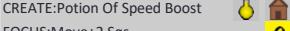


Battle Actions/Prep

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, Swimming, 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

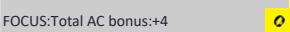
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Duration X2 8 SP

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 Fighter 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

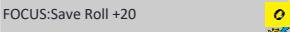
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier	Skill or non-Skill 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 Strumos they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to Init 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	8 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.

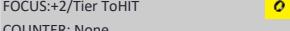
FOCUS:+4 Initiative
COUNTER:None

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	Instant	No Save
Static Bolt									



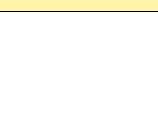
Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must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

COUNTER:None

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

Fences and Shelters

LEVEL	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	8 pts	RANGE	6 squares	AREA OF EFFECT	3 Square Radius	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE: Skill Cross Perimeter
Circle of Protection vs Undead																
 Undead are not able to cross the perimeter of the circle. Living Dead can only cross the perimeter if the target passes a Skill Save Class symbol must be represented in the art of the circle.																
FOCUS:Range +6 SqS COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP																

LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Shed						12 pts	Touch	1x1x2 SqS	1 Minute	8 Hours		
	Run-down-looking wooden shed that's actually a 4-bedrooms & common room on the inside. Fully stocked with enough food, furnishings, and firewood for 8 people. View the Astral plane via windows, but no entry/exit except through door to PMP. PMP and Astral creatures can see, but cannot force entry. Views the Astral plane, not PMP. Space within the shed is PMP space and does not follow Astral rules.	FOCUS:+ upstairs room. COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP										

Find or Reveal

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

-Strumos

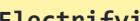
Food And Drink

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				

Fragility

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
Cause Illness				8 pts	4 Squares	1 Square	Initiative	Possibly Days		Illness Increased	

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Aid Poisons	(Fragility)				4 pts	2 Squares	1 Target	1 Minute	Permanent		Sickness 1 better	
	Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale.											
										CREATE:	Cure Sickness Potion	
										COUNTER:	None	
										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:	Resist (Skill/Non)
Electrifying Spell Effect Cleanse											
8 pts	Touch	1 Creature	30 Minutes	Permanent	Fragility 0	①					
	This spell works to help the victim get past the fragility effect from a spell.										
FOCUS:COL-1	o										
COUNTER: None											
ENHANCEMENTS:											
Lvl 10 Rollout Halved	6 SP										
Lvl 14 Range At 3 SqS	8 SP										
Lvl 14 Duration X2	8 SP										

LEVEL 9	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 4 Hours	DURATION Permanent	SAVE: Skill No Disease
Cure Disease								
 <p>Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immune to getting THIS disease for the rollout. Creature must pass Save. This spell will NOT drop HP enough to kill.</p>								
FOCUS:Col -1	COUNTER: None	ENHANCEMENTS:	Lvl 18 Range X4	10 SP	Lvl 12 Range X2	8 SP	Lvl 9 Range +50%	6 SP
Healing and Rest								
LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE 2 or 8 sqs	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Basic Healing 1d8+ACU								
 <p>Caster's most basic form of healing. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.</p>								
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 2	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Bed (1x2 sqs)	ROLL OUT 2 Minutes	DURATION 12 Hours	SAVE: No Save
Feather Bed								
 <p>Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank and pillow appears. Can fit 1 person. Does continue even once the caster is out cold, asleep, etc... 1 shift of sleep is equal to a full night.</p>								
FOCUS:AOE = 2	COUNTER: None	ENHANCEMENTS:	Lvl 12 Rollout Init	12 SP	Lvl 9 Duration +50%	6 SP	Lvl 12 AOE +50%	12 SP
LEVEL 2	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION 1d6 Hours	SAVE: Senses Tired, but aware
Sleep: Light Nap								
 <p>Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each. Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest. Success means the target is very tired but awake, Moderately active targets get a bonus of +40 to their Save roll, Very active targets get a bonus of +80 to their Save roll.</p>								
FOCUS:Save Roll -20	COUNTER: None	ENHANCEMENTS:	Lvl 6 Subtle Casting	4 SP	Lvl 12 Range X2	8 SP	Lvl 9 Duration +50%	6 SP
LEVEL 2	<input type="checkbox"/> <input type="checkbox"/>	STACK 9	COST 8 pts	RANGE Touch	AREA OF EFFECT Recipient	ROLL OUT 30 Minutes	DURATION Damage Taken	SAVE: No Save
Triggered Forced Healing 2d8								
 <p>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.</p>								
CREATE:Triggered Forced Health Dr. 	COUNTER:No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 14 Range At 3 Sqrs	8 SP		
LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
Consecration: Final Rites								
 <p>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.</p>								
COUNTER:No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 14 Range At 3 Sqrs	8 SP			
LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 10 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 4 Hours	DURATION permanent	SAVE: Skill Healing continues
Slow Healing								
 <p>Maximum of 4 hours + 1 hour per caster Tier. 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.</p>								
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

