





-Fighter

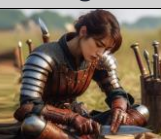
AAA-My Party

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		
Situational Awareness												
 Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle does not interrupt this skill. Fighter's party gains bonuses to Initiative (+2) and will not a surprise round. Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.												
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 18	Duration X4 10 SP
											Lvl 14	Duration X2 8 SP
											Lvl 9	Duration +50% 6 SP


LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Player Party	Initiative	1 Battle		
Coordinate Group Initiative												
 The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.												
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

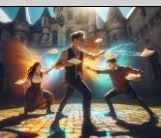
LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Weapon Repaired
						8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		
Repair Weapons/Armor												
 Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Non-magic items do not need a Save to be fixed. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +.												
											FOCUS:Required	
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 14	Save -1 Col 8 SP
											Lvl 10	Rollout Halved 6 SP

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	10 Minutes	20 Hours		
1000 Yard Stare March												
 Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise. After using this skill 8 straight hours of sleep may be needed within an hour.												
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 20	Rollout Instant 16 SP
											Lvl 10	Rollout Halved 6 SP

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	1 Weapon	2 Hours	1 Battle		
Honing Melee Weapon												
 Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to it's former best condition. A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. This will only work on non-magic weapons that are not already in it's best condition.												
											FOCUS:Required.	
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 10	Rollout Halved 6 SP
											Lvl 14	Duration X2 8 SP
											Lvl 14	Damage X2 12 SP

Altered Reality

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						15% Max	Self	Self	5 Minutes	12 Hours		
TIRO: Beauty Contestant:2nd Prize												
 Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.												
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision
						20% Max	4 Squares	1 Target	Initiative	1 Round		
TIRO: Pie Fight!												
 Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target												
											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

-Fighter

LEVEL	0.3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut

TIRO: 2 Rope Image



The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Battle-Actions

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1 Target	Initiative	Conc + 2 Rds		

Converge On The Enemy



Fighter coordinates the groups attacks for a better effect. This effort will continue as long as the Fighter concentrates and then 1 more round. Fighter targets a single enemy with jeers & war cries to encourage the group to attack. Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1). The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier).

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1 Attack	Instant	Instant		

Critical Roll Additions



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

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	Instant	Instant		

Critical Hit - 2nd Choice



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

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	Initiative	1 Battle		

Last Ditch Effort



Pure determination keeps a fighter in battle even after death. Must be played out. Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes - Fighter must have 30 HP or less to use the skill. During skill use: Binding has no effect & 1/2 Healing while in negative points. Afterwards the Fighter may be dead, out cold, or just weak.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

Battle-Defense

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

Set for Charge



Fighter turns some of the effect of a charge back on the aggressor. Requires a medium shield or larger AND a weapon the size of a longsword or larger. Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2. This is an 'Counter' action. Only 1 Counter is allowed per round. Defending Fighter only has this attack.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	Instant	2 Rounds		

Defend - No attacks



Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks. Base move x half. AC+1 per Tier. Fighter quickly glides up behind then an enemy to deliver a strong blow.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

-Fighter

LEVEL 3

STACK 1

COST

4 pts

RANGE

Self

AREA OF EFFECT

2-3 Squares

ROLL OUT

Initiative

DURATION

1 Round

SAVE: No Save



Fighter skillfully avoids combat as they avoid battle.
REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.
Fighters AC is improved by 4.
BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.
No attacks are allowed while using this skill.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Duration X2 8 SP

LEVEL 4

STACK 1

COST

4 pts

RANGE

3 Squares

AREA OF EFFECT

1 Recipient

ROLL OUT

Initiative

DURATION

1 Round

SAVE: BRU/AGL: 2 Disengages



Fighter aids another while they face the same enemy & attempt to exit a battle safely.
REQUEST BEFORE INITIATIVES ARE ROLLED.
Both roll initiative & move during highest initiative in a straight line 1-3 squares.
Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack.
No attacks are allow by the recipient and the fighter.

