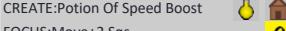
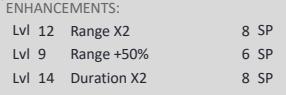


Battle Actions/Prep

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours	No Save
Increase Fighter Movement									

 Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Flight. Can be added on top of other multipliers for movement.

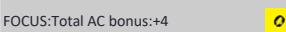
 CREATE:Potion Of Speed Boost
FOCUS:Move+2 SqS
COUNTER:Dispel Magic. Lvl:1

 ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Duration X2 8 SP

Battle Defense

LEVEL	3	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	No Save
Protect FTR vs Ranged/Thrown										

 Recipient Fighter gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Duration: Lasts to end of battle or 4 hours, whichever is shortest.

 FOCUS:Total AC bonus:+4
COUNTER:No Counter Available. Lvl:1

 ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Battle Offense

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	10 squares	2 x 2 Squares	Initiative	1 Round / Tier	Resist (Skill/Non) Target Sees
Blinding Flashes										

 Caster throw bright sparkling lights, attempting to partially blind those in the AoE. Creates enough sparks to interfere with accurate sight, a Save is required, If the target is a caster they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to AC and ToHIT. Party members that are aware of this spell has been cast can gain a +20 to their Save roll

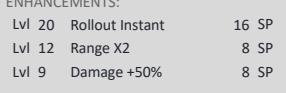
 FOCUS:Save Roll +20
COUNTER:None

 ENHANCEMENTS:
Lvl 14 Save Roll -20 8 SP
Lvl 9 Range +50% 6 SP
Lvl 9 Duration +50% 6 SP

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					4 pts	10 Squares	1 Square	Initiative	1 Round	No Save
Electric Zap										

 Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor. Sparks race directly to the target without any arc or lobbing. No ToHit or Save required.

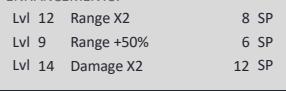
 FOCUS:+4 Initiative
COUNTER:None

 ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 12 Range X2 8 SP
Lvl 9 Damage +50% 8 SP

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					8 pts	15 Squares	Direct Line	Initiative	1 Round	No Save
Static Bolt										

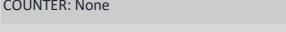
 Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must be within the Range.

 FOCUS:+2/Tier ToHIT
COUNTER:None

 ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					2.4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
Power Attack Duel										

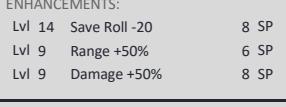
 Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.
To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.

 COUNTER:None

LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					18 pts	12 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
Electric Power Attack										

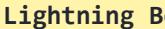
 Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Electric) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.

 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

-Strumos

LEVEL	16	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	16 pts	RANGE	15 Squares	AREA OF EFFECT	ect Line up to 4 targ	ROLL OUT	Initiative	DURATION	SAVE: Agility 1/2 Damage
Lightning Bolt															

 Lightning travels from the caster's hand directly towards the target(s).
 Bolt may go through persons in a row, but will not pass through Adamantine Body armor.
 Damage Adjustments: +1d6 damage if non-Adamn armor.
 +4 damage with use of Focus ring.
 1/2 damage if Save passed.

FOCUS:+6 Dmg
 COUNTER: None
 ENHANCEMENTS:
 Lvl 14 Save Roll -20 8 SP
 Lvl 12 Range X2 8 SP
 Lvl 9 Range +50% 6 SP

Fences and Shelters

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Charged Fencing					12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours		1/2 Dmg	

LEVEL	13	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	16 pts	RANGE	Touch	AREA OF EFFECT	3 Sq Rad Circle	ROLL OUT	10 Minutes	DURATION	4 Hours	SAVE:	Brute Exit Circle	
Circle of Containment		<p>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.</p>															FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50% Lvl 16 AoE X2	

Find or Reveal

LEVEL	6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Varies	GM
Dispel Magic		8 pts	Touch	1 Target	2 Minutes	Permanent						

Food And Drink

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

LEVEL	15	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Food For A Family				16 pts	Touch	1 Square	5 Minutes	Permanent		

Fragility

-Strumos

LEVEL	5	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	8 pts	RANGE	4 Squares	AREA OF EFFECT	1x2 Squares	ROLL OUT	1 Day	DURATION	Permanent	SAVE:	No Save
Quarantine Isolation																	

LEVEL	8	□ □	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Creature	ROLL OUT	30 Minutes	DURATION	Permanent	SAVE: Resist (Skill/Non)	0
Electric Cleanse  <p>This spell works to help the victim get past the fragility effect from a spell.</p> <p>FOCUS:COL-1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sq 8 SP Lvl 14 Duration X2 8 SP</p>																

Healing and Rest

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Basic Healing 1d8+ACU				4 pts	8 sqs	1 Target	Initiative	Permanent		
	Caster's most basic form of healing.		Heals living creatures. Any Heal also binds.		Does NOT heal anything not currently living.					

