

## Battle Actions/Prep

# Battle Defense

## Battle Offense

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	<input checked="" type="checkbox"/>
<b>Hail Stones Attack</b>				8 pts	12 Squares	2x2 Squares	Initiative	Permanent		1/2 Damage	
 <p>A white cloud rises over the area, and throws down hail. (No ToHIT)          Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.          Has a increase effect against heat based targets (+4 damage).          Delivers the attack and damage from above the target.          No more or less damage vs non-heat based creatures that are heated or on fire</p>											
FOCUS:Enhancements 1/2 level											
COUNTER:No Counter Available. Lvl:1											
ENHANCEMENTS:											
Lvl 9		Range +50%		6 SP							
Lvl 14		Damage X2		12 SP							
Lvl 9		Damage +50%		8 SP							

## Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			
<b>Detect Magic</b>											

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

No Magic: No light means no magic found in/on item. (Best description in FULL report)

Minor Magic: Dim light (candle) shines if it has lower powered effects.

Major Magic: Bright light that dazes a character for 1 round if Save failed.

Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic	
FOCUS:Save Roll +20	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent			
<b>Divining Water</b>											

Caster uses a divining rod to find water and reveal if it's potable or not.

Auto fail in areas with water everywhere.

Wet/Tropic/Artic region Save: Skill Roll +20,

Temperate region Save: Skill Roll +0.

Desert/Arid region Save: Skill Roll -40.

FOCUS:Enhancements 1/2 level	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 20 AOE X4	20 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				8 pts	Touch	1 Target	2 Minutes	Permanent			
<b>Dispel Magic (Strsyl)</b>											

Many spells can be temporarily halted or entirely stopped by a Dispel Magic.

Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement).

The full description has the list.

Also, there is a list in the players handbook (Spells chapter).

COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Range X4	10 SP
Lvl 9 Range at 1 Sq	6 SP

## Food And Drink

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		
<b>Draw Up Ground Water</b>										

Easily capture water in readied containers as the water sprays up.

Draws on the available water/moisture in the area. (1/4 of a Mark)

Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),  
Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),  
Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP

LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		
<b>Increase Food (x2)</b>										

Barely visible red flames surrounds targetted prepared food.

Does not affect magically created food.

All action is in a backpack: Food to be doubled and the resulting food.

Does QUADRUPLE the amount of Cumber meals.

FOCUS:Enhancements 1/2 level	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
<b>Improve Food</b>										

The caster focuses and yellow sparks streak to the food and swirls around it.

Improve Food - Improve Quality/Taste of non rations (& non-cumber food).

Does work on all non-poisoned / non-spoiled food.

FOCUS:Duration = 1 day	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 16 AoE X2	16 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent		
<b>Permanently Preserve Food</b>										

Each normal container within the AOE is sealed.

Max of 150 meals.

Only mundane foods can be preserved. No magical food or containers.

FOCUS:Enhancements 1/2 level	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 16 AoE X2	16 SP

## -Sylvan

LEVEL	5	STACK	99	COST	8 pts	RANGE	Caster	AREA OF EFFECT	1 Square	ROLL OUT	1 Minute	DURATION	Permanent	SAVE:	No Save
<b>Draw Out Rain Water</b>															

## Healing and Rest

# Light and Darkness

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shadow of the Magi</b>				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

Nae'Ems

## -Sylvan

LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						4 pts	Touch	1 Animal	5 Minutes	4 Hours		Can communicate	
<b>Speak With Animals</b>													
 <p>Spell starts after the rollout &amp; continues as the casters remains in touch.      Speak and understand domesticated animals, large and small.      Domesticated = No Save. Non-Domesticated = Skill Save.      Animal will respond within the limits of their intellect.</p>													
LEVEL	6	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -20	
						12 pts	2 Squares	1 Recipient	4 Hours	EOY		Ae'Em Created	
<b>Animal Connection (Ae'Em)</b>													
 <p>Glowing green ribbons encircle the recipient and caster.      This permanent mental bond allows the caster to initiate a connection.      A Save is required. The animal can only articulate from it's view.      Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.      The animal is NOT able to send any mental images, but can describe things.</p>													
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	1 Square	1 Recipient	4 Days	Permanent			
<b>Create Permanent Nae'Em</b>													
 <p>Caster mentally bonds and stays connected to another person when on the same plane.      Permanent mental bond allows either party to initiate and/or accept.      Resetting a connection:          Can be re-established with 1 hour rollout when next to the Nae'Em,          Can be re-established with a 2 day rollout while not near the Nae'Em.</p>													
LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	PMP	Self+1	4 Minutes	5 Minutes			
<b>Portal To Nae'Em</b>													
 <p>When Nae'Em agrees a portal can be created.      If the Nae'Em does not respond the portal will fail.      First to pass through must be either the Nae'Em or the caster.      After the caster or Nae'Em one more may follow.</p>													
LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour			
<b>View An Animal (Ae'Em)</b>													
 <p>Portal opens to show the animal the caster has bonded to.      This is a top down view from about 1 square above the animal.      The spell stays with the animal as it moves.      There is limited communication through this spell. 1 word statements.      but can be done with other spells.</p>													
Natural Environment													
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	10 ft radius	Normal healthy plants	4x4 Sq's	1 Hour	Permanent		
<b>Plant Growth</b>													
 <p>Natural plants will grow as if they were within the best of conditions.      Promotes normal healthy growth. Does not heal magically diseased/Sickened plants.      New growth progresses as if it were in the best conditions.      Plants grow within 1 hour as if 4 weeks had passed.      Allows healthy growth from/past unhealthy parts.</p>													
LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone	
<b>Remove Plant Disease</b>													
 <p>Caster moves about while casting to cover the AoE evenly.      Removes non-magic plant diseases and infestations with a Save.      Is able to remove a plant disease from a plant creature.          Doesn't affect plant monsters that are without disease.      This will not remove conditions brought on by harsh weather.</p>													

