

ALL

Battle Actions/Prep					Battle Defense					Battle Offense										
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Avoid Incoming (Ranged/Thrown)	4	Self	Self	Initiative	1 Battle or 1	1	Heat Wave Wall	4	Self	Self	Initiative	4 Rounds	1	Blinding Flashes	4	8 squares	2 x 2 Square	Initiative	1 Round / Ti
1	Avoid Incoming (Ranged/Thrown)	4	Self	1 Battle	1 Minute	1 Battle or 1	1	Set for A Charge	4	Self	1 Charge	Instant	1 Round	1	Flash Of Fire!	4	8 Squares	1 Target	Initiative	1 Round
1	Melee Weapon Expertise	2	Touch	1 Item	2 Minutes	End of Battle	1	Shield Expertise	4	Self	Self	Initiative	4 Rounds	1	Force Pinch 1d4	4	8 Squares	1 Square	Next Initiative	1 Round
1	Ranged Weapon Expertise	4	Touch	1 Item	2 Minutes	End of Battle	1	Wind Wall	4	Self	1 creature (s	Initiative	4 Rounds	1	Massive Bludgeoning Hammers!	4	Melee	Self	Initiative	2 Rounds
1	Thrown Weapon Expertise	4	Touch	1 Item	2 Minutes	End of Battle	2	Defend / Withdraw, No Attacks	4	Self	Self	Initiative	2 Rounds	1	Phage (Something of Fragility??)	4	4 SqS / Tier	1 adjacent s	Initiative	5 Rounds
3	Take Point	4	Self	6 Squares a	1 Minute	Up To 1 Day	3	Protect Fighter vs Ranged/Throw	4	8 Squares	1 Recipient	Initiative	End of Battle	1	Rose Thorns	4	10 Squares	1 Target	Initiative	1 Round
4	Assist Another To Disengage	4	3 Squares	1 Recipient	Initiative	1 Round	3	TIRO: Armor of Light	30	Self	Self	1 Minute	4 Hours	1	TIRO: Pie Fight!	20	4 Squares	1 Target	Initiative	1 Round
5	Entangle	8	2 Squares	2x2 Squares	1 Minute	4 Hours	3	Urgent Disengagement w/ 1 Atta	6	Self	Fighter	Initiative	1 Round	2	Electric Zap	4	8 Squares	1 Square	Initiative	1 Round
5	Mundane Fire Immunity	8	1 Target	1 Target	5 Rounds	1 Hour	3	Wind Wall For Nae'Em Hunter	4	4 SqS / Tier	1 Recipient	Initiative	4 Rounds	2	Fighters Charge	4	Move x2	1 Creature	Initiative	1 Round
5	Patient and Watchful	8	Self	2x2 Squares	4 Rounds	4 Hours	4	Resist The Push	4	Self	1 Target	Instant	Battle	2	Flame Bolt	4	10 Squares	1 Target	Initiative	1 Round
5	Point 80 ft Ahead	8	Self	16 Squares	10 Minutes	Up To 1 day	5	Limit Flank Attacks (Counter)	8	Self	Self	Initiative	5 Rounds	2	Force Push 1d6	4	10 Squares	2 Squares	Initiative	1 Round
6	Coordinate Group Initiatives	8	Self	Player Party	Initiative	1 Battle	5	Shield Block vs Melee	8	0 Squares	Self	Instant	1 Attack	2	Melee Backstab	4	1 Square	1 Target	Initiative	1 Round
6	Increase Fighter Movement	8	2 Squares	1 Fighter	Initiative	6 Hours	6	Bob and Weave	8	Full Move	Self	Initiative	1 Round	2	TIRO: Fire Crack!	20	6 Squares	1 Target	Initiative	Instant
6	Move Shadow to Shadow	8	24 Squares	Recipient	2 Rounds	1 Jump	6	Evide Missiles	8					3	Conjure Native Beetles	4	4 Squares	1 Mark	Initiative	1 Round
6	Vines of Force (Hold)	8	4 Squares	4x4 squares	Initiative	4 Rounds	6	Protect Strumos	8	1 Square	1 Strumos	Initiative	1 Round	3	Heat Metal Armor	4	12 Squares	1 Target	Initiative	4 Rounds
7	Coordinate vs 1 Enemy	8	Self	1 Target	Initiative	5 rounds	6	Provide Protection	8	3 sqs	1 Creature	Initiative	2 Rounds	3	Phage Mist	6	10 Squares	Row: 3 SqS	Initiative	5 Rounds
7	UnEntangle	8	2 Squares	2x2 Squares	3 Rounds	4 Hours	6	Shield Block vs Ranged	8	0 Squares	Self	Instant	Up to 2 Rou	3	Rogues Charge	4	Move x2	1 Target	Initiative	1 Round
8	Circle of Protection vs Magic	8	Self	3x3 Squares	8 Minutes	10 Minutes	7	Half Wall of Force	8	Touch	4 SqS Long	20 Minutes	20 Minutes	3	Shield Bash (Odd rounds)	4	1 Square	1 Target	Initiative	1 Round
8	Pull Aggro	8	Self	8 Sq Radius	Initiative	3 Rounds	9	Triggered Shield vs 1	12	Self	1 Battle	1 Minute	3 Days	3	TIRO: Quick Push!	40	4 Squares	1 Recipient	Next Initiative	1 Round
10	Magical Fire Protection	12	Self	Self	2 Rounds	2 Hours	10	Minor Defense Bubble	12	Touch	Self	Initiative	1 Battle	4	Accurate Ranged Shots	4	Char Sheet	1 Target	Initiative	1 Round
11	Catch Small Incoming	12			Instant	3 Rounds	10	Tornado Wall	12	Self	3x3 Squares	2 Rounds	10 Minutes	4	Critical Surprise Throw	4	3 SqS / Tier	1 Melee Tar	Pre-Battle In	1 Round
11	Protection vs Animals	12	Touch	3x3x3 Sq Sp	Initiative	1 Hour								4	Hunters Melee Charge	4	Move x2	1 Creature	Initiative	1 Round
13	Enchantment of Returning	32	Touch	1 Small Wpn	5 Minutes	1 Battle								4	TIRO: Quick Flash Fire	30	12 Squares	1 Target	Initiative	1 Round
14	Call & Direct An Attack Bear	16	Self	15 Squares	1 Minute	2 Hours								5	CROSSBOW: Long Distance Sho	8	By Weapon	1 Target	Initiative	4 Rounds
16	Quick Ranged Shot (PreBattle)	16	Melee	1 Creature	Pre-battle	Instant								5	Penetrating Ranged Shots	8	By Weapon	By Weapon	Initiative	2 Rounds
														5	Separate Ranged Shots	8	by the bow	Self	Next Initiative	1 Round / Ti
														5	Step and Shoot	8	Miss Attack	Miss Attack	Initiative	1 Round
														6	Held Throw, Single Target	8	By Weapon	1 Target	Initiative	5 Attacks &
														6	Shoot Thru Party to Target	8	By Weapon	By Weapon	Initiative	1 Round
														7	Flame Strike	8	12 Squares	1 Square	Initiative	1 Round
														7	Held Shot, 1 Target	8	By Weapon	1 Target	Initiative	5 Attacks
														7	Hold Civilized Creature	8	8 Squares	1 Target	1 Round	5 Rounds
														8	Critical Shot At 19 to 20	8	By Weapon	By Weapon	Initiative	4 hours
														8	Hail Stones Attack	8	12 Squares	2x2 Squares	Initiative	Permanent