-Strumos

LEVEL	5	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					2 pts	1 Square	1 Target	30 Minutes	Permanent		Repair done	
Repair A Dead Body												
 <p>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.</p>												
FOCUS:	Range = 8 Sqs	COUNTER:	None	ENHANCEMENTS:	Lvl 10 Rollout Halved Lvl 18 Range X4 Lvl 12 AoE = 2 Recipients	6 SP 10 SP 10 SP						
LEVEL	6	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					6 pts	2 or 8 sqs	1 Creature	Initiative	Permanent			
Common Healing 2d8+ACU												
 <p>One of the most common healing spells from the Strumos. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.</p>												
CREATE:	Draught Of Health	FOCUS:	+1 HP/Tier	COUNTER:	None	ENHANCEMENTS:	Lvl 12 Range X2 Lvl 18 Healing +8 Lvl 16 Healing +4	8 SP 10 SP 10 SP				
LEVEL	9	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8.4 pts	2 or 8 sqs	1 Creature	Initiative	Permanent			
Extra Healing 3d8+ACU												
 <p>A Strumos healing spell that has something Extra in it. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.</p>												
FOCUS:	+1 HP/Tier	COUNTER:	None	ENHANCEMENTS:	Lvl 18 Healing +8 Lvl 16 Healing +4 Lvl 16 AoE = 2 Targets	10 SP 10 SP 12 SP						
LEVEL	11	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					36 pts	Touch	1 Body	4 Hours	Permanent		Alive!	
Revive Life With A ZAP!												
 <p>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.</p>												
FOCUS:	Dead less than 2 mo	COUNTER:	None	ENHANCEMENTS:	Lvl 10 Rollout Halved Lvl 10 Rollout Halved Lvl 12 Range X2	6 SP 6 SP 8 SP						
LEVEL	12	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	2 or 8 sqs	1 Creature	Initiative	Permanent			
Great Healing 5d8 +ACU												
 <p>A great Strumos healing spell. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.</p>												
FOCUS:	+1 HP/Tier	COUNTER:	None	ENHANCEMENTS:	Lvl 12 Range X2 Lvl 18 Healing +8 Lvl 16 Healing +4	8 SP 10 SP 10 SP						
LEVEL	12	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
					12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours		Tired, but awake.	
Sleep: Deep Doze												
 <p>Push a person to a deep sleep. Multiple castings may be needed. Save roll -40 each. Failure means target falls asleep for 2d6 Hours. Or if voluntary 8-10 hrs of rest. Success means the target is very tired but awake, Very active targets are not put to sleep, though they might feel a bit tired. Subsequent Deep Doze spells have a Save Roll -40</p>												
FOCUS:	Save Roll -20	COUNTER:	None	ENHANCEMENTS:	Lvl 6 Subtle Casting Lvl 10 Rollout Halved Lvl 12 Range X2	4 SP 6 SP 8 SP						
LEVEL	1	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Self	Varies	Initiative	12 Hours			
Light and Darkness												
Light of Strumos Yellow												
 <p>With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power level. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>												
CREATE:	Healthy Yellow Candle	FOCUS:	Brighter by Tier	COUNTER:	Dispel Magic. Lvl:1	ENHANCEMENTS:	Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Duration +50%	10 SP 8 SP 6 SP				

-Strumos

LEVEL 3		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 3 Sq Dia Sphere	ROLL OUT Initiative	DURATION Conc +4 Rds	SAVE: No Save
Shadow of the Magi								
Stays fixed right above the caster. Darkness continues for up to 4 rds after the concentration has stopped. Caster creates darkness that will stay centered above them. Keep darkness active by lightly concentrating on the spell, Other spells actions that do not state a need to concentrate may be used.								

CREATE:Dust of Darkness
FOCUS:Dur=10 rds (No conc)
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 16 AoE X2 16 SP

Nae'Ems

LEVEL 6 NAE'EM		STACK 7	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
Create a Vae'Em Location								
Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue] Enhancement: Subtle casting means casual watcher will not take notice. Resetting a connection: Can be re-established with 1 hour rollout at the Vae'Em location, Can be re-established with a 2 day rollout while not at the Vae'Em location.								