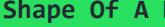
LEVEL	3	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			4 pts	2 Sqz per Tier	1 Sq cube per Tier	Initiative	Permanent		
<b>Water to Steam (Reversible)</b>									
	<p>Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.</p>								
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 6 Subtle Casting	4 SP
								Lvl 20 Rollout Instant	16 SP
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill GM Weather Results
			4 pts	Self	Up to 5 Marks		1 Hour	1 Week	
<b>Predict Weather</b>									
	<p>Barely visible sepia colored roots rise into the air, hover, then float down. Estimation of likely/known changes coming within the week. Predicts Weather patterns for a wk. GM rolls Save for caster, Save passed means info given to the caster is accurate.</p>								
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 10 Rollout Halved	6 SP
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			4 pts	2 Sqz per Tier	1 Sq cube per Tier		Initiative	Permanent	
<b>Water to Ice (Reversible)</b>									
	<p>Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.</p>								
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 6 Subtle Casting	4 SP
								Lvl 20 Rollout Instant	16 SP
LEVEL	6 NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			6 pts	4 Sqz	1 Animal		1 Minute	Permanent	
<b>Animal Healing</b>									
	<p>Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.</p>								
								CREATE:Animal Healing Nutrients	
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 12 Rollout Init	12 SP
								Lvl 12 Range X2	8 SP
								Lvl 9 Range +50%	6 SP
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	12 Squares	3x3 Sq Area		5 Minutes	12 Hours	
<b>Grow A Plant Canopy</b>									
	<p>Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.</p>								
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 10 Rollout Halved	6 SP
								Lvl 18 Range X4	10 SP
								Lvl 14 Duration X2	8 SP
LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			8 pts	Self	Self		1 Minute	1 Day	
<b>Water Breathing</b>									
	<p>Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.</p>								
								CREATE:Water Breathing Leaf	
								FOCUS:Enhancements 1/2 level	
								COUNTER: None	
								ENHANCEMENTS:	
								Lvl 20 Rollout Instant	16 SP
								Lvl 12 Rollout Init	12 SP
								Lvl 6 AOE = Self +1	6 SP
<b>Partner Cooperations</b>									
LEVEL	1 NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			1 pt	Self	10 Square Radius		4 Minutes	8 Hours	
<b>Call &amp; Direct Small Assistants</b>									
	<p>Caster calls small group of natural critters (3d4) to work as a group on single tasks. Example: Gather fire wood, open a door, look/crawl into small areas (non-dangerous). They can lift, push, pull, move a maximum of 20 lbs. The group cannot be set up to do 2 separate and divergent tasks. Caster communicates with the group via a Nae'Em (part of this spell).</p>								
								FOCUS:Enhancements 1/2 level	
								COUNTER:Dispel Magic. Lvl:1	
								ENHANCEMENTS:	
								Lvl 6 Subtle Casting	4 SP
								Lvl 10 Rollout Halved	6 SP
								Lvl 9 Duration +50%	6 SP

LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	5 squares Radius	5 Minutes	8 Hours		
<b>Call &amp; Post Yappy Camp Dog</b>										
 <p>1d2+1 small dogs appear and will stay 'on guard' within the AOE.</p> <p>These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster. Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.</p>										
FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 9 Duration +50%	6 SP	Lvl 14 Damage X2	12 SP	Lvl 16 AoE X2	16 SP		
LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Lean-To	10 Minutes	2 Hours		No Save
<b>Assist Hunter's LeanTo</b>										
 <p>Brown roots grab and secure a lean-to to the ground.</p> <p>Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first.</p> <p>Reinforces Hunters creation to be stronger and more water Tight.</p> <p>Allows for 2 more people.</p>										
FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 14 Stacking +1	8 SP	Lvl 18 Duration X4	10 SP	Lvl 9 Duration +50%	6 SP		
LEVEL	3	NAE'EM	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	20 Squares	1 Minute	30 Min + Ken		No Save
<b>Call &amp; Direct Rodent</b>										
 <p>A rodent (appropriate to the environment) appears. They are often not noticed by others.</p> <p>This rodent can join and be accepted by other rodents of the same kind.</p> <p>Rodent will stay within the AoE and follow directions via the weak Nae'Em.</p> <p>HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.</p>										
FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 6 Subtle Casting	4 SP	Lvl 18 Duration X4	10 SP	Lvl 14 Duration X2	8 SP		
LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	1/2 Mile	Familiar	2 Days	Permanent		Skill Nae'Em Kept
<b>Summon Feline Familiar</b>										
 <p>Timid common feline is bound to the caster.</p> <p>Any breed of common house cat that is not known for aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt communication via the Nae'Em.</p> <p>AC:15/15, Attk 1x1, Init+6, ToHIT+6, Dmg:1d6, Move=15.</p>										
FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 4 Increase Aura	-2 SP				
LEVEL	5	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	1/4 Mile	Familiar	1 Day	Permanent		Resist (Skill/Non)
<b>Summon Canine Familiar</b>										
 <p>Timid common canine is bound to the caster.</p> <p>Any breed of common dog that is not known for specifically aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt rough communication via the Nae'Em.</p> <p>AC:15/15, Attk 1x1, Init+4, ToHIT+8, Dmg:1d6, Move=12.</p>										
FOCUS: Nae'Em break=fails	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 4 Increase Aura	-2 SP	Lvl 9 Alter Hair/Whiskers/F	6 SP		
LEVEL	6	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				20 pts	2 Marks	Familiar	1d4 Days	Permanent		Skill Nae'Em Kept
<b>Summon Equine Familiar</b>										
 <p>Riding horse Nae'Em bonds to the caster.</p> <p>A standard light riding horse that is not known for aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt rough communication via the Nae'Em.</p> <p>AC:15/15, Attk 1x1, Init+0, ToHIT+0, Dmg:1d4, HP:10, Move=24 or burst of 30.</p>										
FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 4 Increase Aura	-2 SP	Lvl 9 Alter Hair/Whiskers/F	6 SP		
LEVEL	7	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	self	1 Mark	20 Minutes	2 Hours		No Save
<b>Call &amp; Direct Corvus</b>										
 <p>Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus.</p> <p>This black bird can mingle with any flock of other like birds in the area.</p> <p>Rodent will stay within the AoE and follow directions via the weak Nae'Em.</p> <p>HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.</p>										
FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 18 Duration X4	10 SP	Lvl 14 Duration X2	8 SP		

## -Sylvan

LEVEL	8	NAE'EM		STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Call &amp; Set Wolverine Defender</b>																	
	The spell calls a small bear-like weasel to defend the caster. This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolverine will stay and follow directions via the weak Nae'Em. Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12																
FOCUS:Enhancements 1/2 level																	
COUNTER:No Counter Available. Lvl:1																	
ENHANCEMENTS:																	
Lvl 6	Subtle Casting		4 SP														
Lvl 12	Rollout Init		12 SP														
Lvl 9	Duration +50%		6 SP														

## Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Dog</b>				4 pts	Self	Self	2 Minutes	8 Hours		
	As this skill rolls out the Sylvan morphs into a medium sized common dog. The caster is physically changed into a dog and will not be able to cast spells. The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6. They will be able to hear well (+20 to Saves regarding hearing and smells). They will not be able to speak beyond barking and whinnying, except with Nae'Em use.	<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> Dispel Magic. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP								

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Deer</b>				4 pts	Self	Self	10 Minutes	2 Hours		
	Caster Shifts into existing as a medium sized mundane deer (Buck or Doe). Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute) The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6. Loss of points beyond 30 will revert the caster back to normal form with that damage. They will be able to hear well (+20 to Saves regarding hearing and smells).	FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 18 Duration X4 Lvl 14 Duration X2	6 SP 10 SP 8 SP					

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Plant</b>				4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)		
	Caster changes into the shape of a plant that is The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster. Caster melds into the plant and can hear and feel. Can take damage when inside. Caster is NOT able to smell, see, speak, or cast while inside. Does not work on plants that are plant creatures. (Treants, etc.)	COUNTER: None								

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE
<b>Shape of A Familiar</b>				8 pts	Self	Self	6 Minutes	4 Hours	No Save
	Cast takes a form similar of (same creature type) a current Familiar. Caster keeps their own HP. Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement. Casters are NOT able to use normal speech. Doubles the Range with current Familiars								<div style="border: 1px solid black; padding: 5px;">           FOCUS:Enhancements 1/2 level            COUNTER: None            ENHANCEMENTS:            Lvl 6 Subtle Casting 4 SP            Lvl 12 Rollout Init 12 SP            Lvl 14 Duration X2 8 SP         </div> 

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	-------	---	------	-------	----------------	----------	----------	-------	---------

**Shape Of A Wolf**

As this skill rolls out the Sylvan morphs into a medium sized mundane wolf.

HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute)

Loss of points beyond 50 will revert the caster back to normal form with that damage.

They will be able to hear howling well (+30 to Saves regarding hearing any howls).

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

LEVEL	8	NAF'EM	STOCK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	--------	-------	---	------	-------	----------------	----------	----------	-------	---------

**Shape Of A Tree**

Caster can allow others to hide with them. (1 per Tier)

Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round.

Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 & HP=caster.

Does not work on trees that are also creatures. (Treants, etc.)

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP