

-Strumos

Battle Actions/Prep					Food And Drink					Nae'Em's											
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
6	Increase Fighter Movement	8	2 Squares	1 Fighter	Initiative	6 Hours	1	Draw Up Ground Water	4	Touch	2 Skins/Tier	10 Minutes	Permanent	6	Create a Vae'Em Location	8	1 Square	1 Square	4 Hours	Permanent	
Battle Defense					Cos RANGE AoE Rollout Duration					4 Improve Food					7	Create Permanent Nae'Em	16	1 Square	1 Recipient	4 Days	Permanent
3	Protect Fighter vs Ranged/Throw	4	8 Squares	1 Recipient	Initiative	End of Battle	15	Create Food For A Family	16	Touch	1 Square	5 Minutes	Permanent	7	Portal To Nae'Em	12	PMP	Self+1	4 Minutes	5 Minutes	
Battle Offense					Cos RANGE AoE Rollout Duration					Fragility					8	Raise Nae'Em Fighter Str +1	8	Touch	1 Fighter	2 Minutes	1 Hour
1	Blinding Flashes	4	8 squares	2x2 Square	Initiative	1 Round / Ti	1	Cause Illness	8	4 Squares	1 Square	Initiative	Possibly Da	11	Connect To An Arcane Focus Ite	36	Touch	1 Item	4 Days	Permanent	
2	Electric Zap	4	8 Squares	1 Square	Initiative	1 Round	3	Aid Poisons (Fragility)	4	2 Squares	1 Target	1 Minute	Permanent	14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent	
8	Static Bolt	8	15 Squares	Direct Line	Initiative	Instant	5	Quarantine Isolation	8	4 Squares	1x2 Squares	1 Day	Permanent	Partner Cooperations							
11	Class Power Attack Duel	2	10 Squares	1 Target	Initiative	1 Round	8	Electrifying Spell Effect Cleanse	8	Touch	1 Creature	30 Minutes	Permanent	5	Summon Nisse Spirit	16	Self	1/2 Mark	10 Minutes	Perm	
12	Electric Class Power Attack	12	12 Squares	1 Target	Initiative	1 Round	9	Cure Disease	12	2 Squares	1 Target	4 Hours	Permanent	20	Raise The Dead	40	Touch	1 Corpse	8 Hours	Permanent	
16	Lightning Bolt	16	15 Squares	Direct Line	u	Initiative	1 Round	Healing and Rest					Planar								
Class Specialty					Cos RANGE AoE Rollout Duration					Lvl Title					5	Arlo's Astral Storage	8	Touch	1 Square	2 Minutes	Permanent
18	Arcane Removal Close (3 of 3)	60	1 Square	1 Target	6 Hours	Permanent	1	Basic Healing 1d8+ACU	4	2 or 8 sqs	1 Target	Initiative	Permanent	7	Vae'Em Portal (Astral Style)	8	1 Square	1 Square	4 Hours	2 Hrs	
Communication					Cos RANGE AoE Rollout Duration					2 Feather Bed					10	Astral Mental Shield	12	Self	Self	2 Minutes	4 Hours
19	Dead Spirit Conversation	20	6 Squares	1 Spirit	10 Minutes	Rollout (10	2	Sleep: Light Nap	4	4 Squares	1 Target	1 Minute	1d6 Hours	4	Consecration: Final Rites	4	Touch	1 Body	30 Min	Permanent	
Fences and Shelters					Cos RANGE AoE Rollout Duration					4 Slow Healing					11	Astral Plane Projection	12	3 sq Radius	1 Person / Ti	4 Hours	3 Days
1	Camp Shock Perimeter	4	Touch	3x3 Squares	2 Minutes	8 Hours	5	Repair A Dead Body	2	1 Square	1 Target	30 Minutes	Permanent	13	Circle of Astral Expulsion	16	Touch	3 Sq Radius	10 Minutes	4 Hours	
7	Strumos Waystation	8	4 Squares	3x3 Squares	1 Minute	12 Hours	6	Common Healing 2d8+ACU	6	2 or 8 sqs	1 Creature	Initiative	Permanent	Summon or Send							
8	Circle of Protection vs Undead	8	6 squares	3 Square Ra	Initiative	5 Rounds	9	Extra Healing 3d8+ACU	8	2 or 8 sqs	1 Creature	Initiative	Permanent	13	Summon Item (Tae'Em)	16	Same PMP	1 Tae'Em	Initiative	Instant	
9	Charged Fencing, Two Sides	12	6 Squares	2 - 9 Sqs	Initiative	4 Hours	11	Revive Life With A ZAP!	36	Touch	1 Body	4 Hours	Permanent	Traveling (PMP)							
12	Astral Shed	12	Touch	1x1x2 Sqs	1 Minute	8 Hours	12	Great Healing 5d8 +ACU	12	2 or 8 sqs	1 Creature	Initiative	Permanent	3	Summon Astral Beast of Burden	4	30 Squares	1 Creature	20 Minutes	1 Month (30	
13	Circle of Containment	16	Touch	3 Sq Rad Cir	10 Minutes	4 Hours	12	Sleep: Deep Doze	12	4 sqs/Tier	1 Target	10 Minutes	4 Hours	4	Strumos Run	4	Self	Caster	5 Minutes	8 Hours	
Find or Reveal					Cos RANGE AoE Rollout Duration					14 Major Healing 5d10+4					Watch/Scry						
5	Detect Magic	8	2 Squares	1-5 item	5 Minutes	Instant	15	Consecration of Corpse	16	1 Square	1 Corpse	30 Minutes	Permanent	16	Major Bolt Of Health 6d12+6	16	15 or 22 sqs	1 Recipient	Initiative	Permanent	
6	Dispel Magic (Strsyl)	8	Touch	1 Target	2 Minutes	Permanent	16	Ultimate Group Heal 200 HP	20	6 Squares	3 Sq Rad Cir	20 Minutes	Permanent	10	Project Astral Image Within PMP	12	Self	PMP	20 Minutes	4 Hours	
10	Determine True Name	24	4 Squares	1 Item	2 Hours	Permanent	Light and Darkness					Lvl Title									
							1	Light of Strumos Yellow	4	Self	Varies	Initiative	12 Hours	1	Shadow of the Magi	4	Self	3 Sq Dia Sp	Initiative	Conc +4 Rd	