

1 Climbing

LEVEL

Tier 1

Climb @ walk move. X2 walk with Kit.

Fall=2d8 Dmg / Climb. Init=Instant with Enhancement

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move	Initiative		Class Specialty	Mundane
STACK 99	AoE Vertical Area	DURATION 5 Minutes		SAVE Agility	CLASS GROUPS ROG Has not fallen



By COPILOT

Details:**GENERAL:**

- The Climb Distance is equal to the Rogue's walk,
 - The enhancement 'AoE x2' at 12th level will double that,
 - Non-Rogues climb at 1/2 of their walk rate.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Climb Requirements,
 - Must have both hands unencumbered, but can be wearing any non-metal armor,
- Skill Saves are based on the difficulty of situation.
 - Use of the Rogues Kit must be stated prior to a Save and gives an additional +20 if needed,
 - Obviously rough or smooth surfaces will adjust the Save (+ or -)
 - The 'Save Roll +20' enhancement at 14th level helps with 20 added to the Skill roll)
 - Non-Rogues must use their Non-Skill Save.
- The Rogue is required to pass a Skill Save for every Climb Distance attempt,
 - Passing the Save indicates the Rogue was able to climb (Use Base/Walking),
 - Failing the Save indicates the Rogue will fall,
 - A previously set/tied rope may limited the distance fallen.
 - Instant response may help (2nd Attempt Grab)
- Falling damage based on number of incremental climbs (Climb Distances),
 - 2d8 damage rolled for every climb distance fallen.
 - If fallen with a previously set/tied rope the damage taken is halved.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the climber is carrying anything (listed in their backpack area),
 - Character can carry items on their body and within the Hidden Spaces.

Bonds and Connections

- No Nae'Em connection

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
16	AoE X2	16
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Use of this Rogues Kit is NOT passive.
- Saves for climbs gain 20 on the Skill Roll.

1 Create A Field Bandage

LEVEL

Tier 1

Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire.

Bees Wax, Amaranth Leaves, Sea Water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0.40 pts	Touch	4 hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Wraps	Permanent		None	HNT



By COPILOT

Details:**GENERAL:**

- Creates 1d3 bandages.
- All bandages stop the bleeding,
- Hunter Field Bandages also heal 2 HP,
- When applied by a Hunter heals an additional 2 HP.
- Requires the Hunter to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Create 1d3 wraps (bandages).
- Allows Hunter applied bandages to give 2 HP healing.
 - Use of Hunter Kit gives an additional +2 HP.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the components are not gathered and processed properly.
- Review Creation 'Field Bandage'

Bonds and Connections

- No Nae'Em connection.

**Counter:**

No Counter Available.

Creations:

Field Bandage

- Stop Bleeding.
- HNT: +2 HP.
- Need: Campfire, HNT Kit, 12 Sp Pts, 4 Hours. Bees Wax, Amaranth Leaves, Sea Water.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Using a kit gives an additional +2 HP.

1 Rogue To Rogue Signals

LEVEL

Tier 1

Hand and body movements to communicate in site, but quietly.

1 simple statement per rd. Save to pass complex statement.

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
4 pts	In Sight	Next Initiative		Class Specialty	Mundane
STACK	AoE	DURATION	GM	SAVE	CLASS GROUPS
1	In Sight	30 Minutes		Skill	ROG

Sent & Rcvd



By COPILOT

Details:

GENERAL:

- Rogue to Rogue basic sign language that is subtle communication.
 - It includes body language and facial expressions.
- Only basic information can be put across,
 - The more subtle and complex the information will need a Save.
- Available to any classes that work from the Base of Rogue, whether is self taught or not.
- GM will roll the Save to see if there is unintended observation,
 - GM can scale the Save up or down depending on circumstances and complexity of message.

WHAT THIS SKILL DOES DO:

- Does take 1 round or 6 seconds to communicate a single statement/message.
- Does allow one statement per round,
 - The more statements put across the more difficult to decode by recipient.
 - The more complex the messages the more difficult the Save.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any information to any character that does not have a Rogue skill set.
- Does NOT work with jargon not known by the recipient.
- Does NOT work with recipients unable to see the signals.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required

1 Skinning A Hide

LEVEL

Tier 1

Results in usable hides.

Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	12 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Animal	Permanent		none	HNT



By COPILOT

Details:

GENERAL:

- At Tier 1 hunter is able to skin smaller animals (Sheep and smaller),
 - Provides a medium quality hide up to 2x4 ft / 60x120 cm.
- At Tier 3 hunter is able to skin medium animals (deer and smaller).
 - Provides a medium quality hide up to 3x6 ft / 90x180 cm.
- At Tier 5 hunter is able to skin large animals (grizzly bears and smaller).
 - Provides a medium quality hide up to 6x6 ft / 180x180 cm.
- Requires the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Only affects creatures with hides.
- Works hides into medium quality but no edging or forming done,
 - Only one tenth of normal value if sold.
- Includes a curing process.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on living animals.
- Does NOT yield any product if,
 - Process is interrupted or stopped before end of duration,
 - Save fails.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

A Hide from Skinning



- By tier: 1st 2x4, 3rd 3x6, 5th 6x6.
- Non Hunters: not able to create this.
- Need: Campfire, 4 SP, 12 Hours.
 - Animal carcass, Salt, common stone.
- Market: 99 Max, Buy:2 GP, Sell:5 SP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yields 2 hides

1 TIRO: Water From A Plant

LEVEL

Tier 1

Water pours as if from a spout, but it is from a plant.

The caster enchants a plant to pour water. 1/2 skin.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Plant	10 Minutes		None	TRO



By COPILOT

Details:

GENERAL:

- Water pours from a plant as if from a spout or spigot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS SKILL DOES DO:

- Does requires a plant.
- Does makes a plant spout water, but in small quantities.
- The water is safe to drink.

WHAT THIS SKILL DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

1 Heat Wave Wall

LEVEL

Tier 1

Creates a wall of heat meant to inhibit aggressors.

2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1/Tier	Self	4 Rounds		Resist (Skill/Non)	



By COPILOT

Details:

GENERAL:

- Creates a wall of heat meant to inhibit aggressors.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows a caster of 2nd Tier and higher to cast on others,
 - But the 1st recipient must be the caster.
- Creates a wall of heat that inhibits some battle actions,
 - it causes damage (2d3 +Acumen Bonus) with a Save for half damage,
 - It causes damage to all melee attacks, even casters melee attacks,
 - It allows the casting of spells through the Heat Wall without issue.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit any ranged or thrown attacks towards or from the caster,
 - But does inhibit any melee (Touch) spells to/from the caster.
- Does NOT combine well with some other spells that encircle the caster,
 - For example: Tornado Wall, Reduce Fire Damage, Mundane Fire Immunity

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	AOE = Self +1	6
9	Duration +50%	6
14	Damage X2	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows the caster to NOT concentrate,
 - thus can do other actions the require concentration.

1 Set for A Charge

LEVEL

Tier 1

Increases AC by +6 vs the charge attacks ONLY.

INTERRUPT: Longsword or larger required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Charge	1 Round	1 RDS	None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other EXTRA effort can be done in the same round. (1 per round)
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- This is a COUNTER MEASURE that interrupts a specifically selected charge attack.
 - May only be used once per round,
 - If there are multiple charge attacks on one defender, the defender must choose 1 attack to defend against.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.

WHAT THIS SKILL DOES DO:

- This skill pauses all action when enacted before the charge can be done,
 - The AC benefit (below) is enacted then the enemy charge continues.
- Requires this defending Fighter to use:
 - A weapon the size of a longsword or larger.
- Allows the AC of this defending Fighter to increase,
 - Increases their armor class (AC) by +6 vs the charge attacks ONLY.
- The Defender may pivot in order to face the charge.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow AC bonuses vs non-charge attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

1 Shield Expertise

LEVEL

Tier 1

Lean into your shield training.

Small & Medium: Use the shield AC +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION	4 RDS	SAVE	CLASS GROUPS
1	Self	4 Rounds		None	FTR



By COPILOT

Details:

GENERAL:

- Allows use of some shields more effectively.
- Can be used along with 'Shield Bash' Extra effort.
 - Shield Bash is only used on Odd rounds,
 - Shield Bash combined with this skill requires only Small or Medium shields,
 - Shield Bash can use this shield AC+2 as a base for Shield Bash skill.

WHAT THIS SKILL DOES DO:

- Increases AC on some shields,
- Small and Medium shields have an AC+2 (add 2 to the shield AC).

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply to buckler or Large shields.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6

Focus Items and/or Kits:

- Not required.

1 Wind Wall

LEVEL

Tier 1

Gives +4 AC protection vs Thrown & Ranged.

Moves with caster. Not into occupied squares.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 creature (self)	4 Rounds	 Resist (Skill/Non) Old AC is used	 SYL



By COPILOT

Details:

GENERAL:

- Caster gains +4 to AC vs Ranged and Thrown attacks.

WHAT THIS SKILL DOES DO:

- Does surround the caster (1 Square only)
- Does allow casting in and out of the wall.
- Does move with the caster.

WHAT THIS SKILL DOES NOT DO:

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Does NOT be combined with other spells which surround 1 Sq.
 - For example: Heat Wave Wall.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE = 2 Targets	12



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

1 Avoid Incoming (Ranged/Thrown)

LEVEL

Tier 1

Frontal defense only, flank unchanged.
Dodging (+2 AC) vs Ranged and Thrown attacks.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Battle	1 Battle or 1 Hour		none



Details:

GENERAL:

- The character gains an awareness of projectiles and is able to estimate the trajectory.
- Continues with normal defense (unimproved by this spell) for flanking attacks.

WHAT THIS SKILL DOES DO:

- Provides +2 AC for the character vs frontal ranged and thrown attacks,
 - Doesn't defend against Melee attacks.
- Allowed to start this skill prior to battle or during battle,
 - either way it lasts till end of battle or 1 hour. Whichever comes first.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block or disrupt any melee or magical attacks.
- Does NOT provide protection vs Flanking attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

1 Avoid Incoming (Ranged/Thrown)

LEVEL

Tier 1

Frontal defense only, flank unchanged.

Dodging (+2 AC per Tier) vs Ranged and Thrown attacks.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Actions/Prep
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	1 Battle or 1 Hour		none
				ROG



By COPILOT

Details:

GENERAL:

- The character gains an awareness of projectiles and is able to estimate the trajectory.
- Continues with normal defense (unimproved by this spell) for flanking attacks.

WHAT THIS SKILL DOES DO:

- Provides +2 AC per Tier for the character vs frontal ranged and thrown attacks,
 - Doesn't defend against Melee attacks.
- Allowed to start this skill prior to battle or during battle,
 - either way it lasts till end of battle or 1 hour. Whichever comes first.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block or disrupt any melee or magical attacks.
- Does NOT provide protection vs Flanking attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

1 Flash Of Fire!

LEVEL

Tier 1

Flash directed to target to interfere with sight. No ToHIT.

1d6 + ACU mgc fire dmg. Save or Blind 4 rds, -4 Init/ToHIT.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Agility	DOK

Not Blinded



By COPILOT

Details:

GENERAL:

- Target a single square to use as a flashbang,
- All within 4 sqs will need to Save to not be blinded.

WHAT THIS SKILL DOES DO:

- Causes 1d6 + ACU magical fire damage.
- Requires target creature to roll a Save vs Agility,
 - Passing the Save means the target has avoided the bright flash,
 - Failing the Save means the target is blinded for 4 rounds,
 - a blinded target has lower AC (-4), and lower ToHITs (-4).
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any creatures that are immune to fire.
- Does NOT cause an mundane fire damage.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Flash Bang! Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Flash Bang!

- ToHIT, Dist:14 Sq, Dmg:1d6, AGL:2 to avoid.
- DOK: ToHIT +4.
- Need: Kitchen/Lab, Cost 12 pts, 4 Hrs.
- Ceramic ball, Cinderroot, Pine Ash.
- Market: 9 Max, Buy:15 GP, Sell:5 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Save vs Blindness more difficult. Save roll -20.

1 Force Pinch 1d4

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	Next Initiative	N EXT	Battle Offense
STACK	AoE	DURATION	I RDS	Resist (Skill/Non)
99	1 Square	1 Round		 VEN

1d4 + ACU Dmg

[By site/group]

Details:

- Does damage the target area and those it in for 1d4 + Acumen Bonus.
- Does force the target to pass a Save,
 - Failure means the target loses an attack/action,
 - If no attacks are taking place then target loses an action.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Damage X2	12
18	Range X4	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Save +1 Col

1 Massive Bludgeoning Hammerstrike

LEVEL

Tier 1

Blunt damage for regular melee attacks. Only for Hammers.

Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Melee	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	2 _{RDS}	SAVE	CLASS GROUPS
1	Self	2 Rounds		None	FTR



By COPILOT

Details:

GENERAL:

- This choice of attack can be an attempt to subdue rather than harm,
 - When subduing: Track damage and apply fully, after battle remove half of the subdue damage.
- While attempting this attack the Fighter might still cause real damage.

WHAT THIS SKILL DOES DO:

- Lowers the Fighters ToHIT by 2.
- Directs all of the Fighters successful hits use the Criticals Chart,
 - Use the Hand/Foot column.
- Allows the fighter to make any or all of their attacks in the round as Bludgeon.
- Requires the use of a 'Hammer' weapon,

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with ranged or thrown attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

1 Phage

LEVEL

Tier 1

Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 SqS / Tier	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 rds	SAVE	CLASS GROUPS
1	1 adjacent sq / Tier	5 Rounds		Health	VEN

Temp halt of effect



By COPILOT

Details:

- This causes a minor sickness to happen for multiple rounds in a battle.
- As the casters tier increases so does the AoE, making this spell more powerful.
- Use the chart below to understand how the 'Fragility' field in the character sheet works.
 - The GM will direct the player to update the Fragility stat when/as needed.

Index	Level	Description	AC	Move	Saves
0	-	None	0	0	0
1	A	Queasy	-1	-1	5
2	B	Run Down	-1	-3	10
3	C	Dragging	-2	-4	15
4	D	Declining	-3	-5	20
5	E	Impaired	-3	-6	25
6	F	Ailing	-4	-8	30
7	G	Weakened	-5	-9	35
8	H	Enfeebled	-6	-10	40
9	I	Out of action	-6	-12	45
10	J	Unconscious	-7	-25	50

- As noted above the effects of Phage can limit AC, Movement, and Saving Throws.
- Only one Fragility status can be in effect at a time.
- If there are multiple Fragilities presented the most extreme is used.
- The target rolls their Save during the initiative to find out what level of effect remains in play for them.
 - If the Save fails the level of effect increases by one.
 - if the Save passes the level of effect stays the same.
- Therefore the Save can limit the effect but will not remove the effect.

