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-Dokour

	le-Offer									
VEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK		E
.3	16 pts	Fire Bombardment	12 Squares	1x3 Squares	1 Round $\mathcal{J}_{\text{\tiny RDS}}$	Initiative	RM 2	99	\bigcirc	
		AoE: 3x2 Squares. 2 wide. with Item/Kit. Lo	bs magical fire. 6d1	0 +ACU dmg. 3 Sqs. Save	for 1/2 dmg.		1/2 Damage			
2	4 pts	Flame Bolt	10 Squares	1 Target	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative *	AGL2	99	\bigcirc	
		Col +1 with Item/Kit. No ToHit. Direct magic	al dmg 2d10 +ACU.	Save to dodge.		<u> </u>	Spell missed			
6	8 pts	Create Arcane Beetles	8 Squares	1 Square	3 Rounds	Initiative \	SKL 2	3		-
		SKL:>05 with Item/Kit. Save to conjure. Atta	acks nearest enemy	for 1d8 dmg. X2x2	Res	· ·	Conjured			
4	4 pts	Conjure Native Beetles	4 Squares	1 Mark	2 Rounds 2	Initiative A	SKL 2	2		
			L5, AC:12, Init+4, To	HIT+4, Attacks:x1x1, Dmg	: 1d8	•	Conjured			
3	4 pts	Heat Metal Armor	6 Squares	1 Target	4 Rounds 🕰	Initiative 🌉	none	3	(C)	
			our rounds cumulat	ive: AC/Init/ToHIT @ -1.	U RDS					
1	4 pts	Flash Of Fire!	4 Squares	1 Target	4 Rounds 🚜	Initiative 🌉	SKL 2	99		
		1d6 + ACU magical fire damage, no ToHit. Save	·		U _{RDS}		Partial blindness			
)	4 pts	Scorching Skin	Touch	1 Target	3 Rounds	Initiative 🌉	none	99		
•	, 613			Save for none. +4 to Dead	RDS				\bigcup	
,	0 ntc	7 30	4 Squares	1 Square		Initiative A	RM 2	99	*	
3	8 pts	Flame Strike			1 Round \mathcal{J}_{RDS}			99	\bigcirc	1
		1		Omg 4d10 +ACU. Save for			1/2 Damage			
2	12 pts	Circle - Dimensional Expulsion	Touch	3x3 Square	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	12 Secs (2 Rds) 2 RDS	MR 2	3		
		Pass Save to expell a dimension creature/item t	o Dimension.			\	Expulsion			
2	12 pts	Class Power Attack (FIRE)	8 Squares	1 Target	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative **	RM3	99	O	
		Knockback w/ RM:3 with Item/Kit. Class Bol	t Dmg 5d10+ACU.	Save for 1/2 dmg IF same	class.	<u> </u>	1/2 Dmg if same			
5	16 pts	Dokour Flame Attack	8 Squares	1 Target	1 Round 🔏	Initiative *	RM3	99	C	
		Dmg +4/die with Item/Kit. Direct dmg 5d8 +	12 +ACU bonus. Ta	arget Save for 1/2 damage		<u> </u>	1/2 Damage			
1	4 pts	Heat Wave Wall	Touch	1 Sq (1 Target)	5 Rounds 5	Initiative 🌉	SKL 2	1/Tier		
			J Fire Dmg vs Melee	Sava for 1/2 Dmg	RDS		1/2 Damage			

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Bat	tle-Prep								
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
9	12 pts	Dimensional Containment	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1	4
		Save = >95 with Item/Kit. Creatures of Dimer	nsion must Save to I	leave the containment.		©	Able to Exit		
7	8 pts	Profiled In Fire	Self	Self	2 Hours	Initiative	SNS 2	1	6 ENH
		warmth = 2x2 AoE with Item/Kit. Allows targ	et audience a Save	due to wreathe of flam	es.	<u> </u>	No Intimidation		
14	16 pts	Magma Perimeter	Caster	2 Sq Wide Moat	6 Hours	30 Minutes	none	1	S ENH
		5x5 Square Island with Item/Kit. Magical mag	gma dmg 8d6. Doub	ole dmg if submerged.					
Call	-Summo	on							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
3	4 pts	Invoke Temporary Imp	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1	6
		Alter the description with Item/Kit. Image of	mini caster. HP:12	Attks:x1x1 Dmg:1d2		•	Imp appears		
5	8 pts	Invoke Imp Partner (Year long)	30 Squares	PMP	End of Year	2 Days (24 Hrs)	none	1	ENH 4
		Alter the description with Item/Kit. Brings in	imp (large insect siz	ze). Can be scryed on.					
Con	nmunica	ation-							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
7	8 pts	Speak To Dokour Target	3 Marks	1 Recipient	1 Round / Tier	1 Hour	SKL1	7	1
		SKL:>05 with Item/Kit. Talk to a previously id	entified target.				Viewed		
2	4 pts	Hot Conversations	PMP	2 Fires	20 Minutes	2 Rounds 2	none	1	S ENH
		Item passed through with Item/Kit. Audio vis	sual fire to fire Nae'	Em. Small item pass thr	ough.				
19	20 pts	Dead Spirit Conversation Circle	6 Squares	1 Spirit	Rollout	10 Minutes	SKL 2	1	ENH 4
		MGC:1 with Item/Kit. Speaks with up to 6 so	uls. Requires a ritua	al & tokens.	1.00	***	Connection made	е	7
6	8 pts	Speak with Dead	Touch	1 Target	5 Questions	20 Minutes	none	99	ENH 4
		Truthseer with Item/Kit. Up to 100 years dea	nd per Tier. Skull an	swers in common.					

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Find	d-Hide-F	Reveal							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENUL
5	8 pts	Detect Magic	2 Squares	1 item	Instant	5 Minutes	RM 2	1	3
		Save Col -1 with Item/Kit. Mgc=Candle. Muno		Sight					
7	8 pts	View Dimension	10 to 100 Sqs sig	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1	ENH 5
		Light up Dimension with Item/Kit. View the a	rea of Dimension.						
8	8 pts	Dimension Personal Hideaway	Self	1x2 Squares	2 Hours	10 Minutes	none	99	ENH 5
		Range:Self+1/Tier with Item/Kit. 1d4 dmg to	enter 1 wide/deep x	2 high. Caster only.					
3	4 pts	Shadow of the Magi	Self	3 Sq Dia Sphere	Conc +4 Rds 2	Initiative *	none	99	5 FNH 7
		Brighter by Tier with Item/Kit. Darkness center	ered just above caste	r.					
7	8 pts	Direction To Dokour Target	Self	7 Mark/Tier Radi	Instant	1 Hour	RM Varies	1	S ENH
		Target Align -50 with Item/Kit. Save Column v	varies to reveal alignments from 50 to 200.			GM	GM Compass direction		
16	64 pts	Reveal True Name	1 Square	1 Square	Permanent 🔀	12 Hours	none	99	ENH 6
		This uses all the clues to find the True Name.				•			
8	8 pts	Scry on Imp Spy	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3	ENH 2
		Send 1 command. with Item/Kit. Can scry on	your Imp within PMF	P					
1	4 pts	Shadow Cover	Self	1 Suare	1 Hour	1 Minute	none	1	S ENH
		Muffles caster in AOE. with Item/Kit. Shadow	surrounds the caste	r and their belongings.					
6	8 pts	Attention Avoidance	Caster	4x4 Squares	4 Hours	6 Minutes	SNS 2	1	S ENH
		Torchlight inside. with Item/Kit. Bubble: 1 HP	, 5 AC. Muffles soun	d. Deters Dokour dete	ction.	•	Not so visible		

-Dokour



	Ith-Life								
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
6	8 pts	Cleansing Fire	Self	Self	12 Hours	30 Minutes	none	1	4
		Cast to another with Item/Kit. 1 hp Dmg per	hour. Immune to	Sickness/Disease.					FNH
2	4 pts	Healing Flames 1d4 HP per Tier	Touch	1 Recipient	Permanent 🔀	Initiative S	SKL3	99	4
		+1 HP extra with Item/Kit. Roll 1d4. Flame d	amage x2. Healing	x3. Save if self heal.			Healed self.		
4	4 pts	Final Rites	Touch	1 Body	Permanent	2 Hours	none	99	ENH 2
		Dead are pushed beyond this world. A diety mu	st be named.						_
3	-2 pts	Repair Undead/Living Dead	Touch	1 Target	Permanent 🔀	1 Minute	none	99	ENH 5
		•	gain of SP set to 2	O SP per day.					5
1	4 pts	Reduce Fire Damage	Self	Caster	20 Minutes	5 Rounds 🗲	HTH 2	1	ENH
-	. -			mg is reduced by 1 per die		RDS	Damage reduced		6
Oth	er-Enha	ncement	aly manadic me ar	ing is reduced by 1 per die	-, 11111 1.	•	Damage reduced	•	
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
18	60 pts	Arcane Removal (2 of 3)	Touch	1 Target	Permanent 🔀	6 Hours	RM3	99	ENH 2
			ade by separate ca	sters to remove power.		0	Magic is gone.		_
Pers	sonal-Co	onnections							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
11	36 pts	Disconnect An Arcane Focus Item	Touch	Current Item	Permanent	20 Minutes	SKL 2	99	2
		Removes connection between all creatures and	focus item.				Connection brok	en	
11	36 pts	Connect To An Arcane Focus Item	Touch	1 Item	Permanent 💢	3 Days	RM3	99	ENH 5
		No current Focus Item. with Item/Kit. Create	s connection betw	een caster and a Arcane	Focus Item.	•	Connected		
9	24 .		4 Squares	1 Item	Permanent 🔀	2 Hours	RM 2	99	ENH 6
9	24 pts	Find Clues To True Name	Toquares		1 Cilitaticité	2 110013			
9	24 pts		-	about a True Name.	remanent		success		Ь
	24 pts vel-Plan	Rollout Halved. with Item/Kit. Use of this spe	-		Termanent		success		б
	•	Rollout Halved. with Item/Kit. Use of this spe	-		DURATION	ROLLOUT	success	STACK	6
Trav	vel-Plan	Rollout Halved. with Item/Kit. Use of this spees	ell will reveal clues	about a True Name.		₩			6
Trav	vel-Plan	Rollout Halved. with Item/Kit. Use of this speces	RANGE 2 Squares	about a True Name.	DURATION	ROLLOUT	SAVE	STACK	6
Trav	vel-Plan	Rollout Halved. with Item/Kit. Use of this speces FOCUS TITLE Dimension Quick Portal for 2	RANGE 2 Squares	about a True Name.	DURATION	ROLLOUT	SAVE	STACK	ENH 5

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STACK

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Travel-PMP COST

8 pts

LEVEL

6

FOCUS TITLE

Travel Shadow to Shadow

RANGE AoE DURATION 24 Squares Caster

20 Minutes

2 Rounds 2

ROLLOUT

99 none

SAVE

ENH 6

No light when cast with Item/Kit.

Caster can jump from one shadow to another within range.