

Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Mundane Fire Immunity			8 pts	1 Target	1 Target	5 Rounds	1 Hour		



Grants Target immunity to mundane fires cooler than a forge.
Forge fires or hotter break this spell.
Creates enough light to read by if within 2 squares of caster.
However, the user of this spell should be aware of the lack of oxygen,
A protected person could move about for a short bit in such an environment

CREATE:Normal Fire Protection	
FOCUS:Warms those close.	
COUNTER:Same Skill. Lvl:1	
ENHANCEMENTS:	
Lvl 12 Rollout Init	12 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Move Shadow to Shadow			8 pts	24 Squares	Recipient	2 Rounds	1 Jump		



Shining ruby colored flames Profile The Caster Then Dim To Nothing.
Caster can jump from one shadow to another within range.
Works for the caster only with shadows that the caster can see and in Range.
This does allow more options at night when more shadows are available.

FOCUS:No light when cast	
COUNTER:None	
ENHANCEMENTS:	
Lvl 6 Subtle Casting	4 SP
Lvl 12 Rollout Init	12 SP
Lvl 10 Rollout Halved	6 SP

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Magical Fire Protection			12 pts	Self	Self	2 Rounds	2 Hours		



Caster wraps themselves within a protective flame.
Limits magical fire damage to 1 HP per round.
Fires as hot as or hotter than a forge will end the spell.
If the fire is mundane in nature this spell has no protection to offer.

CREATE:Burn Reduction Breakable	
FOCUS:Forge fire = 1 hp / Rd.	
COUNTER:Same Skill. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

Battle Defense

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
	Heat Wave Wall			4 pts	Self	Self	Initiative	4 Rounds		



Creates a wall of heat that causes damage to those who are attacking via Melee.
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.
Casting, Ranged, and thrown attacks will pass through this wall with no issues.
Note casting which result in melee actions/damage is inhibited by this spell.

FOCUS:No concentration	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 9 Duration +50%	6 SP
Lvl 14 Damage X2	12 SP
Lvl 6 AOE = Self +1	6 SP

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Flash Of Fire!			4 pts	8 Squares	1 Target	Initiative	1 Round		Not Blinded



Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing.
Can be directed at a creature for damage or a single square to blind creatures.
When cast on a creature they take 1d6 +ACU damage and must Save or be blinded.
When cast only on a square all within 4 squares must Save or be blinded.
Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

CREATE:Flash Bang!	
FOCUS:Save roll -20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 9 Damage +50%	8 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Flame Bolt			4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed



Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge.
Magical fire only damages target, not other people or items.
The flame bolt can not be lobbed or arc to the target.

CREATE:Flame Bolt Breakable	
FOCUS:Target Save -20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 9 Range +50%	6 SP
Lvl 14 Damage X2	12 SP
Lvl 9 Damage +50%	8 SP

LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Heat Metal Armor			4 pts	12 Squares	1 Target	Initiative	4 Rounds		



Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.
Round 1: Initiative -1 Ac -1 ToHIT -1
Round 2: Initiative -2 Ac -2 ToHIT -2
Round 3: Initiative -3 Ac -3 ToHIT -3
Round 4: Initiative -4 Ac -4 ToHIT -4

CREATE:Enflame Metal Armor	
FOCUS:AC/Init/ToHIT additional -1	
COUNTER:Same Skill. Lvl:1	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP
Lvl 18 Duration X4	10 SP

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LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
Flame Strike				8 pts	12 Squares	1 Square	Initiative	1 Round	1/2 Damage		
									FOCUS:hurts fire based.		
									COUNTER: None		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Class Power Attack Duel				2.4 pts	10 Squares	1 Target	Initiative	1 Round			
									COUNTER: None		
									Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire		
									ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.		
									Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.		
									The GM may have to make a call if the Class Power Attack proceeds too quickly.		
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Fire Class Power Attack				14.4 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage		
									FOCUS:+1d10 Damage		
									COUNTER: None		
									Enhancements:		
									Lvl 14 Save Roll -20	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	
LEVEL	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Dokour Flame Attack				16 pts	12 Squares	1 Target	Initiative	1 Round	1/2 Damage		
									FOCUS:Dmg +4/die		
									COUNTER: None		
									Enhancements:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	
LEVEL	16	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
Fire Bombardment				20 pts	12 Squares	Row: 1 sq / Tier	Initiative	1 Round	1/2 Dmg		
									COUNTER: None		
									Enhancements:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	
Class Specialty											
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Fire Starter				4 pts	6 Squares	1 Item	Initiative	Continuous			
									FOCUS:A darkened fire bolt.		
									COUNTER: None		
									Enhancements:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 14 Damage X2	12 SP	
LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Hot Rocks				4 pts	Touch	9 Stones	2 Minutes	12 Hours			
									CREATE:Box Of Hot Rocks		
									COUNTER: None		
									ENHANCEMENTS:		
									Lvl 6 Subtle Casting	4 SP	
									Lvl 14 Duration X2	8 SP	
									Lvl 9 Duration +50%	6 SP	