Spells by round
Sickness by Day
Poison is by Hour

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Greater Fragility Effect

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Range X2	8
16	AoE X2	16

Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Will add 1 to the Maximum (End) of the effect.

1 Rose Thorns

LEVEL

Tier 1

1 Target requires a ToHIT +4 and can be lobbed.

Delivers 2d6 Damage/Tier, Blunders=missed,

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	10 Squares	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	None none	SYL



Details:

GENERAL:

- Allows the caster to lob the attack in an arc to the target.

WHAT THIS SKILL DOES DO:

- Requires each spell instance to be directed to a single target,
 - Then requires a ToHIT with a bonus of +4.
- Delivers 1d6 thorns per Tier.
 - technically each HP of damage is a single thorn.
 - thus a roll of 5 damage would indicate 5 thorns hit and caused damage.

WHAT THIS SKILL DOES NOT DO:

- Does NOT automatically hit.
- Does NOT have any negative effect if the ToHIT is a Fumble.



By COPILOT

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

1 TIRO: Pie Fight!

LEVEL

Tier 1

Multi colored Pie appears as it is thrown.

Target Saves to NOT block vision.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	4 Squares	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Agility	TRO

Vision is clear



By COPILOT

Details:

GENERAL:

- This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS SKILL DOES DO:

- Requires a Save to be rolled by the target:
 - Fail = Target's vision is blocked for one round.
 - Pass = Spell has no effect.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

1 Typhlotic Sparky

LEVEL

Tier 1

Bright sparkling lights may partially blind the targets.

Save vs Visual issues.

Fail= Init & ToHIT -2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	2 _{RDS}	SAVE	CLASS GROUPS
99	2 x 2 Squares	1 Round / Tier		Skill or non-Skill	STM

Target Sees



By COPILOT

Details:

GENERAL:

- Caster throw bright sparkling lights, attempting to partially blind those in the AoE.

WHAT THIS SKILL DOES DO:

- 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 the 'non-Skill' Save.
- All with a failed Save have a -2 to their Initiative and ToHIT.
- Friends that are aware of this spell has been cast benefit with a +20 to their Save roll,
 - This does not apply to enemy,
 - This does not apply to party members that are not aware this will be cast on that round.
- Enhancements and the Focus Ring may adjust the Saving roll, Duration, or Range.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause physical harm.
- Does NOT provide for a good single light source.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Caster add to target's Save roll by 20

1 Bond With Ancestor

LEVEL

Tier 1

XX

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1d6+1 Days		Commune	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	5 Min & Permanent		None	VEN



By COPILOT

Details:

During first Tier, the caster may gain 1 random Personal Ancestor contact per level up to a maximum of four. Each Ancestor has a distinct personality, class, and era of life. Upon attaining a new Tier thereafter, one contact of the caster's choosing may be dropped in exchange for a random new contact (possible spell to increase chance of "directing" it towards a specific class or higher level.) The Ancestors are rolled up by the GM as an NPC but will have less direct influence on the party than an actual NPC would.

The GM gets to pick the personalities and their cooperativeness. The ancestor need not share all of the details from their life unless the GM so desires. However, the caster may obtain more information from them through commune spells. Questions regarding information closer to the ancestor's class/race is easier to obtain while more esoteric info/language

Once summoned

Can only summon only 1 spirit at a time, but can have up to 4 summoned spirits set and ready to commune with... see Commune with Ancestor spell.

1 Ancestor per level for the 1st Tier
Max of 4 (1 for each level of 1st)

Gm finds (creates) a long dead ancestor. (Dead at least 100 years)

Rollout: one day

A 10' globe of bright light appears around the caster 30 minutes into the rollout and stays for the duration of the Commune.

If the caster does not have 4 established Ancestor contacts, they may choose to create a new contact with a random ancestor of theirs.
A successful MR save creates a new established Ancestor connection.

Bonds and Connections

XX

Counter:

No Counter Available.

Creations:

XX

XX

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

-- No effect.

1 TIRO: Beauty Contestant:2nd Prize

LEVEL

Tier 1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
5.6% Max	Self	5 Minutes		Illusions	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	12 Hours		Senses	TRO

Appears more accepta



By COPILOT

Details:

GENERAL:

- The caster makes themselves look more attractive by their race's standards.

WHAT THIS SKILL DOES DO:

- Makes the caster appear physically more attractive by their race's standards.

WHAT THIS SKILL DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

1 Shape Of A Dog

LEVEL

Tier 1

Physically changes to a dog, no spell casting. HP:20.

AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	2 Minutes 	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	8 Hours 	None	SYL



By COPILOT

Details:**GENERAL:**

- About the new shape: Any medium sized mundane/common dog:
 - has heightened senses of hearing and smell. (Save Rolls +20)
 - has the HP max set to 20 regardless of characters standard max HP.
 - AC set to 20 (Regardless of normal AC)
 - Init and ToHit is set to +8 regardless of previous bonuses
 - Number of attacks is set to 2 per round and Damage per attack is set to 1d6.
- If the changed form takes more than 20 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - However, the character is able to bark, growl, whine, but not talk,
 - Remember, a previous Nae'Em will still continue to work.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
 - Only after returning back to the original caster form FOCUS ITEMS are available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have the ability to create a larger dog.
- Does NOT confer the ability to speak languages, only able to bark, growl, or whine.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT give the clear ability to communicate with another dog,
 - However, rudimentary communication is possible.
- Does NOT allow the caster (in this form) to cast spells or use tools/weapons.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

1 Find North

LEVEL

Tier 1

Hunter does a quick look and finds North.

GM indicates direction of North.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Natural Environment	Mundane
STACK	AoE	DURATION		None	CLASS GROUPS
99	Self	1 Hour			HNT



By COPILOT

Details:

GENERAL:

- GM indicates which direction is north.

WHAT THIS SKILL DOES DO:

- Takes 6 seconds (a round) to review the surroundings.
- Allows the hunter to use this in battle.
- Determines where North is.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the hunter to teach this to non-hunters.
- Does NOT reveal the location of any other direction.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

1 Create Message Trap

LEVEL

Tier 1

Hidden non-damaging trap. Enhancements/Kit may help.

Campfire Only. Need Straps, Triggers, and Levers.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	20 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Square	Until Triggered		GM	ROG

Trap in place



By COPILOT

Details:

GENERAL:

- Rogue creates and places a hidden non-damaging trigger type trap,
 - Requires a campfire, Misc Straps, Triggers, and Levers. (Available items to buy).
- If traps are very old the GM should roll to see if the trap is still active.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (Creating a Message Trap)

- This skill makes a trap within the 20 minutes,
- Requires Rogue to pass the Skill Save AFTER all parts have been assembled,
 - If the Save Passes the Trap has been set as expected.
- Requires the Rogue to describe the trigger and the message to be displayed.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

WHAT THE CREATION DOES:

- Use of this skill is also one of the basic requirements for a 'Message Trap',
 - Pre-created message traps are NOT made to slip into place and be hidden,
 - When a Non-Rogue class places this trap kit it is obvious and easily seen,
 - only a Rogue can set it up to be hidden by working with it for 20 minutes.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Message Trap



- Obvious Trap: Message pops out when triggered.
- ROG: Required to make hidden.
- Need: Campfire, 20 Sp Pts, 4 Hours. Straps, Triggers, Levers.
- Market: 9 Max, Buy:150 GP, Sell:50 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
14	Save Roll -20	8

Focus Items and/or Kits:

- Kit NOT required.
- If a Kit is used increase Save difficulty by 20

1 Disarm/Arm Locks and Traps

LEVEL

Tier 1

For locks, Traps, and other mechanical devices.

Simple +0, Advanced -20, Complex -50. Rogues Kit +20.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Mechanical	Until Reset	Skill		ROG

Locked/Unlocked



By COPILOT

Details:**GENERAL:**

Simple Issues require Skill Save
 Advanced Issues require Skill -20 Save
 Complex Issues require Skill -50 Save (or more)

non-Dmg traps, Padlocks, Skeleton keys.
 Dmg Traps, Imbedded Locks, Slim keys.
 Hidden or large mechanicals.

- Requires the Rogue to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Allows the Rogue to attempt to Disarm/Arm a mechanical,
 - Disarm is to disable, open, release, or unlock a device,
 - Arm is to close, set, or lock a device

WHAT THIS SKILL DOES DO:

- Allows Rogue to inspect first, and get more detail from the GM IF not done already.
- Does allow Rogue to use a Kit to better the Save (+20).
- Allows Rogue to attempt this 3 times with any specific mechanical,
 - Each effort is a separate SP cost.
 - Efforts after the 3rd attempt will yeild no further progress or information.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to try more the 3 times.
- Does NOT allow the Rogue to create magical mechanicals without a casters help.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.
- Tools from kit make the job easier. Save +20

1 Basic Healing 1d8+ACU

LEVEL

Tier 1

Caster's most basic form of healing.

Heal 1d8+ACU.

Range of 8 sqs for Fighters.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 or 8 sqs	Initiative		Healing and Rest
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent		None
				STM



By COPILOT

Details:

GENERAL:

- Caster's most basic form of healing.

WHAT THIS SKILL DOES DO:

- Heals 1d8 + Acumen Bonus.
- Healing only living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter the spell range becomes 8 Sq.
- beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT heal issues regarding Fragility.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- No creations. Usable only as a spell/skill.



Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

SYL-VEN-ORX

310-1

1 Forced Heal 1d4 per Tier

LEVEL

Tier 1

roll 1d4 per caster Tier.**Apply as force damage, then x2 as healing.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Healing and Rest
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	Permanent		None



By COPILOT

Details:**GENERAL:**

- Caster is able to draw force energy from everywhere in the body,
 - then deliver it to the specific wound causing the pre-healing damage(x1).
- But the wound is healed at x2, after then damage has been done.

WHAT THIS SKILL DOES DO:

- Does follow a pattern of roll/calculate, damage, then heal:
 - First Roll 1d4 HP per Tier of the caster,
 - Then apply as force damage to the target, if the target is dead next step fails.
 - Lastly, apply the full healing times two (x2) to the target,
 - Net result is a healing (after the damage was delivered).

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal if death is caused before the healing kicks in.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Range At 3 Sq's	8
18	Range X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK

311-1

1 Heal Fire Damage 2d8

LEVEL

Tier 1

PAIN FREE. Heals fire & smoke damage for living creatures.

Heals 2d8 HP of fire damage to living corporeal creatures.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Target	Instant		None	DOK



By COPILOT

Details:

GENERAL:

- A low SP cost to heal, but only for damage from fire or smoke inhalation.

WHAT THIS SKILL DOES DO:

- Delivers 2d8 health which will only affect wounds caused by fire.
- Also heals damage caused from smoke inhalation.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal non-corporeal creatures.
- Does NOT heal dead, undead, or living dead.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sq	8
16	Healing +4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Doubles protection fire damage reduced by 4, min 1.

1 Sylvan Forced Healing 1d6 HP

LEVEL

Tier 1

Roll 1d6. Damage x1 then Heal x2

May knock out / kill the recipient if HP is brought too low.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	None	SYL



By Magickstudio-art

Details:**GENERAL:**

- This causes pain and is then used to help the wounded area (healing).

Process:

- First roll the dice (1d6) and note the result,
- next, apply the rolled result as DAMAGE,
- Finally, apply TWICE the amount rolled result as healing to HP.

WHAT THIS SKILL DOES DO:

- Heals living creatures and plants.
- Has the possibility of knocking a person out if their points drop below 1.
 - If below 1 HP the person will black out and fall.
 - When back above 0 HP they will be able to rise again.
- Has the possibility of killing a person if their points drop too low.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT allow a person killed by the drop in points to automatically come back.
 - They would be dead and some sort of life reviving spell would be needed.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

1 TIRO: Healing Bolus

LEVEL

Tier 1

A rainbow of colors surrounds the person being healed.

1d12 HP healing.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
30% Max	1 Square	Initiative	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Recipient	Permanent	None	TRO



By COPILOT

Details:

GENERAL:

- Entire body lights up with multiple colors.

WHAT THIS SKILL DOES DO:

- Heals 1d12 painlessly.
- Appears very bright.

WHAT THIS SKILL DOES NOT DO:

- 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.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

SYL-STM-VEN-ORX

246-1

1 Draw Up Ground Water

LEVEL

Tier 1

Capture wanter in containers. Area=1/4 mark. Repeats may fail.

Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Minutes	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	2 Skins/Tier	Permanent	None	SYL-STM-VEN-ORX



By COPILOT

Details:

GENERAL:

- Extracted ground water sprays up and can be captured in suitable vessels.
- No extra rolls needed if there are receptacles available and used.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Draws on the available water/moisture in the area. (1/4 of a Mark),
- Brings up water as long as the area is not barren of moisture.
- Total amount of ground water in the same general area...
 - Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
 - Arctic/Arid Regions: 2 skins per spell (multiples: -1 skins per spell),
 - Multiples: each repeated spell in same area reduces the effectiveness.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT continuously draw water from the same spot,
 - If cast in the same spot again this spell could fail.
 - Each repeat adds 10% to failure chance (1d100 roll).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds an extra 2 waterskins worth of water.

1 Light of Orix (Violet)

LEVEL

Tier 1

Default Light: Candle light

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Varies	4 Hours		None



Created by COPILOT

Details:

- Light Chart:	Description	Viewing	Seen
		-----	-----
	Coal	1 Sq	3 Sqs
	Candle	2 Sqs	8 Sqs
	Torch	6 Sqs	20 Sqs
	Lantern	20 Sqs	60 Sqs

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
 - Other spells actions that do not specifically state a need to concentrate may be used.
- Does NOT stay fixed to a static spot,
 - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE = 2 Targets	12
18	Duration X4	10

Creations:

- Creates Candle light (1 sq sphere).
- SOO & STM & SYL: 2 Sq Sphere.
- Need: Kitchen/Lab, , 4 Hrs.
Astral Specks, Lye Soap, Standstone.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

1 Light of Strumos Yellow

LEVEL

Tier 1

Default is 'Candle' light. Focus Item make brighter.

Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		None	CLASS GROUPS
99	Varies	12 Hours			STM



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Strumos Ring) the caster can choose the brightness level.
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the light is.**Viewing is how far the user (caster) can read with this light.**Seen is the max distance an outside creature can be seen.***WHAT THIS SKILL DOES DO:**

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot, it stays fixed in relation to the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Healthy Yellow Candle',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Strumos have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Creations:

Healthy Yellow Candle

- Yellow hued candle, 3 Sq's Rad, Dur:4 hrs.
- STM: Dur: 8 hrs.
- Need: Kitchen, 12 Sp Pts, 4 Hours. Bees wax, Potash, Bear Bones.
- Market: 9 Max, Buy:30 SP, Sell:8 SP.

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

1 Red Light of Dokour

LEVEL

Tier 1

Default is 'Candle' light. Focus Item make brighter.

Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Varies	6 Hours		None	DOK



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Dokour Staff) the caster can choose the brightness level.
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the light is.
Viewing is how far the user (caster) can read with this light.
Seen is the max distance an outside creature can be seen.*

WHAT THIS SKILL DOES DO:

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot,
it stays fixed in relation to the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Red Light Of Dokour',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

Creations:**Revealing Red Candle**

- Red hued candle light, 3 Sqs R, 4 Hrs.
- DOK: + 4 Hrs.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Potash, Honey, Boar Bones.
- Market: 9 Max, Buy:5 SP, Sell:1 SP.

**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to choose brightness

1 Shadow Cover (AC +1)

LEVEL

Tier 1

Shadow surrounds the caster and their belongings
Obvious in daytime, Night (AC +2), Day (AC +1).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Square	1 Hour		None



By COPILOT

Details:**GENERAL:**

- Shadow surrounds the caster and their belongings.
- When using 'Subtle Caster' the shadow comes on slowly over the rollout,
 - Also, no flames envelope the Dokour during casting.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Creates a shadow around the caster,
 - The darkened image can blend with shadows,
 - is most effective at night (AC +2),
 - is less effective during the day, (AC+1).
- Enables caster to potentially intimidate,
 - or even hide when it's dark.
- Allows casting within the AoE.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT muffle or inhibit sound in any way,
 - Unless the Dokours Focus Item is used.
- Does NOT interfere with sight,
 - Regardless if it is due to race or magic.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Init	12

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Muffles soft sounds the caster makes.

1 Swamp Lights (Greenish)

LEVEL

Tier 1

Default is 'Candle' light.

Focus Item make brighter.

Coal= 0 Sq,

Candle= 1 sq,

Torch=6 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Varies	2 Hours		None	SYL



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Sylvan Wand) the caster can choose the brightness level:
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the light is.
 Viewing is how far the user (caster) can read with this light.
 Seen is the max distance an outside creature can be seen.*

WHAT THIS SKILL DOES DO: (major component in creating a candle)

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot,
 it stays fixed in relation to the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Calming Green Candle',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Sylvan have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8
18	Duration X4	10

Creations:

Calming Green Candle

- Green hued candle, 3 Sqs Rad, Dur: 4 Hrs.
- SYL: Dur: 8 Hrs.
- Need: Campfire, 12 Sp Pts, 4 Hours.
 Bees Wax, Potash, Amaranth Root.
- Market: 9 Max, Buy:30 SP, Sell:8 SP.

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

1 Speak/Read/Write Common

LEVEL

Tier 1

The character is able to read and write the language known as 'Common'.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
4 pts	Self	1 Minute		Communication	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS	
99	Self	1 Day		None	ALL

[By site/group]

Details:

- Each character is able to use common languages of the realm and their race,
 - if the realm (Kingdom/Quendom) has a specific language as per the GM.
 - if the GM allows each character will be able to speak
- "Using" a language means to be able to speak, read, and write a language,
 - Some may not be able to write and barely able to read, but able to speak it.
 - Some may use a dialect or regional words that are meaningless to others.

... apply to all PC's
 ... Apply to most NPC's (as per the GM)

- The standard racial languages are:
 - Anthor, used by most Humans and Halflings,
 - Vyan, used by the Elves,
 - Lekalhek, used by the Dwarves,
 - Morswen, used by the Aqua Voca,
 - Fescal, used by Presma

... allow character to read or write arcane language.
 ... allow character to read or write racial languages different from the characters race.
 ... allow character to read, write, or decipher code.
 ... mean every NPC and PC uses the language as an expert,

- Some may not be able to write and barely able to read, but able to speak it.
- Some may use a dialect or regional words that are meaningless to others.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

1 Call & Direct Small Assistants

LEVEL

Tier 1

Direct group of natural critters via a weak Nae'Em.

3d4 critters for minor tasks. 20 lbs Max.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
1 pt	Self	4 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	10 Square Radius	8 Hours		None	SYL



By COPILOT

Details:

GENERAL:

- Beneficial adjustments can be found in Enhancements
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows 3 to 12 (3d4) creatures will come forth and stay near the caster.
 - They will stay within the AoE (centered on the caster).
 - They will attempt to aid the caster in any minor way possible.
 - As a group they can lift, push, pull, move a maximum of 20 lbs.
- Requires the caster to instruct creatures through an built-in, but weak Nae'Em.
- Requires all the assistants to act/react as a single group,
 - The group cannot be set up to do 2 separate and divergent tasks.

WHAT THIS SKILL DOES NOT DO:

- Does NOT continue if the called creatures are mistreated.
- Does NOT allow the creatures to continue if they are endangered/attacked.



Bonds and Connections

- This Is an Fae'Em connection with fauna.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
10	Rollout Halved	6

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

1 Chant of Protection, +1 AC/Tier

LEVEL

Tier 1

Gives +1 AC to those who have spoken the words of respect.

of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	Self	1 Full Round	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	5 Radius / Tier	10 Minutes	None	VEN



Created by COPILOT

Details:

GENERAL:

- Each person within the AoE that speaks the words of respect can receive +1 to AC,
 - Within the Duration once the words are said aloud Shrine the delivers the benefit,
 - Speaker must be within the AoE when the words are spoken.
- If desired a character may repeat the words of respect aloud to gain multiple benefits.
- Does require the caster to maintain concentration,
 - The Shrine is set up within the first minute of the Rollout.
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
 - During this time the caster reveals the current words of respect.
- Requires the Recipients who want the benefit to speak the words of respect aloud,
 - Gives +1 AC to all that have spoken the words of respect anytime within the Duration,
 - The recipients may repeat the words and gain the benefit for each caster Tier.
 - Only allows the maximum number of benefits given to equal the casters Tier,
 - The benefit given lasts throughout the Duration even outside the AoE.
- Requires Shrine to be respected throughout the Rollout and Duration,
 - Any person that disrespects the Shrine cannot receive its benefit,
 - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
 - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipients be engaged in battle to receive the benefit,
 - Battling the round before or the round after is allowed.
- Does NOT work if the caster is interrupted during the Rollout,
 - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

1 Chant Of Robustness, End DOT

LEVEL

Tier 1

Clears DOT to those who have spoken the words of respect.

of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	6 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1/Tier	2x2 SqS	10 Minutes		Resist (Skill/Non) 	VEN

Ends DOT

[By site/group]

Details:

GENERAL:

- Within the Rollout the caster speaks the words of respect,
 - This removes one DOT (damage over time), effect from the speaker,
 - Speaker must be within the AoE when the words are spoken.
- Does require the caster to maintain concentration,
 - The Shrine is set up within the first minute of the Rollout.
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires Shrine to be respected throughout the Rollout and Duration.
- The Shrine is set up within the first minute of the Rollout,
 - During this time the caster reveals the current words of respect.
- Within the Duration,
 - Total number of recipients to benefit is equal to the casters Tier,
 - First each recipient must speak the words of respect,
 - Next each recipient must pass a comparison Save to be relieved of DOT,
 - The benefit given lasts throughout the Duration even outside the AoE.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
 - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT pause ALL magic in the AoE,
 - The number of DOTs affected is equal to the casters Tier.
- Does NOT allow the recipients be engaged in battle to receive the benefit,
 - Battling the round before or the round after is allowed.
- Does NOT work if the caster is interrupted during the Rollout,
 - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

1 Light To Calm The Dead

LEVEL

Tier 1

Default is 'Candle' light.

Focus Item make brighter.

Coal= 0 Sq,

Candle= 1 sq,

Torch=6 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Varies	4 Hours		None	VEN



By COPILOT

Details:**GENERAL:**

- When using a Focus Item (Venerators Orb) the caster can choose the brightness level:
- Default brightness is 'Candle' light when cast without a focus item.

Description	Viewing	Seen
Coal	same Sq	3 Sqs
--> Candle	1 Sqs	8 Sqs (Default w/o Focus Item)
Torch	6 Sqs	20 Sqs

*Description is an example to indicate how bright the light is.
 Viewing is how far the user (caster) can read with this light.
 Seen is the max distance an outside creature can be seen.*

WHAT THIS SKILL DOES DO:

- This creates a light that will stay just above the caster's head.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- The light does NOT stay fixed to a static spot,
 it stays fixed in relation to the caster.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Cold White Candle',
 - While other classes may use this item, the Venerator have advantages with it.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

Creations:**Candle Light Powder**

- Dead Quiet Light, 2 Sqs Range, 1 hr.
- VEN: 4 hrs. Save Roll +20 to calm/slow undead.
- Need: Kitchen/Lab, 22 Sp Pts, 4 Hrs.
 Bees Wax, Potash, Grave Dirt.
- Market: 9 Max, Buy:40 GP, Sell:12 GP.

**Focus Items and/or Kits:**

- Focus Orb with crystal is NOT passive.
- Light from Focus & moves to just above casters head.
- Allows caster to produce light equal to a lantern

1 Shrine Of Healing, 1d4/Tier

LEVEL

Tier 1

Heals 1d4 to those who have spoken the words of respect.

of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	6 Squares	4 hours	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	3x3 SqS	as Rollout	none	VEN

[By site/group]

Details:

GENERAL:

- Each person within the AoE that speaks the words of respect can be healed,
 - Within the Duration once the words are said aloud Shrine the delivers the benefit,
 - Speaker must be within the AoE when the words are spoken.
- If desired a character may repeat the words of respect aloud to gain multiple benefits.
- Does require the caster to maintain concentration,
 - The Shrine is set up within the first minute of the Rollout.
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- AoE cannot overlap the placement of other shrines and altars.

WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
 - During this time the caster reveals the current words of respect.
- Requires the Recipients who want benefit to speak the words of respect aloud,
 - Gives 1d4 HP to all that have spoken the words of respect anytime within the Duration,
 - The recipients may repeat the words with effect 1 time for each caster Tier,
 - The benefit given lasts throughout the Duration even outside the AoE.
- Requires Shrine to be respected throughout the Rollout and Duration,
 - Any person that disrespects the Shrine cannot receive its benefit,
 - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
 - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipients be engaged in battle to receive the benefit,
 - Battling the round before or the round after is allowed.
- Does NOT work if the caster is interrupted during the Rollout,
 - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

1 Send Item to A Nae'Em Location

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	20 Minutes		Nae'Em	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
999	1 Mid Item	Instant		None	ORX



Created By COPILOT

Details:

- ... require item to be completely wrapped (Blanket, sheet, etc.),
 - Require the covering not allow sight into/under the covering,
 - Require the covering be in good condition.
- ... allow the item to be up to 2 ft in diameter and up to 1 ft in thickness.

Bonds and Connections**Counter:**

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
5	Initiative +4	4
10	Rollout Halved	6

**Focus Items and/or Kits:**

-- Allows caster to include a pre-made Ionic Marker.

1 Cause Illness

LEVEL

Tier 1

Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	Initiative		Fragility	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	Possibly Days		Health	STM

Illness Increased



By COPILOT

Details:

basic notes:
0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
Max depth 10
Progress steps 3

Repeat Save Roll Adj -40
Assist Save Roll Adj +40

cycles
spells 1 hour
disease/sickness 24 hours
poisons 1 round

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
16	AoE X2	16
18	Range X4	10

Creations:

- No creations. Usable only as a spell/skill.



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Increase the column of the required Save.

1 Create Singer's Salve

LEVEL

Tier 1

Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's.

DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	4 Hours 	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY 	None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Salve)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Bittercress leaf, Wild garlic oil, and Rocko's Hot Water,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 Jars of Singers Salve (Max 9 per day),
- Affects Damage caused by DOT,
 - Applied by a non-Hunter the salve reduces DOT type damage by 2 per cycle,
 - Applied by a HUNTER the salve reduces DOT type damage by 6 HP per cycle (+4 added).
- A non-Hunter can usually sell this for 10 GP,
- Hunter is usually able to sell this for 14 GP
- Apothecary's selling price ranges from 25 GP up to 50 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Singers Salve



- Affects DOT Damage, heals 1 per cycle.
- HNT: heal 2 per cycle.
- Need: Campfire, 12 Skill Pts, 4 Hours.
- Bittercress leaf, Wild garlic oil, Rocko's.
- Market: 9 Max, Buy:35 GP, Sell:14 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Creates additional Salve (per creation process)

1 Create/Repair Arrows (24)

LEVEL

Tier 1

24 arrows created. Tier based

1=Crude/Blunt, 2=Standard, 3=Flight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Permanent		None	HNT



By COPilot

Details:**GENERAL:**

- Hunter is able to make crude arrows without a kit and few materials,
- Other arrows require more skill and effort (below).
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does allow the Hunter to make 24 arrows,
- The type of arrows is based on Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the hunter to create high quality arrows.

WHAT THE CREATION DOES:

- All arrows created have no bonuses even if the materials previously did.
- Time Required: arrows can be constructed every rollout.
 - Experience & special materials:
 - Tier 1: 24 Crude arrows merely need a semi-straight stick. (0 pts)
 - Tier 1: 24 blunt arrows need blunted heads and sinew
 - Tier 2: 24 standard arrows require and arrow heads and sinew
 - Tier 3: 24 flight arrows require light weight shafts and sinew.
- All arrows are created with crude fletching,
 - All fletching (crude to professional) have the same stats.
 - Hunters kit will improve the fletching from crude to basic,
 - Profession Bowyers/Fletchers have skills beyond hunters.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:**Arrows**

- Kit, campfire, 4 hrs, and straight sticks needed.
- Tier 1 = 24 Blunt & crude arrows (Kit not needed).
- Tier 2 = 24 Standard arrows.
- Tier 3 = 24 Flight Arrows.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:

- Hunters Kit (Tools).
- Kit includes materials for basic fletching.



1 Find Entrance/Gate

LEVEL

Tier 1

When in a Village/Town/City this gives compass direction out.

Does NOT work in complex underground environments.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Urban	Initiative		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Community	Instant		None	ROG



By Magickstudio-art

Details:

GENERAL:

- Helps the Rogue to find/re-find the entrance to the community that they last used.
 - The Rogue will have less chance of heading in the wrong direction.
- This function works well only at the community level (Village, Town, City),
 - To use this at/in another environment a Skill Save must be passed.

WHAT THIS SKILL DOES DO:

- Does allows the Rogue to know where they last entered the community,
 - Rogue is given the compass direction with a minor description,
 - GM might augment this with info like "It's to the NW, right next to the Red Ogre Tavern".
- Does allow the Rogue during battle to tell the compass direction of the entrance.

WHAT THIS SKILL DOES NOT DO:

- Does NOT interfere with any battle action/attack.
- Does NOT work in complex underground environments.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12

Focus Items and/or Kits:

- Not required.

1 Search For Items

LEVEL

Tier 1

GM needs a description of efforts from player.

GM rolls the Save and relays the results.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS

99 Variable Instant SKL Hidden



By COPILOT

Details:

GENERAL:

- Factors to consider:
 - Items Carried: burdens, armor, weapons,
 - Environment: noise level, crowds, blocking items,
 - People: observers, intelligence & number of pursuers,
 - Efforts: distractions, disguise before/after,
 - Those Hidding: number of those hiding, pets, race, class
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

WHAT THIS SKILL DOES DO:

- Requires a Save to be rolled,
 - GM rolls the Save then relays the perception to the Rogue,
 - When searching a person the Save becomes a comparative Save,
 - Save difficulty may be changed to reflect the situation.
- Does continue for 1 minute (Rollout),
 - Duration of 'Instant' indicates search is over and results are instant.
- Enhancement of 'Save Roll +2' can help the search for items.

WHAT THIS SKILL DOES NOT DO:

- Does NOT always reveal the truth about what is or is not hidden,
 - GM rolls the Save then relays the perception to the Rogue.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

1 No Road Needed

LEVEL

Tier 1

Can be much slower or much faster than the road.

Stay at normal road speed. No Double time. May need SKL:2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	Traversable Land	8 Hours		May Need Skill Save	HNT

Keep course/speed

GM



By COPILOT

Details:

GENERAL:

- Hunter is able to stay on course when no path or road is available.
- Note: This sets a rate of travel for off road at what would be normal WALKING speed. This 1 Mark speed is calculated/estimated by the GM and should be much faster than the typical off road rate. That rate is usually x4 or x5 the road rate.
- However, it is possible a horsed party could travel faster on a road than to use this skill to travel the road walking rate straight through non-road trails.

WHAT THIS SKILL DOES DO:

- Allows the Hunter to guide up to 10 other people and maintain normal WALKING road speed,
 - through common natural environments that are either entirely open or have game trails,
- Allows the Hunter to use this skill while also using other skills,
 - Example Skills,
 - Point Person. Find North. Find/Follow Trail, or Hunters Marks.
- Requires a Skill Save or more IF the environment is extreme,
 - Examples of extreme environments,
 - Desert or Lava Flats,
 - Cliffs or Large uneven craggy ground,
 - Bogs or Marshes,
 - Thick jungles.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Hunter to guide others faster than normal WALKING road speed.
- Does NOT allow use of Double Time travel.
- Does NOT allow use of 'Cover Trail'.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Use the Hunters Kit during rollout allows,
 - Duration to be set to 10 hours.

1 TIRO: Quick Jump

LEVEL

Tier 1

Glow appears under caster follows them as they jump.

1d6 squares in direction indicated. Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Traveling (PMP)	Magical
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
99	Self	Instant		None	TRO



By COPILOT

Details:

GENERAL:

- Causes a colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS SKILL DOES DO:

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

1 Langstrom Location (Vae'Em)

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	xx	xx		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
999	xx	xx		None	ORX



Created by COPILOT

Details:

1. Details:
 - This ritual creates a 'known' location for other spells to use.
2. This Spell DOES:
 -
3. This Spell does NOT:
 -
4. Focus Item:
 - The Focus Item does not have to be used. It is NOT passive.
 -

Caster must be in the PMP.

Caster finds a Langstrom location to be used as a 'known' location to portal into.

**Bonds and Connections**

- This is an xxx'Em connection with xx xxxxxxxx.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

1 Camp Shock Perimeter

LEVEL

Tier 1

Caster controls a protective line around the AoE.

Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Squares	8 Hours		Senses	STM

Avoiding the trap



By COPILOT

Details:

GENERAL:

- Caster controls a protective line around the AoE.

WHAT THIS SKILL DOES DO:

- Protects the border of an AoE,
 - The caster can permit creatures past (without harm) one at a time,
 - Same person crossing multiple times requires a conscious permission each time,
 - This activity will interrupt any ongoing concentrated effort.
- Cause damage & shock to targets passing in/out of the AOE w/o casters approval,
 - 1d3+3 electric and a mild electric shock.
- Allows the target to attempt a Save,
 - If the line is crossed, the trespasser triggers a loud obvious sound of electricity zapping,
 - Passing the Save indicates no damage taken,
 - Failing the Save indicates the trespasser takes 1d3+3 damage.
- Allows casting in and out of the area.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT move with the caster.
- Does combine with other area spells which overlap areas.
- Does harm creatures and persons who can jump/fly over 3 squares high.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
14	Damage X2	12



Focus Items and/or Kits:

- Focus Ring w/ Crystal is not passive.
- Spell does additional +3 electrical damage.

1 Field Binding

LEVEL

Tier 1

Binds a wound and stops any bleeding.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	Permanent		None	RULE

[By site/group]

Details:

- Binds wounds to stop bleeding
- characters being bound does not lose more HitPoints
- Does stops bleeding and stabilize unconscious creatures.
- Does NOT alter hit points,
 - Does not heal HP,
 - Does not help sicknesses or diseased situations.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

1 Hide

LEVEL

Tier 1

Anyone can use basic skills & situation awareness to hide.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0.2 pts	Self	Initiative		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	10 Minutes		None	ALL



By www.freepik.com

Details:

- Factors:
 - Items Carried: burdens, armor, weapons,
 - Environment: noise level, crowds, blocking items,
 - People: observers, intelligence & number of pursuers,
 - Efforts: distractions, disguise before/after,
 - Those Hidding: number of those hiding, pets, race, class
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.
- Does require the character to pass a Save,
 - Column will be within the sliding scale from >05 up to =00.
- Does continue for 10 rounds.
- Does require rogue to pay attention to changed needed. Examples,
 - may need to hold breath for a bit,
 - may need to adjust position or angle.
- Does NOT work well when no positive factors can be found.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

1 Riding (horses and other)

LEVEL

Tier 1

Using domesticated animals for travel.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0.16 pts	Self	Initiative		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Permanent		None	ALL

By www.freepik.com

Details:

- Requiring a domesticated creature to do anything beyond basic actions is not likely.
- Standard beasts of burden are:
 - Horses, ponies, mules, donkeys,
 - Camels, llamas,
 - Cows, Oxen.
- Most creatures must first be trained to cooperate with such tasks.
- Some domesticated creatures may not take to being ridden.
- Does allow characters to approach and ride trained domesticated animals.
 - control extends to basic trotting/running and jumping.
- Does NOT allow the character to catch and/or use an untrained mount.
- Does NOT allow the character to ride mythical creatures.
- Does NOT allow the character to fight from any mount trained only as a beast of burden.
 - Does NOT allow the rider to press the creature to move into danger.
 - Does NOT ensure control over any panicked creature.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

1 Swimming, Beginning

LEVEL

Tier 1

Swim in a calm pool, lake, river

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0.2 pts	Self	Initiative		z - Basic Skills To All	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Permanent		None	ALL

[By site/group]

Details:

- Basic dog paddle and easy freestyle swim.
- Does Allow the character to swim for a limited time based on:
 - water and air temperatures,
 - water currents,
 - clothing/armor worn, as well as possesions.
- Does Work well in ideal conditions:
 - moving with the current in warm water and with little to no burdens.
 - Usually able to contine for 1 hr and travel about 1/4 of a mark.
- Does NOT cover prolonged swimming.
- Does NOT Overwhelming efforts, (Ocean swimming, swimming against current).
- Does NOT allow swimming with a burden.
- Does NOT assume any advanced skill is used by the character.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

2 Basic Disguise

LEVEL

Tier 1

Look generally like another person, Not exactly like someone.

Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	30 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	Self	12 Hours			ROG

Disguise works



By COPILOT

Details:

GENERAL:

- Can alter the following within reasonable range:
Age, Gender, Weight, and Items worn to imply another class or profession.
Skin color (Not changing skin type)
Hair, Style, Color, and Facial Hair
Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)
- The related Venerators spell of "Rogue's Right Place, Right Time" can help this skill.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires a Save by the Rogue.
 - GM may need to make additional Saves based on new audiences.
- Results in a general look of another person, but not a specific person.
- Requires the disguised person to emulate the style and mannerisms to be successful,
 - GM may need to make additional Saves based on the character playing the role.
- Requires "AoE Select Target" Enhancement to disguise another person.

WHAT THIS SKILL DOES NOT DO:

- Does NOT Physically alter the other person but may have minor prosthetics
- Does NOT Mimic racial or class abilities,
 - special sight or hearing...
 - Hunter knowledge or caster skills...

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	AOE +2	12
14	Duration X2	8



Focus Items and/or Kits:

- Rogues Kit is NOT passive
- Kit is NOT required, but adds +20 to Save roll.

2 Convincing Another (or Lie)

LEVEL

Tier 1

Attempting to push an opinion.

Adjusting the Save on noise, audience, and any prep done.

COST	RANGE	ROLL OUT	5 _{RDS}	COLLECTION	OUTCOME
4 pts	Hearing	5 Rounds		Class Specialty	Mundane
STACK	AoE	DURATION	GM	SAVE	CLASS GROUPS
99	Varies	Usually 2 Days		Skill	ROG



By COPILOT

Details:

GENERAL:

- GM rolls for the recipient if needed.
- Communication must be clear to the target,
 - must be able to understand the Rogues expressions (no jargon),
 - must be able to understand Rogues language.
- This skill works best from players to NPCs,
 - From NPCs to the players the GM likely will need to hide the rolls, then lie as needed.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to attempt to convince a target they are trustworthy.
 - Target must pass the Save,
 - those who pass their save will likely decide to believe the Rogues story,
 - those who pass their save will likely decide to follow the Rogues suggestions.
- Allows the Rogue to present this skill to more than just 1 target,
 - In that case, the Rogue must identify the specific targets.
- Continues past the rogues interaction with the target,
 - Timing of 'duration' is based on nature of the lie.

WHAT THIS SKILL DOES NOT DO:

- Does NOT act as a charm, but the result could end up seeming so.
- Does NOT continue if the effort is interrupted,
 - The Counter Action of "Disruptive Factor" may interrupt the effort.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

2 Fire Starter

LEVEL

Tier 1

Fire jumps from the hand to the target. 1d1 Dmg.

1 Target per cast. Fire might spread.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	Initiative		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Continuous		Resist (Skill/Non) 	DOK



By COPILOT

Details:

GENERAL:

- Ingites a flammable object with a 1d1 fire bolt,
- Objects on Targets increase Save column by 1.
(Target = objects/creatures that move),
- 1d1 damage means flammables will ignite and catch fire,
- certain conditions can hinder or even nullify ington.
- Playability,
if a Save is missed the issue is over with no damage,
- No secondary targets are considered. (i.e. wall behind the target).

WHAT THIS SKILL DOES DO:

- Ignites a small to medium sized non-moving object that is flammable.
- Requires a Save to ignite moving objects,
 - Pass = item ignites w/ 1d1 dmg 1st round,
 - Fail - spell has no effect, fire bolt either missed or fizzled out.
- Has a possibility of creating a spreading fire,
- GM must determine the potential spread and roll Saves as needed.
- Becomes Mundane once the fire bolt has been determined as a 'hit'.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect more than 1 item per casting.
- Does NOT immediately spread to other flammables with vicinity,
- Near by flammables may need further Saves.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows the bolt of fire be shrouded in darkness,
- thus can only be seen if viewer is within 12 Sqs.

2 Make Fire with Sticks

LEVEL

Tier 1

Create a fire with sticks only.

Dry Kindling needed. Damp kindling +20. Wet environ +20

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Class Specialty	Mundane
STACK 99	AoE Kindling	DURATION Permanent		SAVE None	CLASS GROUPS HNT



By COPILOT

Details:

GENERAL:

- Method to create an initial spark is known by the Hunter.
- Environment must not be extreme.
 - If the environment is extreme the GM will adjust the Save.
- Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires a Save only if the situation/Environment is extreme,
 - Non-Hunters use NON-Skill -40,
 - Hunters roll a Skill Save,

WHAT THIS SKILL DOES NOT DO:

- Does NOT create magical fire, therefore is subject to the weather..

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



Focus Items and/or Kits:

- Kit is NOT required but helps.
- A better Save column in extreme environments.

2 Silent Movements

LEVEL

Tier 1

Standard pack/sacks & leather armor = Standard Save.

No packs/sacks/armor = No Save. 1/2 speed = Roll +20.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	20 Minutes		Skill	ROG

No sound made



By COPILOT

Details:

GENERAL:

- Non-rogues to attempt this same action:
 - Non-Rogues must use the Non-Skilled Saves,
 - Non-Rogues may

WHAT THIS SKILL DOES DO:

- Moving quietly may be adjusted by the load carried:
 - 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.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the Rogue wears metal armor.
- Does NOT continue if the Rogue creates a loud/sudden sounds.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

2 Ventriloquism

LEVEL

Tier 1

Create a sound to emanate from another spot for a diversion.

Save adjusted on +noise, +/-crowd, +prep, -mimicry.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Sqs/Tier	Initiative	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Square	1 Round	Skill	ROG

Convincing



By COPILOT

Details:

GENERAL:

- Rogue should figure out with the party ahead of time what the plan is,
 - However, pre-planning is not required.
- Rogue does not use sounds/voices of very specific persons (mimic known persons)
- Suggested Examples:
 - #1 Sounds of reinforcements arise from behind the bushes.
 - #2 Whispers in a tavern to draw attention.
 - #3 An insult from an unidentified unseen person behind the target.
 - #4 Sounds of a greater threat coming from within a nearby cave.

WHAT THIS SKILL DOES DO:

- Does mimic a few sounds or a short sentence per round.
- Requires the Rogue to pass the Save.
 - Different audiences may require an adjustment to the Save,
 - size of audience must be explained as skill is used (1 person, entire tavern,etc)
- Works better if the Rogue prepares the target audience,
 - Rogue encourages the audience to buy-in before skill is used, then col -1.
 - Rogue uses body language to direct audience attention, then col -1.
 - Rogue a believable pretense, then col -1.
 - Use a maximum column adjustment of 1. One column up or down max.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on Deaf or non-hearing targets.
- Does NOT have any effect on targets within 1 square of the Rogue.
- Does NOT look like the Rogue is moving their lips or jaw.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

2

TIRO: Amplify Own Speech

LEVEL

Tier 1

Amplifies caster's voice to range of 1d20+4 Squares.