COUNTER: None

ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 4

+

STACK 1

COST

4 pts

RANGE

0 Squares

AREA OF EFFECT

Self

ROLL OUT

Instant

DURATION

Instant

SAVE: BRU: 2 Blocks



Fighter blocks an enemy's attack with their sheild.
COUNTER: Block a single melee attack BEFORE the damage from the attack is announced.
Fighter blocks an enemy's attack with a medium or smaller shield.
Save to block. Blunders merely fail. Criticals allow 2nd block instantly.
This skill cannot block critical hits TO the fighter.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

LEVEL 5

STACK 99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Creature

ROLL OUT

initiative

DURATION

1 Round

SAVE: No Save



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

COUNTER: None

ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL 6

STACK 99

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE: BRU: 2 Bracing works



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

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL 8

JUST 2

STACK 4

COST

8 pts

RANGE

Self

AREA OF EFFECT

8x8 Squares

ROLL OUT

Initiative

DURATION

1d3+1 Rounds

SAVE: No Save



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

COUNTER: None

ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

Battle-Offense

LEVEL 0.2

STACK 99

COST

20% Max

RANGE

6 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

Instant

SAVE: RM: 1 Damage taken



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

COUNTER: None

ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

-Fighter

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
	TIRO: Quick Flash Fire					30% Max	12 Squares	1 Target	Initiative	Instant		No Damage	




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

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	AoO on Enter or Exit					4 pts	1 Square	1 Target	Instant	Instant		



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


COUNTER: Avoid An AoO - ROG Lvl:1 
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Massive Bludgeoning Attacks					4 pts	Melee	Self	Initiative	2 Rounds		




Fighters use the flat or blunt area of their weapon.
Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).
Full damage is applied right away. After 30 minutes half of the damage fades away.
Bludgeoning can be applied to all or none of the attacks.
Cannot be applied to non-melee attacks.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Fighters Charge					4 pts	Move x2	1 Creature	Initiative	1 Round		



Fighter races forward and uses their momentum to help in an attack.
This charge must be in a straight line and not start or stop with a pivot.
Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).
They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4).
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.


COUNTER: Set For Charge - FTR Lvl:1 
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Damage +50% 8 SP
Lvl 14 Attacks = FTR 8 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Shield Bash (Odd rounds)					4 pts	1 Square	1 Target	Initiative	1 Round		



Fighters use their shield as a weapon. This is considered a blunt attack.
Skill requires a small to large shield. Does not allow bucklers or kite shields.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.
All 'Shield Bash' must be directed to the same target.


COUNTER: None
ENHANCEMENTS:
Lvl 17 Damage +8 / die 16 SP

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	COUNTER: Disruptive Factor					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		




Character draws attention to themselves in attempt to interrupt others.
This action might disrupt other actions or break concentration of others.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
Enhancements are able to increase the range.
This is a Counter Action and can only be used once in a round.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

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



The fighter has dropped an enemy and another becomes the target!
'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT.
Is an Extra Attack. Only 1 Extra attack is allowed per round.
Interferes with skills such as 'Converge On The Enemy' & 'Situational Awareness'.
'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.

COUNTER: Avoid An AoO - ROG Lvl:1 
ENHANCEMENTS:
Lvl 12 Range X2 8 SP

-Fighter

LEVEL	7	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
					8 pts	1 Square	1 Square	Initiative	1 Round		Move Forward	



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

COUNTER: None
ENHANCEMENTS:
Lvl 14 Attacks +1 8 SP

LEVEL	8	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	Self	Self	Initiative	1 Round			

Desperation Attack



Fighter attacks in wild and desperate attacks that just might work.
Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!!
Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.
Then roll 1d20-8 and adjust the ToHITS. Then roll 1d20-8 and adjust the damage roll.
(There is a Strumos spell that can change the formula to 1d20-5 !)

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


LEVEL	9	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	Self	Self	Initiative	1 Round			

Adrenalin Rush

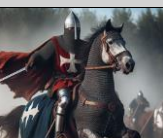


The Fighter hypes themselves up. (Narrative)
Character must verbally hype themselves up within pre-initiative part of their round.
Fighter can move and attack or just attack. Movement after the attack is not allowed.
Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP


LEVEL	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					12 pts	1 Square	1 Horse	Initiative	1 Battle		Attack is attempted	

Mounted Melee Attack



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

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	11	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
					12 pts	Self	1 Round	Instant	Instant		Wakes up	

Wake To Battle



Fighter jumps from full sleep to full battle mode instantly.
Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this
Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.
This skill can be enacted by the Player even if the Character is asleep.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

LEVEL	12	<div></div> <div>+</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	Touch	8 Squares	Initiative	1 Round			

Whirling Mordra



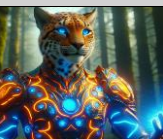
In 1 Sq the Fighter spins back and forth to strike out at all within melee range.
'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares.
It's recommended to tell the party then stall on your initiative until friends step away.
Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only.
Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

Battle-Prep

LEVEL	0.3	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					30% Max	Self	Self	1 Minute	4 Hours			

TIRO: Armor of Light




Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.


COUNTER: Same Spell
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


-Fighter


Call-Summon

LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: I Have Your Item!						30% Max	4 Sqs	1 Item	Initiative	1 Round	Item grabbed.	
											Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.	
											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	


Communication-

LEVEL	0.2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech						20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		
											The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.	
											COUNTER: Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	


LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare						15% Max	20 Squares	1 Flare	Initiative	1 Minute		
											A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow, 15 - 20 is bright green.	
											COUNTER: Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	0.4	NAE'EM	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying							25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		
<div></div> <div>Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. Others have no indication beyond a lot of multi colored magic floating around.</div>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>		

Creation-Meta

LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Water From A Plant						20% Max	1 Square	1 Plant	Initiative	10 Minutes		
											The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.	
											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

Health-Life-Death

LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Healing Bolus						30% Max	1 Square	Recipient	Initiative	Permanent		
											A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.	
											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

-Fighter

Light-

LEVEL0.4

STACK99

COST10% Max


RANGE10 Squares

AREA OF EFFECT2x2 Sqs

ROLL OUTInitiative

DURATION1d20 Minutes

SAVE:No Save



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

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

Personal-Connections

LEVEL0.2

STACK99

COST40% Max


RANGE10 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONSpecial

SAVE:SKL: 3
Friends!



Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

Shelter-Rest-Protection

LEVEL0.2

STACK99

COST20% Max


RANGE8 Squares

AREA OF EFFECT1x2 Squares

ROLL OUT1 Minute

DURATION8 Hours

SAVE:No Save



Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

Tracking-

LEVEL0.4

STACK99

COST30% Max


RANGESelf

AREA OF EFFECT1 Trail

ROLL OUTInitiative

DURATION1 Hour

SAVE:No Save



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

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

Travel-Planes

LEVEL0.1

STACK99

COST20% Max


RANGE1d6 Squares

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATIONInstant

SAVE:No Save



Colorful glow appears under caster's feet & follows them as they jump.
1d6 squares in direction indicated.

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

LEVEL0.3

STACK99

COST40% Max


RANGE4 Squares

AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATIONInstant

SAVE:BRU: 2
Not moved



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

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

-Fighter

Utility-

LEVEL0.4

STACK99

COST25% Max


RANGETouch

AREA OF EFFECTVaries

ROLL OUT1 Minute

DURATION1 Hour

SAVE:No Save



Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.

COUNTER:None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

LEVEL2

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION18 Hours

SAVE:No Save



Able to set a time and wake up at that time.
Fighter reviews the surroundings to understand normal sounds are during the rollout.
Fighter must not be exhausted or forced to sleep.
Does not guarantee restful sleep.
When waking it takes 1 full round before Fighter is able to be clear headed.

COUNTER:None

ENHANCEMENTS:
Lvl 10Rollout Halved6 SP
Lvl 14Duration X28 SP