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LEVEL	18	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Arcane Removal Burn (2 of 3)				60 pts	1 Square	1 Target	6 Hours	Permanent	Resist (Skill/Non) SP not removed
	After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP) DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP. This is step 3 of process to permanently remove the class SP. Focus item is required. 1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes. Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.								FOCUS:Required. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP

Communication

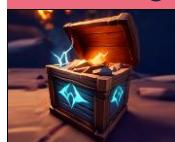
LEVEL	2	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Hot Conversations					4 pts	PMP	2 Fires	2 Rounds	20 Minutes	No Save
	A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. Two separate fires must be in preset locations. S The caster face will be visible to the other side. A single 'speakers' face will be visible to the caster.									FOCUS:Small item passed COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

Fences and Shelters

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Circle of Containment				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle
	A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.								FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP

LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Magma Moat				16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours	AGL 1/2 dmg &/or Out
	Bright magenta flames leaps from the Caster's fingertips into a created moat. 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. Magma in moat causes 8d6 damage each round. Magma is 1 square deep. Submerged creatures have damage doubled. May attempt a Save for 1/2 damage.								FOCUS:5x5 Square Island COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP

Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Detect Magic				8 pts	2 Squares	1-5 item	5 Minutes	Instant	Skill Sight
	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	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Dispel Magic (Doknec)				8 pts	Touch	1 Target	6 Minutes	Permanent	Skill GM
	Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(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 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP

LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Determine True Name				24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success	
	Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.								FOCUS:Rollout Halved. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP	

Fragility

Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heal Fire Damage	2d8			4 pts	1 Square	Target	Initiative	Instant		
	Heals fire damage from living creatures. Heals 2d8 HP of damage caused by fire. Will not heal HP damage that has been caused by any other means. Will not heal non-living and/or non-corporeal creatures.	FOCUS:Die -4, Min 1. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 16 Healing +4 10 SP								

LEVEL	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Healing Flames 1d4 HP per Tier		4 pts	Touch	1 Recipient	Initiative	Permanent							

LEVEL	6	STACK	1	COST	8 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	2 Hours	DURATION	Permanent	SAVE:	Health
Cleansing Fire															

Light and Darkness

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow Cover (AC +1)				4 pts	Self	1 Suare	Initiative	1 Hour		

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Nae'Em's

Partner Cooperations

LEVEL	3	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Resist (Skill/Non)								
Invoke Temporary Imp				4 pts		8 Squares		PMP		1 Hour		1 day / Tier													
				<p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail.</p> <p>MOVE: Run= 3 SqS. Flight= 7 SqS (4 SqS above land or lava).</p> <p>Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).</p> <p>HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>																					
				<p>FOCUS:Alter the description</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p></p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table>													Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																							
Lvl 18	Range X4	10 SP																							
Lvl 14	Duration X2	8 SP																							

LEVEL	4	NAE'M		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Invoke Imp Partner (Year long)				4 pts	30 Squares	PMP	24 Hours	End of Year									

Planar

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Quick Portal for 3				8 pts	2 Squares	3 Civilized crtr	30 Minutes	2 Rounds				

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Personal Hideaway				6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours		
	Creates a small Dimensional flaming doorway for the caster and 2 friends. Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through. Caster may end the spell thus creating a flaming exit, If duration simply ends the people and contents are dumped into the PMP with no damage.								FOCUS:Range:Self+1/Tier COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP	
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View Dimension				8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours		
	Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 20 squares in daylight. Only 2 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.								FOCUS:+5 Sqs Sight COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	9 NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Dimension Portal				12 pts	Touch	Portal Structure	1 Hour	2 Minutes		
	Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. PMP and Dimension once were the same but have split and advanced on their own.								FOCUS:+2d6 dmg except self COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP	
LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) ⚙
Dimensional Containment				12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours		
	Initially creates a visible 3 Square perimeter, After Rollout the perimeter disappears from view. Creatures of Dimension must Save to leave the containment. ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp. Non-Dimension creatures may enter and exit at will.								FOCUS:Save roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	13	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) ⚙ Stay in PMP
Circle, Dimensional Expulsion				16 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round		
	Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Range is for casting. Distance to caster does not matter after casting. Requires each Dimension creature to Roll a Save, Casters use their Skill Save, all others use non-Skill Saves.								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 16 AoE X2 16 SP	
Summon or Send										
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Conjured
Conjure Arcane Beetles				8 pts	8 Squares	1 Square	Initiative	3 Rounds		
	Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8								CREATE:Cinderroot powder FOCUS:Save Roll +40 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	