Even whispers and does carry over most walls / barries.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d20+4 Squares.	Initiative		Utility or Misc	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Forward, Right, & Left	5 Minutes		None	TRO



By COPILOT

Details:

GENERAL:

- Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

WHAT THIS SKILL DOES DO:

- Does amplify speech from AOE out to range of up to 1d20+4 Squares.
 - Will also amplify whispers.
- Does allow sound to carry OVER walls/barriers as normal for the resulting volume,
 - but not through walls and other barriers.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Enhancements:

LVL ENHANCEMENTS COST

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

2 Defend / Withdraw, No Attacks

LEVEL

Tier 1

Defend as you back away.

AC+2/Tier +1 per adjacent FTR.

1/2 move & no attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	2 Rounds		None	FTR



By COPILOT

Details:**GENERAL:**

- Allows the Fighter to back away from an opponent slowly.
- Will allow movement around the enemy as the Fighter leaves the engagement.
- Requires the Fighter to maintain concentration
 - i.e. the Fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows Fighter to gain AC bonuses
 - +2 AC per Fighter Tier,
 - +1 AC per friendly Fighter that is adjacent.
- Reduces the Fighters movement by 1/2 (Rounded up)
 - If a fighter has a base move of 5 then that becomes a movement of 3.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow non-withdraw movement,
 - No movement through or into battle,
- Does NOT allow any attacks by the character,
 - No standard attacks,
 - No Extra attacks,
 - No actions which have the result of damaging another.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

2 Electric Zap

LEVEL

Tier 1

Cast directly to the target w/o any arc or lobbing.

Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Square	1 Round	None	STM



By COPILOT

Details:

GENERAL:

- Caster hurls sparks toward a target for 1d8 damage.

WHAT THIS SKILL DOES DO:

- Directs the sparks to the target without any arc or lobbing.
 - Requires a direct line to the target.
- Delivers 1d8 + Acumen Bonus in electric damage,
 - Damage +2 adjusted if the target wears non-Adamantine body Armor.
- Allows the caster to hit the target without a Save from the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT travel through things that insulate electricity.
- Does NOT require a successful ToHIT.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Initiative +4.

2 Fighters Charge

LEVEL

Tier 1

Use the momentum of a Charge.

JUST 1: Move x2, Min 4. Attk=2. AC-4. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
99	1 Creature	1 Round		None	FTR



By COPILOT

Details:



GENERAL:

- May incur AoO's during charge.
- When using this skill no other attacks may be utilized. (Just the attacks granted by this skill)

WHAT THIS SKILL DOES DO:

- Requires the attacker to move in a straight uninterrupted line to the target,
 - The attacker is not allowed to reach the target then pivot. It must be straight on,
 - It must be a minimum of 4 squares and a maximum of twice the Base movement.
- Allows the attacker to gain +8 ToHIT and +8 Damage,
 - But limited to a maximum of 2 attacks.
- Requires the attacker to downgrade their AC by 4 (AC-4).

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the fighter from becoming the target of other's AoO while charging.
- Does NOT allow attacker to end the charge with a pivot,
 - Charger must be facing the enemy to use this skill.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Set For A Charge

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
12	Range X2	8

Focus Items and/or Kits:

- Not required.

2 Flame Bolt

LEVEL

Tier 1

No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.

Magic fire, will not start fires, Not Lobbable

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Agility	DOK

Spells missed



By COPILOT

Details:

GENERAL:

- Caster throws a bolt of flame directly to a target.
(no arcing/lobbing to the target)
- This fire is magical and as such it cannot start any fires.
- Breakables created with this spell require a ToHIT.

WHAT THIS SKILL DOES DO:

- Magically directs the bolt to the target,
- Allows the target to roll a Save,
 - Passing indicates spell missed and ends with no effect.
 - Failing indicates bolt hits with 2d10 + ACU damage to the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT need a ToHit to be rolled.
 - EXCEPTION: When used as a Breakable.
- Does NOT set anything on fire.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Flame Bolt Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Flame Bolt Breakable

- ToHIT, Dmg:2d8, Dist:12 Squs. ToHIT required.
- DOK: ToHIT + 6.
- Need: Kitchen/Lab, Cost 12 pts, 8 Hrs.
- Cinderroot, Palm Root Ash, Ceramic Sphere.
- Market: 9 Max, Buy:30 GP, Sell:12 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Damage X2	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Reduces Target's Save (-20).

2 Force Push 1d6

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2 Squares	1 Round	 RDS	Brute	 VEN



Created By COPILOT

Details:

- Creates a force to push a target back 1 square.
- Heavy targets may have adjusted Save columns

... damage the target regardless of the Save. Damage 1d6 + Acumen Bonus.
 ... allow the target to roll a Save to stand firm,
 - Passing indicates the spell ends after the target withstood the force,
 - Failing indicates the force pushes the target backward 1 sq.

... have an ability to concentrate full pressure to a spot smaller than the square.
 ... need a ToHit to be rolled.
 ... push a target backward if the square behind is not open.
 ... have any effect vs targets outside of the Range.
 ... affect moving objects.

Bonds and Connections

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll -20	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- The targets Save is more difficult by 1 Column.

2 Melee Backstab

LEVEL

Tier 1

Attack from behind with surprise or not.

EXTRA: Flank. ToHIT+4, Dmg+4 per Tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	1 Round	1 RDS None	ROG



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
- Thus no other Extra effort can be done in the same round. (1 per round),
- EXTRA effort stops the flow of the battle and is resolved immediately.

WHAT THIS SKILL DOES DO:

- Flank AC to be used since the attack is a flank attack.
- This is an extra attack.
- ToHit4, Dmg+4 per Tier.
- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.
- Allows a backstab AoO under certain conditions,
 - Is adjacent to the Rogue or "melee range".
 - Does NOT allow a backstab AoO against those in Ranged or Thrown range.
- Also allows a backstab AoO when a target runs adjacently past the Rogue.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow a backstab AoO against those in Ranged or Thrown range,
 - Only within Melee range.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

2 TIRO: Fire Crack!

LEVEL

Tier 1

ToHit and Save required.

1d3 fire damage. Pass Save to not loose an attack.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	6 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Instant	AGL	TRO

Do NOT lose an attack



By COPILOT

Details:**GENERAL:**

- Caster throws a multi-colored splash of light.

WHAT THIS SKILL DOES DO:

- Creates a fizzles in the caster's hand to be thrown,
 - If thrown at a specific target then a ToHIT may be needed.
- Explodes upon impact, dealing 1d3 magic fire damage.
- Requires target to Save to avoid the loss of 1 attack in this round.

WHAT THIS SKILL DOES NOT DO:

- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

2 AOO on Enter or Exit

LEVEL

Tier 1

1 attack as opponent enters/exits area.

INTERRUPT: 1 attack per round. No Movement.

COST	RANGE	ROLL OUT	 NOW	COLLECTION	OUTCOME
4 pts	1 Square	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	 1 RDS	SAVE	CLASS GROUPS
1	1 Target	1 Round		None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted **before** any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- This becomes an option once the target either enters into or goes out of Melee Range,
 - This Melee attack is limited to a 1 Square distance.

WHAT THIS SKILL DOES DO:

- This skill pauses all action when enacted before the target can continue moving.
- May allow all normal attacks to be used after the target has continued their movement.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow other attacks flagged as 'Extra' to be used in this same round,
 - For example, 'Shield Bash' or 'AOO on Kill'.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

2

TIRO: Random Friendship

LEVEL

Tier 1

Potentially makes someone more tolerant of the caster.

Colorful heart-shaped sparkles around casters hands.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Illusions	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	2 Rounds		No effect	TRO



By COPILOT

Details:

GENERAL:

- Creates a temporary bond of friendship with a Target,
- Colorful heart-shaped sparkles around casters hands.

WHAT THIS SKILL DOES DO:

- Makes the Target more tolerant and agreeable towards the Caster.
- Lasts only 2 rounds.
- Allows the Target to make a Save.
 - Success means there is no change in disposition towards the Caster.
 - Failure means the Target is more tolerant towards the Caster.

WHAT THE CREATION DOES:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

2 Shape Of A Deer

LEVEL

Tier 1

Shifts into a medium sized mundane deer (Buck or Doe).

HP=30, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
4 pts	Self	10 Minutes	Hourglass	Shape Change	Mundane
STACK	AoE	DURATION	TIME	SAVE	CLASS GROUPS
1	Self	2 Hours	Clock	None	SYL



By Magickstudio-art

Details:

GENERAL:

- About the new shape: Any medium size mundane/common Deer (Buck or Doe).
- has heightened senses of hearing and smell. (+20 on related Saves),
- Stats: HP=30, AC=26/18, Attk:x1, Init+12, ToHIT:+0, Dmg=1d6, Move: 18 or burst of 22.
- If the changed form takes more than 30 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is only able to snort, grunt, or wheeze, not talk.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT allow the caster (in this form) to cast spells or use tools/weapons.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Benign Approach

LEVEL

Tier 1

Approach animals in a benign way to get close. No attacks

In sight of animal. Blending. Calm. Non-aggressive.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	10 Squares	1 Hour		May Need Skill Save	HNT



By COPILOT

Details:

GENERAL:

- Allows the hunter to get closer to an animal in a benign way than a non-hunter could.
- Hunter spends 20 minutes to evaluate and prepare the approach.
- During the rollout (prep time) and the duration the hunter stays focused,
 - Hunter must not be involved in anything other than minor activities.
- Using this skill takes entire round (No Attack).
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Uses knowledge about the animal regarding:
 - Line of sight for approach,
 - Sounds likely to cause alarm and less alarm,
 - Scents which signal danger,
 - Movements kept to a calm non-aggressive nature.
- Allows Hunter to get twice as close to a creature as normal @ half movement.
 - Hunter uses blending, calm movements, non-aggressive actions, etc.
- Does get affected by how aware/skittish the creature is by nature.
- May require a Skill Save to approach the creature closer than 4 squares.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give any reasonable defense vs attacks.
- Does NOT work as a camouflage only skill, but may include very limited camouflage.
- Does NOT work when there is no vegetation to blend with.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Focus Items and/or Kits:

- Not required.

2 Plant Growth

LEVEL

Tier 1

Growth will begin as if the conditions optimum.

Growth of 4 weeks in 1 hour. Magic plants not affected.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Notes normal healthy gro	1 Hour 	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	4x4 SqS	Permanent 	None	SYL



By COPILOT

Details:

GENERAL:

- Natural plants will grow as if they were within the best of conditions.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows new growth to progress as if it were in the best conditions.
- Does plants grow within 1 hour as if 4 weeks had passed.
 - Allows healthy plants to grow from/past unhealthy parts.
 - Does negates effects from detrimental weather conditions.
- Allows for multiple castings in a row,
 - Any subsequent casts within AoE will not work.

WHAT THIS SKILL DOES NOT DO:

- Continued casting over a single AoE does not have any extra effect.
- Does NOT removes or inhibit infestations.
 - Does NOT heal magically Diseased/Sickened plants.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Bag of Plant Growth Soil',
 - While other classes may use this item, the Sylvan have advantages with it.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:



Plant Growth Soil

- 2 weeks of growth in 2 hours.
- SYL: 4 weeks of growth in 2 hours.
- Need: Campfire, 24 SP, 4 Hrs.
 - Beetleroot, Ethereal Grass, Oak Ash, Rich Soil.
- Market: 9 Max, Buy:30 GP, Sell:10 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	AoE X2	16
20	AOE X4	20



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Remove Plant Disease

LEVEL

Tier 1

Removes non-magic plant diseases and infestations with a Save.

Also can help plant creatures.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	10 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
0	4x4 Squares	Permanent			SYL
Disease Gone					



By COPILOT

Details:

GENERAL:

- Caster is able to move about as they cast.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Removes plant non-magic diseases and infestations.
- Affects monsters that are plants.
- Requires a passing Save.

WHAT THIS SKILL DOES NOT DO:

- Does NOT negate weather conditions.
- Does NOT remove magical diseases or infestations.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Bag Plant Disease Powder',
 - While other classes may use this item, the Sylvan have advantages with it.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

Plant Disease Powder



- Aoe: 2x2, Magic Save:3 to remove.
- SYL: RM:2 to remove.
- Need: Campfire, 12 SP, 8 Hrs.
- Bittercress Leaf, Swamp Grass, Kale Leaf.
- Market: 9 Max, Buy:5 GP, Sell:3 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
16	AoE X2	16
20	AOE X4	20



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Create Impedance Trap

LEVEL

Tier 1

Hidden non-damaging trap. Enhancements/Kit may help.

Trap that slows movement by half when Save is failed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	5 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1x2 Squares	Until Triggered		None	ROG



Created by COPILOT

Details:

GENERAL:

- If traps are very old the GM should roll to see if the trap is still active.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Required:
 - Cluttered location needed for camouflage,
 - For example: Misc empty containers, Sticks, etc...

WHAT THIS SKILL DOES DO: (Creating a Impedance Trap)

- Requires Rogue to pass the Skill Save AFTER all parts have been assembled,
 - If the Save Passes the Trap has been set as expected.
- The player should describe the trigger and the method of impedance,
 - Description is not 'Required' but a good part of the narrative.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

WHAT THE CREATION DOES:

- When triggered the Trap will force the target to roll an Agility Save,
 - Failing the Save will cause the target to move at 1/2 speed for 2 rounds,
 - Passing the Save will allow the target to continue moving as normal.
- Allows Rogue to make the traps Save more difficult by:
 - Use of enhancements,
 - Use of the Rogues Kit.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Impedance Trap

- Target Save Fails = 1/2 Move.
- ROG: Save difficulty +20.
- Need: Clutter, 12 Sp Pts, 5 Min.
 - Misc Empty containers, Sticks and Detrius.
- Market: 9 Max, Buy:50 GP, Sell:12 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Save Roll -20	8
18	Duration X4	10



Focus Items and/or Kits:

- Kit NOT required.
- If a Kit is used increase Save difficulty by 20

2 Feather Bed

LEVEL

Tier 1

A feather bed for 1 appears.

1 shift of sleep is equal to a full night.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Bed (1x2 sqs)	12 Hours		None	STM



By COPILOT

Details:

GENERAL:

- Caster creates a soft sleeping area.

WHAT THIS SKILL DOES DO:

- Continues even once the caster is out cold, asleep, etc...
 - 1 shift of sleep is equal to a full night.
- Protects against cold weather, but not freezing,
 - Will help on Saving Rolls (+20) for very cold temperatures.
- Creates bed, blanket, pillow,
 - All disappear at duration end.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 1 person to use a bed.
 - This is regardless of the size of the persons.
- Does NOT change any properties of the surrounding ground/area,
 - Only a creature lying down on the bed will notice a comfortable difference.
- Does NOT enhance a sleeping area beyond the bed.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
12	Rollout Init	12



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows 1 spell to create 2 beds,
 - Two separate beds of 1x2 Sq's.

2 Healing Flames 1d4 HP per Tier

LEVEL

Tier 1

Caster chooses Tier to apply. Only for the living.

Roll 1d4 /Tier Flame dmg x2. Healing x3. Self heal: Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Recipient	Permanent			DOK



By COPILOT

Details:

GENERAL:

- First roll a 4d for each Tier and note the result,
- Next, apply x2 rolled result as DAMAGE (It draws energy from the whole body),
- Finally, apply x3 times the amount rolled result (drawn energy is sent to the wounded areas).

WHAT THIS SKILL DOES DO:

- Heals living creatures and plants,
 - However, most plants will die before the final healing completes.
- Has possibility of knocking Recipient out if their points drop below their threshold.
 - If below 1 HP the Recipient will black out and fall.
 - When back above 1 HP they will be able to rise again.
 - Has the possibility of killing a recipient, if the recipients points drop too low.
- Automatically binds the wound. (Stop bleeding).
- Allows the Caster to choose what Tier level to use.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not living, dead, undead, living dead, Constructs, un-embodied life.
- Does NOT allow a person killed by the spell to automatically come back, they would be dead.
 - Some sort of life reviving spell would be needed.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Fire Balm',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Fire Balm

- Roll 1d6. x2 Damage. x3 Healing.
- DOK: +4 HP.
- Need: Campfire, Cost 12 pts, 8 Hrs.
- Pcs of Flint, Wild Garlic Oil, Trench Mold.
- Market: 9 Max, Buy:16 GP, Sell:5 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
16	Healing +4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Gain a +1 HP to healing when cast through a focus.

2 Sleep: Light Nap

LEVEL

Tier 1

Inactive+0, Moderate+40, Very+80. Repeated cast -20 each.

Save: Fail=Light sleep. Pass:Barely awake, Next Save -20.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	1 Minute		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1d6 Hours		Senses	STM

Tired, but aware



By COPILOT

Details:

GENERAL:

- Can push an inactive person into a light sleep.
- Sleep can still be interrupted by normal external, mundane means.
 - Examples include loud noises, moving the Target, etc.
 - Extra saves may be needed based on situation.
- If a Target falls asleep due to this spell the Target cannot wake self.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Gives complete rest to the Target if they continue sleep for 6+ hours,
 - If the target is voluntary the duration is 6-7 hours if uninterrupted (complete rest).
- Allows the Target to roll a Save Roll,
 - Moderately active targets get a bonus of +40 to their Save roll,
 - Very active targets get a bonus of +80 to their Save roll.
 - Failure means Target falls into a light sleep for 1d6 hours,
 - Success means Target is very tired but awake,
 - However, a success on the roll means subsequent Light Nap spells have a Save Roll -20.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring,
 - Specifically, 'Subtle Casting' (at 6th level, cost of 4 sp),
 - This makes the casting look like normal movements without casting lights.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on an active person.
- Does NOT stop an affected Target from being woken up.
- Does NOT create a light that draws attention unless all other areas are pitch black.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save roll harder (-20).

ORX-SYL-STM-EOL

471-1

2 Triggered Forced Healing 2d8

LEVEL

Tier 1

This is a delayed forced healing, triggered by taking damage, Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
8 pts	Touch	30 Minutes	Hourglass	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS	
9	Recipient	Damage Taken	Crossed swords	None	ORX-SYL-STM-EOL



By COPILOT

Details:

GENERAL:

- This is a delayed forced healing, triggered by taking damage,
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- After damage has been taken,
 - Recipient rolls a 2d8 and notes the result.
 - Next, the recipient applies the results as damage to themselves,
 - Lastly, the recipient applies twice the result as healing to themselves,
 - The effect is the character taking damage then being healed up more than the damage.
- This spell can be cast multiple times,
 - Up to the stacking limit, (May be cast multiple times on multiple creatures).
- Only 1 of this spell can remain on any single creature,
 - No creature can have more than one, even if done by multiple casters.
- beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipient to choose not to use it,
 - Once the spell is cast (or Draught used) the next damage triggers the healing.
- Does NOT allow multiples of this spell to be used on a single creature, 1 per creature.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Triggered Force Health Draught',
 - While other classes may use this item, Strumos and Sylvan have advantages with it.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

Triggered Forced Health Draught

- Roll 1d8. x1 Damage then 2x Healing.
- SYL & STM: Heal +4 HP.
- Need: Kitchen/Lab, 20 Sp Pts, 4 Hrs. Bear Bones, Quick silver, Dried Thistle.
- Market: 9 Max, Buy:12 GP, Sell:8 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sqs	8

Focus Items and/or Kits:

- Not required.

2 Increase Food (x2)

LEVEL

Tier 1

All within backpack: Food x2 and the resulting food.

Only mundane doubled. (not this food)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1-21 Meals	Permanent	None	SYL



By COPILOT

Details:

GENERAL:

- Create's food based on what is in the casters pack.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates exact duplicates of the food caster currently has with in their pack.
 - Doubles the amount of mundane food,
 - QUADRIPLES the amount of Cumber meals.
- Requires the duplicated food remain within 2 Squares of the caster until eaten.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any items that are not food.
- Does NOT affect any food items that are not mundane.
- Does NOT affect worthiness of the targeted food.
- Does NOT affect magically created food,
 - Cannot increase the amount of food created by this spell.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Hot Conversations

LEVEL

Tier 1

Fire to Fire talking to Nae'Em and those near by.

Can pass small non-mgc items. May be overheard.

COST	RANGE	ROLL OUT	2 _{RDS}	COLLECTION	OUTCOME
4 pts	PMP	2 Rounds		Communication	Magical
STACK	AoE	DURATION	Hourglass	SAVE	CLASS GROUPS
1	2 Fires	20 Minutes		None	DOK



By COPILOT

Details:

GENERAL:

- This Scrying spell is used to create a communication spot.
- A Vae'Em (Nae'Em for venues) spot must have been previously created.
- It is up to the Player to track their list of Tae'Ems.
- First casting sets up the origin Vae'Em which does not require a fire.
- However a byproduct of this spell causes a small fire.
- Note the creation of a campfire might be an effective cover story.
- Flames of fire used must be large enough to profile Caster's face.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Vae'Em connection on this side,
 - The destination site must have a preset Vae'Em connection.
- Allows the recipient to hear the Caster as if they are 1 sq apart.
 - Close by creatures might be able to overhear the conversation.
- Allows the passing through of a single non-magical object.
 - The object must be able to fully fit within the Caster's closed hand.
 - There must be someone on the other side to receive the item.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause any fire damage to either of the communicators.

Bonds and Connections

- This is a Vae'Em connection with a location/venue.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Pass a small item w/o a recipient on other end.

2 Call & Post Yappy Camp Dog

LEVEL

Tier 1

1d2+1 Dogs brought by the caster. Move = 6.

w/AC:13, HP:15, Attk:1, Init&ToHIT:+0, Dmg:1d4.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	5 Minutes 	Partner Cooperations	Magical
STACK	AoE	DURATION 	SAVE None	CLASS GROUPS SYL



By Magickstudio-art

Details:

GENERAL:

- Dogs will stay within the AOE.
 - These dogs will not engage unless they are not able to stay out of the fight.
 - However, they also will not stop barking at intruders unless ordered down by the caster.
- Basic task for these dogs is to be yappy dog that alert the group about incoming danger.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Brings to the caster 1d2+1 small sized dogs.
- Provides the Dogs with the following stats:
AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4, Move: 6
- Allows for the dogs to be able to hear and see what is beyond the camp.
 - But the dogs will not engage anything outside of the camp ever.
 - The dogs will only attack if they are being attacked physically.
 - The dogs usually alert the party then hide and continue barking.

WHAT THIS SKILL DOES NOT DO:

- Does not continue if the called creatures are mistreated.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Damage X2	12
16	AoE X2	16



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Connect With A Hunter (Nae'Em)

LEVEL

Tier 1

Permanent bond with a Hunter. 2 days casting to create.

Reconnection Rollout 1/2. Both must be on same Plane.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	2 Days		Nae'Em
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Recipient	Permanent		None



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Permanent mental bond that allows either party to initiate and/or accept.
- Limited: Both people must be on the same plane for this to work.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell reconnected the Rollout can become 1 Day.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any function/effect when the caster and Hunter are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).
- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.



Bonds and Connections

- This is a Nae'Em connection with a person (Hunter).

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

2 Burn Out Disease/Sickness.

LEVEL

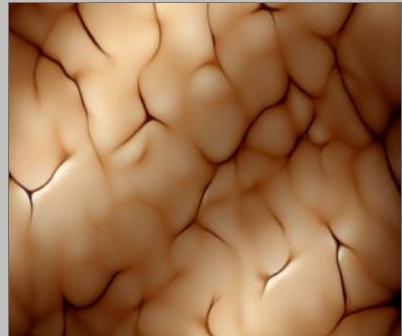
Tier 1

Touch = ToHit vs Prone (touch armor/covering).

Dmg/rd= Infected:1d6+ACU. Non Mortal:1d6+ACU+4. Healthy:1d4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	Initiative		Fragility	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	3 Rounds		Health	DOK

no extra dmg



By COPILOT

Details:**GENERAL:**

- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities requiring concentration cannot be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Causes 1d6+ACU damage to a target per round,
 - 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.
 - Once the final round is done then reset the Fragility to none.
- This spell aggressively seeks out Disease/Sickness and harms even a healthy person.
 - Each round a non-Diseased/Sick person takes 1d4 per round.
 - If another caster heals the target mid-duration damage there is not extra Save rolled.
- Also delivers damage to undead and living dead,
 - Many creatures that were once mortal and forcibly turned from that are diseased,
 - Werewolves, Undead, Living Dead are the most prominent of these.
 - Once touched the creature takes 1d6+ACU+4 damage for the duration,
 - This is NOT strong enough to remove those diseases.
- Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any of the items on the Target.
- Does NOT cause any fires or flammables to ignite.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1

Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
14	Range At 3 Sqs	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Completely Removes Sickness/Disease.
 - Resets Fragility to 'None'.

2 Common Duplicate

LEVEL

Tier 1

Creates a duplicate of a common low value product.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
2 pts	3 Squares	1 Round		Creations
STACK	AoE	DURATION	SAVE	CLASS GROUPS
999	1 Item	Permanent		None



Created by COPILOT

Details:

- Creates a duplicate of a common low value product.
- 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.

... clones the food as it is.
 ... triple the amount of food,
 - Example: 10 meals would be 30 meals.
 ... ensures the extra meals made are nutritionally healthy.

... change the quality of the food.

Bonds and Connections



Counter:

LVL: 1 Same Skill.

Creations:



Scroll of Yield Improvement



- Up to 20 meals tripled. (x2 + original).
- ORX: Up to 50 Meals.
- Need: Campfire, 36 SP, 4 Hrs.
 Amaranth Root, Cinderroot, Hemlock, Ivy Runners.
- Market: 9 Max, Buy:30 GP, Sell:14 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- adds to the taste of the food,
- Food already high in quality/taste is not upgraded.

2 Create Sunrise Potion

LEVEL

Tier 1

Campfire Only. Anise Leaf, Ginger Oil, Honey.

Effect: Heal +2 HP @ Sunrise. HNT +4 HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Potions	Used / EOY		None for creation	HNT



By COPILOT

Details:**GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- This potion can be used at any time of the day, but will have the effect the next morning.
 - Any person can apply this potion for 2 HP to the morning HP gain for the creature.
 - If a Hunter applies this potion for 5 HP to the morning HP gain for the creature.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Salve)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Anise Leaf, Ginger Oil, Honey,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

CREATION:

- 1d3 Sunrise Potions (Max 9 per day)
- Add HP each morning (@ sunrise),
 - Applied by a non-Hunter the potion adds 2 HP (heals),
 - Applied by a HUNTER the potion adds 4 HP (heals).
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP
- Apothecary's selling price ranges from 4 GP up to 7 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Sunrise Potion

- Morning Heal +2 HP. Good to EOY.
- HNT: +4 HP.
- Need: Hunters Kit, Campfire, 12 Sp Pts, 4 Hrs. Anise Leaf, Ginger Oil, Honey.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Creates additional Potion (per creation process)

2 Create A Magical Glow

LEVEL

Tier 1

Item appears magical by creating a visible glow around it.

Detect Magic spell = Yes. Number of Aspects = 0.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
2 pts	4 Squares	1 Minute	Watch/Scry	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	1 Item	End Of Year	None	VEN



By COPILOT

Details:

GENERAL:

- The item appears magical by creating a visible glow around it.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Makes an item appear magical by creating a visible glow about the item.
- Gives a count of 0 from the Venerator 'Count Aspects' spell.
- Reveals the item is magical when 'Detect Magic' is used.

WHAT THIS SKILL DOES NOT DO:

- Does NOT actually make an item have magical properties.
- Does NOT have any effect if cast on
 - living creatures,
 - creatures that are not living (undead, living dead, constructs, etc),
 - items that are already magic.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Scroll Of Arcane Glow',
 - While other classes may use this item, the Venerator have advantages with it.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
12	Range X2	8

Creations:



Scroll Of Arcane Glow

- Mg glow on 1 item, Dur:2 hrs. When revealed.
- SOO: 2 items, Dur:1 day.
- Need: Level ground, Cost 6 pts, 2 Hrs. Peppermint Oil, Pine Tar, Wine (any).
- Market: 9 Max, Buy:5 GP, Sell:1 GP.



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can cast on 2 items.

2 Orix View Sign Posts

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	2 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS

3

1x1 Sq Sphere

30 Minutes

None

ORX

[By site/group]

Details:

- Caster is able to see any sign posts in range.
- All the signs on the post are readable as well.

... reveal the words on the signs.
 ... allow the caster to be able to read the sign as if it were written in common.

... allow the caster to alter the signs or sign post.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

2 Langstrom Cloak Pockets

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Planar	Magical
STACK	AoE	DURATION		SAVE None	CLASS GROUPS ORX

[By site/group]

Details:

- Allows the wearer of a cloak/Robe to create a dimensional pocket,
 - Pocket is on the inside of the garment.
- Inspection of the garment will reveal a seemingly mundane alteration.

... allow for 4 extra lines of inventory,
 - Items must be able to fit through a 6" opening.
 ... not show any indication during simple searches.
 ... any spell which reveals magic will indicate there is magic involved.

... function with any garment that is not a cloak or robe.
 ... be affected by TIRO after casting has been done (RollOut completed).

Bonds and Connections**Counter:**

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus XXXXX with crystal is NOT passive
- When used it will mask(hide) magic emanations

HNT

721-1

2 Create LeanTo Shelter (2 ppl)

LEVEL

Tier 1

Rough lean-to or tent struction.

Quickly built (1 min) & lasts 12 hrs, unless rough weather.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
3 pts	Touch	1 Minute		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Shelter	12 Hrs		None	HNT



By COPILOT

Details:

GENERAL:

- This is only a temporary shelter and isn't very sturdy.
- Hunters Kit is not required.

WHAT THIS SKILL DOES DO:

- Does create temporary shelter,

WHAT THIS SKILL DOES NOT DO:

- Does NOT create a sturdy shelter
 - It cannot withstand a storm or similar weather.

WHAT THE CREATION DOES:

- Setup a Lean-To very quickly.
- The structure is will last 12 hours in mild weather conditions,
 - The Hunters Skill Save (1 per hour) will be needed for,
 - High winds,
 - Heavy snow/sleet,
 - Extreme rain/water flow that threatens to move the structure.
- Has a maximum occupancy,
 - 2 people of Human to Minotaur size,
 - 4 people of smaller than human size.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Lean-To for 2 ppl

- Lean-To's or other type of minimal shelter.
- This shelters do NOT stay up during rough weather.
- Holds up to 2 persons



Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

2 Perimeter Safety

LEVEL

Tier 1

Creates noticeable sounds when stepped on.

To cross first a SNS-20 to find, then can cross.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	30 Minutes 	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3x8 Sq Perimeters	8 Hours 	None	HNT



By COPILOT

Details:

GENERAL:

- When area is crossed then sounds of snaps, breaks,etc.
- Heavy wind, rain, or snow makes the duration 4 hr.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the hunter to spend the 1 hour rollout time prep'ing the area.
- Allows the hunter to create a square-wide perimeter
 - The perimeter is made of sticks, stones, leaves etc.
- Requires any who cross the perimeter to roll a Senses Save -20.

WHAT THIS SKILL DOES NOT DO:

- Does NOT stop a Hunter from traversing this area if they are using this skill.
 - Will not trigger the traps.
- Does NOT keep the duration of 8 hours during a storm,
 - Duration then becomes 4 Hours.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12

Focus Items and/or Kits:

- Not required.

2 TIRO: Garish Pup Tent

LEVEL

Tier 1

Bright multicolored pup tent. 2 participants.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	8 Squares	1 Minute		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1x2 Squares	8 Hours		None	TRO



By COPILOT

Details:

GENERAL:

- The Caster creates a garishly colorful tent.

WHAT THIS SKILL DOES DO:

- Creates a brightly colorful tent.
- Allows the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Functions like any other tent (can be blown away, soaked etc)
- Requires the tent to be set up after it is created.

WHAT THIS SKILL DOES NOT DO:

- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

3 Hot Rocks

LEVEL

Tier 1

Rocks heat enough to boil water (@ sea level).

Up=Heating. Down=No Heat. After rollout @ full heat.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	2 Minutes	Class Specialty	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	9 Stones	12 Hours	None	DOK



By COPILOT

Details:

GENERAL:

- Requires the targeted stones to be natural mundane unworked stones,
 - A natural unworked stone about the size of the caster's palm,
 - Of non-precious materials. (No crystals, gold, adamantine, etc)
- Stones will activate and start heating when flipped up (to the 'on' position),
 - The Rollout = time for stones to get hot enough to do 1 dmg/rd.

WHAT THIS SKILL DOES DO:

- Reverts to a safe ambient temperature when flipped 'up',
 - The spell weights stones to naturally flipped to 'up' when disturbed.
 - Stones rolled/thrown for a 'random' position it will always be 'off'.
- Sets the stones to be at full heat after Rollout.
- Allows the caster to end the spell with the stones flipped down.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on worked stones,
 - only unworked naturally formed stones.
- Does NOT have the ability to ignite flammables quickly,
 - takes a full Rollout for it to heat enough to ignite flammables.
- Does NOT have any continuing effect after the Duration has expired.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Box Of Hot Rocks',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8

Creations:

Box Of Hot Rocks



- A Box of Hot Rocks (3 Stones, 5 Uses each),
- ALL: Flip - Up:cold Down:Hot, 1 Dmg / Round.
- Need: Kitchen/Lab, Hot Rocks Spell , 4 Hours. Cinderroot, Coal Slag, Common Stones.
- Market: 9 Max, Buy:12 GP, Sell:2 GP.



Focus Items and/or Kits:

- Not required.

3

Improve Resist & Skill Saves

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	6 Minutes		Class Specialty	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Caster	2 Hours		None	ORX



By Vainglorious Team

Details:

- Some Saves are made easier to pass.
- Use of "AOE = 2 Targets" requires one of the two is the caster.

... adjust the target's Resist Save with a benefit of 5%.
 ... adjust the caster target's SKL Save with a benefit of 5%.

... adjust any other Saves.

Bonds and Connections



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- Changes the benefit to 10%,
- Original RSS Save bonus of 5% with additional 5% from Focus Item

FTR-HNT

703-1

3 Mental Alarm Clock

LEVEL

Tier 1

Set a wake up time in your head.**Wake within next 24 hrs. 1 Rd to clear head.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	24 Hours		None	FTR-HNT



Created by COPILOT

Details:**GENERAL:**

- If used when awake the 'Alarm' still alerts the character.
- Requires the Hunter/Fighter to maintain concentration,
 - i.e. the Hunter/Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the character to be fully awake the next round from waking.
 - 6 seconds after the alarm wakes the character they are able to act/react.
 - During the first 6 rounds they can only defend, but not move or attack.

WHAT THIS SKILL DOES NOT DO:

- Does NOT take effect if character is exhausted from things like...
 - Double time travel,
 - Lack of sleep,
 - HP at 0,
 - Etc...
- Does NOT have any effect versus sleep enforced by magic.
- Does NOT work if the wake up time is beyond 24 hours.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

3

Repair Undead/Living Dead

LEVEL

Tier 1

Max gain of SP set to 20 SP per day. Heals 1d4 Un/Living Dead.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
-2 pts	Touch	1 Minute		Class Specialty	Magical
STACK 99	AoE 1 Target	DURATION Permanent		SAVE None	CLASS GROUPS NEC



By COPILOT

Details:

- Allows the Necromancer to gain energy from the darker side.
- Remember, if skeletons are engaged into battle they might not stop on command.
- Does heal the target for 1d4 if they are undead or living dead.
- Does potentially regenerate 2 SP to the caster.
 - Target must be not at full strength.
 - Maximum the caster can gain is 2 SP per casting and 20 SP per day.
- Does NOT have any effect on anything living.
- Does NOT have any effect on a corpse.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Squares	8
18	Range X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster does not contract sickness/disease from the target.

3 Protect Fighter vs Ranged/Thrown

LEVEL

Tier 1

Recipient must be a fighter class/subclass.

Gains +2 vs ranged/thrown attacks. Focus Ring +2 AC.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Recipient	End of Battle or 4 hrs		None	STM



By COPILOT

Details:

GENERAL:

- Recipient gains +2 to AC vs Ranged and Thrown attacks.

WHAT THIS SKILL DOES DO:

- Requires recipient must be a fighter class/subclass.
- Fighters AC vs Ranged and Thrown gains additional +2,
 - Does NOT have any effect on Melee.
- Duration: Lasts to end of battle or 4 hours, whichever is shortest.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give any benefit to AC vs melee.



Bonds and Connections

- This Is an Nae'Em connection with a Fighter.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- AC bonus is +4

3

TIRO: Armor of Light

LEVEL

Tier 1

AC = 16. Bright, sparkly magic armor around Caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	1 Minute		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	4 Hours		None	TRO



By COPILOT

Details:

GENERAL:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS SKILL DOES DO:

- Does gives the caster the better of either,
 - Magic armor with AC 16,
 - Casters current AC.
 - An image of bright light surrounding the caster shows regardless of option.

WHAT THIS SKILL DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

- Not required.

3 Urgent Disengagement w/ 1 Attack

LEVEL

Tier 1

Swipe at the enemy then run! AoO is possible.

JUST 1: Move 2x movement. 1 attack @ -4 ToHIT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS

1 Fighter

1 Round

None

FTR



By COPILOT

Details:**JUST GENERAL:**

- The fighter is able to quickly attack then run away.

WHAT THIS SKILL DOES DO:

- Gives an AC bonus to the fighter with a +4 to AC, front and back.
 - The improved AC stays with the fighter for a full battle round.
- Allows the fighter to gain an initiative bonus of +8,
 - If the skill is requested after the initiative rolls then the bonus is +0,
 - If the skill is requested BEFORE or DURING Initiative rolls then the +8 applies,
 - The 'Initiative +4' enhancement (4 pts @ 5th level) may be added on top of this.
- Allows only 1 attack from the Fighter before moving,
 - The 'Attacks +1' enhancement (8 pts @ 14th level) will allow up to 2 attacks,
 - All attacks are done at -4 ToHIT.
- Movement directly away from the enemy is allowed,
 - May walk/fly backward, sidestep, or forward at 2x basic movement.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the fighter to move using a non-straight path (curved).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

3 Wind Wall For Nae'Em Hunter

LEVEL

Tier 1

Creates wall of wind around the Hunter.

Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Sqs / Tier	Initiative	Battle Defense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Recipient	4 Rounds	None	SYL



By COPILOT

Details:

GENERAL:

- Recipient gains +2 to AC vs Ranged and Thrown attacks.

WHAT THIS SKILL DOES DO:

- Does aid a recipient that is;
 - A Hunter Class or Hybrid Hunter Class,
 - Has a Nae'Em bond connected to the caster.
- Surrounds the recipient (1 Square only)
- Allows casting in and out of the wall.
- Moves with the recipient.

WHAT THIS SKILL DOES NOT DO:

- Does NOT function if the recipient covers more than 1 Square.
- Does NOT function if the recipient is not willing.
- Does NOT allow recipient to move into (crowd) an occupied square.
- Does NOT be combined with other spells which surround 1 Sq.
 - For example: Heat Wave Wall, ...



Bonds and Connections

- This is a Nae'Em connection with a person.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

3 Take Point

LEVEL

Tier 1

Scout ahead for the party**Self: 30ft in front. Grp:No suprise. Init+2 in 1st round.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	6 Squares ahead	Up To 1 Day		none	ROG



By COPILOT

Details:**GENERAL:**

- Point person can prevent the party from being surprised.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- *NOTE: The Rogue takes 1 minute during the Rollout to quickly survey the area before starting the task.*
- *NOTE: a surprise round is round #0.*

WHAT THIS SKILL DOES DO:

- Allows point person to move ahead of the group and prevent surprise attacks,
- Allows the point person to provide the party a +2 Initiative in first round.
- Requires the point person to roll a Save when attempting to avoid surprise.
- Will continue to work as expected even if methods are used to look ahead of the point person.
 - For instance, scrying spells, or pets that do NOT bring major attention.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware, for example:
 - Doubletimed,
 - Dazed, Stunned, 1000 yard stare,
 - Intense conversation,
 - full group sleeping,
 - Exhausted.
- Can not be used after stopping the skill even if it is within the same day.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	AOE X4	20

Focus Items and/or Kits:

- Not required.

SYL-ORX-STM-EOL

295-1

3 Conjure Native Beetles

LEVEL

Tier 1

Conjures local insects. Save: HP=25 Creates:Bag-Beetleroot.

Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Squares	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
2	1 Mark	2 Rounds	Skill HP=25	SYL-ORX-STM-EOL



By COPILOT

Details:**GENERAL:**

- Insect Swarm has the following stats:
 - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8,
 - Passing the Save increases the swarm's HP from 15 to 25.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- 'Circles of Containment' will hold the insects in or out without the need for a Save.

WHAT THIS SKILL DOES DO:

- Conjures insects native to the area, should there be any available,
 - brings an insect swarm to attack nearest creature,
 - within the AoE at the casted range.
- Attacks once per round as a separate activity beyond the caster's attacks,
 - Only a single target each round.
 - Will attack the nearest living target, even if the target is friendly to the caster.

WHAT THIS SKILL DOES NOT DO:

- Does NOT function if there are no insects in the local area,
 - possibly due to the environment.
- Does NOT conjure non-natural or non-native insects.
- Does NOT attack more than 1 Target.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements to create a 'Bag of Beetleroot',
 - While other caster may be able to cast this spell, Sylvan had originally created the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: No Counter Available.

Creations:

Beetleroot Granules



- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Make the Save Roll easier to pass (+20).

3 Heat Metal Armor

LEVEL

Tier 1

Must be direct to target, no lobbing.

Four rounds cumulative: AC/Init/ToHIT @ -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	12 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Target	4 Rounds		None	DOK



By COPILOT

Details:

GENERAL:

- Heats metal weapons & armor of the target which can interfere with battle,
- Effects,**
 - 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
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities requiring concentration cannot be done.

WHAT THIS SKILL DOES DO:

- Causes the target to adjust some battle stats:
 - AC-1, Init-1, ToHIT-1.
- Requires a direct throw,
 - No lobbing allowed due to force needed to break.

WHAT THIS SKILL DOES NOT DO:

- Does NOT deal any direct damage.
- Does NOT damage the metallic components in any way.
- Does NOT does not ignite anything, even if it is flammable.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Enflame Metal Armor Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Duration X4	10

Creations:

Enflame Metal Armor

- Dur 3 Rds, AC/ToHIT -1 per rd. Dist:6.
- DOK: Distance: 12. ToHIT Required.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Coal Tar, Marsh Daisy Chicken, Trench Mold.
- Market: 9 Max, Buy:12 GP, Sell:9 GP.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Initiative, AC, ToHIT 1 point worse than round shows.

