

ALL

Battle Actions/Prep						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Avoid Incoming (Ranged/Thrown	4	Self	Self	Initiative	1 Battle or 1
1	Avoid Incoming (Ranged/Thrown	4	Self	1 Battle	1 Minute	1 Battle or 1
1	Weapon Expertise	2	Touch	1 Item	2 Minutes	End of Battle
3	Take Point	4	Self	6 Squares a	1 Minute	Up To 1 Day
4	Assist Another To Disengage	4	3 Squares	1 Recipient	Initiative	1 Round
5	Entangle	8	2 Squares	2x2 Squares	1 Minute	4 Hours
5	Mundane Fire Immunity	8	1 Target	1 Target	5 Rounds	1 Hour
5	Patient and Watchful	8	Self	2x2 Squares	4 Rounds	4 Hours
5	Point 80 ft Ahead	8	Self	16 Squares	10 Minutes	Up To 1 day
6	Coordinate Group Initiatives	8	Self	Player Party	Initiative	1 Battle
6	Increase Fighter Movement	8	2 Squares	1 Fighter	Initiative	6 Hours
6	Move Shadow to Shadow	8	24 Squares	Recipient	2 Rounds	1 Jump
6	Vines of Force (Hold)	8	4 Squares	4x4 squares	Initiative	4 Rounds
7	Coordinate vs 1 Enemy	8	Self	1 Target	Initiative	5 rounds
7	UnEntangle	8	2 Squares	2x2 Squares	3 Rounds	4 Hours
8	Circle of Protection vs Magic	8	Self	3x3 Squares	8 Minutes	10 Minutes
8	Pull Aggro	8	Self	8 Sq Radius	Initiative	3 Rounds
10	Magical Fire Protection	12	Self	Self	2 Rounds	2 Hours
11	Catch Small Incoming	12			Instant	3 Rounds
11	Protection vs Animals	12	Touch	3x3x3 Sq Sp	Initiative	1 Hour
13	Enchantment of Returning	32	Touch	1 Small Wpn	5 Minutes	1 Battle
14	Call & Direct An Attack Bear	16	Self	15 Squares	1 Minute	2 Hours

Battle Defense						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Heat Wave Wall	4	Self	Self	Initiative	4 Rounds
1	Set for A Charge	4	Self	1 Charge	Instant	1 Round
1	Shield Expertise	4	Self	Self	Initiative	4 Rounds
1	Wind Wall	4	Self	1 creature (s	Initiative	4 Rounds
2	Defend / Withdraw, No Attacks	4	Self	Self	Initiative	2 Rounds
3	Protect Fighter vs Ranged/Throw	4	8 Squares	1 Recipient	Initiative	End of Battle
3	TIRO: Armor of Light	30	Self	Self	1 Minute	4 Hours
3	Urgent Disengagement w/ 1 Atta	6	Self	Fighter	Initiative	1 Round
3	Wind Wall For Nae'Em Hunter	4	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds
4	Resist The Push	4	Self	1 Target	Instant	Battle
5	Limit Flank Attacks (Counter)	8	Self	Self	Initiative	5 Rounds
5	Shield Block vs Melee	8	0 Squares	Self	Instant	1 Attack
6	Bob and Weave	8	Full Move	Self	Initiative	1 Round
6	Evade Missiles	8				
6	Protect Strumos	8	1 Square	1 Strumos	Initiative	1 Round
6	Provide Protection	8	3 sqs	1 Creature	Initiative	2 Rounds
6	Shield Block vs Ranged	8	0 Squares	Self	Instant	Up to 2 Rou
7	Half Wall of Force	8	Touch	4 Sqs Long	20 Minutes	20 Minutes
9	Triggered Shield vs 1	12	Self	1 Battle	1 Minute	3 Days
10	Minor Defense Bubble	12	Touch	Self	Initiative	1 Battle

Battle Offense						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Blinding Flashes	4	8 squares	2 x 2 Square	Initiative	1 Round / Ti
1	Flash Of Fire!	4	8 Squares	1 Target	Initiative	1 Round
1	Force Pinch 1d4	4	8 Squares	1 Square	Next Initiativ	1 Round
1	Massive Bludgeoning Hammerst	4	Melee	Self	Initiative	2 Rounds
1	Phage (Something of Fragility??	4	4 Sqs / Tier	1 adjacent s	Initiative	5 Rounds
1	Rose Thorns	4	10 Squares	1 Target	Initiative	1 Round
1	TIRO: Pie Fight!	20	4 Squares	1 Target	Initiative	1 Round
2	Electric Zap	4	8 Squares	1 Square	Initiative	1 Round
2	Fighters Charge	4	Move x2	1 Creature	Initiative	1 Round
2	Flame Bolt	4	10 Squares	1 Target	Initiative	1 Round
2	Force Push 1d6	4	10 Squares	2 Squares	Initiative	1 Round
2	Melee Backstab	4	1 Square	1 Target	Initiative	1 Round
2	TIRO: Fire Crack!	20	6 Squares	1 Target	Initiative	Instant
3	Conjure Native Beetles	4	4 Squares	1 Mark	Initiative	2 Rounds
3	Heat Metal Armor	4	12 Squares	1 Target	Initiative	4 Rounds
3	Phage Mist	6	10 Squares	Row: 3 Sqs	Initiative	5 Rounds
3	Rogues Charge	4	Move x2	1 Target	Initiative	1 Round
3	Shield Bash (Odd rounds)	4	1 Square	1 Target	Initiative	1 Round
3	TIRO: Quick Push!	40	4 Squares	1 Recipient	Next Initiativ	1 Round
4	Accurate Ranged Shots	4	Char Sheet	1 Target	Initiative	1 Round
4	Critical Surprise Throw	4	3 Sqs / Tier	1 Melee Tar	Pre-Battle In	1 Round
4	Hunters Melee Charge	4	Move x2	1 Creature	Initiative	1 Round
4	TIRO: Quick Flash Fire	30	12 Squares	1 Target	Initiative	1 Round
5	Long Distance Crossbow Shots	8	By Weapon	1 Target	Initiative	4 Rounds
5	Penetrating Ranged Shots	8	By Weapon	By Weapon	Initiative	2 Rounds
5	Separate Ranged Shots	8	by the bow	Self	Next Initiativ	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, Single 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 Wea	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	Moving And Shooting	16	By Weapon	1 Target	Initiative	1 Round
15	Surprise Death Blow	16	Melee	1 Creature	Next Initiativ	1 Round
15	Surprise Killing Blow	16				
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						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
2	AoO on Enter or Exit	4	1 Square	1 Target	Instant	1 Round
3	Blunder Reroll	4	Self	1 Blunder	Instant	Instant
3	Dodge AoO Attacks	4	Self	Movement	Instant	1 Round
3	Draw Attention	4	In Sight	In Sight	Instant	Up to 30 Min
5	Disrupt Concentration	8	8 Squares	3x3 Squares	Instant	2 Rounds
6	2nd Attempt To Grab	8	Touch	Self	Instant	Instant
6	AoO on Melee Entry	4	Melee	Self	Instant	1 Round
7	AoO on Kill	8	1 Square	1 Target	Instant	Instant
7	Blunder Change Up	8	Self	Self	Instant	Instant
7	Critical Roll Additions	8	Self	1 Critical	Instant	Instant
7	End Of Life	8	x	x	Instant	Permanent
8	Brace for Onslaught	8	Self	Self	Initiative	2 Rounds
8	Critical Hit, 2nd Choice	8	Self	Self	Instant	Instant
13	Feign Death	16	Self	Self	Instant	2 Rds Minim

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
1	Chant Of Robustness, End DOT	6	6 Squares		2x2 Sqs	10 Minutes	10 Minutes
1	Light To Calm The Dead	4	Self		Varies	Initiative	4 Hours
4	Direction to Your Ionic Marker	4	PMP		1 Nae'Em	2 Rounds	Instant
8	Chant Of Rogues Grace, +1/Tier	10	6 Squares		2x2 Sqs	10 Minutes	10 Minutes
10	Sense Undead	12	Self		5 Squares/Ti	asdfa	adfa
20	Mirror A Person	20	15 Square R		1 Person	2 Rounds	20 Minutes

Class Specialty							
Lvl	Title		Cos	RANGE	AoE	Rollout	Duration
1	Climbing		4	Move	Vertical Area	Initiative	5 Minutes
1	Create A Field Bandage		0	Touch	1d3 Wraps	4 hours	Permanent
1	Rogue To Rogue Signals		4	In Sight	In Sight	Next Initiativ	30 Minutes
1	Skinning A Hide		4	Self	Animal	12 Hours	Permanent
2	Basic Disguise		4	1 Square	Self	30 Minutes	12 Hours
2	Convincing Another (or Lie)		4	Hearing	Varies	5 Rounds	Usually 2 Da
2	Fire Starter		4	6 Sqaures	1 Item	Initiative	Continuous
2	Make Fire with Sticks		4	Touch	Kindling	10 Minutes	Permanent
2	Silent Movements		4	Self	Self	Initiative	20 Minutes
2	Ventriloquism		4	4 Sqs/Tier	1 Square	Initiative	1 Round
3	Hot Rocks		4	Touch	9 Stones	2 Minutes	12 Hours
3	Improve Resist & Skill Saves		4	Self	Caster	6 Minutes	2 Hours
3	Mental Alarm Clock		4	Self	Self	10 Minutes	24 Hours
3	Repair Undead/Living Dead		-2	Touch	1 Target	1 Minute	Permanent
4	Situational Awareness		4	Self	Within Heari	4 Minutes	1 Hour / Tier
4	Sleight of Hand		4	Self	Arms Length	1 Round	Instant
5	Freehand Climbing @ 1/2 Movem		8	Self	1/2 Moveme	12 Secs (2	1 Rds (6 Se
5	Repair Weapons/Armor		8	1 Square	1 Wpn/Armo	4 Hours	Permanent
10	Honing Melee Weapon		12	Touch	1 Weapon	2 Hours	1 Battle
12	Impersonate A Person		12	Self	1 Person	10 Min/Com	12 Hours
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						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Speak/Read/Write Common	4	Self	Self	1 Minute	1 Day
2	Hot Conversations	4	PMP	2 Fires	2 Rounds	20 Minutes
3	Hunter Marks	4	6 Squares	1 Square	1 Minute	1 Month (30
3	TIRO: Colored Signal Flare	15	20 Squares	1 Flare	Initiative	1 Minute
4	Arcane Translation, 1 Page	4	Touch	200 Charact	20 Minutes	20 Minutes
4	Mimic Soft Nature Sounds	4	Self	6x6 Squares	Initiative	20 Minutes
7	High Flares	8	In Sight	16 Sq Spher	10 Minutes	20 Minutes
19	Dead Spirit Conversation	20	6 Squares	1 Spirit	10 Minutes	Rollout (10

Creations						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Create Singer's Salve	12	Touch	1d3 Salves	4 Hours	Used / EOY
1	Create/Repair Arrows (24)	6	Touch	Self	4 Hours	Permanent
2	Common Duplicate	2	3 Squares	1 Item	1 Round	Permanent
2	Create Sunrise Potion	12	Touch	1d3 Potions	4 Hours	Used / EOY
3	Animate Cats Eye Marble	4	Self	Caster	1 Minute	2 Hours
3	Orix False Glow	4	4 Squares	1 Item	2 Minutes	15 Minutes
3	Visible Sign Posts	4	5 Squares	1 Sign Post	1 Minute	2 Hours
4	Create Revive Salve	12	Touch	1d3 Salves	4 Hours	Used / EOY
4	Triggered Announcements	4	Touch	2x1 Sqs (W	30 Minutes	Until Trigger
4	Weapon Speed Charm	4	Touch	1 Weapon	30 Minutes	1 Battle
6	Release Arcane Script	8	Touch	200 Charact	10 Minutes	1 Hour
7	Create Repellent Oil	12	Touch	1d3 bottles	4 Hours	Used / EOY
8	Constrain Arcane Script	8	Touch	200 Charact	1 Hour	Permanent
8	Create Fragility Poultice	16	Touch	1d3 Poultice	4 Hours	Used / EOY
8	Imbue an Item with	8	Touch	1 Item	3 Days	5 Years
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	Touch	2 Squares	3 Days	Permanent
16	Create Leather Golem	16	Touch	1 Construct	6 Hours	1 Day
17	Place An Arcane Aspect	20	Touch	1 Item	3 Days	Permanent
18	Create Wood Golem	20	Touch	1 Construct	8 Hours	1 Day
19	Create Stone Golem	20	Touch	2x2 Squares	8 Hours	1 Month (30

Fences and Shelters						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Camp Shock Perimeter	4	Touch	3x3 Squares	2 Minutes	8 Hours
2	Create LeanTo Shelter (2 ppl)	3	Touch	1 Shelter	1 Minute	12 Hrs
2	Perimeter Safety	4	Touch	3x8 Sq Peri	30 Minutes	8 Hours
2	TIRO: Garish Pup Tent	20	8 Squares	1x2 Squares	1 Minute	8 Hours
6	Force Platform	8	16 Squares	2x2 Sq Platf	2 Minutes	10 Minutes
6	Hunters Hut (10 ppl)	10	Touch	2x1 Squares	20 Minutes	2 Days
7	Circle of Protection vs Phage	8	9 Squares	3 Sq Radius	5 Minutes	1 Hour
7	Hunters HIDDEN Shelter (5 ppl)	12	1 Square	3 x 3 Square	4 Hours	1 day / Tier
7	Strumos Waystation	8	4 Squares	3x3 Squares	1 Minute	12 Hours
8	Circle of Protection vs Undead	8	6 squares	3 Square Ra	Initiative	5 Rounds
8	Walls of Force (4 to 6)	8	12 Squares	See Descrip	5 Min / Wall	4 Hours
9	Charged Fencing, Two Sides	12	6 Squares	2 - 9 Sqs	Initiative	4 Hours
11	Force Wall	12	Touch	6 Sqs Long	20 Minutes	1 Hour
12	Astral Shed	12	Touch	1x1x2 Sqs	1 Minute	8 Hours
12	Tree House	12	8 Squares	4 Sq High Tr	30 Minutes	12 Hours
13	Circle of Containment	16	Touch	3 Sq Rad Cir	10 Minutes	4 Hours
15	Magma Moat	16	Caster	3x3 Sq Islan	30 Minutes	6 Hours
19	Fort of Thorns	20	12 Squares	10x10 squar	30 Minutes	12 Hours

Find or Reveal						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Find Entrance/Gate	4	Urban	Community	Initiative	Instant
1	Search For Item	4	Touch	Variable	1 Minute	Instant
2	Orix View Sign Posts	4	8 Squares	1x1 Sq Sph	2 Minutes	30 Minutes
3	Reveal Value	4	Touch	1 Item	10 Rds (1 Mi	Permanent
4	Dispel Magic (Venorx)	8	4 Sqs	1 Target	2 Rounds	Permanent
4	Search The Area	4	Touch	2w x 2d x 1h	10 Minutes	2 Hours
4	TIRO: Tracking	30	Self	1 Trail	Initiative	1 Hour
5	Detect Magic	8	2 Squares	1-5 item	5 Minutes	Instant
5	Divining Water	8	1/4 Mark	15 Sqs Dee	30 Minutes	Permanent
6	Dispel Magic (Strsyl)	8	Touch	1 Target	2 Minutes	Permanent
8	Dispel Magic (Doknec)	8	Touch	1 Target	6 Minutes	Permanent
10	Determine True Name	24	4 Squares	1 Item	2 Hours	Permanent

Food And Drink						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Draw Up Ground Water	4	Touch	2 Skins/Tier	10 Minutes	Permanent
2	Increase Food (x2)	4	2 Squares	1-21 Meals	10 Minutes	Permanent
4	Improve Food	4	1 Square	4 Meals	10 Minutes	1 Hour
4	Permanently Preserve Food	12	4 Squares	1 Square Cu	2 Hours	Permanent
5	Draw Out Rain Water	8	Caster	1 Square	1 Minute	Permanent
15	Create Food For A Family	16	Touch	1 Square	5 Minutes	Permanent

Fragility						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Cause Illness	8	4 Squares	1 Square	Initiative	Possibly Da
2	Burn Out Disease/Sickness.	4	Touch	1 Target	Initiative	3 Rounds
3	Aid Poisons (Fragility)	4	2 Squares	1 Target	1 Minute	Permanent
5	Quarantine Isolation	8	4 Squares	1x2 Squares	1 Day	Permanent
8	Electrifying Spell Effect Cleanse	8	Touch	1 Creature	30 Minutes	Permanent
9	Cure Disease	12	2 Squares	1 Target	4 Hours	Permanent

ALL

Healing and Rest						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Basic Healing 1d8+ACU	4	2 or 8 sqs	1 Target	Initiative	Permanent
1	Forced Heal 1d4 per Tier	4	1 Square	1 Target	Initiative	Permanent
1	Heal Fire Damage 2d8	4	1 Square	Target	Initiative	Instant
1	Sylvan Forced Healing 1d6 HP	4	Touch	1 Creature	Initiative	Permanent
1	TIRO: Healing Bolus	30	1 Square	Recipient	Initiative	Permanent
2	Feather Bed	4	Touch	1 Bed (1x2 s	2 Minutes	12 Hours
2	Healing Flames 1d4 HP per Tier	4	Touch	1 Recipient	Initiative	Permanent
2	Sleep: Light Nap	4	4 Squares	1 Target	1 Minute	1d6 Hours
2	Triggered Forced Healing 2d8	8	Touch	Recipient	30 Minutes	Damage Ta
4	Consecration: Final Rites	4	Touch	1 Body	30 Min	Permanent
4	Send The Dead On	4	Touch	1 Body	30 Min	Permanent
4	Slow Healing	10	2 Squares	1 Creature	4 Hours	permanent
5	Assist Another's Healing	8	4 Squares	1 Heal Spell	10 Minutes	Instant
5	Repair A Dead Body	2	1 Square	1 Target	30 Minutes	Permanent
6	Cleansing Fire	8	Self	Self	2 Hours	Permanent
6	Common Healing 2d8+ACU	6	2 or 8 sqs	1 Creature	Initiative	Permanent
6	Destroy Harmful Substance	8	6 Squares	1 Square	10 Minutes	Permanent
9	Extra Healing 3d8+ACU	8	2 or 8 sqs	1 Creature	Initiative	Permanent
11	Ectoplasmic Cast	12	Touch	1 broken bo	1 Hour	Permanent
11	End Current Dmg Over Time	12	8 Squares	1 Target	Initiative	Permanent
11	Revive Life With A ZAP!	36	Touch	1 Body	4 Hours	Permanent
11	Summon Life From Death	36	Touch	1 Body	12 Hours	Permanent
12	Great Healing 5d8 +ACU	12	2 or 8 sqs	1 Creature	Initiative	Permanent
12	Ranged Forced Healing 2d8+2 H	12	15 or 22 sq	1 Target	Initiative	Permanent
12	Sleep: Deep Doze	12	4 sqs/Tier	1 Target	10 Minutes	4 Hours
14	Major Healing 5d10+4	15	8 or 16 sqs	1 Creature	Initiative	Permanent
15	Consecration of Corpse	16	1 Square	1 Corpse	30 Minutes	Permanent
15	Held In Stasis	16	Touch	1 Target	1 Minute	1 Month (30
16	Major Bolt Of Health 6d12+6	16	15 or 22 sqs	1 Recipient	Initiative	Permanent
17	Ultimate Group Heal 200 HP	20	6 Squares	3 Sq Rad Cir	20 Minutes	Permanent