ALL

8 Phage Rain (2 Rds)	8	8 Squares	1 Square	Initiative	2 Rounds
8 Static Bolt	8	15 Squares	Direct Line	Initiative	Instant
8 Whirling Mordra, Rogue Style	8	Touch	Adjacent Sq	Initiative	1 Round
9 Desperation Attack	12	Self	Self	Initiative	1 Round
9 Force Clap 2d6 Daze 1d2 rds	12	12 Squares	2 Squares	Initiative	Instant
9 Single Focus Attacks	12	self	1 creature	Initiative	Battle
10 Blunted Bow Shots (Bow Only)	12	By Weapon	As per Weap	Initiative	4 Rounds
10 Brutal Push Forward	12	1 Square	1 Square	Initiative	1 Round
11 Adrenaline Rush	12	Self	Self	Initiative	1 Round
11 Class Power Attack Duel	2	10 Squares	1 Target	Initiative	1 Round
11 Fire Class Power Attack	14	10 Squares	1 Target	Initiative	1 Round
11 Last Ditch Effort	12	Self	Self	Initiative	1 Battle
11 Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle
12 Electric Class Power Attack	12	12 Squares	1 Target	Initiative	1 Round
12 Force Class Power Attack	9	10 Squares	1 Target	Initiative	1 Round
12 Ice Class Power Attack	12	10 Squares	1 Target	Initiative	1 Round
12 Phage Class Power Attack	12	10 Squares	1 Target	Initiative	1 Rounds
12 Targeting A Moving Target	12	By Weapon	By Weapon	Initiative	1 Round
12 Whirling Mordra	12	Touch	8 Squares	Initiative	1 Round
13 Phage Blobs	16	12 Squares	2x2 Squares	Initiative	3 Rounds
13 Ranged Sucker Shot(s)	16	By Weapon	1 Target	Initiative	1 Round
14 Dokour Flame Attack	16	12 Squares	1 Target	Initiative	1 Round
15 Surprise Death Blow	16	Melee	1 Creature	Next Initiativ	1 Round
15 Surprise Killing Blow	16				
15 Unstable and Shooting	16	By Weapon	1 Target	Initiative	1 Round
16 Fire Bombardment	20	12 Squares	Row: 1 sq /	Initiative	1 Round
16 Lightning Bolt	16	15 Squares	Direct Line u	Initiative	1 Round
17 Force Cage 3d6 to touch	20	8 Squares	3x3 Squares	10 Minutes	3 Rounds
17 Hammering Force 3d8 @ 2sqS	20	12 Squares	2 Squares	Initiative	Instant