FOCUS:Reset Rollout 1/2
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 10 Rollout Halved 6 SP
Lvl 4 Increase Aura -2 SP

LEVEL 7 NAE'EM		STACK 3	COST 16 pts	RANGE 1 Square	AREA OF EFFECT 1 Recipient	ROLL OUT 4 Days	DURATION Permanent	SAVE: No Save
Create Permanent Nae'Em								
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.								

FOCUS:Reset time 1/2
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP

LEVEL 7		STACK 1	COST 12 pts	RANGE PMP	AREA OF EFFECT Self+1	ROLL OUT 4 Minutes	DURATION 5 Minutes	SAVE: No Save
Portal To Nae'Em								
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.								

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 AOE +2 12 SP

LEVEL 8 NAE'EM		STACK 2	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Fighter	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: No Save
Raise Nae'Em Fighter Str +1								
Use Character sheet to add 1 to Strength. It will automatically make the adjustments. All adjustments to saves, initiatives, ToHITs are then applied. See stacking number to determine how many Nae'Em Fighters can be affected. One spell per recipient, even if stack indicates more than 1.								

FOCUS:Duration= 4 hr
COUNTER:Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Range At 3 SqS 8 SP
Lvl 4 Increase Aura -2 SP

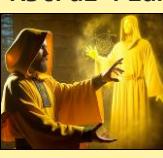
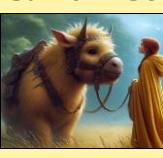
LEVEL 11 NAE'EM		STACK 1	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non) Connected
Connect To An Arcane Focus Item								
Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. Creates a connection between the caster and the Arcane Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item.								

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

LEVEL 5 NAE'EM		STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT 1/2 Mark	ROLL OUT 10 Minutes	DURATION Perm	SAVE: Skill Summoned
Summon Nisse Spirit								
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. 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.								

FOCUS:Range = 1 Mark
COUNTER: None
ENHANCEMENTS:
Lvl 14 Stacking +1 8 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP

Planar

 Arlo's Astral Storage 	LEVEL 5 NAE'EM	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Square	ROLL OUT 2 Minutes	DURATION Permanent	SAVE: Non (if Mgc items) Items still there.
	<p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster can open, close, or view the items within. Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller) Magic items can be found & taken by Astral creatures. Best to not leave magic in there. Non-Skill Save required if magic or crystal left in the area.</p>							FOCUS:+5 items COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP
 Vae'Em Portal (Astral Style) 	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
	<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 4 days</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
 Astral Mental Shield 	LEVEL 10	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: Skill Avoid Attack
	<p>When in the Astral plane this creates strong yellow glowing field around the caster. Protection from Astral influence while in the Astral Plane. Caster Save Rolls +20. +2 AC vs Astral creatures (while in the Astral plane).</p>							FOCUS:AoE +1 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Targets 12 SP
 Astral Plane Projection 	LEVEL 11	STACK 99	COST 12 pts	RANGE 3 sq Radius	AREA OF EFFECT 1 Person / Tier	ROLL OUT 4 Hours	DURATION 3 Days	SAVE: No Save
	<p>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.</p>							FOCUS:Class bag items. COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP Lvl 12 AOE +2 12 SP
<h2>Traveling (PMP)</h2>								
 Summon Astral Beast of Burden 	LEVEL 3 NAE'EM	STACK 3	COST 4 pts	RANGE 30 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 20 Minutes	DURATION 1 Month (30 days)	SAVE: No Save
	<p>Caster summons an astral beast of burden. Up to 3 riders with one as the caster. 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. Astral creature will only respond to the casters mental commands. Creature will not understand threatening or kind actions towards it. If attacked it will attack in random directions w/ 1d8 since it does not understand.</p>							FOCUS:HP at 50. COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP
 Strumos Run 	LEVEL 4	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 5 Minutes	DURATION 8 Hours	SAVE: No Save
	<p>Caster is able to run as fast as a horses canter for the duration. 2 times travel through the PMP/Astral. (speed of a horse) Caster avoids objects as they travel as per normal. Allows the caster to carry normal inventory (Pack, Class carry, and on body).</p>							CREATE:Potion Of Speed Boost FOCUS: Duration +4 hrs COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP
<h2>Watch/Scry</h2>								
 Project Astral Image Within PMP 	LEVEL 10	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 20 Minutes	DURATION 4 Hours	SAVE: No Save
	<p>Colored sparks form a profile which becomes the image of the caster. Casters Astral image is able to take a ghostly form and watch living creatures. The caster can only see living sentient creatures, nothing else. Caster will seem ghostly to the local creatures and vice versa. Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.</p>							FOCUS:Move=18 COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP