

Battle Actions/Prep

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Avoid Incoming (Ranged/Thrown)		4 pts	Self	Self	Initiative	1 Battle or 1 Hour											

LEVEL	1	□ □	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Thrown Weapon Expertise					4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 hr		

LEVEL	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Assist Another To Disengage		4 pts	3 Squares	1 Recipient	Initiative	1 Round					

ALL

LEVEL	5	STACK	3	COST	8 pts	RANGE	2 Squares	AREA OF EFFECT	2x2 Squares	ROLL OUT	1 Minute	DURATION	SAVE: Brute Exited
<p>Entangle</p>  <p>Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left.</p> <p>Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.</p> <p>FOCUS:Enhancements 1/2 level COUNTER:Un-Entangle Spell Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP</p>													

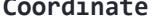
LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Mundane Fire Immunity											
	8 pts	1 Target	1 Target	5 Rounds	1 Hour						

Grants Target immunity to mundane fires cooler than a forge.
Forge fires or hotter break this spell.

Creates enough light to read by if within 2 squares of caster.
However, the user of this spell should be aware of the lack of oxygen,
A protected person could move about for a short bit in such an environment

CREATE:Normal Fire Protection 
FOCUS:Warms those close. 
COUNTER:Same Skill. Lvl:1 

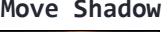
LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Patient and Watchful						8 pts	Self	2x2 Squares	4 Rounds	4 Hours	

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Coordinate Group Initiatives		8 pts	Self	Player Party	Initiative	1 Battle				
	The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.						COUNTER: None	ENHANCEMENTS:	Lvl 14 Attacks +1	8 SP

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

LEVEL	6	STACK	99	COST	8 pts	RANGE	24 Squares	AREA OF EFFECT	Recipient	ROLL OUT	2 Rounds	DURATION	1 Jump	SAVE:	No Save
Move Shadow to Shadow															
	Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range. Works for the caster only with shadows that the caster can see and in Range. This does allow more options at night when more shadows are available.	FOCUS:No light when cast	1	None	Lvl 6 Subtle Casting 4 SP	Lvl 12 Rollout Init 12 SP	Lvl 10 Rollout Halved 6 SP								

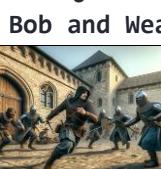
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Vines of Force (Hold)			8 pts	4 Squares	4x4 squares	Initiative	4 Rounds	Move 1 Sq	
									CREATE: Scroll of Grabbing Roots	
									FOCUS: Move -1 again	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 12 Range X2	8 SP
									Lvl 9 Range +50%	6 SP
									Lvl 14 Duration X2	8 SP
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Coordinate vs 1 Enemy			8 pts	Self	1 Target	Initiative	5 rounds		
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 14 Attacks +1	8 SP
LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	UnEntangle			8 pts	2 Squares	2x2 Squares	3 Rounds	4 Hours		
									FOCUS: Enhancements 1/2 level	
									COUNTER: No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 12 Rollout Init	12 SP
									Lvl 14 Duration X2	8 SP
									Lvl 16 AoE X2	16 SP
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Circle of Protection vs Magic			8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		
									CREATE:	
									FOCUS: COL +/- 1	
									COUNTER: Same Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 4 Increase Aura	-2 SP
									Lvl 9 Duration +50%	6 SP
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Pull Aggro			8 pts	Self	8 Sq Radius	Initiative	3 Rounds		
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 18 Duration X4	10 SP
									Lvl 14 Duration X2	8 SP
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Magical Fire Protection			12 pts	Self	Self	2 Rounds	2 Hours		
									CREATE: Burn Reduction Breakable	
									FOCUS: Forge fire = 1 hp / Rd.	
									COUNTER: Same Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 14 Duration X2	8 SP
									Lvl 9 Duration +50%	6 SP
LEVEL	11	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
	Catch Small Incoming			12 pts			Instant	3 Rounds		
									COUNTER: None	

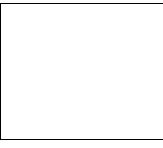
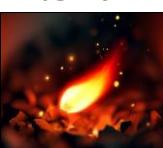
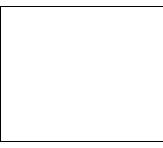
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LEVEL	14	NAE'EM	 	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Call & Direct An Attack Bear											

Battle Defense

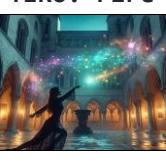
LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Heat Wave Wall				4 pts	Self	Self	Initiative	4 Rounds			
	Creates a wall of heat that causes damage to those who are attacking via Melee. Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Casting, Ranged, and thrown attacks will pass through this wall with no issues. Note casting which result in melee actions/damage is inhibited by this spell.	FOCUS:No concentration COUNTER:Dispel Magic. Lvl:1 									
		ENHANCEMENTS: Lvl 9 Duration +50% Lvl 14 Damage X2 Lvl 6 AOE = Self +1	6 SP 12 SP 6 SP								

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5	□ □	8 pts	Self	Self	Initiative	5 Rounds	Agility Exact behind only
Limit Flank Attacks (Counter) 	<p>The Rogue continuously shifts so attackers have limited options to complete a flank attack. Only the single square directly behind the Rogue can attack their flank. The 3 squares behind a Rogue are normally considered flanks. This skill limits the one center flank square to be the 'Flank'. All other surrounding squares are considered 'Front'.</p> <p>COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP</p>						
5	□ +	8 pts	0 Squares	Self	Instant	1 Attack	Brute Shield Still Useable
Shield Block vs Melee 	<p>Fighter negates a melee attack made against them with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. Fighter blocks an enemy's attack with a small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.</p> <p>COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP</p>						
6	□ □	8 pts	Full Move	Self	Initiative	1 Round	Agility Avoids an AoO
Bob and Weave 	<p>Rogue can bob and weave to avoid AoO Dodge attacks of opportunity. 1 attempt to dodge an attack per Tier. Rogues passing the AGL Save will avoid the AoO. Movement is not affected.</p> <p>COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>						
6	□ □	8 pts					Skill
Evade Missiles 	<p>Meant for Dey Raecho Avoid Missiles Meant for Dey Raecho</p> <p>COUNTER: None</p>						
6	□ +	8 pts	1 Square	1 Strumos	Initiative	1 Round	No Save
Protect Strumos 	<p>The Fighter blocks attacks to the Strumos using weapons and position of body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)</p> <p>COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</p>						
6	□ +	8 pts	3 sqs	1 Creature	Initiative	2 Rounds	No Save
Provide Protection 	<p>The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)</p> <p>COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>						
6	□ □	8 pts	0 Squares	Self	Instant	Up to 2 Rounds	AGL
Shield Block vs Ranged 	<p>Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the shield. Save for each block. A successful save indicates the specific ranged attack has been blocked. Medium shields can block a number of ranged attacks equal to the Fighter's Tier. Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.</p> <p>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP</p>						

LEVEL	7	STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Half Wall of Force				8 pts	Touch	4 Sq Long	20 Minutes	20 Minutes		
	Barely visible burgundy coils follow the caster's hand outlining the wall. 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.								FOCUS:+ another corner. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP	
LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Shield vs 1				12 pts	Self	1 Battle	1 Minute	3 Days		
	Redish blue sparks dance around the caster. (Redish blue sand) -1 ToHIT vs caster if a single attacker SNS:2 Save fails. Redish blue sparks dance around the caster. (Redish blue sand)								CREATE: FOCUS:-1 ToHIT COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	10	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Minor Defense Bubble				12 pts	Touch	Self	Initiative	1 Battle		
	Lavender coils loop around the caster in a ribboned chain-linked bubble. Attacks are slowed, thus the impact lessens the damage. Lavender coils loop around the caster in a ribboned chain-linked bubble.								FOCUS:Other recipients COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP	
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 🏹
Tornado Wall				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes		
	A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.								FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 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:	Skill or non-Skill Target Sees
Blinding Flashes				4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier		
	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	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Not Blinded
Flash Of Fire!				4 pts	8 Squares	1 Target	Initiative	1 Round		
	Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing. Can be directed at a creature for damage or a single square to blind creatures. When cast on a creature they take 1d6 +ACU damage and must Save or be blinded. When cast only on a square all within 4 squares must Save or be blinded. Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).								CREATE:Flash Bang! FOCUS:Save roll -20 COUNTER:None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 1d4 + ACU Dmg
Force Pinch 1d4				4 pts	8 Squares	1 Square	Next Initiative	1 Round		
	Barely visible coils reach out to the target and pinches a sensitive spot. Damage of 1d4 + ACU. Target Save Lose Attack/Action. Barely visible coils reach out to the target and pinches a sensitive spot. Caster must be able to see the target. (No ToHIT)								FOCUS:Save +1 Col COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Massive Bludgeoning Hammerstrike				4 pts	Melee	Self	Initiative	2 Rounds			
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 18	Duration X4	10 SP
									Lvl 14	Duration X2	8 SP
									Lvl 9	Duration +50%	6 SP
Phage (Something of Fragility???)				STACK 1	COST 4 pts	RANGE 4 Sqs / Tier	AREA OF EFFECT 1 adjacent sq / Tier	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: Health Temp halt of effect	
										FOCUS:Max (End) +1	
										COUNTER:Greater Fragility Effect Lvl:1	
									ENHANCEMENTS:		
									Lvl 6	Subtle Casting	4 SP
									Lvl 12	Range X2	8 SP
									Lvl 16	AoE X2	16 SP
Rose Thorns				STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save	
										FOCUS:Enhancements 1/2 level	
										COUNTER:No Counter Available. Lvl:1	
									ENHANCEMENTS:		
									Lvl 12	Range X2	8 SP
									Lvl 9	Range +50%	6 SP
TIRO: Pie Fight!				STACK 99	COST 20% Max	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility Vision is clear	
										COUNTER: None	
Electric Zap				STACK 99	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save	
										FOCUS:+4 Initiative	
										COUNTER:None	
									ENHANCEMENTS:		
									Lvl 20	Rollout Instant	16 SP
									Lvl 12	Range X2	8 SP
									Lvl 9	Damage +50%	8 SP
Fighters Charge		JUST 2		STACK 99	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save	
										COUNTER:Set For A Charge Lvl:1	
									ENHANCEMENTS:		
									Lvl 12	Range X2	8 SP
									Lvl 5	Initiative +4	4 SP
									Lvl 9	Damage +50%	8 SP
Flame Bolt				STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility Spell missed	
										CREATE:Flame Bolt Breakable	
										FOCUS:Target Save -20	
										COUNTER:None	
									ENHANCEMENTS:		
									Lvl 9	Range +50%	6 SP
									Lvl 14	Damage X2	12 SP
									Lvl 9	Damage +50%	8 SP

ALL

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	Focus
Force Push	1d6			4 pts	10 Squares	2 Squares	Initiative	1 Round			
	Solid lavender coils extend from caster's hand to push directly from the caster to the target Direct damage of 1d6 + ACU. Target(s) Save or pushed back Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)								FOCUS:Save Col +1		
									COUNTER:No Counter Available. Lvl:1		
									ENHANCEMENTS:		
									Lvl 14 Save Roll -20	8 SP	
									Lvl 18 Range X4	10 SP	
									Lvl 9 Range +50%	6 SP	
LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Melee Backstab				4 pts	1 Square	1 Target	Initiative	1 Round			
	Rogue takes advantage of a nearby targets flank. ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank. This skill improves the effect of a normal backstab. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.								COUNTER: None		
									ENHANCEMENTS:		
									Lvl 14 Damage X2	12 SP	
									Lvl 17 Damage +8 / die	16 SP	
									Lvl 9 Damage +50%	8 SP	
LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL
TIRO: Fire Crack!				20% Max	6 Squares	1 Target	Initiative	Instant			
	Bright Multi Colored flashes appear in the caster's hand. Caster rolls a Thrown ToHit to deliver 1d3 magic fire damage. Save or target looses 1 attack this round.								COUNTER: None		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 14 Damage X2	12 SP	
LEVEL	3		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Conjure Native Beetles				4 pts	4 Squares	1 Mark	Initiative	1 Round			
	A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6								CREATE:Beetleroot Granules		
									FOCUS:Save Roll +20		
									COUNTER:No Counter Available. Lvl:1		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 14 Damage X2	12 SP	
LEVEL	3		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heat Metal Armor				4 pts	12 Squares	1 Target	Initiative	4 Rounds			
	Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. Round 1: Initiative -1 Ac -1 ToHIT -1 Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4: Initiative -4 Ac -4 ToHIT -4								CREATE:Enflame Metal Armor		
									FOCUS:AC/Init>ToHIT additional -1		
									COUNTER:Same Skill. Lvl:1		
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
									Lvl 18 Duration X4	10 SP	
LEVEL	3		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Phage Mist				6 pts	10 Squares	Row: 3 SqS	Initiative	5 Rounds			
	A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.								COUNTER:Dispel Magic. Lvl:1		
									ENHANCEMENTS:		
									Lvl 18 Range X4	10 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Rogues Charge				4 pts	Move x2	1 Target	Initiative	1 Round			
	The rogue races forward to deliver an intimidating hit. (Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2. Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.								COUNTER:No Counter Available. Lvl:1		
									ENHANCEMENTS:		
									Lvl 9 Range +50%	6 SP	
									Lvl 5 Initiative +4	4 SP	

	SHIELD BASH	(Odd rounds)	LEVEL 3		STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
			Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers. This is an 'Extra' effort. Only 1 Extra effort is allowed per round. Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers. The 'Shield Bash' must be directed to the same target that the FTR has already targeted.								COUNTER: None ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP
	TIRO: Quick Push!		LEVEL 3		STACK 99	COST 40% Max	RANGE 4 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT Next Initiative	DURATION 1 Round	SAVE: No Save
			Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to move 1d4 sqs directly away from caster. Direction of random spot is always in a direction roughly opposite of caster. If there is no room for the recipient to move then spell fails.								COUNTER: None
	Accurate Ranged Shots		LEVEL 4		STACK 99	COST 4 pts	RANGE Char Sheet	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
			A focus on accuracy rather than speed with a bow or crossbow. Applies to all bow/crossbow shots during the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.								COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP
	Critical Surprise Throw		LEVEL 4		STACK 99	COST 4 pts	RANGE 3 Sqs / Tier	AREA OF EFFECT 1 Melee Target	ROLL OUT Pre-Battle Instant	DURATION 1 Round	SAVE: No Save
			Quickly throw a weapon before the fighting begins! Single hand weapon only. 1 Attack instead of normal number per round. Surprise Thrown attack is done before battle is started. Creates a round 0. Rogue gains +6 ToHIT. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest Init wins & others fail to happen.								COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
	Hunters Melee Charge		LEVEL 4		STACK 1	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
			Hunter charges up to an enemy for a melee attack.(Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.								COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP
	TIRO: Quick Flash Fire		LEVEL 4		STACK 99	COST 30% Max	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility 1/2 Damage
			Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. 1d12 Damage. Save for half damage.								COUNTER: None
	CROSSBOW: Long Distance Shots		LEVEL 5		STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
			Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares.. Hunter must use a crossbow. Bows cannot be used with this skill. No changes to Initiative and ToHIT rolls.								COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds		
Penetrating Ranged Shots										
	<p>Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works for ranged bow attacks. Adds 6 damage for all shots, Subtracts 2 from the ToHITs. This applies to all of the Hunters bow shots for the duration.</p>									
									COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 Lvl 9 Damage +50%	4 SP 8 SP
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	by the bow	Self	Next Initiative	1 Round / Tier		
Separate Ranged Shots										
	<p>Use each of their attacks as separate initiatives during the round. Rolled Initiative must be used for the 1st attack (shot). Once Initiative is rolled the Initiatives of each subsequent shot must be called out and listed in battle. Therefore, player may not know exactly when</p>									
									COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% Lvl 14 Duration X2	6 SP 8 SP
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Miss Attack	Miss Attack	Initiative	1 Round		
Step and Shoot										
	<p>Meant for Archer Hunter moves 1 sq forward, shoots & continues. Shots:1+ 1 per Tier Meant for Archer</p>									
									FOCUS:Dmg +2 COUNTER: None	4 SP
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held		
Held Throw, Single Target										
	<p>Holds a thrown attack as they concentrate on a single target to find a weakness. ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking. If the target is out of sight/range for a round or more this effort is broken. During the wait time the following non-damaging skills can be used on the same target: Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.</p>									
									COUNTER: None	
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	By Weapon	Initiative	1 Round		
Shoot Thru Party to Target										
	<p>Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2. If not announced, the Hunter still is able to shoot through the group to the target. This will allow the hunter to shoot through up to 3 ranks of friends.</p>									
									COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% Lvl 5 Initiative +4	6 SP 4 SP
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 1/2 Damage
				8 pts	12 Squares	1 Square	Initiative	1 Round		4 SP
Flame Strike										
	<p>Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage. Magical fire does not light things afire.</p>									
									FOCUS:hurts fire based. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 9 Damage +50%	8 SP 6 SP 8 SP
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	1 Target	Initiative	5 Attacks		
Held Shot, 1 Target										
	<p>Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +6 ToHIT & Dmg. Up to a max bonus of +24 Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +6 ToHit and Damage(Max +240).</p>									
									COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 5 Initiative +4	8 SP 6 SP 4 SP

All

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
Force Clap				12 pts	12 Squares	2 Squares	Initiative	Instant	1/2 Damage		
	A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)								FOCUS:Save Col +1		
	Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.								COUNTER:No Counter Available. Lvl:1		
	A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)								ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Single Focus Attacks				12 pts	self	1 creature	Initiative	Battle			
	Fighter selects one enemy for this battle. Not a group, a single creature.								CREATE:		
	Fighter gains ToHIT Melee bonus +8 to that enemy.								COUNTER:None		
	Fighter also gains 1 additional attack with that enemy via an enhancement.								ENHANCEMENTS:		
	For 2 rounds after losing focus on that enemy the Fighter has zero additions to the ToHIT.								Lvl 14 Stacking +1	8 SP	
	After the 2 Rounds the Fighter regains normal ToHIT bonuses.								Lvl 14 Attacks +1	8 SP	
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Blunted Bow Shots (Bow Only)				12 pts	By Weapon	As per Weapon	Initiative	4 Rounds			
	Hunter aims to subdue, not kill.								COUNTER:None		
	Full damage is applied till end of round, then only 1/2 of the damage remains.								ENHANCEMENTS:		
	Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill.								Lvl 14 Duration X2	8 SP	
	No changes to Initiative and ToHIT rolls.										
	Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).										
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
Brutal Push Forward				12 pts	1 Square	1 Square	Initiative	1 Round	Compare & Move		
	From a standstill to a massive push almost instantly!								COUNTER:None		
	This skill will push the target back 1 square, if the square is open.								ENHANCEMENTS:		
	Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).								Lvl 14 Attacks +1	8 SP	
	1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2.										
	Fighter and target must use a comparison save.										
LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Adrenaline Rush				12 pts	Self	Self	Initiative	1 Round			
	The Fighter hypes themselves up. (Player provides a narrative)								COUNTER:None		
	Character must verbally hype themselves up within pre-initiative part of their round.								ENHANCEMENTS:		
	Fighter can move and attack or just attack. Movement after the attack is not allowed.								Lvl 18 Duration X4	10 SP	
	Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).								Lvl 14 Duration X2	8 SP	
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Class Power Attack Duel				2.4 pts	10 Squares	1 Target	Initiative	1 Round			
	Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire								COUNTER:None		
	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.										
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Fire Class Power Attack				14.4 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage		
	Sends a fire stream directly to the target. No lobbing.								FOCUS:+1d10 Damage		
	Damage of 6d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.								COUNTER:None		
	Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.								ENHANCEMENTS:		
	Another caster using the same power (Fire) may start a 'Class Power Attack Duel'.								Lvl 14 Save Roll -20	8 SP	
	Class Power Attack Duels force 2 casters into a head to head personal battle.								Lvl 9 Range +50%	6 SP	
									Lvl 9 Damage +50%	8 SP	

LEVEL 11		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
Last Ditch Effort								
		Pure determination keeps a fighter in battle even after death. Must be played out. Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4. Fighter must have 30 HP or less to use the skill. During skill use: Binding has no effect & 1/2 Healing while in negative points. Afterwards the Fighter may be dead, out cold, or just weak.						
LEVEL 11		STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
Mounted Melee Attack								
		Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.						
LEVEL 12		STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: 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
LEVEL 12		STACK 99	COST 9 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Dmg
Force Class Power Attack								
		Sends a flow of force 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 (Force) 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
LEVEL 12		STACK 99	COST 12 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Skill 1/2 Damage
Ice Class Power Attack								
		Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+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 (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.						FOCUS:Enhancements 1/2 level COUNTER:Class Power Attack Duel Spell
LEVEL 12		STACK 99	COST 12 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Rounds	SAVE: Skill 1/2 Damage
Phage Class Power Attack								
		Sends a stream of Phage 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 (Phage)) 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
LEVEL 12		STACK 1	COST 12 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Targeting A Moving Target								
		Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.						COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP

LEVEL 12		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 8 Squares	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Whirling Mordra		In 1 Sq the Fighter spins back and forth to strike out at all within melee range. 'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares. Recommended to tell the party then stall on your initiative until friends step away. Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only. Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.	COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP					
LEVEL 13		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
Phage Blobs		Sickly green Acidic blobs begin to fall in the AoE from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"	CREATE: Scroll of Phage Blob FOCUS: 3x3 AoE. COUNTER: Same Skill. Lvl:1 					
LEVEL 13		STACK 1	COST 16 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Ranged Sucker Shot(s)		Hunter scopes out a stationary target that is unaware of any danger. The target must not have their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target.	COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8 / die 16 SP Lvl 12 AoE = 2 Recipients 10 SP					
LEVEL 14		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Resist (Skill/Non) 1/2 Damage 
Dokour Flame Attack		Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs magical flame straight to the target. No lobbing. No mundane fire damage. Direct dmg 5d8 +10 +ACU bonus. Focus Staff adds 4 pt damage per die.	FOCUS: Dmg +4/die COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP					
LEVEL 15		STACK 1	COST 16 pts	RANGE Melee	AREA OF EFFECT 1 Creature	ROLL OUT Next Initiative	DURATION 1 Round	SAVE: No Save
Surprise Death Blow		Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). Fighter gains +15 bonus to ToHIT. Damage is rolled on the Critical chart. And enhancements can add to the damage. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.	COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP					
LEVEL 15		STACK	COST 16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility 
Surprise Killing Blow		Surprise required. Lgswrd+, ToHit+10, Hit=crit+60%, Dmg+50%	COUNTER: None					
LEVEL 15		STACK 1	COST 16 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Unstable and Shooting		Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, Walking backwards, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Full walking movement. Cannot move faster than a walk.	COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 17 Damage +8 / die 16 SP					

ALL

LEVEL	16	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	20 pts	RANGE	12 Squares	AREA OF EFFECT	Row: 1 sq / Tier	ROLL OUT	Initiative	DURATION	SAVE: Agility 1/2 Dmg	
Fire Bombardment		<p>Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs dmg of $5d10+ACU$ to 2 SqS (1 roll for 2 sqs). Each squares Saves separately. Can be lobbed (clearance needed) before hitting target w/o a ToHIT. One set of damage is rolled and applied fully to each of the squares in the AOE AoE is 3 squares. The first square must be within ranged.</p>													COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	

LEVEL	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
Force Cage	3d6 to touch			20 pts		8 Squares	3x3 Squares		10 Minutes	3 Rounds			

LEVEL	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Hammering Force	3d8 @ 2sqs			20 pts	12 Squares	2 Squares		Initiative		Instant			

Battle Reaction

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
AoO on Enter or Exit					4 pts	1 Square	1 Target	Instant	1 Round	

LEVEL	JUST	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		99	4 pts	In Sight	In Sight	Instant	Up to 30 Min	Skill to NonSkill Comparison
Draw Attention  May draw aggro or distract a crowd. Must be maintained to continue. 1 Attack from the Rogue may be done. Caution: This could alter the audiences view. Comparison Save between Rogue and target audience, Rogue uses Skill Save, A target Rogue also uses Skill Save, but non-Rogue target uses the non-Skill Save.								
5		99	8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	Senses Not Disrupted
Disrupt Concentration  Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.								
6		1	8 pts	Touch	Self	Instant	Instant	No Save
2nd Attempt To Grab  A Rogue attempt to recover from missing a grab Rogue gains an opportunity to re-attempt a failed grab if the Save is passed. If the Save fails the 2nd attempt to grab fails.								
6		99	4 pts	Melee	Self	Instant	1 Round	No Save
AoO on Melee Entry  Rogue take AoO as target enters the battle Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.								
7		99	8 pts	1 Square	1 Target	Instant	Instant	No Save
AoO on Kill  The fighter has dropped an enemy and another becomes the target! 'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra effort. Only 1 Extra effort is allowed per round. Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness". 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.								
7		99	8 pts	Self	Self	Instant	Instant	No Save
Blunder Change Up  Rogue uses a different column for a better outcome to the Blunder. Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart. The original number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.								
7		1	8 pts	Self	1 Critical	Instant	Instant	No Save
Critical Roll Additions  Fighters skill and experience pays off with a critical success! Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll. Note that there are 2 ways to get an exact 100: NOTE: Anything above 100 = 99 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.								

LEVEL	7	STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
End Of Life				8 pts	X	X	Instant	Permanent		

End Life
x
x

COUNTER: None

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Brace for Onslaught				8 pts	Self	Self	Initiative	2 Rounds		

Fighter must pass the Save to resist each Pushback, Stun, or Daze.
Meant to help resist multiple attacks within the duration.
Facing away from (not just looking) attacks will negate 'Brace for Onslaught' effect.
May defend vs any direction except flanking, all during the duration.

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Critical Hit, 2nd Choice				8 pts	Self	Self	Instant	Instant		

Fighter can upgrade a natural critical roll.
Fighters luck improves with more choices when rolling a critical!
Reroll a Critical and choose either the original roll or the reroll.

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected
Feign Death				16 pts	Self	Self	Instant	2 Rds Minimum		

Rogue falls to the ground and appears dead.
Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection.
Rogue must make GM aware this skill will be used as soon as possible.
Rogue can choose what segment to enact this, based on Rollout being instant.
GM will roll the Save for others trying to detect life.

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Chant of Protection, +1 AC/Tier				6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes		

Caster creates a Shrine and reveals the current words of respect.
+1 AC to all that have spoken the words of respect aloud anytime within the Duration.
Recipients may repeat the words & gain another +1 AC until there are no more to give.
The total number of +1 to AC that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Ends DOT
Chant Of Robustness, End DOT				6 pts	6 Squares	2x2 Sq	10 Minutes	10 Minutes		

Caster creates a Shrine and reveals the current words of respect.
Ends DOT when the words of respect have been spoken aloud within the Duration.
Recipients may repeat the words & loose another DOT until there are no more to give.
The total number of benefits that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

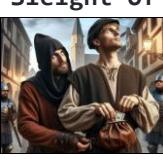
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light To Calm The Dead				4 pts	Self	Varies	Initiative	4 Hours		

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. But with Focus caster can set light equal to a lantern.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Candle Light Powder
FOCUS:Lantern light
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL 4	NAE'EM		STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Direction to Your Ionic Marker									
	Caster connects to their ancestor to obtain the directionn of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	FOCUS: reveals plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP							
LEVEL 8			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Chant Of Rogues Grace, +1/Tier									
	Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words & gain another +1 Grace until there are no more to give. The total number of benefits that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.	FOCUS: Enhanced @ 1/2 cost COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP							
LEVEL 10			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Sense Undead									
	askldfj ajsldkjf ajsldjf	COUNTER: None							
LEVEL 20			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Mirror A Person									
	Caster creates the image of a person within range which can speak like the original. Image can move as the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	FOCUS: see and hear COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP							
Class Specialty									
LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility Has not fallen
Climbing									
	No items in backpack. Can carry items in the Hidden Spaces Rogues climb up/down is movement. Others climb at half walk movement. Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used. Failed Save = fall. (2nd Grab Skill) Falling damage is 2d8 for every climb (1/2 walk move upwards)	FOCUS: Skill Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 20 Rollout Instant 16 SP Lvl 16 AoE X2 16 SP							
LEVEL 1			STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create A Field Bandage									
	Creates 1d3 bandages Bandage will stop bleeding. When applied by a Hunter it will also heal 2 HP. Components are fairly easy to find. Requires a Hunters Kit and a campfire.	CREATE: Field Bandage FOCUS: + 2 HP COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP							
LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sent & Rcvd
Rogue To Rogue Signals									
	A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication? Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'.	COUNTER: None							

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Skinning A Hide			4 pts	Self	Animal	12 Hours	Permanent		
	Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day) Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying. Hunters Tier indicates the size of finished hide regardless of size of creature. 1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)								CREATE:A Hide from Skinning FOCUS:2 Hides COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved	6 SP
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works
	Basic Disguise			4 pts	1 Square	Self	30 Minutes	12 Hours		
	Does require "AoE Select Target" Enhancement to disguise another person. Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)								FOCUS:Save Roll +20 COUNTER:None ENHANCEMENTS: Lvl 14 Duration X2 Lvl 12 AOE +2	8 SP 12 SP
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Believed
	Convincing Another (or Lie)			4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		
	Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column droped by 1. Save column adjusted based on audience size and mood, the extremeness of the lie, etc. COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.								COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20	8 SP
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 
	Fire Starter			4 pts	6 Squares	1 Item	Initiative	Continuous		
	Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).								FOCUS:A darkened fire bolt. COUNTER:None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	8 SP 6 SP 12 SP
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Make Fire with Sticks			4 pts	Touch	Kindling	10 Minutes	Permanent		
	Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3								FOCUS:COL -1 COUNTER:None	
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill No sound made
	Silent Movements			4 pts	Self	Self	Initiative	20 Minutes		
	Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or armor then no Save is required. Carrying standard packs & Sacks requires a standard Save. Rogue can help the Save roll by +20 by moving at 1/2 speed. Rogue wearing robes or less can help the Save roll by +20.								COUNTER:None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Convincing
	Ventriloquism			4 pts	4 Sq/Tier	1 Square	Initiative	1 Round		
	A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.								COUNTER:None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50%	8 SP 6 SP

LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hot Rocks				4 pts	Touch	9 Stones	2 Minutes	12 Hours		
	Enchanted natural stones heat to just below a boil when activated. Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil. Will be at full heat after Rollout. Will continue for a maximum of 12 hours. Does 1 damage every round. Spell affects 9 stones. Creation makes 3 stones	CREATE:Box Of Hot Rocks 								
Improve Resist & Skill Saves		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Violet coils encircles the caster, flashes, then fades away. -5% to Resist Magic and Skill Saves for this ORIX. Violet coils encircles the caster, flashes, then fades away.	FOCUS:Total= 10% adjust COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP								
Mental Alarm Clock		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds during the rollout. Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. If used when awake the 'Alarm' still alerts the character.	COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP	10 Minutes	24 Hours						
Repair Undead/Living Dead		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Encasing the undead/living dead in magical flames for one full minute. "Heals" the target for 1d4 points while caster may gain 2 SP. Target must actually be at less than maximum points. Must have a need to be "healed". Has no effect on a corpse. Max gain of SP set to 20 SP per day.	FOCUS:no Sick/Disease to caster COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP	1 Minute	Permanent						
Situational Awareness		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle pauses this skill after Round 1. Skill can be resumed after the battle is over. Fighter's party gains bonuses to Initiative (+2) and will not a surprise round. Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	4 Minutes	1 Hour / Tier						
Sleight of Hand		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Success
	Rogue can perform skillful deception with their hands. Use comparison Save. Skillful deception Roll Save to fool an audience. May include small items only. Rogue can perform skillful deception like that of a street magician. Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4. Save column with add skills such as... Ventriloquism, Distraction, etc are easier	COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Rollout Init 12 SP Lvl 5 Initiative +4 4 SP	1 Round	Instant						
Freehand Climbing @ 1/2 Movement		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility has not fallen
	Ability to climb freehand vertically without packs, sacks, armor, or medium+ weapons. At end of climb Rogue rolls Save to not fall. Fall damage is 2d8 per 1/2 move. Kit, rough surfaces, inclines, ropes, & other methods will shift the Save columns. Must find a secure stopping spot at the end of the distance or Save to not fall. This can be used with the skill, '2nd Attempt To Grab' if the Rogue fails their Save	COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Rollout Init 12 SP	12 Secs (2 Rds)	1 Rds (6 Sec)						

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		
Repair Weapons/Armor										
	Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +. Items are imperfectly repaired, but usable.									FOCUS:Required COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Touch	1 Weapon	2 Hours	1 Battle		
Honing Melee Weapon										
	Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to its former best condition. A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. This will only work on non-magic weapons that are not already in its best condition.									FOCUS:Required. COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 14 Damage X2 12 SP
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Success
				12 pts	Self	1 Person	10 Min/Complexity	12 Hours		
Impersonate A Person										
	Rogue alters themselves to appear to be another very specific person. Added Skill Point costs based on complexity and level, Costumes +4 (How to wear it) Prosthetic +10 (Race Change) Badges/Certificates +10 (Making it 'official')									FOCUS:Required COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -40 Wakes up
				12 pts	Self	1 Round	Next Initiative	1 Round		
Wake To Battle										
	Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher. This skill can be enacted by the Player even if the Character is asleep. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.									COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP
LEVEL	17	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Success
				20 pts	Self	1 Person	10 Min/Complexity	6 Hours		
Impersonate Person										
	Rogue alters themselves to appear to be another very specific person. Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person. Save columns adjust based on knowledge, amount of prep, amount of practice, etc. Exact Cost based on original 12 points + cost of all enhancements that are needed.									FOCUS:none COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP
LEVEL	18	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) SP not removed
				60 pts	1 Square	1 Target	6 Hours	Permanent		
Arcane Removal Burn (2 of 3)										
	After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP) DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP. This is step 3 of process to permanently remove the class SP. Focus item is required. 1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes. Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.									FOCUS:Required. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range At 1 Sq 6 SP
LEVEL	18	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) SP not removed
				60 pts	1 Square	1 Target	6 Hours	Permanent		
Arcane Removal Close (3 of 3)										
	After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP) DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP. This is step 3 of process to permanently remove the class SP. Focus item is required. 1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes. Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.									FOCUS:Required. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP

All

Commune

LEVEL	1	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Petition Ancestor Spirit Guide		20 pts	Self	Self	2 - 4 Days	5 Min & Permanent					

LEVEL	11	NAE'EM			STACK	1	COST	% SP Ma	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Use An Ancestor Skill													

 Based on the class or profession, choose 1 skill from Ancestor to use.
Max level of skills/action is set to minimum level of either the caster or Ancestor.
No overcasting is allowed with this pass-through of a skill.
No Mastercraft work is accomplished, but high quality can be obtained.
SP cost for Ancestor skills to be deducted from the casters SP.

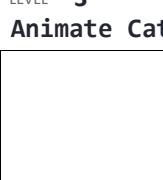
FOCUS:Dur Max 8 Hrs
COUNTER: None

LEVEL	15	NAE'EM		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Possessed By Ancestor					6% Max \$	Self	Self	4 hours	24 hours		

Communication

LEVEL 2 NAE'EM		STACK 1	COST 4 pts	RANGE PMP	AREA OF EFFECT 2 Fires	ROLL OUT 2 Rounds	DURATION 20 Minutes	SAVE: No Save
Hot Conversations								
		A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. Two separate fires must be in preset locations. S The caster face will be visible to the other side. A single 'speakers' face will be visible to the caster.	FOCUS:Small item passed COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					
LEVEL 3		STACK 99	COST 4 pts	RANGE 6 Squares	AREA OF EFFECT 1 Square	ROLL OUT 1 Minute	DURATION 1 Month (30 days)	SAVE: No Save
Hunter Marks								
		Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.	CREATE: COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP					
LEVEL 3		STACK 0	COST 15% Max	RANGE 20 Squares	AREA OF EFFECT 1 Flare	ROLL OUT Initiative	DURATION 1 Minute	SAVE: No Save
TIRO: Colored Signal Flare								
		A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, 6 - 10 is bright blue, 11 - 15 is bright yellow, 16 - 20 is bright green.	COUNTER:Dispel Magic. Lvl:1 %					
LEVEL 4		STACK 0	COST 4 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 20 Minutes	DURATION 20 Minutes	SAVE: Skill
Arcane Translation, 1 Page								
		Plum colored coils drift to the text and lightly rebounds back to the caster. Interaction with living text. Very involved spell. Plum colored coils drift to the text and lightly rebounds back to the caster.	FOCUS:Random Enhancement COUNTER:None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					
LEVEL 4		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 6x6 Squares	ROLL OUT Initiative	DURATION 20 Minutes	SAVE: No Save
Mimic Soft Nature Sounds								
		Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create soft low sounds with no penalty, As the volume of a sound rises the GM may adjust the Save. As the sounds become more distinct the GM may adjust the Save.	COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP					
LEVEL 7		STACK 3	COST 8 pts	RANGE In Sight	AREA OF EFFECT 16 Sq Sphere	ROLL OUT 10 Minutes	DURATION 20 Minutes	SAVE: No Save
High Flares								
		Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6) Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)	CREATE: FOCUS:Delayed 5 Minutes. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					
LEVEL 19 NAE'EM		STACK 1	COST 20 pts	RANGE 6 Squares	AREA OF EFFECT 1 Spirit	ROLL OUT 10 Minutes	DURATION Rollout (10 Min)	SAVE: Skill Summoned
Dead Spirit Conversation								
		The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward. Caster may get multiple answers when asking 2 or more souls, but can't require it.	FOCUS:Save roll +20 COUNTER:Consecration of Corpse Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP					

Creations

LEVEL	SAVE:	Stack	Cost	Range	Area of Effect	Roll Out	Duration	
1	None for creation	9	12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	
	Create Singer's Salve							CREATE:Singers Salve FOCUS:+1 Salves COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
		Hunter creates a Singer's Salve 1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water. Concoction originally created by the character Reginal "Singer"						
1	No Save	99	6 pts	Touch	Self	4 Hours	Permanent	
	Create/Repair Arrows (24)							CREATE:Arrows FOCUS:Fletching COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
		Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt & crude arrows. Tier 1: 12 crude or blunt arrows. Tier 2: 12 standard arrows, require and arrow heads and sinew Tier 3: 12 flight arrows require, light weight shafts and sinew						
2	No Save	999	2 pts	3 Squares	1 Item	1 Round	Permanent	
	Common Duplicate							CREATE:Scroll of Yield Improvement FOCUS:Tastier COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
		Creates a duplicate of a common low value product. Must be a worked (created) thing that is common. Will not work on items with value over 10 GP or items that are more natural than not. Item must have been worked on enough to be considered 'created', yet low in value. Examples: Meal for 2, simple tools, small bag, copper ring, etc.						
2	None for creation	9	12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	
	Create Sunrise Potion							CREATE:Sunrise Potion FOCUS:+1 Potion COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
		Hunter creates a Sunrise Potion. Qty:1d3 potions created. To be used at 6 AM to gain 2 extra HP (5 HP with Hunter). Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Anise Leaf, Ginger Oil, and Honey.						
3	No Save	1	4 pts	Self	Caster	1 Minute	2 Hours	
	Animate Cats Eye Marble							FOCUS:Multi-Vision COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
		Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item.						
3	No Save	1	4 pts	4 Squares	1 Item	2 Minutes	15 Minutes	
	Orix False Glow							FOCUS:Visible to all COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP
		Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades. Reveal of Magic will show a false positive. Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.						
3	No Save	1	4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours	
	Visible Sign Posts							COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 4 Increase Aura -2 SP Lvl 14 Duration X2 8 SP
		Smokey violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] Smokey violet coils Move Outward To Reveal Any Posts.						

LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 9	COST 12 pts	RANGE Touch	AREA OF EFFECT 1d3 Salves	ROLL OUT 4 Hours	DURATION Used / EOY	SAVE: None for creation
Create Revive Salve  <p>Hunter creates a Revive Salve (Caffiene) Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min. A stocked Kitchen/Lab is required. Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.</p>								
LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 4 pts	RANGE Touch	AREA OF EFFECT 2x1 Sqs (Wall)	ROLL OUT 30 Minutes	DURATION Until Triggered	SAVE: No Save
Triggered Announcements <p>Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less. Redish blue smoke moves from the casters hands to the center spot on the stone.</p>								
LEVEL 4	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Weapon	ROLL OUT 30 Minutes	DURATION 1 Battle	SAVE: No Save
Weapon Speed Charm <p>Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Bright plum colored coils encircle the weapon. (A pink oil)</p>								
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: Resist (Skill/Non) 
Release Arcane Script <p>Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.</p>								
LEVEL 7	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1d3 bottles	ROLL OUT 4 Hours	DURATION Used / EOY	SAVE: None for creation
Create Repellent Oil  <p>End result: 3 Small corked jars of repellent. Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.</p>								
LEVEL 8	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 1 Hour	DURATION Permanent	SAVE: No Save
Constrain Arcane Script <p>Smokey magenta coils swirl around the script. Write in Arcane Smokey magenta coils swirl around the script.</p>								
LEVEL 8	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 16 pts	RANGE Touch	AREA OF EFFECT 1d3 Poultices	ROLL OUT 4 Hours	DURATION Used / EOY	SAVE: None for creation
Create Fragility Poultice  <p>Hunter creates a Poultice. Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1. A stocked Kitchen/Lab is required. Ingredients listed as Bees Wax, Seaweed, and Anis Leaves. Sickness/Disease rolls are done in the morning using the Health Save.</p>								

All

LEVEL	8	□ □	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	3 Days	DURATION	5 Years	SAVE:	No Save
Imbue an Item with Lasts 5 years if within 8 Squares of caster. COUNTER: None																

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Add Signs to Signpost			12 pts	1 Square	1 Signpost		10 Minutes	3 Days		
	Violet coils attach to the signpost and become a sign. 20 chars on each Sign. Up to 3 Signs. Violet coils attach to the signpost and become a sign.								FOCUS:Visible Sign & Post	
									COUNTER: None	

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Aelenes Tea			16.8 pts	Touch	1 Bag		4 Hours	Used / EOY		

LEVEL	16	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Leather Golem				16 pts	Touch	1 Construct	6 Hours	1 Day		

LEVEL	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	20 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	3 Days	DURATION	Permanent	SAVE:	No Save
Place An Arcane Aspect Embeds an aspect permanently																	

Fences and Shelters

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
Camp Shock Perimeter				4 pts	Touch	3x3 Squares	2 Minutes	8 Hours	Avoiding the trap	
	Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle may deliver 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless whether damage is taken or not.								FOCUS:+3 Damage COUNTER:Dispel Magic. Lvl:1 	
									ENHANCEMENTS: Lvl 9 Duration +50% Lvl 14 Damage X2 Lvl 12 AOE +50%	
									6 SP 12 SP 12 SP	

LEVEL	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Perimeter Safety		4 pts		Touch	3x8 Sq Perimeters	30 Minutes		8 Hours									

All

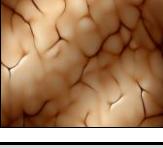
LEVEL 6		STACK 3	COST 8 pts	RANGE 16 Squares	AREA OF EFFECT 2x2 Sq Platform	ROLL OUT 2 Minutes	DURATION 10 Minutes	SAVE: No Save
Force Platform Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.								
LEVEL 6		STACK 3	COST 10 pts	RANGE Touch	AREA OF EFFECT 2x1 Squares	ROLL OUT 20 Minutes	DURATION 2 Days	SAVE: No Save
Hunters Hut (10 ppl) The hunter creates a shelter out of avialable materials Creates temporary shelter for 10 persons. Inside= Fragility Max time -1. The hunter creates a shelter out of avialable materials. If left up the shelter will fall within 2 days. After duration the shelter will no longer keep the weather out.								
LEVEL 7		STACK 99	COST 8 pts	RANGE 9 Squares	AREA OF EFFECT 3 Sq Radius	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
Circle of Protection vs Phage Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.								
LEVEL 7		STACK 3	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 3 x 3 Squares	ROLL OUT 4 Hours	DURATION 1 day / Tier	SAVE: No Save
Hunters HIDDEN Shelter (5 ppl) Hunter creates a hidden hut for up to 5 people that has a single entrance/exit. Casual by-passers will not normally notice the shelter. - smoke from fires may be noticed - Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)								
LEVEL 7		STACK 1	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 1 Minute	DURATION 12 Hours	SAVE: No Save
Strumos Waystation Caster creates a waystation that looks normal in most respects. 3x3 Sqs platform that protects from normal weather. Has center area for fires and posts supporting a flat roof.								
LEVEL 8		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.								
LEVEL 8		STACK 3	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT See Description	ROLL OUT 5 Min / Wall	DURATION 4 Hours	SAVE: No Save
Walls of Force (4 to 6) Solid lavender coils follow the caster's hand outlining the walls. 2 Sq High. Length up to 6 Sq per wall. Solid lavender coils follow the caster's hand outlining the walls.								

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Charged Fencing, Two Sides											
	Creates two very thin walls are are joined at a 90 degree angle. The walls are each 3 sqs long and 1 sq above the ground and 1 sq below the ground. Creatures must roll a Save as they move through it. Pass the Save to make it 1/2 damage.	12 pts	6 Squares	2 - 9 Sqs		Initiative	4 Hours	1/2 Dmg	FOCUS:Invisible Wall COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP		
LEVEL	11	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Force Wall											
	Bright violet coils Outline the wall then fade away. 2 Sq High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.	12 pts	Touch	6 Sqs Long		20 Minutes	1 Hour	FOCUS:HP:80 AC:16 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP			
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Astral Shed											
	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.	12 pts	Touch	1x1x2 Sqs		1 Minute	8 Hours	FOCUS:+ upstairs room. COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP			
LEVEL	12	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Tree House											
	Requires a tree (not a sapling), to start the spell Has a retractable ladder and muffles most sounds. When closed up light is blocked, but is visible. Shelter has 60 HP. Houses up to 10 persons.	12 pts	8 Squares	4 Sq High Tree		30 Minutes	12 Hours	CREATE:Pine Seeds of Tree House FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP			
LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Exit Circle	
Circle of Containment											
	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.	16 pts	Touch	3 Sq Rad Circle		10 Minutes	4 Hours	FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP			
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL 1/2 dmg &/or Out	
Magma Moat											
	Bright magenta flames leaps from the Caster's fingertips into a created moat. 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. Magma in moat causes 8d6 damage each round. Magma is 1 square deep. Submerged creatures have damage doubled. May attempt a Save for 1/2 damage.	16 pts	Caster	3x3 Sq Island		30 Minutes	6 Hours	FOCUS:5x5 Square Island COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP			
LEVEL	19	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Fort of Thorns											
	Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50 Each melee attack to the thorn wall delivers 1d6 damage to the attacker. No roof but has a wooden door where the caster places it. Fire damages the walls: Mundane 1d4 per round. Magical fire as per the spell. This is functional even in non-temporal environments.	20 pts	12 Squares	10x10 squares		30 Minutes	12 Hours	FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP			

Find or Reveal

LEVEL	Stack	Cost	Range	Area of Effect	Roll Out	Duration	Save
1	99	4 pts	Urban	Community	Initiative	Instant	No Save
Find Entrance/Gate							
	The Rogues quickly surveys the situation and knows the direction to go! Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW & a landmark. This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Does not give distance, best path, or elevations.						
							COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP
1	99	4 pts	Touch	Variable	1 Minute	Instant	SKL Issue/Item Found GM
Search For Item							
	Many factors change the Save column, including a general quick search. Scanning for 'anything' is possible, but requires a penalty of -30 to the Save Roll. This is meant to scan a small area or person for a single item. When searching a person the Save Roll is comparative (search vs searched).						COUNTER: No Counter Available. Lvl: ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP
2	3	4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes	No Save
Orix View Sign Posts	Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.						
							COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
3	99	4 pts	Touch	1 Item	10 Rds (1 Min)	Permanent	Skill GM gives info
Reveal Value	Rogue appraises small and medium sized items. The value of an item can depend on many things, but rogues can give an estimate. Initial evaluation answering 'Is it less than 100gp?' done without skill points. To estimate values over 100 gp requires a Save. This does NOT determine providence of the item.						FOCUS: Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
4	99	8 pts	4 SqS	1 Target	2 Rounds	Permanent	Skill Varies GM
Dispel Magic (Venorx)	Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest! The full description has the list. Also, there is a list in the players handbook (Spells chapter).						CREATE: Scroll of Dispel Magic (Temp) Focus: Rollout = 2 Rounds COUNTER: No Counter Available. Lvl: 1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
4	1	4 pts	Touch	2w x 2d x 1h SqS	10 Minutes	2 Hours	Skill Access found
Search The Area	Search in and FOR areas. (Camouflage, concealed, and Hidden.) Search for multiple issues within panels, doors, and other items. Will reveal if there are issues in range and give descriptions. Difficulty, lighting, & other conditions alter the Saving throw column. This does not work as well when searching for a specific item (Save Roll - 30)						FOCUS: Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 SqS 8 SP
4	99	30% Max	Self	1 Trail	Initiative	1 Hour	Senses Trail located
TIRO: Tracking	Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with visible signposts. Brightly painted signposts left every 100 squares, and will stay in place for 2 days. If a path is not found (no path or lost Save) a single signpost is left.						COUNTER: None

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight		
Detect Magic											
	Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if it has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.										
CREATE: Scroll of Detect Magic	FOCUS: Save Roll +20	COUNTER: No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 18 Range X4	10 SP						
Lvl 12 Range X2	8 SP			Lvl 9 Range +50%	6 SP						
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent	Found water		
Divining Water											
	Caster uses a divining rod to find water and reveal if it's potable or not. Auto fail in areas with water everywhere. Wet/Tropic/Artic region Save: Skill Roll +20, Temperate region Save: Skill Roll +0. Desert/Arid region Save: Skill Roll -40.										
FOCUS: Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP							
Lvl 12 Range X2	8 SP			Lvl 20 AOE X4	20 SP						
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				8 pts	Touch	1 Target	2 Minutes	Permanent	Varies		
Dispel Magic (Strsyl)											
	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						
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				8 pts	Touch	1 Target	6 Minutes	Permanent			
Dispel Magic (Doknec)											
	Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(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 12 Range X2	8 SP			Lvl 9 Range at 1 Sq	6 SP						
LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
				24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success		
Determine True Name											
	Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.										
FOCUS: Rollout Halved.	COUNTER: No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 14 Save Roll +20	8 SP							
Lvl 18 Range X4	10 SP			Lvl 9 Range +50%	6 SP						
Food And Drink											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent			
Draw Up Ground Water											
	Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.										
FOCUS: +2 Skins extra	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP							
Lvl 16 Rollout 1 Min	8 SP										
LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent			
Increase Food (x2)											
	Barely visible red flames surrounds targetted prepared food. Does not affect magically created food. All action is in a backpack: Food to be doubled and the resulting food. Does QUADRUPLE the amount of Cumber meals.										
FOCUS: Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP							
Lvl 12 Range X2	8 SP			Lvl 9 Range +50%	6 SP						

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		
Improve Food										
	The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (& non-cumber food). Does work on all non-poisoned / non-spoiled food.								FOCUS:Duration = 1 day	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 14 Duration X2	8 SP
									Lvl 16 AoE X2	16 SP
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent		
Permanently Preserve Food										
	Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.								FOCUS:Enhancements 1/2 level	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 12 Range X2	8 SP
									Lvl 16 AoE X2	16 SP
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Caster	1 Square	1 Minute	Permanent		
Draw Out Rain Water										
	Create a cloud to rain water down. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.								FOCUS:Enhancements 1/2 level	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 6 Subtle Casting	4 SP
									Lvl 12 Rollout Init	12 SP
									Lvl 16 AoE X2	16 SP
LEVEL	15	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				16 pts	Touch	1 Square	5 Minutes	Permanent		
Create Food For A Family										
	Barely visible golden sparks surround an area, before food and water appear. 2d12+10 meals and 3 skins of water. Simple hot meal and cool water.								FOCUS:Improved taste & Wine	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 12 Rollout Init	12 SP
									Lvl 18 Range X4	10 SP
									Lvl 14 Range At 3 Sqs	8 SP
Fragility										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
				8 pts	4 Squares	1 Square	Initiative	Possibly Days		Illness Increased
Cause Illness										
	Sparks directed straight to target the square the caster points to. (No ToHIT) Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing. Target's failed Save indicates Sickness I. This can progress through Sickness II and III, to Disease I-II, then to death.								FOCUS:Col +1	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 18 Range X4	10 SP
									Lvl 9 Range +50%	6 SP
									Lvl 16 AoE X2	16 SP
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
				4 pts	Touch	1 Target	Initiative	3 Rounds		no extra dmg
Burn Out Disease/Sickness.										
	Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern. Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4. After 3 rounds removes all mundane (non-magical) Diseases and sicknesses. If Healed by another caster within Duration a Health Save is rolled. If Save fails the healing still works, but another rounds worth of damage is done.								FOCUS:Fragility set to None	
									COUNTER:Same Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 14 Range At 3 Sqs	8 SP
									Lvl 14 Damage X2	12 SP
									Lvl 9 Damage +50%	8 SP
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	2 Squares	1 Target	1 Minute	Permanent		Sickness 1 better
Aid Poisons (Fragility)										
	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	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Creature	ROLL OUT	30 Minutes	DURATION	Permanent	SAVE: Resist (Skill/Non)	
Electrifying Spell Effect Cleanse		This spell works to help the victim get past the fragility effect from a spell.												FOCUS:COL-1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Range At 3 SqS Lvl 14 Duration X2			

LEVEL	9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill No Disease
Cure Disease						12 pts	2 Squares	1 Target	4 Hours	Permanent	
	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.	FOCUS:Col -1	<input checked="" type="checkbox"/>	COUNTER: None		Lvl 18 Range X4	10 SP				

Healing and Rest

LEVEL 1	<input type="checkbox"/> <input checked="" type="checkbox"/>	STACK 99	COST 30% Max	RANGE 1 Square	AREA OF EFFECT Recipient	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
TIRO: Healing Bolus								
 <p>1d12 HP healing. Does heal 1d12 painlessly. A rainbow of colors surrounds the person being healed. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.</p>								
LEVEL 2	<input type="checkbox"/> <input checked="" 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>								
LEVEL 2	<input type="checkbox"/> <input checked="" type="checkbox"/>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Healing Flames 1d4 HP per Tier								
 <p>Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.</p>								
LEVEL 2	<input type="checkbox"/> <input checked="" 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>								
LEVEL 2	<input type="checkbox"/> <input checked="" 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>								
LEVEL 4	<input type="checkbox"/> <input checked="" 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>								
LEVEL 4 NAE'EM	<input type="checkbox"/> <input checked="" type="checkbox"/>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
Send The Dead On								
 <p>The Caster is able to converse with the dead as a final part of this spell. Only a small part of the body must remain. Must be dead a decade or less. The dead are sent beyond any connection that can be made from the known planes. The targeted dead move on to the spirit world.</p>								

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Notes
4	Slow Healing	3	10 pts	2 Squares	1 Creature	4 Hours	permanent	Skill	Healing continues
									Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 AoE = 2 Targets 12 SP
5	Assist Another's Healing	1	8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant	No Save	
									Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 16 Healing +4 10 SP
5	Repair A Dead Body	1	2 pts	1 Square	1 Target	30 Minutes	Permanent	Skill	Repair done
									Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 AoE = 2 Recipients 10 SP
6	Cleansing Fire	1	8 pts	Self	Self	2 Hours	Permanent	Health	Target cleansed
									Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP
6	Common Healing 2d8+ACU	99	6 pts	2 or 8 sqs	1 Creature	Initiative	Permanent	No Save	
									Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP
6	Destroy Harmful Substance	99	8 pts	6 Squares	1 Square	10 Minutes	Permanent	No Save	
									Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
9	Extra Healing 3d8+ACU	99	8.4 pts	2 or 8 sqs	1 Creature	Initiative	Permanent	No Save	
									Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Targets 12 SP

LEVEL 11		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 broken bone	ROLL OUT 1 Hour	DURATION Permanent	SAVE: No Save
Ectoplasmic Cast								
	Without this spell healing a broken bone can take from 1 to 6 months. Broken bone heals in 1 Hour. Will even heal sprains.		FOCUS:Rollout = 1 Min COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sq 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AOE X2 16 SP					
LEVEL 11		STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
End Current Dmg Over Time								
	Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.		FOCUS:d6 healing COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP					
LEVEL 11		STACK 99	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 4 Hours	DURATION Permanent	SAVE: Skill Alive!
Revive Life With A ZAP!								
	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					
LEVEL 11 NAE'EM		STACK 99	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 12 Hours	DURATION Permanent	SAVE: Skill Alive!
Summon Life From Death								
	Fire surrounds and restores the creature that is dead less than 25 hrs & passes the Save. Only one Nae'Em or divine connection remains... from the caster to the recipient. When brought back to life the creature has -4 HP. - Passing the Save takes 5 HP from the recipient Max HP, takes 8 HP with Focus Staff. - Passing the Save gives 1 HP to the Casters Max HP.		FOCUS:takes 8 HP off Max HP COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 1 Fake Effort -2 SP					
LEVEL 12		STACK 99	COST 12 pts	RANGE 2 or 8 sqs	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Great Healing 5d8 +ACU								
	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.		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 12		STACK 99	COST 12 pts	RANGE 15 or 22 sqs	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Ranged Forced Healing 2d8+2 HP								
	Cast from a distance away to shock (w/ damage) then heal. Roll dice (2d8+2) and use the result to apply damage, then use double the same result and apply healing. If the caster has a Focus Ring, Recipients that have a Nae'Em connection with the caster gain +1/Tier.		FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP					
LEVEL 12		STACK 99	COST 12 pts	RANGE 4 sqs/Tier	AREA OF EFFECT 1 Target	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Senses Tired, but awake.
Sleep: Deep Doze								
	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		FOCUS:Save Roll -20 COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP					

LEVEL	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Major Healing 5d10+4			15.2 pts	8 or 16 sqs	1 Creature	Initiative	Permanent		
	One of the most powerful healing spells Healing of 5d10 +4 + Acumen Bonus to living corporeal creatures. If the Strumos heals a Fighter the spell range becomes 16 Sqrs.								FOCUS:+1 HP/Tier	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 18 Healing +8	10 SP
									Lvl 16 Healing +4	10 SP
									Lvl 12 AoE = 2 Recipients	10 SP
LEVEL	15	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Consecration of Corpse			16 pts	1 Square	1 Corpse	30 Minutes	Permanent		
	Dull yellow sparks flutter around the corpse. Blocks the dead from becoming animated and removes all Nae'Ems. Cannot not work in environment that is blocked from other planes. Requires a holy symbol from the caster or from the deceased. Must be dead a month or less.								CREATE:Consecration Anointment	
									COUNTER: No Counter Available. Lvl:1	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 4 Increase Aura	-2 SP
									Lvl 12 AoE = 2 Recipients	10 SP
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Held In Stasis			16 pts	Touch	1 Target	1 Minute	1 Month (30 days)		
	Burgundy coils wrap around the target & orbit the target until end of duration. Places a non-combatant into a Coma like state.								FOCUS:Duration +6 Months	
									COUNTER: Same Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 14 Range At 3 Sqs	8 SP
									Lvl 14 Duration X2	8 SP
									Lvl 9 Duration +50%	6 SP
LEVEL	16	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL
	Major Bolt Of Health 6d12+6			16 pts	15 or 22 sqs	1 Recipient	Initiative	Permanent		Bolt Misses
	A Major electrical bolt is arched out the the recipient. NoHit or direct needed. Recipient can dodge if desired with AGL Save. Save Roll adjustment of +40. If the bolt hits the recipient looses 1 attack & 1d4 HP, then healed for 6d12+6+ACU. Range of 15 squares, but if recipient is a FTR then 22 squares.								FOCUS:+1 HP/Tier	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 9 Range +50%	6 SP
									Lvl 12 AoE = 2 Recipients	10 SP
									Lvl 8 +1d8 Heal	4 SP
LEVEL	17	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Ultimate Group Heal 200 HP			20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent		
	Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)								FOCUS:+1 HP/Tier	
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 18 Healing +8	10 SP
									Lvl 16 Healing +4	10 SP
Hide or Obscure										
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Slow Alteration Into Ancestor			8 pts	Self	Self	4 Rounds	4 Hours		
	Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people.								FOCUS:Change Race, Ht, Wt, Gender	
									COUNTER: Same Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 6 Subtle Casting	4 SP
									Lvl 10 Rollout Halved	6 SP
									Lvl 14 Duration X2	8 SP
Illusions										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
	TIRO: Beauty Contestant:2nd Prize			5.6% Max	Self	Self	5 Minutes	12 Hours		Appears more acceptable
	Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.								COUNTER:Dispel Magic. Lvl:1	

ALL

LEVEL 2	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 40% Max	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: Skill No effect	
TIRO: Random Friendship								COUNTER: None	

 Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.

LEVEL 3	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 10% Max	RANGE 1 Rope	AREA OF EFFECT 1 Rope	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: Resist (Skill/Non)	
TIRO: 2 Rope Image								COUNTER: None	

 The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
Does allow the Caster to roll a Save to merge the ropes into one.
Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

LEVEL 5 NAE'EM	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 1/4 Mark	AREA OF EFFECT 1 Ribbon Crtr	ROLL OUT 30 Minutes	DURATION 8 Hours	SAVE: No Save	
Ribbon Goblin Lookout								FOCUS: Telepathic Convn COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Attacks = FTR 8 SP	

Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.
LVL:2 HP:2 Attk:sx0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqrs.
Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

LEVEL 5 NAE'EM	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Object	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save	
Create Ionic Marker								COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 18 Nae'Em Clues Remove 20 SP	

Thick purple coils surrounds the item and fades into it.
Creates permanent marker
Thick purple coils surrounds the item and fades into it.

LEVEL 5 NAE'EM	<input type="checkbox"/> <input type="checkbox"/>	STACK 9	COST 48 pts	RANGE Touch	AREA OF EFFECT Caster	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save	
Imbue Ionic Marker (Tae'Em)								CREATE: Ionic Marker COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqrs 8 SP	

 From common unworked non-magic item creates a trackable marker as a Tae'Em.
Ionic Marker. Cannot be purchased. Must be made by the caster.
Must have proper scrying spell/device to fully use.

LEVEL 5 NAE'EM	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE PMP	AREA OF EFFECT 1 Marker	ROLL OUT 1 Hour	DURATION Instant	SAVE: Skill -60	
Locate Ionic Marker								FOCUS: SKL:1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP	

Purple coils whirl around the caster then point the direction of the marker.
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)
Purple coils whirl around the caster then point the direction of the marker.

LEVEL 10	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 12 pts	RANGE 15 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Hour	SAVE: SKL Scrying blocked	
SHRINE: Block Scrying								COUNTER: None	

 Blue and orange weaves surround the caster.
Require the caster to place the spell in a single Square.
GM rolls Save.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Orix (Violet)				4 pts	Self	Varies	Initiative	4 Hours	CREATE:	FOCUS:Brighter by Tier COUNTER:Dispel Magic. Lvl:1
	With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.								ENHANCEMENTS:	Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Targets 12 SP
Light of Strumos Yellow				4 pts	Self	Varies	Initiative	12 Hours	CREATE:Healthy Yellow Candle	FOCUS:Brighter by Tier COUNTER:Dispel Magic. Lvl:1
	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.								ENHANCEMENTS:	Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
Red Light of Dokour				4 pts	Self	Varies	Initiative	6 Hours	CREATE:Revealing Red Candle	FOCUS:Brighter by Tier COUNTER:Dispel Magic. Lvl:1
	With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.								ENHANCEMENTS:	Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
Shadow Cover (AC +1)		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Square	Initiative	1 Hour	FOCUS:Muffles caster in AOE.	COUNTER:Dispel Magic. Lvl:1
	Flames surrounds the caster then darkens the area as it fades to black. Shadow surrounds the caster and their belongings. Caster can see out normally. At night helps Dokour blend into darkness. Provides protection of AC +2 In daylight Dokour still in darkness, but is very obvious. When using the enhancement 'Subtle Casting' shadow comes on without the flames.								ENHANCEMENTS:	Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP
Swamp Lights (Greenish)				4 pts	Self	Varies	Initiative	2 Hours	CREATE:Calming Green Candle	FOCUS:Enhancements 1/2 level COUNTER:Dispel Magic. Lvl:1
	With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.								ENHANCEMENTS:	Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
Shadow of the Magi				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	CREATE:Dust of Darkness	FOCUS:Dur=10 rds (No conc) COUNTER:Dispel Magic. Lvl:1
	Stays fixed right above the caster. Darkness continues for up to 4 rds after the concentration has stopped. Caster to 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.								ENHANCEMENTS:	Lvl 20 Rollout Instant 16 SP Lvl 16 AoE X2 16 SP
The Darkness		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours	FOCUS:Not centered	COUNTER:Dispel Magic. Lvl:1
	Stays fixed right above the caster. Darkness to continues for 4 hours. Caster to creates darkness that will stay centered above them. Can use this spell to create a bag of 'Dust Of Darkness'.								ENHANCEMENTS:	Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 AoE X2 16 SP

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		

Capture/Release Light (Violet)

Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a 1 light source per Tier. Light must be less than bonfire brightness.)

must be able to see the light source or where the light source will be located at.

CREATE:Stone of Capture/Release L	
FOCUS:item emits a light	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP
Lvl 16 AoE X2	16 SP

LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	12 Squares	Recipient	Initiative	2 Hours		

Profiled In Fire

Visible heat waves surround the casters body for the duration.

Surrounds and shrouds the caster in smoldering fire

Those in adjacent squares feel warmth from the magical fire.

Will not set items on fire due to Magical output.

CREATE:Aura Of Flames	
FOCUS:warmth = 2x2 AoE	
COUNTER:Dispel Magic. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		

TIRO: Aural Spark

Colorful lights surround an area.

Random color of sparks for 1d20 minutes.

COUNTER:None	
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Mechanicals

LEVEL	1	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				20 pts	Touch	1 Square	20 Minutes	Until Triggered		Trap in place

Create Message Trap

Creates a single trap that reveals a message when sprung.

Requires description of the trigger, Message, and Location.

This is the creation of a hidden non-damaging trigger type trap.

Enhancements and Rogues Kit's can add 1 column to Save.

Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Message Trap	
FOCUS:Trap Seen +20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 14 Save Roll +20	8 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked

Disarm/Arm Locks and Traps

For Locks, Traps, and other Mechanical issues.

Use of a Rogues Kit will alter the Save. 3 trys only.

Simple Issues require Skill Save non-Dmg traps, Padlocks, Skeleton keys.

Advanced Issues require Skill -20 Save Dmg Traps, Imbedded locks, Slim keys.

Complex Issues require Skill -50 Save (or more) Hidden or large mechanicals

FOCUS:Save +20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Touch	1x2 Squares	5 Minutes	Until Triggered		

Create Impediment Trap

Single trap that covers the AoE with miscellaneous items that impede movement by half.

Should have description of the trigger, as well as the specific location.

This is the creation of a hidden non-damaging trigger type trap.

Enhancements and Rogues Kit's can add 1 column to Save.

Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Impediment Trap	
FOCUS:Trap Seen +20	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) GM
				4 SP	Touch	1x1 Square	30 Min	Permanent		Etched IF NEEDED

Acid Etching

Speak the title words wanted as they cause an acid mist to sprinkle over the surface.

Standard surfaces are of stone, metal, wood, or leather and require no Save.

Non-standard surfaces OR Magical surfaces require a RM:3 Save.

Although the more powerful the magic the more likely the Resist Magic Save will be higher.

FOCUS:none	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 AoE X2	16 SP

LEVEL	5	<input type="checkbox"/>	<input type="checkbox"/>	STACK	7	COST	40 pts	RANGE	Touch	AREA OF EFFECT	1 Square	ROLL OUT	2 Hours	DURATION	SAVE: Skill Trap set in place
Create Damaging Trap															

Nae'ems

LEVEL	1	STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Send Item to A Nae'Em Location		4 pts	PMP	1 Mid Item	20 Minutes	Instant				

LEVEL	2	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Connect With A Hunter (Nae'Em)													

LEVEL	4	NAE'EM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying					25% Max		12 Squares		3x3x3 SqS		Initiative		5 Minutes

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
6	NAE'EM	5	12 pts	2 Squares	1 Recipient	4 Hours	EOY	Skill -20	Ae'Em Created
Animal Connection (Ae'Em)									
 <p>Glowing green ribbons encircle the recipient and caster. This permanent mental bond allows the caster to initiate a connection. A Save is required. The animal can only articulate from it's view. Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding. The animal is NOT able to send any mental images, but can describe things.</p>									
6	NAE'EM	7	8 pts	1 Square	1 Square	4 Hours	Permanent	No Save	
Create a Vae'Em Location									
 <p>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.</p>									
7	NAE'EM	3	16 pts	1 Square	1 Recipient	4 Days	Permanent	No Save	
Create Permanent Nae'Em									
 <p>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.</p>									
7		1	12 pts	PMP	Self+1	4 Minutes	5 Minutes	No Save	
Portal To Nae'Em									
 <p>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.</p>									
7	NAE'EM	1	8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour	No Save	
View An Animal (Ae'Em)									
 <p>Portal opens to show the animal the caster has bonded to. This is a top down view from about 1 square above the animal. The spell stays with the animal as it moves. There is limited communication through this spell. 1 word statements. but can be done with other spells.</p>									
8	NAE'EM	2	8 pts	Touch	1 Fighter	2 Minutes	1 Hour	No Save	
Raise Nae'Em Fighter Str +1									
 <p>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.</p>									
11	NAE'EM	1	36 pts	Touch	1 Item	4 Days	Permanent	Resist (Skill/Non)	Connected
Connect To An Arcane Focus Item									
 <p>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.</p>									

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 Allegience COUNTER:None	
LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Vae'Em Natural Landmark						20 pts	PMP	3x3 Squares	4 Hours	Permanent		
	Caster glows lightly during the entire Rollout. A remembered image of location becomes a destination point for portals/scrys. Unlimited number of locations can be made, but MUST be documented. Caster needs to become very familiar with the location/venue. Requires a 3x3 sq area that is safe to stand in.										FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP	
Natural Environment												
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find North						4 pts	Self	Self	Initiative	1 Hour		
	Reviews surrounding area. GM indicates direction of North. Reviews surrounding area.										COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP	
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
Benign Approach						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		
	Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. How close depends on the animal, situation, and the level of the hunter. If started outside of range the animal may leave while not noticing the hunter. Using this within range means the animal is aware, and hopefully not scared.										COUNTER:None ENHANCEMENTS: Lvl 12 Range X2 8 SP	
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Plant Growth						4 pts	Normal healthy g	4x4 SqS	1 Hour	Permanent		
	Natural plants will grow as if they were within the best of conditions. Promotes normal healthy growth. Does not heal magically diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.										CREATE:Plant Growth Soil FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP	
LEVEL	2			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disease Gone
Remove Plant Disease						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		
	Caster moves about while casting to cover the AoE evenly. Removes non-magic plant diseases and infestations with a Save. Is able to remove a plant disease from a plant creature. Doesn't affect plant monsters that are without disease. This will not remove conditions brought on by harsh weather.										CREATE:Plant Disease Powder FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP	
LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
Calm Animal						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed
	The hunter calms a wild animal in their own way. Some animals flee before effect happens. Hunter and animal use comparison Save. Calming animals can be more difficult with some creatures that are very skittish. Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM).										COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP	

LEVEL	TIER	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Notes
3	<input type="checkbox"/> <input type="checkbox"/>	1	4 pts	Self	20x20 Squares	9 Hours	Rollout		CREATE:Hunt/Fish/Gather Yield FOCUS: +50% COUNTER: None
Hunt/Fish/Gather  Able to hunt, fish, or gather once per day Skill Save to be rolled, but adjusted for region. Roll a d6 per Tier for number of meals acquired.									
3	<input type="checkbox"/> <input type="checkbox"/>	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water to Steam (Reversible)  Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can capture a single 2 Square cube. Can be Dispersed by the 'Dispel Magic' spell.									
4	<input type="checkbox"/> <input type="checkbox"/>	1	4 pts	Self	Up to 5 Marks	1 Hour	1 Week	SAVE:	Skill Weather Results
Predict Weather  Barely visible sepia colored roots rise into the air, hover, then float down. Estimation of likely/known changes coming within the week. Predicts Weather patterns for a wk. GM rolls Save for caster, Save passed means info given to the caster is accurate.									
4	<input type="checkbox"/> <input type="checkbox"/>	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water to Ice (Reversible)  Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can capture a single 2 Square cube. Can be Dispersed by the 'Dispel Magic' spell.									
6	NAE'EM 	99	6 pts	4 Sqs	1 Animal	1 Minute	Permanent	SAVE:	No Save
Animal Healing  Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.									
6	<input type="checkbox"/> <input type="checkbox"/>	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Grow A Plant Canopy  Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.									
7	<input type="checkbox"/> <input type="checkbox"/>	9	8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours	SAVE:	No Save
Water Breathing  Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.									

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Control Wind Sphere		12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours			Disperse Spells

Partner Cooperations

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Call & Post Yappy Camp Dog						4 pts		Self		5 squares Radius		5 Minutes		8 Hours			

 1d2+1 small dogs appear and will stay 'on guard' within the AoE.

These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster. Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.

FOCUS:Enhancements 1/2 level
COUNTER: None

ENHANCEMENTS:

Lvl 9 Duration +50%	6 SP
Lvl 14 Damage X2	12 SP
Lvl 16 AoE X2	16 SP



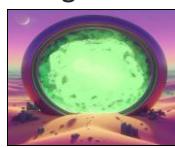
LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Rogue's Right Place, Right Time							4 pts	10 Squares	1 Rogue	1 Round	1 Hour	Rogue Helped

LEVEL	3	NAE'EM		STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Assist Hunter's LeanTo													
	Brown roots grab and secure a lean-to to the ground. Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.	FOCUS:Enhancements 1/2 level											

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		5	4 pts	Self	20 Squares	1 Minute	30 Min + Ken	No Save
Call & Direct Rodent								
	<p>A rodent (appropriate to the environment) appears. They are often not noticed by others. This rodent can join and be accepted by other rodents of the same kind. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.</p>	FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP						
3		1	4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Resist (Skill/Non)
Invoke Temporary Imp								
	<p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail. MOVE: Run= 3 SqS. Flight= 7 SqS (4 SqS above land or lava). Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>	FOCUS: Alter the description COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP						
4		1	4 pts	30 Squares	PMP	24 Hours	End of Year	No Save
Invoke Imp Partner (Year long)								
	<p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail. MOVE: Run= 3 SqS. Flight= 7 SqS (4 SqS above lava). Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>	FOCUS: Alter the description COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Alter Hair/Whiskers/F 6 SP						
4		1	8 pts	1/2 Mile	Familiar	2 Days	Permanent	Skill
Summon Feline Familiar								
	<p>Timid common feline is bound to the caster. Any breed of common house cat that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHIT+6, Dmg:1d6, Move=15.</p>	FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP						
5		1	16 pts	1/4 Mile	Familiar	1 Day	Permanent	Resist (Skill/Non)
Summon Canine Familiar								
	<p>Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHIT+8, Dmg:1d6, Move=12.</p>	FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP						
5		1	16 pts	Self	1/2 Mark	10 Minutes	Perm	Skill
Summon Nisse Spirit								
	<p>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.</p>	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						
6		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent	Skill
Summon Equine Familiar								
	<p>Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+0, ToHIT+0, Dmg:1d4, HP:10, Move=24 or burst of 30.</p>	FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP						

Planar

LEVEL	NAME	ICON	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Notes
1	Langstrom Location (Vae'Em)		999	4 pts	XX	XX	XX	XX	No Save	
										COUNTER: None
2	Langstrom Cloak Pockets		3	4 pts	Touch	1 Worn Garment	1 Minute	1 Week	No Save	
										FOCUS:Hides magic COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP
4	Veil of Shadows		1	4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Skill Noticed/Seen	
										CREATE:Haze Bubble FOCUS:Torchlight inside. COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP
5	Arlo's Astral Storage		1	8 pts	Touch	1 Square	2 Minutes	Permanent	Non (if Mag items) Items still there.	
										FOCUS:+5 items COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP
5	Dimension Quick Portal for 3		1	8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds	No Save	
										COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP
5	Reveal Origin Plane		99	8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout	RM Does not blind	
										FOCUS:Shows color of Plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
6	Dimension Personal Hideaway		99	6 pts	Self +2 persons	1wx2hx3d Squares	Initiative	2 Hours	No Save	
										FOCUS:Range:Self+1/Tier COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP

LEVEL	6	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Langstrom Portal			8 pts					No Save
	Langstrom Portal	Open for 30 days						COUNTER:No Counter Available. Lvl:1
Langstrom Rupture		STACK 1	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1x1 Sq Portal	ROLL OUT 30 Minutes	DURATION 1 Minute	SAVE: No Save
								FOCUS:Partial gets SKL:1 COUNTER:None
Reach To My Home Nook	NAE'EM		STACK 1 COST 8 pts	RANGE PMP	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
	Green weave surrounds the caster's hand and a book appears. Summons an item from the casters preset permanent library. Item must be able to be held in one hand. (Size, wieght, and other limits apply). After rollout the item appears. Caster is not able to access other casters libraries.							FOCUS:Reading light COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP
Vae'Em Portal (Astral Style)	NAE'EM		STACK 1 COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION 2 Hrs	SAVE: Skill GM Expected location
	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							FOCUS:Col -1 COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
View Dimension	7		STACK 1 COST 8 pts	RANGE 1 Square	AREA OF EFFECT 2x2 Sq Perimeter	ROLL OUT 4 Minutes	DURATION 6 Hours	SAVE: No Save
	Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 20 squares in daylight. Only 2 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.							FOCUS:+5 Sqs Sight COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
Dimension Portal	9	NAE'EM		STACK 1 COST 12 pts	RANGE Touch	AREA OF EFFECT Portal Structure	ROLL OUT 1 Hour	DURATION 2 Minutes
	Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. PMP and Dimension once were the same but have split and advanced on their own.							FOCUS:+2d6 dmg except self COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP
Dimensional Containment	9		STACK 1 COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Resist (Skill/Non) 
	Initially creates a visible 3 Square perimeter, After Rollout the perimeter disappears from view. Creatures of Dimension must Save to leave the containment. ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp. Non-Dimension creatures may enter and exit at will.							FOCUS:Save roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL 10		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: Skill Avoid Attack
Astral Mental Shield								
	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 vsAstral creatures (while in the Astral plane).	FOCUS:AoE +1	COUNTER: None					
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
Astral Plane Projection								
	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.	COUNTER:Dispel Magic. Lvl:1					
LEVEL 12		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
Circle of Langstrom Expulsion								
	Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save.	FOCUS:AOE: 4 Sq Radius	COUNTER: None					
LEVEL 12 NAE'EM		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 30 Minutes	DURATION 2 Minutes	SAVE: No Save
Portal To A Connecting Soul								
	portal can't be opened/created unless Nae'Em agrees to the portal. First to pass through must be either the Nae'Em or the caster. Nae'Em/caster and one other person can pass through.	COUNTER: None	ENHANCEMENTS:					
LEVEL 13		STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT 3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Skill Expulsion
Circle of Astral Expulsion								
	Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save. Circle can be kept going if recast before end of duration.	FOCUS:Save roll +20.	COUNTER: None					
LEVEL 13		STACK 5	COST 16 pts	RANGE Touch	AREA OF EFFECT 2 x 2 Square	ROLL OUT 12 Secs (2 Rds)	DURATION 1 Round	SAVE: Resist (Skill/Non) Stay in PMP
Circle, Dimensional Expulsion								
	Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Range is for casting. Distance to caster does not matter after casting. Requires each Dimension creature to Roll a Save, Casters use their Skill Save, all others use non-Skill Saves.	COUNTER:No Counter Available. Lvl:1	ENHANCEMENTS:					
LEVEL 13		STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT 10 Marks	ROLL OUT 1 Hour	DURATION 6 Days	SAVE: No Save
Find Nearest Langstrom Portal								
	Bright purple coils arrange into 1 to 2 letters indicating the compass direction. Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster. Bright purple coils arrange into 1 to 2 letters indicating the compass direction.	FOCUS:Distance in Marks	COUNTER: None					

LEVEL 19	NAE'EM		STACK 99	COST 20 pts	RANGE PMP	AREA OF EFFECT 1 Landmark	ROLL OUT 2 Days	DURATION Permanent	SAVE: No Save
Vae 'Em Portal (Ethereal Portal)									

Enchanted light envelopes the landmark during the rollout.
After the rollout a visible portal comes into existence.

FOCUS:Closer

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 4	Increase Aura	-2 SP

Shape Change

LEVEL 1		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 8 Hours	SAVE: No Save	
Shape Of A Dog									

As this skill rolls out the Sylvan morphs into a medium sized common dog.
The caster is physically changed into a dog and will not be able to cast spells.
The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6.
They will be able to hear well (+20 to Saves regarding hearing and smells).
They will not be able to speak beyond barking and whining, except with Nae'Em use.

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL 2		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: No Save	
Shape Of A Deer									

Caster Shifts into existing as a medium sized mundane deer (Buck or Doe).
Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute)
The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6.
Loss of points beyond 30 will revert the caster back to normal form with that damage.
They will be able to hear well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL 3		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hrs (Min 1 Hr)	SAVE: No Save	
Shape Of A Plant									

Caster changes into the shape of a plant that is
The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster.
Caster melds into the plant and can hear and feel. Can take damage when inside.
Caster is NOT able to smell, see, speak, or cast while inside.
Does not work on plants that are plant creatures. (Treants, etc.)

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

LEVEL 4		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 6 Minutes	DURATION 4 Hours	SAVE: No Save	
Shape of A Familiar									

Cast takes a form similar of (same creature type) a current Familiar.
Caster keeps their own HP.
Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement.
Casters are NOT able to use normal speech.
Doubles the Range with current Familiars

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP

LEVEL 5		STACK 9	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 1 Day	SAVE: No Save	
Shape Of A Dolphin									

Caster becomes a medium sized mundane dolphin.
HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min)
Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6.
Loss of points beyond 40 will revert the caster back to normal form with that damage. They
will be able to hear underwater well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

LEVEL 7		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save	
Shape Of A Wolf									

As this skill rolls out the Sylvan morphs into a medium sized mundane wolf.
HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute)
Loss of points beyond 50 will revert the caster back to normal form with that damage.
They will be able to hear howling well (+30 to Saves regarding hearing any howls).

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

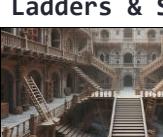
ALL

LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Establish A House				48 pts		1 Recipient		1 Target	1 Month	Permanent		

LEVEL	14	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Ionic Marker Detector				16 pts		12 Squares	5x5 Squares		10 Minutes	30 Minutes	

Summon or Send		LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
TIRO:	I Have Your Item!			30% Max	4 SqS	1 Item	Initiative	1 Round			Item kept.	
	Bright Multi Colored flash travels towards the item and snatches it.	Random object (No magic/metal/crystalline).	Target may attempt a Save to keep item.								COUNTER: None	

LEVEL	7	NAE'EM		STACK	3	COST	24 pts	RANGE	2 Squares	AREA OF EFFECT	1 Corpse	ROLL OUT	2 Hours	DURATION	7 Days	SAVE: Resist (Skill/Non) Creation Done!
Invoke Skeleton/Drifter																
																CREATE: FOCUS:Stacking=5 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 12 AoE = 2 Recipients 10 SP
 Barely visible crimson flames extend from the Caster and surround the AoE. Magically draws in a Skeleton, which can become a Drifting Ailment. Barely visible crimson flames extend from the Caster and surround the AoE. Save passed at end of Duration creates an uncontrolled Drifting Ailment. (Diseased Skeleton)																
LEVEL	8	NAE'EM		STACK	7	COST	20 pts	RANGE	Touch	AREA OF EFFECT	1 Target	ROLL OUT	6 Hours	DURATION	Save @ EOY	SAVE: Resist (Skill/Non) Creation Done!
Create Zombie/Skeleton																
																CREATE: This spell creates A ... FOCUS:Creation Pt+20 Marks COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP
 Brilliant crimson flames surround and infuse a corpse. Zombies usually last around 6 months, Skeletons last indefinitely. Brilliant crimson flames surround and infuse a corpse.																
LEVEL	9	NAE'EM		STACK	7	COST	24 pts	RANGE	Touch	AREA OF EFFECT	1 Corpse	ROLL OUT	6 Hours	DURATION	Save @ EOY	SAVE: Resist (Skill/Non) Creation Done!
Create Plague Bearer/Drifter																
																FOCUS: Creation Pt+20 Marks COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP
 Creates 1 Plague Bearer. Plague Bearers usually last around 6 months, Drifters last indefinitely. - 6 pch Cinderroot, Grave dirt, Pine ash, Oak leaves. - Need a diseased corpse, - Duration: 6 months. Then Drifter is possible.																
LEVEL	12	NAE'EM		STACK	3	COST	12 pts	RANGE	1 Square	AREA OF EFFECT	1 Creature	ROLL OUT	10 Minutes	DURATION	8 Hours	SAVE: No Save
Langstrom Servant: Pucooe Gree																
																FOCUS: Protect caster COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high)																
LEVEL	13	NAE'EM		STACK	1	COST	16 pts	RANGE	Same PMP	AREA OF EFFECT	1 Tae'Em	ROLL OUT	Initiative	DURATION	Instant	SAVE: No Save
Summon Item (Tae'Em)																
																FOCUS: Subtle Casting (Free) COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP Lvl 12 AoE = 2 Recipients 10 SP
 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.																
LEVEL	20	NAE'EM		STACK	1	COST	50 pts	RANGE	50 Marks	AREA OF EFFECT	2x2 Squares	ROLL OUT	20 Minutes	DURATION	4 Hrs/Tier	SAVE: Skill Creation Done!
Invoke Wraith/Ghoul																
																CREATE: FOCUS:Stacking=3 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
 Flames extend from the Caster and surround the AoE. This magically draws in either a Wraith or a Ghoul.																
LEVEL	1	NAE'EM		STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	Traversable Land	ROLL OUT	10 Minutes	DURATION	8 Hours	SAVE: May Need Skill Sav GM Keep course/speed
Traveling (PMP)																
																FOCUS: Duration = 10 hrs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP
 Hunter is able to stay on course when no path or road is available. Hunter guides up to 10 other people while maintaining the normal WALKING road speed. Extreme environments require the GM roll a Skill Save to keep the course and speed. Hunter can use this skill while using other skills like Point Person, Find North. Double time is NOT an option while using this skill.																

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Quick Jump				20% Max	1d6 Squares	Self	Initiative	Instant		
		Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.								
									COUNTER:	None
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
Summon Astral Beast of Burden										
		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.								
									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
LEVEL	4		 	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 5 Minutes	DURATION 8 Hours	SAVE: No Save
Strumos Run										
		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).								
									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
LEVEL	9		 	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 20 Hours	SAVE: No Save
1000 Yard Stare (1 to 4 days)										
		Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake. Hunter zones out as they walk a preset direction								
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 14	Duration X2 8 SP
LEVEL	9		 	STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT Trail 1 Mark Long	ROLL OUT 12 Hours	DURATION Permanent	SAVE: No Save
Cover Wilderness Trail										
		Hunter slows down to ensure no trial is left behind. Another Hunter 'might' uncover the trail. Max:1 Mark of travel covered per use. Movement is at 1/2 speed, but 10th lvl enhancement 'Rollout halved' resets move to full.								
									COUNTER:	Find/Follow Trail- HNT Lvl:1
									ENHANCEMENTS:	
									Lvl 10	Rollout Halved 6 SP
LEVEL	10		 	STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 1 Square	ROLL OUT 5 Rounds	DURATION 1 Hour	SAVE: No Save
Ladders & Stairs Of The Mist										
		Can be cast/created in any plane Ladder: 1-12 sqs x 1 sq Lean. OR Stairs: 6 sqs x 6 sqs Lean.								
									CREATE:	Breakable of Ladders or Sta
									FOCUS:	Hand rails
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 9	Range +50% 6 SP
									Lvl 20	AoE X4 20 SP
									Lvl 16	AoE X2 16 SP
LEVEL	12		 	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Mark	ROLL OUT 20 Minutes	DURATION 12 Hours	SAVE: Skill Find Follow
Find/Follow Wilderness Trail										
		Hunter becomes the tracker. Succeed=GM rolls Skill Save to find/follow Movement is reduced in half.								
									COUNTER:	Cover Trail - HNT Lvl:1
									ENHANCEMENTS:	
									Lvl 14	Duration X2 8 SP

Urban Environment

LEVEL	9	JUST I	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Urban or Subterr	ROLL OUT 3d8 Minutes	DURATION 4 Hours	SAVE: Skill Path found	GM
Urban Tracking  <p>Rogue attempts to follow a hot path, before it grows cold. Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old. Rogue attempts to follow a hot path, before it grows cold. Rogue and GM roll Comparison Save to determine success.</p>										

Utility or Misc

LEVEL	1	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Water From A Plant				20% Max	1 Square	1 Plant	Initiative	10 Minutes		

LEVEL	2	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO:	Amplify Own Speech				20% Max	1d20+4 Squares.	Forward, Right, & Left	Initiative	5 Minutes		

Watch/Scry

LEVEL	10	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Project Astral Image Within PMP				12 pts	Self	PMP		20 Minutes	4 Hours		

z - Basic Skills To All