Battle Reaction						Class Specialty							
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
2	AoO on Enter or Exit	4	1 Square	1 Target	Instant	1 Round	1	Climbing	4	Move	Vertical Area	Initiative	5 Minutes
3	Blunder Reroll	4	Self	1 Blunder	Instant	Instant	1	Create A Field Bandage	2	Touch	1d3 Wraps	4 hours	Permanent
3	Dodge AoO Attacks	4	Self	Movement	Instant	1 Round	1	Rogue To Rogue Signals	4	In Sight	In Sight	Next Initiativ	30 Minutes
3	Draw Attention	4	In Sight	In Sight	Instant	Up to 30 Min	1	Skinning A Hide	4	Self	Animal	12 Hours	Permanent
5	Disrupt Concentration	8	8 Squares	3x3 Squares	Instant	2 Rounds	2	Basic Disguise	4	1 Square	Self	30 Minutes	12 Hours
6	2nd Attempt To Grab	8	Touch	Self	Instant	Instant	2	Convincing Another (or Lie)	4	Hearing	Varies	5 Rounds	Usually 2 Da
6	AoO on Melee Entry	4	Melee	Self	Instant	1 Round	2	Fire Starter	4	6 Squares	1 Item	Initiative	Continuous
7	AoO on Kill	8	1 Square	1 Target	Instant	Instant	2	Make Fire with Sticks	4	Touch	Kindling	10 Minutes	Permanent
7	Blunder Change Up	8	Self	Self	Instant	Instant	2	Silent Movements	4	Self	Self	Initiative	20 Minutes
7	Critical Roll Additions	8	Self	1 Critical	Instant	Instant	2	Ventriloquism	4	4 Sqs/Tier	1 Square	Initiative	1 Round
7	End Of Life	8	x	x	Instant	Permanent	3	Hot Rocks	4	Touch	9 Stones	2 Minutes	12 Hours
8	Brace for Onslaught	8	Self	Self	Initiative	2 Rounds	3	Improve Resist & Skill Saves	4	Self	Caster	6 Minutes	2 Hours
8	Critical Hit, 2nd Choice	8	Self	Self	Instant	Instant	3	Mental Alarm Clock	4	Self	Self	10 Minutes	24 Hours
13	Feign Death	16	Self	Self	Instant	2 Rds Minim	3	Repair Undead/Living Dead	-2	Touch	1 Target	1 Minute	Permanent
Chants													
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration							
1	Chant of Protection, +1 AC/Tier	6	Self	5 Radius / Ti	1 Full Round	10 Minutes	4	Situational Awareness	4	Self	Within Heari	4 Minutes	1 Hour / Tier
1	Chant Of Robustness, End DOT	6	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	4	Sleight of Hand	4	Self	Arms Length	1 Round	Instant
1	Light To Calm The Dead	4	Self	Varies	Initiative	4 Hours	5	Freehand Climbing @ 1/2 Movem	8	Self	1/2 Moveme	12 Secs (2 R	1 Rds (6 Sec
4	Direction to Your Ionic Marker	4	PMP	1 Nae'Em	2 Rounds	Instant	5	Repair Weapons/Armor	8	1 Square	1 Wpn/Armo	4 Hours	Permanent
8	Chant Of Rogues Grace, +1/Tier	10	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	10	Honing Melee Weapon	12	Touch	1 Weapon	2 Hours	1 Battle
10	Sense Undead	12	Self	5 Squares/Ti	adfa	adfa	12	Impersonate A Person	12	Self	1 Person	10 Min/Com	12 Hours
20	Mirror A Person	20	15 Square R	1 Person	2 Rounds	20 Minutes	12	Wake To Battle	12	Self	1 Round	Next Initiativ	1 Round
							17	Impersonate Person	20	Self	1 Person	10 Min/Com	6 Hours
							18	Arcane Removal Burn (2 of 3)	60	1 Square	1 Target	6 Hours	Permanent
							18	Arcane Removal Close (3 of 3)	60	1 Square	1 Target	6 Hours	Permanent
							18	Arcane Removal Open (1 of 3)	60	1 Square	1 Target	6 Hours	Permanent

Commune											
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration					
1	Petition Ancestor Spirit Guide	20	Self	Self	2 - 4 Days	5 Min & Per					
3	Converse with Ancestor	4	Self	Self	10 min @ D	10 Min					
8	Request Ancestor To Delve	12	Self	Self	10 Min @ D	See Descr (
11	Use An Ancestor Skill	5	Skill based	Skill based	1 Hour	6 hrs					
15	Possessed By Ancestor	25	Self	Self	4 hours	24 hours					

ALL

Communication					Fences and Shelters					Food And Drink										
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Speak/Read/Write Common	4	Self	Self	1 Minute	1 Day	1	Camp Shock Perimeter	4	Touch	3x3 Squares	2 Minutes	8 Hours	1	Draw Up Ground Water	4	Touch	2 Skins/Tier	10 Minutes	Permanent
2	Hot Conversations	4	PMP	2 Fires	2 Rounds	20 Minutes	2	Create LeanTo Shelter (2 ppl)	3	Touch	1 Shelter	1 Minute	12 Hrs	2	Increase Food (x2)	4	2 Squares	1-21 Meals	10 Minutes	Permanent
3	Hunter Marks	4	6 Squares	1 Square	1 Minute	1 Month (30)	2	Perimeter Safety	4	Touch	3x8 Sq Peri	30 Minutes	8 Hours	4	Improve Food	4	1 Square	4 Meals	10 Minutes	1 Hour
3	TIRO: Colored Signal Flare	15	20 Squares	1 Flare	Initiative	1 Minute	2	TIRO: Garish Pup Tent	20	8 Squares	1x2 Squares	1 Minute	8 Hours	4	Permanently Preserve Food	12	4 Squares	1 Square Cu	2 Hours	Permanent
4	Arcane Translation, 1 Page	4	Touch	200 Charact	20 Minutes	20 Minutes	6	Force Platform	8	16 Squares	2x2 Sq Platf	2 Minutes	10 Minutes	5	Draw Out Rain Water	8	Caster	1 Square	1 Minute	Permanent
4	Mimic Soft Nature Sounds	4	Self	6x6 Squares	Initiative	20 Minutes	6	Hunters Hut (10 ppl)	10	Touch	2x1 Squares	20 Minutes	2 Days	15	Create Food For A Family	16	Touch	1 Square	5 Minutes	Permanent
7	High Flares	8	In Sight	16 Sq Spher	10 Minutes	20 Minutes	7	Circle of Protection vs Phage	8	9 Squares	3 Sq Radius	5 Minutes	1 Hour							
19	Dead Spirit Conversation	20	6 Squares	1 Spirit	10 Minutes	Rollout (10)	7	Hunters HIDDEN Shelter (5 ppl)	12	1 Square	3 x 3 Square	4 Hours	1 day / Tier							
Creations					Fences and Shelters					Food And Drink					Fragility					
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Create Singer's Salve	12	Touch	1d3 Salves	4 Hours	Used / EOY	8	Circle of Protection vs Undead	8	6 squares	3 Square Ra	Initiative	5 Rounds	1	Cause Illness	8	4 Squares	1 Square	Initiative	Possibly Day
1	Create/Repair Arrows (24)	6	Touch	Self	4 Hours	Permanent	8	Walls of Force (4 to 6)	8	12 Squares	See Descript	5 Min / Wall	4 Hours	2	Burn Out Disease/Sickness.	4	Touch	1 Target	Initiative	3 Rounds
2	Common Duplicate	2	3 Squares	1 Item	1 Round	Permanent	9	Charged Fencing, Two Sides	12	6 Squares	2 - 9 SqS	Initiative	4 Hours	3	Aid Poisons (Fragility)	4	2 Squares	1 Target	1 Minute	Permanent
2	Create Sunrise Potion	12	Touch	1d3 Potions	4 Hours	Used / EOY	11	Force Wall	12	Touch	6 SqS Long	20 Minutes	1 Hour	5	Quarantine Isolation	8	4 Squares	1x2 Squares	1 Day	Permanent
3	Animate Cats Eye Marble	4	Self	Caster	1 Minute	2 Hours	12	Astral Shed	12	Touch	1x1x2 SqS	1 Minute	8 Hours	8	Electrifying Spell Effect Cleanse	8	Touch	1 Creature	30 Minutes	Permanent
3	Orix False Glow	4	4 Squares	1 Item	2 Minutes	15 Minutes	12	Tree House	12	8 Squares	4 Sq High Tr	30 Minutes	12 Hours	9	Cure Disease	12	2 Squares	1 Target	4 Hours	Permanent
3	Visible Sign Posts	4	5 Squares	1 Sign Post	1 Minute	2 Hours	13	Circle of Containment	16	Touch	3 Sq Rad Cir	10 Minutes	4 Hours							
4	Create Revive Salve	12	Touch	1d3 Salves	4 Hours	Used / EOY	15	Magma Moat	16	Caster	3x3 Sq Islan	30 Minutes	6 Hours							
4	Triggered Announcements	4	Touch	2x1 SqS (Wa	30 Minutes	Until Trigger	19	Fort of Thorns	20	12 Squares	10x10 square	30 Minutes	12 Hours							
Find or Reveal					Fences and Shelters					Food And Drink					Fragility					
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
4	Weapon Speed Charm	4	Touch	1 Weapon	30 Minutes	1 Battle	1	Find Entrance/Gate	4	Urban	Community	Initiative	Instant	1	Search For Item	4	Touch	Variable	1 Minute	Instant
6	Release Arcane Script	8	Touch	200 Charact	10 Minutes	1 Hour	1	Orix View Sign Posts	4	8 Squares	1x1 Sq Sphe	2 Minutes	30 Minutes	2	Reveal Value	4	Touch	1 Item	10 Rds (1 Mi	Permanent
7	Create Repellent Oil	12	Touch	1d3 bottles	4 Hours	Used / EOY	3	Dispel Magic (Venorx)	8	4 SqS	1 Target	2 Rounds	Permanent	4	Detect Magic	8	2 Squares	1-5 item	5 Minutes	Instant
8	Constrain Arcane Script	8	Touch	200 Charact	1 Hour	Permanent	4	Divining Water	8	1/4 Mark	15 SqS Deep	30 Minutes	Permanent	5	Search The Area	4	Touch	2w x 2d x 1h	10 Minutes	2 Hours
8	Create Fragility Poultice	16	Touch	1d3 Poultice	4 Hours	Used / EOY	6	TIRO: Tracking	30	Self	1 Trail	Initiative	1 Hour	6	Dispel Magic (Strsyl)	8	Touch	1 Target	2 Minutes	Permanent
8	Imbue an Item with	8	Touch	1 Item	3 Days	5 Years	8	Dispel Magic (Doknec)	8	Touch	1 Target	6 Minutes	Permanent	10	Determine True Name	24	4 Squares	1 Item	2 Hours	Permanent
10	Create Maidens Breath (Inhalent)	18	Touch	1d3 Vials	4 Hours	Used / EOY	11	Add Signs to Signpost	12	1 Square	1 Signpost	10 Minutes	3 Days	11	Create Aelenes Tea	16	Touch	1 Bag	4 Hours	Used / EOY
11	Create Java Meal Spice	24	Touch	1 Meal	4 Hours	Used / EOY	11	Triggered Announcement	12	Squares	3 Days	Permanent	11	Create Leather Golem	16	Touch	1 Construct	6 Hours	1 Day	
11	Place An Arcane Aspect	20	Touch	1 Item	3 Days	Permanent	12	Create Wood Golem	20	Touch	1 Construct	8 Hours	1 Day	12	Create Stone Golem	20	Touch	2x2 Squares	8 Hours	1 Month (30)

ALL

Healing and Rest						Illusions						Nae'Em's								
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Basic Healing 1d8+ACU	4	2 or 8 sqs	1 Target	Initiative	Permanent	1	TIRO: Beauty Contestant:2nd Pri	5	Self	Self	5 Minutes	12 Hours	1	Send Item to A Nae'Em Location	4	PMP	1 Mid Item	20 Minutes	Instant
1	Forced Heal 1d4 per Tier	4	1 Square	1 Target	Initiative	Permanent	2	TIRO: Random Friendship	40	10 Squares	1 Target	Initiative	2 Rounds	2	Connect With A Hunter (Nae'Em)	4	1 Square	1 Recipient	2 Days	Permanent
1	Heal Fire Damage 2d8	4	1 Square	Target	Initiative	Instant	3	TIRO: 2 Rope Image	10	1 Rope	1 Rope	1 Minute	2 Hours	3	Call Bonded Person	4	PMP	1 Recipient	30 Minutes	Instant
1	Sylvan Forced Healing 1d6 HP	4	Touch	1 Creature	Initiative	Permanent	5	Ribbon Goblin Lookout	8	1/4 Mark	1 Ribbon Crt	30 Minutes	8 Hours	4	Speak With Animals	4	Touch	1 Animal	5 Minutes	4 Hours
1	TIRO: Healing Bolus	30	1 Square	Recipient	Initiative	Permanent	Ionic Markers						4	TIRO: Sloppy Spying	25	12 Squares	3x3x3 SqS	Initiative	5 Minutes	
2	Feather Bed	4	Touch	1 Bed (1x2 s	2 Minutes	12 Hours	5	Create Ionic Marker	8	Touch	1 Object	1 Day	Permanent	5	Call/Return Nae'Em Item	8	PMP	1 Item	Initiative	Instant
2	Healing Flames 1d4 HP per Tier	4	Touch	1 Recipient	Initiative	Permanent	5	Imbue Ionic Marker (Tae'Em)	48	Touch	Caster	1 Day	Permanent	6	Animal Connection (Ae'Em)	12	2 Squares	1 Recipient	4 Hours	EOY
2	Sleep: Light Nap	4	4 Squares	1 Target	1 Minute	1d6 Hours	5	Locate Ionic Marker	8	PMP	1 Marker	1 Hour	Instant	6	Create a Vae'Em Location	8	1 Square	1 Square	4 Hours	Permanent
2	Triggered Forced Healing 2d8	8	Touch	Recipient	30 Minutes	Damage Tak	Light-						7	Create Permanent Nae'Em	16	1 Square	1 Recipient	4 Days	Permanent	
4	Consecration: Final Rites	4	Touch	1 Body	30 Min	Permanent	10	SHRINE: Block Scrying	12	15 Squares	1 Square	Initiative	1 Hour	7	Portal To Nae'Em	12	PMP	Self+1	4 Minutes	5 Minutes
4	Send The Dead On	4	Touch	1 Body	30 Min	Permanent	Light and Darkness						7	View An Animal (Ae'Em)	8	PMP	1 Ae'Em, 1 s	5 Minutes	1 Hour	
4	Slow Healing	10	2 Squares	1 Creature	4 Hours	permanent	1	Light of Orix (Violet)	4	Self	Varies	Initiative	4 Hours	8	Raise Nae'Em Fighter Str +1	8	Touch	1 Fighter	2 Minutes	1 Hour
5	Assist Another's Healing	8	4 Squares	1 Heal Spell	10 Minutes	Instant	1	Light of Strumos Yellow	4	Self	Varies	Initiative	12 Hours	11	Connect To An Arcane Focus Ite	36	Touch	1 Item	4 Days	Permanent
5	Repair A Dead Body	2	1 Square	1 Target	30 Minutes	Permanent	1	Red Light of Dokour	4	Self	Varies	Initiative	6 Hours	14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent
6	Cleansing Fire	8	Self	Self	2 Hours	Permanent	1	Shadow Cover (AC +1)	4	Self	1 Suare	Initiative	1 Hour	20	Vae'Em Natural Landmark	20	PMP	3x3 Squares	4 Hours	Permanent
6	Common Healing 2d8+ACU	6	2 or 8 sqs	1 Creature	Initiative	Permanent	1	Swamp Lights (Greenish)	4	Self	Varies	Initiative	2 Hours	Natural Environment						
6	Destroy Harmful Substance	8	6 Squares	1 Square	10 Minutes	Permanent	3	Shadow of the Magi	4	Self	3 Sq Dia Sp	Initiative	Conc +4 Rds	1	Find North	4	Self	Self	Initiative	1 Hour
9	Extra Healing 3d8+ACU	8	2 or 8 sqs	1 Creature	Initiative	Permanent	4	The Darkness	4	Self	5 Sq Dia Sp	Initiative	4 Hours	2	Benign Approach	4	10 Squares	10 Squares	5 Minutes	1 Hour
11	Ectoplasmic Cast	12	Touch	1 broken bo	1 Hour	Permanent	4	Capture/Release Light (Violet)	4	Self	12 Sqs Radi	2 Minutes	2 Hours	2	Plant Growth	4	Promotes no 4x4 SqS	1 Hour	Permanent	
11	End Current Dmg Over Time	12	8 Squares	1 Target	Initiative	Permanent	4	Profiled In Fire	4	12 Squares	Recipient	Initiative	2 Hours	2	Remove Plant Disease	4	4 Squares	4x4 Squares	10 Minutes	Permanent
11	Revive Life With A ZAP!	36	Touch	1 Body	4 Hours	Permanent	4	TIRO: Aural Spark	10	10 Squares	2x2 SqS	Initiative	1d20 Minute	3	Calm Animal	4	2 Squares	1 Animal	20 Minutes	2 Hours
11	Summon Life From Death	36	Touch	1 Body	12 Hours	Permanent	Mechanicals						3	Hunt/Fish/Gather	4	Self	20x20 Squar	9 Hours	Rollout	
12	Great Healing 5d8 +ACU	12	2 or 8 sqs	1 Creature	Initiative	Permanent	1	Create Message Trap	20	Touch	1 Square	20 Minutes	Until Trigger	3	Water to Steam (Reversible)	4	2 Sqs per Ti	1 Sq cube p	Initiative	Permanent
12	Ranged Forced Healing 2d8+2 H	12	15 or 22 sqs	1 Target	Initiative	Permanent	1	Disarm/Arm Locks and Traps	8	Touch	1 Mechanica	10 Minutes	Until Reset	4	Predict Weather	4	Self	Up to 5 Mark	1 Hour	1 Week
12	Sleep: Deep Doze	12	4 sqs/Tier	1 Target	10 Minutes	4 Hours	2	Create Impedance Trap	12	Touch	1x2 Squares	5 Minutes	Until Trigger	4	Water to Ice (Reversible)	4	2 Sqs per Ti	1 Sq cube p	Initiative	Permanent
14	Major Healing 5d10+4	15	8 or 16 sqs	1 Creature	Initiative	Permanent	3	Acid Etching	4	Touch	1x1 Square	30 Min	Permanent	6	Animal Healing	6	4 SqS	1 Animal	1 Minute	Permanent
15	Consecration of Corpse	16	1 Square	1 Corpse	30 Minutes	Permanent	5	Create Damaging Trap	40	Touch	1 Square	2 Hours	Until Trigger	6	Grow A Plant Canopy	8	12 Squares	3x3 Sq Area	5 Minutes	12 Hours
15	Held In Stasis	16	Touch	1 Target	1 Minute	1 Month (30							7	Water Breathing	8	Self	Self	1 Minute	1 Day	
16	Major Bolt Of Health 6d12+6	16	15 or 22 sqs	1 Recipient	Initiative	Permanent							8	Coastal Net Fishing	8	Self	Ocean	16 Hours	Permanent	
17	Ultimate Group Heal 200 HP	20	6 Squares	3 Sq Rad Cir	20 Minutes	Permanent							10	Control Wind Sphere	12	18 Squares	5x20 Sq Are	10 Minutes	12 Hours	
Hide or Obscure																				
7	Slow Alteration Into Ancestor	8	Self	Self	4 Rounds	4 Hours														

ALL

Partner Cooperations		Planar					Shape Change						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Call & Direct Small Assistants	1	Self	10 Square R	4 Minutes	8 Hours	1	Langstrom Location (Vae'Em)	4	xx	xx	xx	xx
2	Call & Post Yappy Camp Dog	4	Self	5 squares R	5 Minutes	8 Hours	2	Langstrom Cloak Pockets	4	Touch	1 Worn Gar	1 Minute	1 Week
2	Rogue's Right Place, Right Time	4	10 Squares	1 Rogue	1 Round	1 Hour	4	Veil of Shadows	4	Caster	4x4 Squares	6 Minutes	12 Hours
3	Assist Hunter's LeanTo	4	Touch	1 Lean-To	10 Minutes	2 Hours	5	Arlo's Astral Storage	8	Touch	1 Square	2 Minutes	Permanent
3	Call & Direct Rodent	4	Self	20 Squares	1 Minute	30 Min + Ke	5	Dimension Quick Portal for 3	8	2 Squares	3 Civilized cr	30 Minutes	2 Rounds
3	Invoke Temporary Imp	4	8 Squares	PMP	1 Hour	1 day / Tier	5	Reveal Origin Plane	8	2 Squares	5 items / 1 S	20 Minutes	Rollout
4	Invoke Imp Partner (Year long)	4	30 Squares	PMP	24 Hours	End of Year	6	Dimension Personal Hideaway	6	Self +2 pers	1wx2hx3d S	Initiative	2 Hours
4	Summon Feline Familiar	8	1/2 Mile	Familiar	2 Days	Permanent	6	Langstrom Portal	8				
5	Summon Canine Familiar	16	1/4 Mile	Familiar	1 Day	Permanent	6	Langstrom Rupture	8	8 Squares	1x1 Sq Porta	30 Minutes	1 Minute
5	Summon Nisse Spirit	16	Self	1/2 Mark	10 Minutes	Perm	7	Reach To My Home Nook	8	PMP	Self	10 Minutes	Permanent
6	Summon Equine Familiar	20	2 Marks	Familiar	1d4 Days	Permanent	7	Vae'Em Portal (Astral Style)	8	1 Square	1 Square	4 Hours	2 Hrs
7	Call & Direct Corvus	8	self	1 Mark	20 Minutes	2 Hours	7	View Dimension	8	1 Square	2x2 Sq Peri	4 Minutes	6 Hours
8	Call & Set Wolverine Defender	8	Self	1 Wolverine	1 Minute	2 Hours	9	Dimension Portal	12	Touch	Portal Struct	1 Hour	2 Minutes
8	Protect Hunter vs Missiles	8	12 Squares	1 Target	2 Rounds	2 Hours	9	Dimensional Containment	12	Touch	3x3 Sq Radi	10 Minutes	4 Hours
8	View Imp Spy	6	100 Squares	1x2x2 Squar	1 Minute	4 Hours	10	Astral Mental Shield	12	Self	Self	2 Minutes	4 Hours
9	Call & Set Wolf Protector	12	16 Squares	1 Image	1 Minute	2 Hours	11	Astral Plane Projection	12	3 sq Radius	1 Person / Ti	4 Hours	3 Days
9	Shape of Nae'Em Rogue	12	Self	Self	3 Minutes	2 Hours	12	Circle of Langstrom Expulsion	12	Touch	3x3 Squares	10 Minutes	4 Hours
20	Raise The Dead	40	Touch	1 Corpse	8 Hours	Permanent	12	Portal To A Connecting Soul	12	Self	PMP	30 Minutes	2 Minutes
							13	Circle of Astral Expulsion	16	Touch	3 Sq Radius	10 Minutes	4 Hours
							13	Circle, Dimensional Expulsion	16	Touch	2 x 2 Square	12 Secs (2 R 1 Round	
							13	Find Nearest Langstrom Portal	16	Self	10 Marks	1 Hour	6 Days
							19	Vae'Em Portal (Ethereal Portal)	20	PMP	1 Landmark	2 Days	Permanent
Shrines													
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Shrine Of Healing, 1d4/Tier	6	6 Squares	3x3 Sq	4 hours	as Rollout	5	Arcane Interpretation, 1 Page	8	Touch	200 Char	10 Minutes	1 Hour
5	Obscure Magic Aura	8				5 Minutes	5	Scry (to a Nae'Em of any kind)	10	2 Marks / Le Nae'Em on	2 Minutes	1 Hour	
5	Sky Scrying	8	5 Marks	15x15 Squar	6 Minutes	30 Min / Tie	6	Create A Home (Ethereal Home P	8	1 Square	1x1 Square	1 Hour	12 Hours
6	Shrine Of the Mystical Mechanic	10	6 Squares	2x2 Sq	10 Minutes	10 Minutes	6	Shrine Of the Written Word	10	6 Squares	3x3 Sq	10 Minutes	10 Minutes
8	Obscure Magical Depth	8				5 Minutes	8	Shrine of Portal Revelation	8	Shrine	10 Square R	4 Minutes	4 Hours
8	Sphere Of Privacy	8	8 Squares	3x3 Squares	4 Minutes	2 hours / Tie	9	Bonded Spirit Within A Statue	12	1 Mark per T	1 Object	30 Minutes	1 Day
9	Detect 'Ems (All Types)	36	4 Squares	1 Square	20 Minutes	Instant	10	Remove Obscure Magic	12			5 Minutes	Instant
10	Speak Language	12	Touch	a person	3 Minutes	1 Day	12	Circle of Spiritual Expulsion	12	8 Squares	3x3 squares	30 Minutes	4 Hours
14	Establish A House	48	1 Recipient	1 Target	1 Month	Permanent	14	Ionic Marker Detector	16	12 Squares	5x5 Squares	10 Minutes	30 Minutes

ALL

Summon or Send					z - Basic Skills To All									
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
3	TIRO: I Have Your Item!	30	4 Squs	1 Item	Initiative	1 Round	1	Field Binding	4	Touch	1 Creature	Initiative	Permanent	
4	Call Item (in Sight)	4	6 Squares	1 Item	Next Initiative	Instant	1	Hide	0	Self	Self	Initiative	10 Minutes	
6	Conjure Arcane Beetles	8	8 Squares	1 Square	Initiative	3 Rounds	1	Riding (horses and other)	0	Self	Self	Initiative	Permanent	
7	Invoke Skeleton/Drifter	24	2 Squares	1 Corpse	2 Hours	7 Days	1	Swimming, Beginning	0	Self	Self	Initiative	Permanent	
8	Create Zombie/Skeleton	20	Touch	1 Target	6 Hours	Save @ EO								
9	Create Plague Bearer/Drifter	24	Touch	1 Corpse	6 Hours	Save @ EO								
12	Langstrom Servant: Pucoe Gree	12	1 Square	1 Creature	10 Minutes	8 Hours								
13	Summon Item (Tae'Em)	16	Same PMP	1 Tae'Em	Initiative	Instant								
20	Invoke Wraith/Ghoul	50	50 Marks	2x2 Squares	20 Minutes	4 Hrs/Tier								

Traveling (PMP)						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	No Road Needed	4	Self	Traversable	10 Minutes	8 Hours
1	TIRO: Quick Jump	20	1d6 Squares	Self	Initiative	Instant
3	Summon Astral Beast of Burden	4	30 Squares	1 Creature	20 Minutes	1 Month (30)
4	Strumos Run	4	Self	Caster	5 Minutes	8 Hours
9	1000 Yard Stare (1 to 4 days)	12	Self	Self	10 Minutes	20 Hours
9	Cover Wilderness Trail	12	Touch	Trail 1 Mark	12 Hours	Permanent
10	Ladders & Stairs Of The Mist	12	12 Squares	1 Square	5 Rounds	1 Hour
12	Find/Follow Wilderness Trail	12	Self	1 Mark	20 Minutes	12 Hours

Urban Environment						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
9	Urban Tracking	12	Self	Urban or Suburb	3d8 Minutes	4 Hours
10	Lose A Tail (Urban)	12	Self	Urban	3d8 Rounds	30 Minutes

Utility or Misc						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	TIRO: Water From A Plant	20	1 Square	1 Plant	Initiative	10 Minutes
2	TIRO: Amplify Own Speech	20	1d20+4 Squ	Forward, Rig	Initiative	5 Minutes
4	TIRO: Tasty Gruel	25	Touch	Varies	1 Minute	1 Hour

Watch/Scry						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
2	Create A Magical Glow	2	4 Squares	1 Item	1 Minute	End Of Year
10	Project Astral Image Within PMP	12	Self	PMP	20 Minutes	4 Hours
11	Eavesdrop on Nae'Em Convos	12	20 Sq Radius	1 Convos	5 rounds	5 Min/Tier