><td>ROLLOUT</td></tr><tr><td>1 Day</td></tr></table>	ROLLOUT	1 Day	<table><tr><td>DURATION</td></tr><tr><td>Permanent</td></tr></table>	DURATION	Permanent	<table><tr><td>STACK</td></tr><tr><td>3</td></tr></table>	STACK	3	ENH	6
RANGE	AoE																				
Touch	1 Object																				
ROLLOUT																					
1 Day																					
DURATION																					
Permanent																					
STACK																					
3																					
x						<table><tr><td>none</td><td></td><td></td><td>STACK</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>						none			STACK						
none			STACK																		
ROG			6	8 pts	Wander and Pass Unnoticed	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>Urban</td></tr></table>	RANGE	AoE	Self	Urban	<table><tr><td>ROLLOUT</td></tr><tr><td>1 Round</td></tr></table>	ROLLOUT	1 Round	<table><tr><td>DURATION</td></tr><tr><td>10 Rds (1 Min)</td></tr></table>	DURATION	10 Rds (1 Min)	<table><tr><td>STACK</td></tr><tr><td>99</td></tr></table>	STACK	99	ENH	2
RANGE	AoE																				
Self	Urban																				
ROLLOUT																					
1 Round																					
DURATION																					
10 Rds (1 Min)																					
STACK																					
99																					
Col-1 with Item/Kit. Any more than casual passage requires Save. Non-Rogues NON:3						<table><tr><td>SKL</td><td>3</td><td></td><td>STACK</td><td></td></tr><tr><td>Unnoticed</td><td></td><td></td><td></td><td></td></tr></table>						SKL	3		STACK		Unnoticed				
SKL	3		STACK																		
Unnoticed																					
EOL			5	48 pts	Create Ionic Marker (Nae'Em)	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>Caster</td></tr></table>	RANGE	AoE	Touch	Caster	<table><tr><td>ROLLOUT</td></tr><tr><td>1 Day</td></tr></table>	ROLLOUT	1 Day	<table><tr><td>DURATION</td></tr><tr><td>Permanent</td></tr></table>	DURATION	Permanent	<table><tr><td>STACK</td></tr><tr><td>9</td></tr></table>	STACK	9	ENH	5
RANGE	AoE																				
Touch	Caster																				
ROLLOUT																					
1 Day																					
DURATION																					
Permanent																					
STACK																					
9																					
Connects with an unworked mundane (non-magic) item.						<table><tr><td>none</td><td></td><td></td><td>STACK</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>						none			STACK						
none			STACK																		
DOK			7	8 pts	Direction To Dokour Target	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>7 Mark/Tier Radius</td></tr></table>	RANGE	AoE	Self	7 Mark/Tier Radius	<table><tr><td>ROLLOUT</td></tr><tr><td>1 Hour</td></tr></table>	ROLLOUT	1 Hour	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>STACK</td></tr><tr><td>1</td></tr></table>	STACK	1	ENH	2
RANGE	AoE																				
Self	7 Mark/Tier Radius																				
ROLLOUT																					
1 Hour																					
DURATION																					
Instant																					
STACK																					
1																					
Target Align -50 with Item/Kit. Save Column varies to reveal alignments from 50 to 200.						<table><tr><td>RM</td><td>Varies</td><td></td><td>STACK</td><td></td></tr><tr><td>Compass direction</td><td></td><td></td><td></td><td></td></tr></table>						RM	Varies		STACK		Compass direction				
RM	Varies		STACK																		
Compass direction																					
EOL			5	8 pts	Know About You	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>8 Squares</td><td>1 Creature</td></tr></table>	RANGE	AoE	8 Squares	1 Creature	<table><tr><td>ROLLOUT</td></tr><tr><td>30 Seconds (5 rds)</td></tr></table>	ROLLOUT	30 Seconds (5 rds)	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>STACK</td></tr><tr><td>1</td></tr></table>	STACK	1	ENH	6
RANGE	AoE																				
8 Squares	1 Creature																				
ROLLOUT																					
30 Seconds (5 rds)																					
DURATION																					
Instant																					
STACK																					
1																					
Tier-Class, HP%, SP%, Postion title (Wagon master, Prince...)						<table><tr><td>SKL</td><td>1</td><td></td><td>STACK</td><td></td></tr><tr><td>Not noticed</td><td></td><td></td><td></td><td></td></tr></table>						SKL	1		STACK		Not noticed				
SKL	1		STACK																		
Not noticed																					
EOL			4	4 pts	Direction to Ionic Marker	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>PMP</td><td>1 Nae'Em</td></tr></table>	RANGE	AoE	PMP	1 Nae'Em	<table><tr><td>ROLLOUT</td></tr><tr><td>1 Hour</td></tr></table>	ROLLOUT	1 Hour	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>STACK</td></tr><tr><td>99</td></tr></table>	STACK	99	ENH	4
RANGE	AoE																				
PMP	1 Nae'Em																				
ROLLOUT																					
1 Hour																					
DURATION																					
Instant																					
STACK																					
99																					
reveals plane with Item/Kit. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)						<table><tr><td>none</td><td></td><td></td><td>STACK</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>						none			STACK						
none			STACK																		
EOL-ORX			9	36 pts	Detect 'Ems (All Types)	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>4 Squares</td><td>1 Square</td></tr></table>	RANGE	AoE	4 Squares	1 Square	<table><tr><td>ROLLOUT</td></tr><tr><td>20 Minutes</td></tr></table>	ROLLOUT	20 Minutes	<table><tr><td>DURATION</td></tr><tr><td>Instant</td></tr></table>	DURATION	Instant	<table><tr><td>STACK</td></tr><tr><td>99</td></tr></table>	STACK	99	ENH	4
RANGE	AoE																				
4 Squares	1 Square																				
ROLLOUT																					
20 Minutes																					
DURATION																					
Instant																					
STACK																					
99																					
Rollout Halved. with Item/Kit. Use of this spell will reveal clues about a True Name.						<table><tr><td>RM</td><td>2</td><td></td><td>STACK</td><td></td></tr><tr><td>Revealed</td><td></td><td></td><td></td><td></td></tr></table>						RM	2		STACK		Revealed				
RM	2		STACK																		
Revealed																					

ALL CLASSES

3/24/2024 4:28:22 PM

ROG	3	4 pts	Reveal Value	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>1 Item</div></div>	<div><div>ROLLOUT</div><div>10 Rds (1 Min)</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>ENH</div><div>1</div></div>	
		Col -1 with Item/Kit.	Max weight: 50 lbs to reveal if over 100 gp.				<div><div>SKL 3</div><div>GM gives info</div></div>	<div><div>STACK</div><div>99</div></div>	
DOK	7	8 pts	View Dimension	<div><div>RANGE</div><div>10 to 100 Sqs sight</div></div>	<div><div>AoE</div><div>2x2 Sq Perimeter</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>6 Hours</div></div>	<div><div>ENH</div><div>5</div></div>	
		Light up Dimension with Item/Kit.	View the area of Dimension.				<div><div>none</div></div>	<div><div>STACK</div><div>1</div></div>	
ORX	2	4 pts	Orix View Sign Posts	<div><div>RANGE</div><div>8 Squares</div></div>	<div><div>AoE</div><div>1x1 Sq Sphere</div></div>	<div><div>ROLLOUT</div><div>2 Minutes</div></div>	<div><div>DURATION</div><div>30 Minutes</div></div>	<div><div>ENH</div><div>9</div></div>	
	x						<div><div>none</div></div>	<div><div>STACK</div><div>3</div></div>	
EOL	4	4 pts	Aspects Counted By Type	<div><div>RANGE</div><div>1 Square</div></div>	<div><div>AoE</div><div>1 Item</div></div>	<div><div>ROLLOUT</div><div>30 Minutes</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>ENH</div><div>4</div></div>	
		read 1st aspect with Item/Kit.	Get an accurate count of Aspects.				<div><div>RM 2</div><div>Revelation</div></div>	<div><div>STACK</div><div>99</div></div>	
DOK	8	8 pts	Dimension Personal Hideaway	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>1x2 Squares</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>5</div></div>	
		Range:Self+1/Tier with Item/Kit.	1d4 dmg to enter 1 wide/deep x 2 high. Caster only.				<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	
ORX	5	8 pts	Locate Ionic Marker	<div><div>RANGE</div><div>PMP</div></div>	<div><div>AoE</div><div>1 Marker</div></div>	<div><div>ROLLOUT</div><div>1 Hour</div></div>	<div><div>DURATION</div><div>Instant</div></div>	<div><div>ENH</div><div>7</div></div>	
		SKL:1 with Item/Kit.	x				<div><div>SKL 2</div></div>	<div><div>STACK</div><div>99</div></div>	
DOK-SYL-STM-EOL-OR	16	64 pts	Reveal True Name	<div><div>RANGE</div><div>1 Square</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>12 Hours</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>ENH</div><div>6</div></div>	
		This uses all the clues to find the True Name.					<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	
ROG	1	4 pts	Find Entry Gate	<div><div>RANGE</div><div>Urban</div></div>	<div><div>AoE</div><div>Community</div></div>	<div><div>ROLLOUT</div><div>1 Round</div></div>	<div><div>DURATION</div><div>30 Minutes</div></div>	<div><div>ENH</div><div>2</div></div>	
		Only Large ruins,dungeons,complexes require a Save.					<div><div>SKL 2</div><div>Get clear description</div></div>	<div><div>STACK</div><div>99</div></div>	
ROG	4	4 pts	Find Hidden Accesses	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>2w x 2d x 1h Sqs</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>4</div></div>	
		Col -1 with Item/Kit.	Easy to Hard: camouflaged, concealed, and Hidden.				<div><div>SKL 3</div><div>Access found</div></div>	<div><div>STACK</div><div>1</div></div>	
Flora-Fauna-Nature									
HNT	1	4 pts	Skinning A Hide	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Animal</div></div>	<div><div>ROLLOUT</div><div>12 Hours</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>ENH</div><div>1</div></div>	
		Required with Item/Kit.	Save & Kit required. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.				<div><div>SKL 1</div><div>1 hide</div></div>	<div><div>STACK</div><div>99</div></div>	
HNT	3	4 pts	Calm Animal	<div><div>RANGE</div><div>2 Squares</div></div>	<div><div>AoE</div><div>1 Animal</div></div>	<div><div>ROLLOUT</div><div>20 Minutes</div></div>	<div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>5</div></div>	
		Hunter to Use Save col 2. Situation reduces Save col to 1.					<div><div>SKL 2</div><div>Animal is calmed</div></div>	<div><div>STACK</div><div>99</div></div>	
HNT	2	4 pts	Benign Approach	<div><div>RANGE</div><div>10 Squares</div></div>	<div><div>AoE</div><div>10 Squares</div></div>	<div><div>ROLLOUT</div><div>5 Minutes</div></div>	<div><div>DURATION</div><div>1 Hour</div></div>	<div><div>ENH</div><div>1</div></div>	
		Approach animals in a benign way to get close. No attacks					<div><div>none</div></div>	<div><div>STACK</div><div>99</div></div>	

ALL CLASSES

3/24/2024 4:28:22 PM

Food-Water

ORX	9	12 pts	Food Times Three	<div><div>RANGE</div><div>3 Squares</div></div>	<div><div>AoE</div><div>2x2 Squares</div></div>	<div><div>ROLLOUT</div><div>1 Day</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>1</div></div>	ENH 8
<div><div></div>Tastier with Item/Kit. x</div>									
SYL	4	4 pts	Increase Food	<div><div>RANGE</div><div>2 Squares</div></div>	<div><div>AoE</div><div>1-21 Meals</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>3</div></div>	ENH 4
<div><div></div>Ensures food is safe with Item/Kit. x</div>									
DOK-SYL-STM-EOL-OR	1	4 pts	Draw Up Ground Water	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>2 Skins/Tier</div></div>	<div><div>ROLLOUT</div><div>5 Minutes</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>99</div></div>	ENH 2
<div><div></div>+2 Skins extra with Item/Kit. Pull water from ground. 2 skins/Tier. Dry areas 1 skin.</div>									
HNT	3	4 pts	Hunt/Fish/Gather	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>20x20 Squares</div></div>	<div><div>ROLLOUT</div><div>9 Hours</div></div>	<div><div>DURATION</div><div>9 Hours</div></div>	<div><div>STACK</div><div>1</div></div>	ENH 1
<div><div></div>Required with Item/Kit. Able to hunt, fish, or gather once per day for 9 hours.</div>									
SYL-STM	4	4 pts	Improve Food	<div><div>RANGE</div><div>1 Square</div></div>	<div><div>AoE</div><div>4 Meals</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>1 Hour</div></div>	<div><div>STACK</div><div>99</div></div>	ENH 7
<div><div></div>Duration = 1 day with Item/Kit. Food becomes nutritional.</div>									
SYL	5	8 pts	Bring Out Rain Water	<div><div>RANGE</div><div>Caster</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>1 Minute</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>99</div></div>	ENH 2
<div><div></div>20lbs/9kg Pressure with Item/Kit. Desert & hot environments limit this spell.</div>									
STM	15	16 pts	Create Food For A Family	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>5 Minutes</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>3</div></div>	ENH 5
<div><div></div>Improved taste & Wine with Item/Kit. 2d12+10 meals w/ water.</div>									
SYL	5	8 pts	Divining Water	<div><div>RANGE</div><div>1/4 Mark</div></div>	<div><div>AoE</div><div>6-15 Sqs Deep</div></div>	<div><div>ROLLOUT</div><div>30 Minutes</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>1</div></div>	ENH 6
<div><div></div>Save Col -1 with Item/Kit. x</div>									
HNT	9	12 pts	Coastal Net Fishing	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Ocean</div></div>	<div><div>ROLLOUT</div><div>16 Hours</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>1</div></div>	
<div>3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.</div>									
ORX	6	8 pts	Destroy Harmful Substance	<div><div>RANGE</div><div>6 Squares</div></div>	<div><div>AoE</div><div>1 Square</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div>DURATION</div><div>Permanent</div></div>	<div><div>STACK</div><div>99</div></div>	ENH 9
<div>x</div>									
ORX	8	8 pts	Imbue an Item with	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>1 Item</div></div>	<div><div>ROLLOUT</div><div>3 Days</div></div>	<div><div>DURATION</div><div>5 Years</div></div>	<div><div>STACK</div><div>1</div></div>	ENH 6
<div>x</div>									

ALL CLASSES

3/24/2024 4:28:22 PM

Health-Life-Death

DOK	6	8 pts	Cleansing Fire	RANGE Self	AoE Self	ROLLOUT 30 Minutes	DURATION 12 Hours	ENH 4
 Cast to another with Item/Kit. 1 hp Dmg per hour. Immune to Sickness/Disease.				none				
				STACK 1				
TRO	1	30% Max	Healing Bolus	RANGE 1 Square	AoE Recipient	ROLLOUT Initiative	DURATION Permanent	ENH 3
1d12 HP healing.				none				
				STACK 99				
STM	11	48 pts	Revive Life With A ZAP!	RANGE Touch	AoE 1 Body	ROLLOUT 8 Hrs	DURATION Permanent	ENH 5
 Health at 4 HP. with Item/Kit. Dead < 25 hrs & pass Save to be alive with -4 HP.				HTH 3				
				Alive!				
				STACK 99				
SYL	6	-4 pts	Animal Healing	RANGE 4 Sqs	AoE 1 Animal	ROLLOUT 1 Minute	DURATION Permanent	ENH 5
 +4 HP with Item/Kit. Heal 2d8+4 to domestic/wild woodland animals.				none				
				STACK 99				
STM	8	8 pts	Extra Healing	RANGE Touch	AoE 1 Creature	ROLLOUT Initiative	DURATION Instant	ENH 4
 +4 HP with Item/Kit. x				none				
				STACK 99				
RULE	1	4 pts	Field Binding	RANGE Touch	AoE 1 Creature	ROLLOUT Initiative	DURATION Instant	ENH 4
x				none				
				STACK 99				
DOK	4	4 pts	Final Rites	RANGE Touch	AoE 1 Body	ROLLOUT 2 Hours	DURATION Permanent	ENH 2
Dead are pushed beyond this world. A diety must be named.				none				
				STACK 99				
SYL-EOL-STM-ORX	1	4 pts	Forced Heal 1d6 HP (+more)	RANGE 1 Square	AoE 1 Target	ROLLOUT Initiative	DURATION Permanent	ENH 8
 Fragility Save - 1 Column with Item/Kit. Roll dice. Apply as force damage. Apply x2 as healing.				none				
				STACK 1				
DOK	1	4 pts	Reduce Fire Damage	RANGE Self	AoE Caster	ROLLOUT 5 Rounds	DURATION 20 Minutes	ENH 6
 Total of 4 Pts Reduced. with Item/Kit. Magical/mundane fire dmg is reduced by 1 per die, min 1.				HTH 2				
				Damage reduced				
				STACK 1				
STM	6	8 pts	Common Healing	RANGE Touch	AoE 1 Creature	ROLLOUT Initiative	DURATION Instant	ENH 4
 +1d4 HP with Item/Kit. x				none				
				STACK 99				
STM	4	4 pts	Slow Healing	RANGE 2 Squares	AoE 2 Creatures	ROLLOUT 10 Minutes	DURATION 8 Hours	ENH 7
 + 2 HP / Hr with Item/Kit. 10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.				SKL 2				
				Healing continues				
				STACK 3				
STM	7	8 pts	Electrifying Sickness Cleanse	RANGE Touch	AoE 1 Creature	ROLLOUT 8 Hours	DURATION Permanent	ENH 8
 COL -1 with Item/Kit. 1 pt damage, removes Sickness I, II, III (with Save).				SKL 2				
				No Sickness				
				STACK 99				

ALL CLASSES

3/24/2024 4:28:22 PM

STM	18	20 pts	Group Heal	RANGE 6 Squares	AoE 3 Sq Rad Circle	ROLLOUT 20 Minutes	DURATION Permanent	ENH 5
			+50 HP with Item/Kit. 3 persons minimum within AoE. 200 pts divided equally.				STACK 99	
STM	14	16 pts	Consecration of Corpse	RANGE 1 Square	AoE 1 Corpse	ROLLOUT 30 Minutes	DURATION Permanent	ENH 4
			Block animation and removes Nae'Ems.				STACK 99	
STM	2	4 pts	Heal Sickness	RANGE 2 Squares	AoE 1 Target	ROLLOUT 1 Minute	DURATION Instant	ENH 6
			Target can Save (@ - 1 Col) right away instead of morning.				STACK 99	
SYL-STM-EOL-ORX	12	12 pts	Ranged Forced Healing 2d8+2 HP	RANGE 6 Squares	AoE 1 Target	ROLLOUT Initiative	DURATION Permanent	ENH 6
			Roll 2d8+2. Dmg x1 then Heal x2				STACK 99	
STM	12	12 pts	Heal 5d6+6 HP	RANGE 2 Squares	AoE 1 Creature	ROLLOUT Instant	DURATION Permanent	ENH 5
			+1d4 HP with Item/Kit. x				STACK 99	
DOK	3	-2 pts	Repair Undead/Living Dead	RANGE Touch	AoE 1 Target	ROLLOUT 1 Minute	DURATION Permanent	ENH 5
			no Sick/Disease to caster with Item/Kit. Max gain of SP set to 20 SP per day.				STACK 99	
ORX	5	8 pts	Assist Another's Healing	RANGE 4 Squares	AoE 1 Heal Spell	ROLLOUT 10 Minutes	DURATION Instant	ENH 10
			x				STACK 1	
STM	9	12 pts	Cure Disease	RANGE 2 Squares	AoE 1 Target	ROLLOUT 8 Hours	DURATION Permanent	ENH 6
			Col -1 with Item/Kit. 2d8 pts damage, removes Disease I, II, III (with Save).				SKL 2 No Disease	STACK 99
ORX	15	16 pts	Held Stasis	RANGE Touch	AoE 1 Target	ROLLOUT 1 Minute	DURATION 1 Month (30 days)	ENH 8
			Duration +6 Months with Item/Kit. x				RM 1	STACK 1
STM	20	20 pts	Raise The Dead	RANGE Touch	AoE 1 Corpse	ROLLOUT 8 Hours	DURATION Permanent	ENH 5
			Health at 10 HP with Item/Kit. Must be dead <20 years. Come back with 5 hp.				SKL 2 Alive!	STACK 99
STM	1	4 pts	Basic Healing	RANGE 2 Squares	AoE 1 Target	ROLLOUT Initiative	DURATION Permanent	ENH 6
			Min Roll 7 with Item/Kit. Heal 2d6 +ACU. If helping a Nae'Emed Fighter range is 8 sqs.				STACK 99	
STM	14	16 pts	Healing Bolt	RANGE 12 Squares	AoE 1 Creature	ROLLOUT Initiative	DURATION Permanent	ENH 4
			+1d4 HP with Item/Kit. 1d2 Dmg. Then 6d6 Healing.				STACK 99	

ALL CLASSES

STM

5

8 pts

Repair A Dead Body

RANGE

1 Square

AoE

1 Target

ROLLOUT

30 Minutes

DURATION

Permanent

ENH

5

0

Range = 8 Sqs with Item/Kit.

Preps a body for funeral viewing.

DOK

2

4 pts

Healing Flames 1d4 HP per Tier

RANGE

Touch

AoE

1 Recipient

ROLLOUT

Initiative

DURATION

Permanent

ENH

4

🔥

+1 HP extra with Item/Kit.

Roll 1d4. Flame damage x2. Healing x3. Save if self heal.

EOL

10

12 pts

End Current Dmg Over Time

RANGE

8 Squares

AoE

1 Target

ROLLOUT

Initiative

DURATION

Permanent

ENH

5

🕒

d6 healing with Item/Kit.

Stops current Damage Over Time (DoT) upon 1 target.

STM

11

12 pts

Heal 5d6+2 HP

RANGE

2 Squares

AoE

1 Target

ROLLOUT

Initiative

DURATION

Permanent

ENH

6

0

+1d4 HP with Item/Kit.

x

STM

4

4 pts

Delayed Healing 2d6

RANGE

2 Squares

AoE

1 Creature

ROLLOUT

2 Minutes

DURATION

4 Hours

ENH

7

0

Duration reset to 1 week. with Item/Kit.

Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.

SYL

1

4 pts

Sylvan Forced Healing 1d6 HP

RANGE

Touch

AoE

1 Creature

ROLLOUT

Initiative

DURATION

Permanent

ENH

2

🌿

+1 HP per die with Item/Kit.

x

Light-

TRO

4

10% Max

Aural Spark

RANGE

10 Squares

AoE

2x2 Sqs

ROLLOUT

Initiative

DURATION

1d20 Minutes

ENH

5

random color of sparks for 1d20 minutes.

ORX

4

4 pts

Capture/Release Normal Light

RANGE

Self

AoE

12 Sqs Radius

ROLLOUT

2 Minutes

DURATION

2 Hours

ENH

4

🔦

Item emits a light with Item/Kit.

x

Locks-

ROG	9	12pts	Set Or Open Wall Lock / Mechanis	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch / 1 Sq</td><td>Lock</td></tr></table>	RANGE	AoE	Touch / 1 Sq	Lock	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>10 Minutes</td><td></td></tr></table>	ROLLOUT		10 Minutes		<table><tr><td>DURATION</td><td></td></tr><tr><td>Until Reset</td><td></td></tr></table>	DURATION		Until Reset		ENH	2
RANGE	AoE																			
Touch / 1 Sq	Lock																			
ROLLOUT																				
10 Minutes																				
DURATION																				
Until Reset																				
Required with Item/Kit. Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.						<table><tr><td>None</td><td></td></tr><tr><td>STACK</td><td>99</td></tr></table>	None		STACK	99										
None																				
STACK	99																			

ROG	4	4pts	Set Or Open Door Lock	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>Lock</td></tr></table>	RANGE	AoE	Touch	Lock	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>6 Minutes</td><td></td></tr></table>	ROLLOUT		6 Minutes		<table><tr><td>DURATION</td><td></td></tr><tr><td>Until Reset</td><td></td></tr></table>	DURATION		Until Reset		ENH	2
RANGE	AoE																			
Touch	Lock																			
ROLLOUT																				
6 Minutes																				
DURATION																				
Until Reset																				
Col -1 with Item/Kit. Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.						<table><tr><td>SKL 3</td><td></td></tr><tr><td>Locked/Unlocked</td><td>STACK 99</td></tr></table>	SKL 3		Locked/Unlocked	STACK 99										
SKL 3																				
Locked/Unlocked	STACK 99																			

ROG	6	8pts	Set Or Open Chest Lock	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>Lock</td></tr></table>	RANGE	AoE	Touch	Lock	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>6 Minutes</td><td></td></tr></table>	ROLLOUT		6 Minutes		<table><tr><td>DURATION</td><td></td></tr><tr><td>Until Reset</td><td></td></tr></table>	DURATION		Until Reset		ENH	2
RANGE	AoE																			
Touch	Lock																			
ROLLOUT																				
6 Minutes																				
DURATION																				
Until Reset																				
Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.						<table><tr><td>SKL 3</td><td></td></tr><tr><td>Locked/Unlocked</td><td>STACK 99</td></tr></table>	SKL 3		Locked/Unlocked	STACK 99										
SKL 3																				
Locked/Unlocked	STACK 99																			

ROG	1	4 pts	Set Or Open Padlock	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Touch</td><td>Lock</td></tr></table>	RANGE	AoE	Touch	Lock	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>2 Minutes</td><td></td></tr></table>	ROLLOUT		2 Minutes		<table><tr><td>DURATION</td><td></td></tr><tr><td>Until Reset</td><td></td></tr></table>	DURATION		Until Reset		ENH	3
RANGE	AoE																			
Touch	Lock																			
ROLLOUT																				
2 Minutes																				
DURATION																				
Until Reset																				
Col -1 with Item/Kit. Enh: Slim key+4 pts. Magical=TIRO/EOL needed.						<table><tr><td>AGL 2</td><td></td></tr><tr><td>Locked/Unlocked</td><td>STACK 99</td></tr></table>	AGL 2		Locked/Unlocked	STACK 99										
AGL 2																				
Locked/Unlocked	STACK 99																			

Movement-

ROG	2	4 pts	Walk Quietly	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>Self</td></tr></table>	RANGE	AoE	Self	Self	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>Initiative</td><td></td></tr></table>	ROLLOUT		Initiative		<table><tr><td>DURATION</td><td></td></tr><tr><td>20 Minutes</td><td></td></tr></table>	DURATION		20 Minutes		ENH	2
RANGE	AoE																			
Self	Self																			
ROLLOUT																				
Initiative																				
DURATION																				
20 Minutes																				
SKL roll varies based on burden and situation.						<table><tr><td>SKL VAR</td><td></td></tr><tr><td>No sound made</td><td>STACK 99</td></tr></table>	SKL VAR		No sound made	STACK 99										
SKL VAR																				
No sound made	STACK 99																			

ROG	3	4 pts	Take Point	<table><tr><td>RANGE</td><td>AoE</td></tr><tr><td>Self</td><td>6 Squares</td></tr></table>	RANGE	AoE	Self	6 Squares	<table><tr><td>ROLLOUT</td><td></td></tr><tr><td>1 Minute</td><td></td></tr></table>	ROLLOUT		1 Minute		<table><tr><td>DURATION</td><td></td></tr><tr><td>8 Hours</td><td></td></tr></table>	DURATION		8 Hours		ENH	2
RANGE	AoE																			
Self	6 Squares																			
ROLLOUT																				
1 Minute																				
DURATION																				
8 Hours																				
Self: 30ft in front. Grp:No supriz. Init+2 in 1st round.						<table><tr><td>SNS 2</td><td></td></tr><tr><td>Detect someone</td><td>STACK 99</td></tr></table>	SNS 2		Detect someone	STACK 99										
SNS 2																				
Detect someone	STACK 99																			

ALL CLASSES

3/24/2024 4:28:22 PM

























N Ae'Em-Animal

SYL	13	16 pts	Call School of Fish	RANGE 1 Mark	AoE 1 School	ROLLOUT 20 Minutes		DURATION 2 Hours		ENH 6
	COL-1 with Item/Kit.	Calls a school of fish that is within range.				SKL 3		STACK 1		
SYL	13	16 pts	Call Flock of Birds	RANGE 1 Mark	AoE 1 School	ROLLOUT 20 Minutes		DURATION 2 Hours		ENH 6
	COL-1 with Item/Kit.	Calls a flock of birds within range.				SKL 2		STACK 1		
SYL	8	8 pts	Call Hunting Pack	RANGE Self	AoE 1/2 Mark / Tier	ROLLOUT 5 Minutes		DURATION Instant		ENH 7
	+Urgency Save with Item/Kit.	Pack animals urged to respond. Casters call projected.				SKL 2		STACK 1		
SYL	8	8 pts	Convoke Animal Mount	RANGE 2 Marks	AoE 1 Mount	ROLLOUT 1 Hour		DURATION 1 Day		ENH 8
	+ Passenger with Item/Kit.	Can choose from chart (no rolling)				SKL 2		STACK 1		
SYL	7	8 pts	View An Animal (Ae'Em)	RANGE PMP	AoE 1 Ae'Em, 1 sq above	ROLLOUT 5 Minutes		DURATION 1 Hour		ENH 6
	Top down view from 1 sq above. Moves with animal.					none		STACK 1		
SYL	14	16 pts	Call Woodland Animal	RANGE Self	AoE 1 Mark	ROLLOUT 5 Minutes		DURATION 4 Hours		ENH 6
	Col -1 with Item/Kit.					SKL 2		STACK 3		
SYL	7	8 pts	Speak With Wild Animals	RANGE 12 Squares	AoE 1 Animal	ROLLOUT 1 Minute		DURATION 1 Hour		ENH 5
	Stack x2 with Item/Kit.	x				SKL 2		STACK 2		
SYL	4	4 pts	Speak to Domesticated Animals	RANGE Touch	AoE 1 Animal	ROLLOUT 5 Minutes		DURATION 4 Hours		ENH 5
	Recipient with Item/Kit.	Speak and understand domesticated animals, large and small.				none		STACK 7		
SYL	1	4 pts	Invoke Pet	RANGE Self	AoE 2 Marks	ROLLOUT 1 Hour		DURATION 1 Week / Tier		ENH 6
	See/Hear as pet. with Item/Kit.	Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.				SKL 2		STACK Pet / Tie		
EOL	8	16 pts	Call A Kindred Spirit Animal	RANGE 1 Square	AoE 1 Sq Area	ROLLOUT 7 Days		DURATION Permanent		ENH 1
	Hear/See thru animal with Item/Kit.	AC:12/12, Attk 1x1/Init+6/HIT+6/Dmg:1d6/HP:20/Move=8				SKL 2		STACK 1		
SYL	6	8 pts	Befriend An Animal	RANGE 10 Squares	AoE 1 Animal	ROLLOUT 1 Minute		DURATION 8 Hours		ENH 4
	Enraged/Frenzied okay. with Item/Kit.	Connect with animals that aren't enraged or frenzied.				SKL >05		STACK 99		

ALL CLASSES

N Nae'Em-People											
SYL	8	8 pts	Protect Nae'Em Hunter vs Missiles	RANGE	AoE	ROLLOUT		DURATION		ENH	
				12 Squares	1 Target	2 Minutes		8 Hours			
				Agility Saves +20 with Item/Kit. +2 to AC vs Missiles and Thrown attacks.				none			STACK
EOL	2	4 pts	Rogue's Right Place, Right Time	RANGE	AoE	ROLLOUT		DURATION		ENH	
				Touch	1 Rogue	5 Minutes		1 Hour			
				COL+1 with Item/Kit. x				none			STACK
EOL	1	4 pts	Create a Temporary Nae'Em	RANGE	AoE	ROLLOUT		DURATION		ENH	
				2 Squares	1 Civ Creature	2 Hours		1 Week			
				Short term bonding with a willing civilized creature.				SKL 2			STACK
EOL	12	12 pts	Portal To Nae'Em	RANGE	AoE	ROLLOUT		DURATION		ENH	
				Self	PMP & 2 Uses	30 Minutes		2 Minutes			
				portal can't be opened/created unless Nae'Em agrees to the portal.				None			STACK
EOL	7	8 pts	Eavesdrop on Nae'Em Convo (Eola	RANGE	AoE	ROLLOUT		DURATION		ENH	
				8x8 Squares	1 Convo	10 Minutes		5 Min/Tier			
				Listen to a private convo and NOT give up sight.				SKL 2			STACK
EOL	8	8 pts	Create Bond With Rogue	RANGE	AoE	ROLLOUT		DURATION		ENH	
				PMP	1 Rogue	3 Days		Permanent			
				Quickly create a Nae'Em with a rogue				none			STACK
EOL-ORX	12	12 pts	Eavesdrop on Nae'Em Convo	RANGE	AoE	ROLLOUT		DURATION		ENH	
				20 Sq Radius	1 Convo	5 rounds		5 Min/Tier			
				Duration +20 Min with Item/Kit. Listen to a private convo. But give up the ability to see.				SKL 2			STACK
				Able to listen							







ALL CLASSES

N Tae'Em-Thing										
EOL	14	16 pts	Curse Ionic Marker	RANGE	AoE	ROLLOUT		DURATION		ENH
				PMP	PMP	10 Minutes		1 Day		6
				 activate manually with Item/Kit. x				none		STACK
EOL	7	8 pts	Call/Send From Home Library	RANGE	AoE	ROLLOUT		DURATION		ENH
						1 Minute		Permanent		10
				 Reading light with Item/Kit. x						STACK
SYL	7	8 pts	Vine Wolf	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Self	10 Minutes		2 Hours		8
				 Attck: 1x1 1d6 Dmg with Item/Kit. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run				none		STACK
SYL	2	4 pts	Ribbon Horse	RANGE	AoE	ROLLOUT		DURATION		ENH
				1 Square	1 Creation	5 Minutes		8 Hours		4
				 Looks almost Real-ish. with Item/Kit. Self w/carried items.				none		STACK
SYL	6	8 pts	Ribbon Bat	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Self	10 Minutes		2 Hours		8
				 Low Light with Item/Kit. Bat - HP:2 AC:18/12 Move: 15 Sqs flight				none		STACK
SYL	5	8 pts	Seaweed Dolphin	RANGE	AoE	ROLLOUT		DURATION		ENH
				3 Marks	1 Dolphin	10 Minutes		2 Hours		8
				 Range: 5 Marks with Item/Kit. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race				none		STACK
EOL	4	4 pts	Call/Return Nae'Em Item	RANGE	AoE	ROLLOUT		DURATION		ENH
				PMP	1 Item	Initiative		Instant		3
				 30 lbs / 13.6 Kg with Item/Kit. x				none		STACK
ORX	5	8 pts	Call/Return Nae'Em Item	RANGE	AoE	ROLLOUT		DURATION		ENH
				PMP	1 Item	Initiative		Instant		3
				 30 lbs / 13.6 Kg with Item/Kit. x				none		STACK

ALL CLASSES

3/24/2024 4:28:23 PM

N Vae'Em-Venue Site

EOL	19	20 pts	Permanent Portal	RANGE PMP	AoE 1 Landmark	ROLLOUT 2 Days	DURATION Permanent	ENH 3
			 Closer with Item/Kit. x				none STACK 99	
EOL	6	8 pts	Create Ethereal Home Pad	RANGE 1 Square	AoE 1x1 Square	ROLLOUT 1 Hour	DURATION 1 Hour	ENH 6
			 change location with Item/Kit. x				none STACK 1	
EOL	8	8 pts	Scry - Dense Populations	RANGE Community	AoE 4x4 Squares	ROLLOUT 5 Minutes	DURATION 10 Min / Tier	ENH 2
			 Includes Audio. with Item/Kit. x				none STACK 1	
EOL	9	12 pts	Scry To A Vae'Em (Place)	RANGE Current Plane	AoE Nae'Em 4x4 Sqs	ROLLOUT 5 Minutes	DURATION 1 Hour / Tier	ENH 2
			 Includes Audio. with Item/Kit. x				none STACK 1	
EOL-ORX	5	8 pts	Scry to a Nae'Em	RANGE 8 Marks	AoE 1 Nae'Em	ROLLOUT 2 Minutes	DURATION 1 Hour	ENH 7
			View from 4 squares above, but will lower the view if needed.				SKL 2 STACK 3	
SYL	20	20 pts	Nae'Em Natural Landmark	RANGE PMP	AoE 1 Landmark	ROLLOUT 2 Hours	DURATION Permanent	ENH 4
			 Close to Landmark with Item/Kit. x				none STACK 99	
EOL	3	4 pts	Ethereal Return Portal	RANGE PMP	AoE Caster	ROLLOUT 2 Hours	DURATION 2 Minutes	ENH 4
			 Extra item with Item/Kit. x				none STACK 99	
EOL	5	8 pts	Scry Open areas - 5 Marks	RANGE 5 Marks	AoE 15x15 Squares	ROLLOUT 5 Minutes	DURATION 30 Min / Tier	ENH 4
			 Includes Audio. with Item/Kit. x				none STACK 1	

Other-Enhancement

DOK

18 60 pts

Arcane Removal (2 of 3)

RANGE	AoE	ROLLOUT	DURATION
Touch	1 Target	6 Hours	Permanent

Required. with Item/Kit.

2nd of 3 castings made by separate casters to remove power.

RM 3

Magic is gone.

STACK

99

ALL CLASSES

Personal-Connections									
DOK-SYL-STM-EOL-OR	9	24 pts	Find Clues To True Name	RANGE	AoE	ROLLOUT		DURATION	ENH
				4 Squares	1 Item	2 Hours		Permanent	
Rollout Halved. with Item/Kit. Use of this spell will reveal clues about a True Name.						success	RM 2	STACK 99	
ORX	7	8 pts	Hold Civilized Creature	RANGE	AoE	ROLLOUT		DURATION	ENH
				8 Squares	1 Target	1 Round		5 Rounds	
target can talk. with Item/Kit. x								STACK	
EOL-SYL-STM	7	12 pts	Create Permanent Nae'Em	RANGE	AoE	ROLLOUT		DURATION	ENH
				Touch	1 Recipient	4 Days		Permanent	
SKL:>05 with Item/Kit. Willing person & caster connect. Save required.						none		STACK 3	
STM	2	4 pts	Connect With A Fighter	RANGE	AoE	ROLLOUT		DURATION	ENH
				PMP	1 Recipient	2 Days		Permanent	
Healing through Nae'Em with Item/Kit. 4 Days casting creates a permanent bond. Limited to PMP.						none		STACK 2	
SYL	2	4 pts	Connect With A Hunter	RANGE	AoE	ROLLOUT		DURATION	ENH
				PMP	1 Recipient	2 Days		Permanent	
Healing through Nae'Em with Item/Kit. 4 Days casting creates a permanent bond. Same Plane.						none		STACK 2	
DOK-SYL-STM-EOL-OR	11	36 pts	Disconnect An Arcane Focus Item	RANGE	AoE	ROLLOUT		DURATION	ENH
				Touch	Current Item	20 Minutes		Permanent	
Removes connection between all creatures and focus item.						Connection broken	SKL 2	STACK 99	
DOK-SYL-STM-EOL-OR	11	36 pts	Connect To An Arcane Focus Item	RANGE	AoE	ROLLOUT		DURATION	ENH
				Touch	1 Item	3 Days		Permanent	
No current Focus Item. with Item/Kit. Creates connection between caster and a Arcane Focus Item.						Connected	RM 3	STACK 99	
ORX	12	12 pts	Langstrom Servant: Pucoe Gree	RANGE	AoE	ROLLOUT		DURATION	ENH
				1 Square	1 Creature	10 Minutes		8 Hours	
Protect caster with Item/Kit. x						none		STACK 3	
HNT	4	4 pts	Hunter Marks	RANGE	AoE	ROLLOUT		DURATION	ENH
				6 Squares	1 Square	1 Minute		1 Month (30 days)	
Unworked items arranged to leave a message to another Hunter.						none		STACK 99	
STM	6	8 pts	Create a Vae'Em Location.	RANGE	AoE	ROLLOUT		DURATION	ENH
				1 Square	1 Square	4 Hours		Permanent	
GM Saves for accurate destination.						none		STACK 7	
STM	3	4 pts	Connect To A House	RANGE	AoE	ROLLOUT		DURATION	ENH
				PMP	Nae'Em	4 Days		Permanent	
4 Days casting creates a permanent bond. Limited to PMP.						none		STACK 2	
TRO	2	40% Max	Random Friendship	RANGE	AoE	ROLLOUT		DURATION	ENH
				10 Squares	1 Target	Initiative		Special	
Potentially makes someone more tolerant of the caster.						none		STACK 99	

ALL CLASSES

Shape Change									
SYL	18	20 pts	Alter Self - Bear	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>5 Minutes</div></div>	<div><div></div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>3</div></div>	
			+1d6 Dmg with Item/Kit. x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	1	4 pts	Small Domestic Pet Form	<div><div>RANGE</div><div>Touch</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>5 Rounds</div></div>	<div><div></div><div>DURATION</div><div>4 Hours</div></div>	<div><div>ENH</div><div></div></div>	
			+ 8 hours with Item/Kit. x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	18	20 pts	Alter Self - Stingray	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>5 Minutes</div></div>	<div><div></div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>8</div></div>	
			x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	15	16 pts	Alter Self - Hawk	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div></div><div>DURATION</div><div>4 Hours</div></div>	<div><div>ENH</div><div>6</div></div>	
			x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	14	16 pts	Alter Self - Porpoise	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>10 Minutes</div></div>	<div><div></div><div>DURATION</div><div>3 Hours</div></div>	<div><div>ENH</div><div>6</div></div>	
			x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	17	20 pts	Alter Self - Condor	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>5 Minutes</div></div>	<div><div></div><div>DURATION</div><div>2 Hours</div></div>	<div><div>ENH</div><div>6</div></div>	
			x				<div><div>none</div><div>STACK</div><div>99</div></div>		
SYL	15	16 pts	Alter Self - Wolf	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>20 Minutes</div></div>	<div><div></div><div>DURATION</div><div>4 Hours</div></div>	<div><div>ENH</div><div>6</div></div>	
			x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	6	8 pts	Alter Self - Medium Sized Dog/Cat	<div><div>RANGE</div><div>Self</div></div>	<div><div>AoE</div><div>Self</div></div>	<div><div>ROLLOUT</div><div>1 Round</div></div>	<div><div></div><div>DURATION</div><div>8 Hours</div></div>	<div><div>ENH</div><div>7</div></div>	
			Move+6 with Item/Kit. x				<div><div>none</div><div>STACK</div><div>1</div></div>		
SYL	12	12 pts	Caster Becomes Ribbon Creature	<div><div>RANGE</div><div></div></div>	<div><div>AoE</div><div></div></div>	<div><div>ROLLOUT</div><div></div></div>	<div><div>DURATION</div><div></div></div>	<div><div>ENH</div><div>3</div></div>	
			x				<div><div>STACK</div><div></div></div>		

ALL CLASSES

3/24/2024 4:28:23 PM

Shelter-Rest-Protection

HNT	7	8 pts	Hunters Hidden Shelter (4 ppl)	RANGE 1 Square	AoE 3 x 3 Squares	ROLLOUT 1 Hour	DURATION 8 Hours / Tier	ENH 2
Hunting blind for 4 people. Not for urban use.							STACK 3	
TRO	2	20% Max	Garish Pup Tent	RANGE 8 Squares	AoE 1x2 Squares	ROLLOUT 1 Minute	DURATION 8 Hours	ENH 3
xThe Caster creates a colorful tent.							STACK 99	
HNT	2	4 pts	Hunters Hut (10 ppl)	RANGE Touch	AoE 2x1 Squares	ROLLOUT 20 Minutes	DURATION 8 Hours	ENH 2
 required with Item/Kit. Stands for 2 days. Holds up to 10 people.							STACK 3	
STM	7	8 pts	Strumos Waystation	RANGE 4 Squares	AoE 3x3 Squares	ROLLOUT 1 Minute	DURATION 12 Hours	ENH 5
 Canvass walls with Item/Kit. 3x3 Sqs platform that protects from some weather							STACK 1	
STM	2	4 pts	Feather Bed	RANGE Touch	AoE 1x2 Sqs	ROLLOUT 2 Minutes	DURATION 12 Hours	ENH 4
 AOE = 2 with Item/Kit. A feather bed for 2 appears.							STACK 3	
ORX	11	12 pts	Force Wall	RANGE Touch	AoE 6 Sqs Long	ROLLOUT 20 Minutes	DURATION 1 Hour	ENH 7
 HP:80 AC:16 with Item/Kit. x							STACK 3	
HNT	2	4 pts	Perimeter Safety	RANGE Touch	AoE 3x8 Sq Perimeters	ROLLOUT 30 Minutes	DURATION 8 Hours	ENH 2
Creates noticable sounds when stepped on.							STACK 99	
STM	13	16 pts	Astral Shed	RANGE Touch	AoE 1x1x2 Sqs	ROLLOUT 1 Minute	DURATION 8 Hours	ENH 5
 +1 Bedroom with Item/Kit. Small shed outside... 5 rooms inside.							STACK 1	
STM	2	4 pts	Sleep	RANGE 4 Squares	AoE 1 Target	ROLLOUT 1 Minute	DURATION 1d6 Hours	ENH 6
 Col +1 with Item/Kit. Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.							STACK 1	
SYL	7	8 pts	Grow A Plant Canopy	RANGE 12 Squares	AoE 3x3 Sq Area	ROLLOUT 5 Minutes	DURATION 12 Hours	ENH 9
 + a Wall with Item/Kit. Plant Canopy covers 1 to 4 people. Save vs High winds.							STACK 3	
SYL	3	4 pts	Assist Hunter's Lean-To	RANGE Touch	AoE 1 Lean-To	ROLLOUT 10 Minutes	DURATION 2 Hours	ENH 6
 COL+1 with Item/Kit. x							STACK 1	
STM	5	8 pts	Quarantine Isolation	RANGE 4 Squares	AoE 1x2 Squares	ROLLOUT 1 Hour	DURATION 1 Day	ENH 7
 AOE x2 with Item/Kit. Sick/Diseased/Poisoned get 1 column better. No spreading.							STACK 99	

ALL CLASSES

3/24/2024 4:28:23 PM

ORX	10	12 pts	Walls of Force (4 to 6)	RANGE	AoE	ROLLOUT		DURATION		ENH
				12 Squares	See Description	5 Min / Wall		4 Hours		
				Door Included. with Item/Kit. x				none		
SYL	19	20 pts	Circle of Thorns (3 sq x 3 sq)	RANGE	AoE	ROLLOUT		DURATION		ENH
				12 Squares	10x10 squares	30 Minutes		12 Hours		
				Adds a roof with Item/Kit. xx				SKL 2		
HNT	3	4 pts	Create Temporary Shelter (3 ppl)	RANGE	AoE	ROLLOUT		DURATION		
				Touch	1 Shelter	10 Minutes		2 Days		
				Quickly built (1 min) & lasts 2 days, unless rough weather.				none		
STM	7	8 pts	Deep Doze	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1 Crtr/Tier	10 Minutes		4 Hours		
				Dim night light. with Item/Kit. 4 deep sleep hours to recover from exhaustion.				SNS 4		
SYL	14	16 pts	Tree House	RANGE	AoE	ROLLOUT		DURATION		ENH
				8 Squares	4 Sq High Tree	30 Minutes		12 Hours		
				Stairs or Ladder. with Item/Kit. Tree: 60 HP with ladder/stairs.				none		
EOL	7	8 pts	Circle of Protection vs Acid	RANGE	AoE	ROLLOUT		DURATION		ENH
				9 Squares	3 Sq Radius	5 Minutes		1 Hour		
				Acid 1d6 dmg at edge with Item/Kit. Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.				none		
Tracking-										
HNT	9	12 pts	Cover Trail	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1 Mark Trail	20 Minutes		12 Hours		
				Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll				none		
HNT	12	12 pts	Find/Follow Trail	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	1 Mark	20 Minutes		24 Hours		
				Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls				none		
ROG	10	12 pts	Lose A Tail	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Urban	3d8 Minutes		Permanent		
				This skill is about avoiding a currently active pursuer.				SKL 2		
TRO	4	30% Max	Tiro Tracking	RANGE	AoE	ROLLOUT		DURATION		
				Self	1 Trail	Initiative		1 Hour		
				Find and follow a trail while leaving an obvious trail.				none		
HNT	1	4 pts	Find North	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Self	Initiative		1 Hour		
				GM indicates direction of North.				none		
ROG	9	12 pts	Urban Tracking	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Urban or Subtrrn	3d8 Minutes		2 Hours		
				Rogue attempts to follow a hot path within an hour.				SNS 2		

Traps-										
ROG	2	6 pts	Impedance Trap-Create/Find/Rem	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1x2 Squares	20 Minutes		Until Triggered		
				Required with Item/Kit. Trap that entangles or slows movement.						Success
ROG	1	4 pts	Message -Create/Find/Remove	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1 Square	20 Minutes		Until Triggered		
				Required with Item/Kit. Trigger created to present a message.						Success
ROG	13	16 pts	Magical Trap Assistance	RANGE	AoE	ROLLOUT		DURATION		
				x						
ROG	5	12 pts	Damage Trap -Create/Find/Remov	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1 Square	20 Minutes		Until Triggered		
				Required with Item/Kit. Trigger sets off damage.						Success
ROG	5	8 pts	Set Up Eolas Spell Release (Trap)	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	Per Spell	20 Minutes		Used / EOY		
				Required with Item/Kit. Trigger releases/enacts an Eolas Spell.						Success
Travel-Mundane										
SYL	12	12 pts	Personal Wings Of Flying	RANGE	AoE	ROLLOUT		DURATION		ENH
				Self	Self	10 Minutes		4 Hours		
				+Recipient with Item/Kit. Attk:x0x1, Init & ToHit+8, Dmg:1d12, AC:22/12, Fly:2 Mks						
SYL	6	8 pts	Attach Wings To Animal	RANGE	AoE	ROLLOUT		DURATION		ENH
				Touch	1 Creature	30 Minutes		12 Hours		
				2 Marks/Day with Item/Kit. Attk:x0x1, Init & ToHIT+6, Dmg:1d10, AC 22/12, 1 Mark/Day						

ALL CLASSES

3/24/2024 4:28:23 PM

Travel-Planes

ORX	10	12 pts	Ladders & Stairs	RANGE 12 Squares	AoE 1 Square	ROLLOUT 5 Rounds	DURATION 1 Hour	ENH 10
Hand rails with Item/Kit. Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.				none 99				
TRO	1	20% Max	Quick Jump	RANGE 1d6 Squares	AoE Self	ROLLOUT Initiative	DURATION Instant	ENH 2
1d6 squares in direction indicated. Distance rolled.				none 99				
DOK	9	12 pts	PMP To/From Dimension Portal	RANGE Touch	AoE Portal Structure	ROLLOUT 1 Hour	DURATION 2 Minutes	ENH 5
+2d6 dmg except self with Item/Kit. 2d4 INTO or 2d6 OUT OF. Dmg to use, Save for 1/2.				RM 2 1/2 Damage 1				
STM	7	8 pts	Astral Portal To Known Location	RANGE 1 Square	AoE 1 Square	ROLLOUT 2 Hours	DURATION 1 Minute	ENH 6
Col -1 with Item/Kit. GM Saves for accurate destination.				SKL 4 Correct location 1				
TRO	3	40% Max	Quick Push!	RANGE 4 Squares	AoE 1 Recipient	ROLLOUT Initiative	DURATION Instant	ENH 5
Caster moves an ally to a random spot 4 squares away.				none 99				
HNT	13	16 pts	Faster Path	RANGE Self	AoE Non-Urban	ROLLOUT 10 Minutes	DURATION 1 Day	ENH 5
Solo=150%. Group=120% w/Hunter @ point. Not all environs.				none 1				
EOL	6	8 pts	Decrease Movement	RANGE 4 Squares	AoE 4x4 squares	ROLLOUT Initiative	DURATION 4 Rounds	ENH 5
Move -1 again with Item/Kit. Inhibits movement by 4 squares. (by 5 sqs with Focus)				none 3				
DOK	5	8 pts	Dimension Quick Portal for 2	RANGE 2 Squares	AoE 3 Civilized crtrs	ROLLOUT 30 Minutes	DURATION 2 Rounds	ENH 5
2d4 INTO or 2d6 OUT OF. Damage to use. Only 2 people.				none 1				
ORX	6	8 pts	Langstrom Rupture	RANGE 8 Squares	AoE 1x1 Sq Portal	ROLLOUT 30 Minutes	DURATION 1 Minute	ENH 8
Partial gets SKL:1 with Item/Kit. x				none 1				
ORX	1	4 pts	Send Item to A Nae'Em Location	RANGE PMP	AoE 1 Mid Item	ROLLOUT 20 Minutes	DURATION Instant	ENH 4
Add Ionic Marker with Item/Kit. x				none 99				
ALL	1	pts	Swimming - Beginning	RANGE Self	AoE Self	ROLLOUT Instant	DURATION Permanent	ENH 5
x				none 99				
HNT	8	8 pts	Hunters Stare (1-4 days)	RANGE Self	AoE Self	ROLLOUT 10 Minutes	DURATION 12 Hours	ENH 1
Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.				SKL 3 Able to do this. 1				

ALL CLASSES

3/24/2024 4:28:23 PM

STM

1012 pts

PMP Projection

RANGE

Self

AoE

PMP

ROLLOUT

20 Minutes

DURATION

4 Hours

ENH
4

o

Move=18 with Item/Kit.

Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.

none

STACK

99

ALL

1

pts

Riding (horses and other)

RANGE

Self

AoE

Self

ROLLOUT

Instant

DURATION

Permanent

ENH
4

x

none

STACK

99

DOK-SYL-STM-EOL-OR

15

16 pts

Create Permanent Location Tae'E

RANGE

10 Squares

AoE

2x2 Sq Area

ROLLOUT

1 Day

DURATION

Permanent

ENH
7

Casual with Item/Kit.

x

none

STACK

1

Travel-PMP

STM

6

8 pts

Increase Nae'Em Fighter Moveme

RANGE

2 Squares

AoE

1 Creatures

ROLLOUT

Initiative

DURATION

1 Hour

ENH
5

o

Move+2 Sqs with Item/Kit.

Target moves faster in normal conditions. +2 Move.

none

STACK

1

STM

3

4 pts

Strumos Run

RANGE

Self

AoE

Caster

ROLLOUT

5 Minutes

DURATION

4 Hours

ENH
4

o

Move x2 with Item/Kit.

1.5 times normal travel.

none

STACK

1

DOK

6

8 pts

Travel Shadow to Shadow

RANGE

24 Squares

AoE

Caster

ROLLOUT

2 Rounds

DURATION

20 Minutes

ENH
6

No light when cast with Item/Kit.

Caster can jump from one shadow to another within range.

none

STACK

99

Tricks-

ORX

4

4 pts

Call Item (in Sight)

RANGE

6 Squares

AoE

1 Item

ROLLOUT

Initiative

DURATION

Instant

ENH
6

20 lbs / 4.5 Kg with Item/Kit.

x

AGL

STACK

1

ROG

4

4 pts

Sleight of Hand

RANGE

Self

AoE

Arms Length

ROLLOUT

5 Rounds

DURATION

Instant

ENH
3

Roll Save to fool audience. Close quarters actions (1 sq).

SKL 2

GM

STACK




99

ALL CLASSES

Utility-									
EOL	8	8 pts	Increase Nae'Em Rogues Grace	RANGE	AoE	ROLLOUT	DURATION	ENH	
 12 Sq Range with Item/Kit. Increase Grace of a Nae'Em Rogue by 2. (Stack of 1)				Touch	1 Rogue	3 Minutes	2 Hours	7	
							none	1	
SYL-STM-EOL-ORX	1	4 pts	Arcane Light with Class Hue	RANGE	AoE	ROLLOUT	DURATION	ENH	
 Brighter by Tier with Item/Kit. Default Light: Candle light				Self	Varies	Initiative	4 Hours	7	
							none	99	
STM	5	8 pts	Arlo's Astral Storage	RANGE	AoE	ROLLOUT	DURATION	ENH	
 +5 items with Item/Kit. x				1 Square	1 Square	2 Minutes	Permanent	4	
							none	1	
ROG	17	20 pts	Impersonate Person	RANGE	AoE	ROLLOUT	DURATION		
x									
FTR-HNT	2	4 pts	Mental Alarm Clock	RANGE	AoE	ROLLOUT	DURATION	ENH	
Set time to wake and wake at that time. 1 Rd to clear head.				Self	Self	10 Minutes	18 Hours	2	
							none	1	
DEY	15	16 pts	Surprise Killing Blow	RANGE	AoE	ROLLOUT	DURATION		
x									
ORX	3	4 pts	Animate Cats Eye Marble	RANGE	AoE	ROLLOUT	DURATION	ENH	
 Multi-Vision with Item/Kit. x				Self	Caster	1 Minute	2 Hours	7	
							none	1	
TRO	4	25% Max	Tiro Tasty Cumber Meals	RANGE	AoE	ROLLOUT	DURATION		
1d12 meals appear at waist height in front of the Caster				Touch	Varies	1 Minute	1 Hour		
							none	99	
ORX	2	4 pts	Langstrom Cloak Pockets	RANGE	AoE	ROLLOUT	DURATION	ENH	
 Hides magic with Item/Kit. x				Touch	1 Worn Garment	1 Minute	1 Week	5	
							none	3	
ALL	1	100% Max	Graduate Tiro Ritual	RANGE	AoE	ROLLOUT	DURATION		
x				Self	Self	Instant	Permanent		
							none	99	
HNT	4	4 pts	Mimic Soft Nature Sounds	RANGE	AoE	ROLLOUT	DURATION	ENH	
Create low natural sounds. Low volume and intensity.				Self	6x6 Squares	Initiative	20 Minutes	2	
							SNS 2	99	
							Success		
ORX	6	8 pts	Force Platform	RANGE	AoE	ROLLOUT	DURATION	ENH	
 Half Wall with Item/Kit. x				16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes	9	
							none	3	

ALL CLASSES

3/24/2024 4:28:24 PM

Category	Level	Points	Name	Range	AoE	Rollout	Duration	Icon	Stack	Enh
HNT	2	4 pts	Make Fire with Sticks	Touch	Kindling	10 Minutes	Permanent		99	
				COL -1 with Item/Kit. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col						
EOL	6	8 pts	Pause Magical Lock	2 Squares	Lock	10 Minutes	Rollout		99	1
				Range = 12 Squares with Item/Kit. Freezes magic in a specific trap for the duration if Saved.						
ALL	1	pts	Cooking - Basic	5 feet / 1/5 meters	Campfire	2 Hours	10 Minutes		99	
				x						