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Feather Bed		4 pts		Touch		1 Bed (1x2 sqs)				2 Minutes		12 Hours					

LEVEL	2		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Senses
Sleep: Light Nap					4 pts		8 Squares		1 Target		1 Minute		1d6 Hours		Tired, but aware

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Triggered Forced Healing 2d8			8 pts	Touch	Recipient	30 Minutes	Til Damage		
	This is a delayed forced healing, triggered by taking damage, In effect until duration is over or is used. Does NOT allow the choice to not use it. Only 1 triggered health can be in place per person at time. Stacking allows multiple persons to have it simultaneously.								CREATE:Triggered Forced Health Dr.	
									COUNTER:No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 14 Range At 3 SqS	8 SP
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Consecration: Final Rites			4 pts	Touch	1 Body	30 Min	Permanent		
	Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.								COUNTER:No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 14 Range At 3 SqS	8 SP
LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Slow Healing			10 pts	2 Squares	1 Creature	Max of 4 Hours	permanent		Healing continues
	Maximum of 4 hours Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature. Save at beginning of every hour. Failed Save ends spell. MUST SAVE EVERY HOUR TO CONTINUE. No other concentrated efforts by either caster or recipient.								FOCUS:+1 HP/Tier/Cycle	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 12 Range X2	8 SP
									Lvl 18 Healing +8	10 SP
									Lvl 16 AoE = 2 Targets	12 SP
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Repair A Dead Body			2 pts	1 Square	1 Target	30 Minutes	Permanent		
	The body is wrapped in bright yellow lights for the entire roll out. The body is left as whole as much as possible, based on how much of the body remains. All wounds are cleaned inside and out. All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.								FOCUS:Range = 8 SqS	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 18 Range X4	10 SP
									Lvl 12 AoE = 2 Recipients	10 SP
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Common Healing 2d8+ACU			6 pts	8 sqs	1 Creature	Initiative	Permanent		
	One of the most common healing spells from the Strumos. Heals living creatures. Any Heal also binds. Does NOT heal anything not currently living.								CREATE:Draught Of Health	
									FOCUS:+1 HP/Tier	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 12 Range X2	8 SP
									Lvl 18 Healing +8	10 SP
									Lvl 16 Healing +4	10 SP
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Extra Healing 3d8+ACU			8.4 pts	8 Squares	1 Creature	Initiative	Permanent		
	A Strumos healing spell that has something Extra in it. Heals living creatures. Any Heal also binds. Does NOT heal anything not currently living.								FOCUS:+1 HP/Tier	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 18 Healing +8	10 SP
									Lvl 16 Healing +4	10 SP
									Lvl 16 AoE = 2 Targets	12 SP
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Revive Life With A ZAP!			36 pts	Touch	1 Body	4 Hours	Permanent		Alive!
	Sparks surround then converge on the fallen body. Restore a creature that has been dead less than 25 hrs & passes the Save. When brought back to life the creature has 0 HP. - Passing the Save takes 5 HP from the recipient Max HP, - Failing the Save takes 1 HP from the Casters Max HP.								FOCUS:Dead less than 2 mo	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 10 Rollout Halved	6 SP
									Lvl 12 Range X2	8 SP

-Strumos

LEVEL	12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses Tired, but awake.
Deep Doze Sleep						12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours	

LEVEL	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Major Healing 5d10+4		15.2 pts	8 Squares	1 Creature	Initiative	Permanent				
	One of the most powerful healing spells Healing of 5d10 +4 + Acumen Bonus to living corporeal creatures.	FOCUS:+1 HP/Tier	COUNTER:None	ENHANCEMENTS:	Lvl 18 Healing +8	10 SP				o

Light and Darkness

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

Nae'ems

-Strumos

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Portal To Nae'Em						12 pts	PMP	Self+1	4 Minutes	5 Minutes	

LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Connect to Focus Item		36 pts	Touch	1 Item	4 Days	Permanent	Connected						

LEVEL	14	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Bestow House Authority				48 pts		1 Recipient		1 Target	1 Week	Permanent	
 Character is able to draw followers to their banner. Character knows if the follower has acted properly according to House ideals. But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.		FOCUS:Sense Alliegence COUNTER: None									

Partner Cooperations

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Summon Nisse Spirit				16 pts		Self	1/2 Mark	10 Minutes	Perm		Summoned
	A small invisible familiar-like creature that can be seen via ultra violet vision. After the summoning, the Nisse and caster are joined in a Nae'Em.										FOCUS:Range = 1 Mark COUNTER: None
	Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring. Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory. Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.										ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

Planar

LEVEL	5	NAE'EM		STACK	1	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Square	ROLL OUT	2 Minutes	DURATION	SAVE: Non (if Mgc items)
Arlo's Astral Storage													Items still there.		

-Strumos

LEVEL	7	NAE'EM	 	STACK	1	COST	8 pts	RANGE	1 Square	AREA OF EFFECT	1 Square	ROLL OUT	4 Hours	DURATION	2 Hrs	SAVE: Skill Expected location	GM
Vae'Em Portal (Astral Style)		<p>Creates a portal from and to destinations within the same PMP. A disconnected Vae'Em can be reconnected while on the same plane, At the site of the Vae'Em with a recasting but the rollout is only 4 minutes, or When not at the Vae'Em site the rollout is 2 hours.</p>													FOCUS:Col -1 COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	O	

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Plane Projection				12 pts	3 sq Radius	1 Person / Tier	4 Hours	3 Days		
	Creates a glowing image of caster on the Astral plane. The plane is based mainly on Acumen. Caster may take 2 physical items with them into the Astral plane. Init, ToHIT, Daily Astral SP are calculated as Acumen Bonus X1 Astral HP, AC, Weapon Damage, Base Move are calculated as Acumen Bonus X2 Astral SP is calculated as Acumen Bonus X3. Projection death resets PMP SP to -10.	FOCUS:Class bag items.	o	COUNTER:Dispel Magic. Lvl:1						

Summon or Send

LEVEL	13	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Summon Item (Tae'Em)						16 pts		Same PMP		1 Tae'Em		Initiative		Instant			
	The caster focuses on up to 6 items they have created and left behind. The items the Strumos summons from must be a preset location (Vae'Em). Item(s) are drawn to the caster from a Vae'Em. The connection is to the items.																
															FOCUS:Subtle Casting (Free)		

Traveling (PMP)

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Strumos Run					4 pts		Self	Caster		5 Minutes	8 Hours	