Hide or Obscure						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
7	Slow Alteration Into Ancestor	8	Self	Self	4 Rounds	4 Hours

Illusions							
Lvl	Title		Cos	RANGE	AoE	Rollout	Duration
1	TIRO: Beauty Contestant:2nd Pri		5	Self	Self	5 Minutes	12 Hours
2	TIRO: Random Friendship		40	10 Squares	1 Target	Initiative	2 Rounds
3	TIRO: 2 Rope Image		10	1 Rope	1 Rope	1 Minute	2 Hours
5	Ribbon Goblin Lookout		8	1/4 Mark	1 Ribbon Crt	30 Minutes	8 Hours

Ionic Markers						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
5	Create Ionic Marker	8	Touch	1 Object	1 Day	Permanent
5	Imbue Ionic Marker (Tae'Em)	48	Touch	Caster	1 Day	Permanent
5	Locate Ionic Marker	8	PMP	1 Marker	1 Hour	Instant

Light-						
Lvl	Title	Cos RANGE		AoE	Rollout	Duration
10	SHRINE: Block Scrying	12	15 Squares	1 Square	Initiative	1 Hour

Light and Darkness						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Light of Orix (Violet)	4	Self	Varies	Initiative	4 Hours
1	Light of Strumos Yellow	4	Self	Varies	Initiative	12 Hours
1	Red Light of Dokour	4	Self	Varies	Initiative	6 Hours
1	Shadow Cover (AC +1)	4	Self	1 Suare	Initiative	1 Hour
1	Swamp Lights (Greenish)	4	Self	Varies	Initiative	2 Hours
3	Shadow of the Magi	4	Self	3 Sq Dia Sp	Initiative	Conc +4 Rd
3	The Darkness	4	Self	5 Sq Dia Sp	Initiative	4 Hours
4	Capture/Release Light (Violet)	4	Self	12 Sqs Radi	2 Minutes	2 Hours
4	Profiled In Fire	4	12 Squares	Recipient	Initiative	2 Hours
4	TIRO: Aural Spark	10	10 Squares	2x2 Sqs	Initiative	1d20 Minute

Mechanicals						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Create Message Trap	20	Touch	1 Square	20 Minutes	Until Trigger
1	Disarm/Arm Locks and Traps	8	Touch	1 Mechanica	10 Minutes	Until Reset
2	Create Impedance Trap	12	Touch	1x2 Squares	5 Minutes	Until Trigger
3	Acid Etching	4	Touch	1x1 Square	30 Min	Permanent
5	Create Damaging Trap	40	Touch	1 Square	2 Hours	Until Trigger

Nae'Ems						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Send Item to A Nae'Em Location	4	PMP	1 Mid Item	20 Minutes	Instant
2	Connect With A Hunter (Nae'Em)	4	1 Square	1 Recipient	2 Days	Permanent
3	Call Bonded Person	4	PMP	1 Recipient	30 Minutes	Instant
4	Speak With Animals	4	Touch	1 Animal	5 Minutes	4 Hours
4	TIRO: Sloppy Spying	25	12 Squares	3x3x3 Sqs	Initiative	5 Minutes
5	Call/Return Nae'Em Item	8	PMP	1 Item	Initiative	Instant
6	Animal Connection (Ae'Em)	12	2 Squares	1 Recipient	4 Hours	EOY
6	Create a Vae'Em Location	8	1 Square	1 Square	4 Hours	Permanent
7	Create Permanent Nae'Em	16	1 Square	1 Recipient	4 Days	Permanent
7	Portal To Nae'Em	12	PMP	Self+1	4 Minutes	5 Minutes
7	View An Animal (Ae'Em)	8	PMP	1 Ae'Em, 1 s	5 Minutes	1 Hour
8	Raise Nae'Em Fighter Str +1	8	Touch	1 Fighter	2 Minutes	1 Hour
11	Connect To An Arcane Focus Ite	36	Touch	1 Item	4 Days	Permanent
14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent
20	Vae'Em Natural Landmark	20	PMP	3x3 Squares	4 Hours	Permanent

Natural Environment						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Find North	4	Self	Self	Initiative	1 Hour
2	Benign Approach	4	10 Squares	10 Squares	5 Minutes	1 Hour
2	Plant Growth	4	Promotes no	4x4 Sqs	1 Hour	Permanent
2	Remove Plant Disease	4	4 Squares	4x4 Squares	10 Minutes	Permanent
3	Calm Animal	4	2 Squares	1 Animal	20 Minutes	2 Hours
3	Hunt/Fish/Gather	4	Self	20x20 Squar	9 Hours	Rollout
3	Water to Steam (Reversible)	4	2 Sqs per Ti	1 Sq cube p	Initiative	Permanent
4	Predict Weather	4	Self	Up to 5 Mar	1 Hour	1 Week
4	Water to Ice (Reversible)	4	2 Sqs per Ti	1 Sq cube p	Initiative	Permanent
6	Animal Healing	6	4 Sqs	1 Animal	1 Minute	Permanent
6	Grow A Plant Canopy	8	12 Squares	3x3 Sq Area	5 Minutes	12 Hours
7	Water Breathing	8	Self	Self	1 Minute	1 Day
8	Coastal Net Fishing	8	Self	Ocean	16 Hours	Permanent
10	Control Wind Sphere	12	18 Squares	5x20 Sq Are	10 Minutes	12 Hours
15	Control Water Currents	16	Self	4x4x4 Sqs	10 Minutes	4 Hours

ALL

Partner Cooperations						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Call & Direct Small Assistants	1	Self	10 Square R	4 Minutes	8 Hours
2	Call & Post Yappy Camp Dog	4	Self	5 squares R	5 Minutes	8 Hours
2	Rogue's Right Place, Right Time	4	10 Squares	1 Rogue	1 Round	1 Hour
3	Assist Hunter's LeanTo	4	Touch	1 Lean-To	10 Minutes	2 Hours
3	Call & Direct Rodent	4	Self	20 Squares	1 Minute	30 Min + Ke
3	Invoke Temporary Imp	4	8 Squares	PMP	1 Hour	1 day / Tier
4	Invoke Imp Partner (Year long)	4	30 Squares	PMP	24 Hours	End of Year
4	Summon Feline Familiar	8	1/2 Mile	Familiar	2 Days	Permanent
5	Summon Canine Familiar	16	1/4 Mile	Familiar	1 Day	Permanent
5	Summon Nisse Spirit	16	Self	1/2 Mark	10 Minutes	Perm
6	Summon Equine Familiar	20	2 Marks	Familiar	1d4 Days	Permanent
7	Call & Direct Corvus	8	self	1 Mark + Re	20 Minutes	2 Hours
8	Call & Set Wolverine Defender	8	Self	1 Wolverine	1 Minute	2 Hours
8	Protect Hunter vs Missiles	8	12 Squares	1 Target	2 Rounds	2 Hours
8	View Imp Spy	6	100 Squares	1x2x2 Squar	1 Minute	4 Hours
9	Call & Set Wolf Protector	12	16 Squares	1 Image	1 Minute	2 Hours
9	Shape of Nae'Em Rogue	12	Self	Self	3 Minutes	2 Hours
20	Raise The Dead	40	Touch	1 Corpse	8 Hours	Permanent

Planar						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Langstrom Location (Vae'Em)	4	xx	xx	xx	xx
2	Langstrom Cloak Pockets	4	Touch	1 Worn Gar	1 Minute	1 Week
4	Veil of Shadows	4	Caster	4x4 Squares	6 Minutes	12 Hours
5	Arlo's Astral Storage	8	Touch	1 Square	2 Minutes	Permanent
5	Dimension Quick Portal for 3	8	2 Squares	3 Civilized cr	30 Minutes	2 Rounds
5	Reveal Origin Plane	8	2 Squares	5 items / 1 S	20 Minutes	Rollout
6	Dimension Personal Hideaway	6	Self +2 pers	1wx2hx3d	Initiative	2 Hours
6	Langstrom Portal	8				
6	Langstrom Rupture	8	8 Squares	1x1 Sq Port	30 Minutes	1 Minute
7	Reach To My Home Nook	8	PMP	Self	10 Minutes	Permanent
7	Vae'Em Portal (Astral Style)	8	1 Square	1 Square	4 Hours	2 Hrs
7	View Dimension	8	1 Square	2x2 Sq Peri	4 Minutes	6 Hours
9	Dimension Portal	12	Touch	Portal Struct	1 Hour	2 Minutes
9	Dimensional Containment	12	Touch	3x3 Sq Radi	10 Minutes	4 Hours
10	Astral Mental Shield	12	Self	Self	2 Minutes	4 Hours
11	Astral Plane Projection	12	3 sq Radius	1 Person / Ti	4 Hours	3 Days
12	Circle of Langstrom Expulsion	12	Touch	3x3 Squares	10 Minutes	4 Hours
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	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

Shape Change						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Shape Of A Dog	4	Self	Self	2 Minutes	8 Hours
2	Shape Of A Deer	4	Self	Self	10 Minutes	2 Hours
3	Shape Of A Plant	4	Self	1x2 Squares	1 Minute	4 Hrs (Min 1
4	Shape of A Familiar	8	Self	Self	6 Minutes	4 Hours
5	Shape Of A Dolphin	8	Self	Self	1 Minute	1 Day
7	Shape Of A Wolf	8	Self	Self	10 Minutes	4 Hours
8	Shape Of A Tree	8	Touch	1 tree	10 Minutes	4 Hrs
9	Shape Of A Bear	12	Self	Self	5 Minutes	2 Hours
11	Shape Of A Hawk	12	Self	Self	4 Minutes	4 Hours
13	Shape Of A Satyr	16	Self	Self	10 Minutes	4 Hours
15	Shape Of A Centaur	16	Self	Self	10 Minutes	6 Hours
16	Shape Of A Mer Person	16	Touch	Self	20 Minutes	8 Hours
18	Shape Of A Harpy	20	self	self	20 Minutes	2 Hours

Shrines						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Shrine Of Healing, 1d4/Tier	6	6 Squares	3x3 Sqs	4 hours	as Rollout
5	Arcane Interpretation, 1 Page	8	Touch	200 Char	10 Minutes	1 Hour
5	Obscure Magic Aura	8			5 Minutes	Permanent
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 / Tier
6	Create A Home (Ethereal Home	8	1 Square	1x1 Square	1 Hour	12 Hours
6	Shrine Of the Mystical Mechanic	10	6 Squares	2x2 Sqs	10 Minutes	10 Minutes
6	Shrine Of the Written Word	10	6 Squares	3x3 Sqs	10 Minutes	10 Minutes
8	Obscure Magical Depth	8			5 Minutes	1 Year
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						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
3	TIRO: I Have Your Item!	30	4 Sqs	1 Item	Initiative	1 Round
4	Call Item (in Sight)	4	6 Squares	1 Item	Next Initiativ	Instant
6	Conjure Arcane Beetles	8	8 Squares	1 Square	Initiative	3 Rounds
7	Invoke Skeleton/Drifter	24	2 Squares	1 Corpse	2 Hours	7 Days
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: Pucoc 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 Su	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, Ri	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 Convo	12	20 Sq Radiu	1 Convo	5 rounds	5 Min/Tier

z - Basic Skills To All						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Field Binding	4	Touch	1 Creature	Initiative	Permanent
1	Hide	0	Self	Self	Initiative	10 Minutes
1	Riding (horses and other)	0	Self	Self	Initiative	Permanent
1	Swimming, Beginning	0	Self	Self	Initiative	Permanent