EOL- VEN

332-5

3 Phage Mist

LEVEL

Tier 1

2d4 +ACU per rd. Lobbable requires ToHIT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	5 _{RDS}	SAVE	CLASS GROUPS
3	Row: 3 SqS	5 Rounds	None		EOL- VEN



By COPILOT

Details:

- 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.
- Does require a ToHIT vs AC:10 to target the squares,
 - the AoE is a row of 3 squares directly in line with the caster, as if the acid hit the ground and skidded 2 more squares.
- Does allow the caster to target squares in range that cannot be seen,
 - The caster can lob and/or arc this over creatures/obstacles 2 sqs high or less.
 - Targeting an out of view square typically is an AC of 17.
- Does deliver damage over time (D.O.T.) for up to 5 rounds,
 - The damage is 2d4 +ACU per target within the AoE,
 - The duration can be mitigated by copious amounts of water,
 - If cast underwater the duration is only 1 round,
 - If cast in a pool of water the duration is 2 rounds.
 - Spells that create water flowing > 1 rd will reduce duration by 2 rds.
- Does NOT poison targets.
- Does NOT leave a permanent physical mark.
 - normally any scarring/marks during battle are gone upon healing.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

3 Rogues Charge

LEVEL

Tier 1

Rogue moves x2 directly to the target (Min of 4 sqs).

JUST 1: 1 Attk. AC-4. Init/ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Move x2	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	None	ROG



By COPILOT

Details:



GENERAL:

- When using this skill no other attacks may be utilized. (Just 1)
- May incur AoO's from others during charge.

WHAT THIS SKILL DOES DO:

- Requires the attacker to move in a straight uninterrupted line to the target,
 - The attacker is not allowed to reach the target then pivot. It must be straight on,
 - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
- Allows the attacker to gain +8 Initiative, +8 ToHIT and +8 Damage,
 - but limited to a maximum of 1 attack in this round.
- Requires the attacker to downgrade their AC by 4 (AC-4).

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the Rogue from becoming the target of others AOO while charging.
- Does NOT allow attacker to end the charge with a pivot,
 - Charger must be facing the enemy to use this skill.
- Does NOT allow other attacks to be attempted,
 - This is counted as an 'Extra' attack, thus no other 'Extra' attacks allowed in same round.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

Focus Items and/or Kits:

- Not required.

3 Shield Bash (Odd rounds)

LEVEL

Tier 1

Use your shield as a weapon on ODD rounds.

EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+STR Bonus.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	1 Round	1 RDS None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- Extra attack for odd rounds only.
- If a critical or blunder is rolled use Blunt column.

WHAT THIS SKILL DOES DO:

- Allows the fighter bonuses of:
 - +4 ToHIT,
 - Damage is equal to the Shields Front AC bonus + STR Bonus.
- Requires the shield used to be larger than a buckler.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow other attacks flagged as 'Extra' allow in same round.
- Does NOT allow this skill to be used WITH a Charge attack.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

3 TIRO: Quick Push!

LEVEL

Tier 1

Recipient forced to move 1d4 sqs directly away from caster.

If there is no room for target then spell fails.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Next Initiative	N _{EXT}	Battle Offense	Magical
STACK	AoE	DURATION	I _{RDS}	SAVE	CLASS GROUPS

99 1 Recipient 1 Round TRO



By COPILOT

Details:

GENERAL:

- Multi Colored flashes travel towards the Target, then surround them.

WHAT THIS SKILL DOES DO:

- 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.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

3 Blunder Reroll

LEVEL

Tier 1

Disregards the first Blunder roll and rolls again.

INTERRUPT: One Use. Cannot be used 2 times in a round.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Blunder	Instant	NOW	None	ROG



By COPILOT

Details:



GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This action pauses all action if enacted before the blunder can be resolved.

WHAT THIS SKILL DOES DO:

- If the Rogue rolls a Blunder they can choose to use this skill to roll again.
 - Once this skill has been used the Rogue must keep the new (2nd) roll.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Rogue to use this skill multiple times in 1 round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

3 Dodge AoO Attacks

LEVEL

Tier 1

Effort to avoid EXTRA attacks w/ comparison AGL Saves.

INTERRUPT: Dodge 1/Tier. Must call before AoO dmg is rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Movement	1 Round		Agility 	ROG

Avoiids an AoO



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Allows the Rogue to complete other normal attacks during the round.

WHAT THIS SKILL DOES DO:

- This skill pauses all action when enacted before the opposing effect can be done,
 - Such effect might be damage taken or an attack made.
- Allows the Rogue to dodge up to 5 AoO attacks based on their Tier,
 - The number of AoO attacks that are dodgable is equal to the Rogues Tier.
- Does require Rogue to request this skill BEFORE any AoO Damage has been rolled.
- Roll a sparate Comparison Save to avoid each Attack of Opportunity (AoO),
 - The Rogue and attacker must each rolls Agility Saves and compare.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any Extra attacks by the Rogue to take place in the same round,
 - due to this skill being an Extra attack skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

3 Draw Attention

LEVEL

Tier 1

Draw attention and possibly aggro to self.

INTERRUPT: Move 1/2. May make 1 attack.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	In Sight	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	In Sight	Up to 30 Min		Skill to NonSkill 	ROG Comparison



By COPILOT

Details:



GENERAL:

- Character must actively try to draw attention of a person or group,
 - Player gives a brief explanation of actions taken,
 - Ideally the diversion will seem more important than any other thing going on.
- INTERRUPTION (Rollout of Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Saving Throw Resolution,
 - The Rogue and the intended target roll 1 Save and compare,
 - The Rogue rolls a Skill Save,
 - The target rolls either a non-skill Save or, if a Rogue rolls a Skill Save
- limits the Rogues movement to 1/2 of walking speed (1/2 Basic).
- Allows the Rogue ONLY 1 attack,
 - NOTE: An attack may change the view of those drawn to watch.

WHAT THIS SKILL DOES NOT DO:

- The targeted person or group does always stay enthrallled,
- If the diversion is less important than what else is going on the target gets another Save.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

3 TIRO: I Have Your Item!

LEVEL

Tier 1

A colored flash travels towards the item and snatches it.

Target may attempt a Save to keep item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE Resist (Skill/Non)	CLASS GROUPS TRO

Item kept.



By COPILOT

Details:

GENERAL:

- The caster snatches someone's random, mundane item.

WHAT THIS SKILL DOES DO:

- Allows the Caster to snatch someone else's random mundane object.
- Allows the item to visibly float towards the caster.
- Allows the owner a Save to grab the item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

3 TIRO: 2 Rope Image

LEVEL

Tier 1

Roll Save to create illusion of a cut rope now 1 rope.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Illusions	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Rope	2 Hours		Resist (Skill/Non)	TRO



By COPILOT

Details:

GENERAL:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS SKILL DOES DO:

- Allows the Caster to roll a Save to merge the ropes into one.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

3 Shape Of A Plant

LEVEL

Tier 1

Plant form: 1x1 or 1x2. Verticle or Horizontal.**Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	1 Minute		Shape Change
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1x2 Squares	4 Hrs (Min 1 Hr)		None
				SYL



By Magickstudio-art

Details:**GENERAL:**

- Any damage done to the plant continues when the caster exits the plant.
- Stats:
 - The plant's AC is 8,
 - Movement of the plant is 0, naturally,
 - The plants HP is same as caster.
- If plant is brought to 0 HP or less the spell ends.
 - Caster regains their normal form,
 - Based on the HP the caster may be unconscious, bleeding, or dead.

WHAT THIS SKILL DOES DO:

- Does allow the caster to become a plant,
 - Minimum size of the plant is 1x1 square,
 - Maximum size of the plant is 1x2 squares, either upright or lengthwise.
- Does allow caster to feel temperature changes and pain,
 - When damage is done the plant will show leaking of fluids/sap, not blood.
- Does require caster to be in the plant for a minimum of 1 hr.
- Does allow the caster to,
 - can hear and feel,
 - can take damage when inside.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster the ability to smell, see, speak or cast from inside.
- Does NOT allow the caster to perform any actions which require movement.
- Does NOT work on plant creatures.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
14	Duration X2	8

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

3 Calm Animal

LEVEL

Tier 1

Hunters use mannerisms, food, time, to communicate calmness.

Requires a Save for non-domesticated animals.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	20 Minutes 	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Animal	2 Hours 	May Need Skill Save 	HNT

Animal is calmed



By COPILOT

Details:

GENERAL:

- Note: In-game 'Animals' are defined as non-civilized creatures found in the real world.
- Some animals respond with fight/Flight quicker than others.
 - Frightened targets will resist more.
 - Circumstances may affect the Save Column.
- Some wild animals react poorly to entrapment,
 - attempts to calm may worsen things involving entrapped animals,
 - not ALL animals refuse to calm in an entrapped situation.
- Requires the Hunter to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Calms animals, even in towns.
- Hunter must use mannerisms, food, time, etc,
 - Whatever is available.
- Has a better effect with domesticated animals, thus now Save is required
 - Normally requires a Skill save with wild animals.

WHAT THIS SKILL DOES NOT DO:

- Does NOT require a save with a domesticated animal.
- Does NOT have any effect on animal creatures creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

3 Hunt/Fish/Gather

LEVEL

Tier 1

Hunters can stop for the day and get food.

Once per day for 9 hours. 1d6 per Tier +6 meals per day.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	9 Hours 	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	20x20 Squares	Rollout 	May Need Skill Save	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Note: Hunters are skilled within this topic,
 - More skilled than any other adventurers,
 - But Hunters, Fishermen, Gatherers are more efficient at these skills than Hunters.

WHAT THIS SKILL DOES DO:

- Requires a roll a d6 per Tier plus 6 for the number of meals acquired the acquired,
 - Non-skilled can assist and add 2 meals each.
- Allows the Hunter to hunt, fish, or gather once per day.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work more than 1 time per day.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Hunt/Fish/Gather Yield



- Non-Hunter: 3 meals acquired in duration.
- Hunter: d6 per Tier + Hunters Kit.
- Need: Must be in the proper environment. GM may alter the yield or add a Save.
- Market: Each Meal... Max, Buy:8 SP, Sell:2 SP.



Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yield x 1.5 (gain 50%)

3 Water to Steam (Reversible)

LEVEL

Tier 1

Sylvan Magic to change Water into Steam. Or Steam into Water.

Resulting steam MAY cause 2 HP damage per caster Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 SqS per Tier	Initiative		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	1 Sq cube per Tier	Permanent		None	SYL



By COPILOT

Details:

GENERAL:

- This spell can be used by either method,
 - Changing water into steam,
 - Changing steam into water

WHAT THIS SKILL DOES DO:

- Converts the water/steam at the rate of 1 cubic square per caster Tier.
- Creates steam that will cause 2 HP damage per caster Tier.
- Draws in steam from the AOE into a single 1 square,
 - If a container is placed to cover an entire 1x1 square area.

WHAT THIS SKILL DOES NOT DO:

- This does NOT affect water that is within a body or a solid object,
 - Thus cannot be used to kill via dehydration.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
20	Rollout Instant	16

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

EOL- VEN

972-1

3 Acid Etching

LEVEL

Tier 1

Non-magic Stone/Metal/Wood/Leather = No Save. No artifacts.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 SP	Touch	30 Min		Mechanicals	Magic->Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1x1 Square	Permanent		Resist (Skill/Non)	EOL- VEN

Etched IF NEEDED

GM



By Perchance.org

Details:

GENERAL:

- Great way to permanently mark items.
- The maximum size of the etched area has been listed in the AoE,
 - AoE lists 1 full square as a max, smaller areas can be worked,
 - If smaller areas are worked thw Rollout may take as little as 5 minutes.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Scores the surfaces with the mark, simple design, or words the caster places.
- Allows the intricacy of the design/words to be left to the caster,
- Does 1 HP damage for 7 rounds if done on a living creature,
 - Each spell can only do 7 HP max damage.
 - Scars from etching on a creature will heal in 1 week, but no signs will remain.

WHAT THIS SKILL DOES NOT DO:

- Does NOT alter or affect any magic items AFTER they have been created,
 - Attempts to do so will result in 4d10 damage to the caster.
- Non-standard surfaces will result in unrecognizable blurred images.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	AoE X2	16



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
-

SYL-STM-VEN

3 Shadow of the Magi

LEVEL

Tier 1

Darkness centered just above caster.

Duration of concentration + 4 rounds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds		None	SYL-STM-VEN



By COPILOT

Details:

GENERAL:

- Does allow the caster to create darkness that will stay centered above them.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Creates an area of darkness that centers on the caster,
 - specifically located just above the casters head.
- Allows darkness to continue for up to 4 rds after the concentration has stopped.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
 - This spell does stay fixed in relation to the caster, right above them.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for 'Dust Of Darkness',
 - While other classes may use this item, the Strumos & Sylvan have advantages with it.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:



Dust of Darkness

- Creates a dark shadow 1x1x1 sqs.
- SYL & STM: Shadow 2x2x2 Sqs.
- Need: Kitchen/Lab, Cost 12 pts, 24 Hrs.
Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Duration becomes 10 rounds w/o concentration.

3 The Darkness

LEVEL

Tier 1

Darkness centers just above caster.

Very noticeable during the day.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	5 Sq Dia Sphere	4 Hours		None
				DOK



By COPILOT

Details:

GENERAL:

- Becomes very noticeable when in a well lit area.

WHAT THIS SKILL DOES DO:

- Creates darkness that stays centered above the caster.
- Fully hides the targets form when cast in shadows.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
 - Spell stays fixed above the caster.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Bag of Dust of Darkness',
 - More than just this skill is required to create this item.
- While other classes may be able to use this,
 - Dokour & Venerator have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:



Dust of Darkness

- Creates a dark shadow 1x1x1 sqs.
- DOK-VEN: Shadow 2x2x2 Sq's.
- Need: Kitchen/Lab, Cost 12 pts, 24 Hrs.
Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Cast does NOT have to be in the CENTER.

3 Hunter Marks

LEVEL

Tier 1

Hunters leave messages in nature that others miss.

If Marks are not obvious then Skill Save is needed to notice.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	1 Minute		Communication	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	1 Month (30 days)		None	HNT



By COPILOT

Details:

GENERAL:

- If Hunter Marks are intentionally knocked about,
 - Knocked about could mean Marks are seen as damaged or could mean cast to look natural.
 - Any Hunter searching for them would need to Skill Save to find them,
 - GM would need to help reveal how much of the original message survived.
- Hunters who are purposely looking for the marks will find them..
 - Hunters not looking for marks may still see them,
 - GM to roll Save.

WHAT THIS SKILL DOES DO:

- Allows the message to remain for a month in a natural environment.
- Allows the Hunter to use a limited choice of words:
 - A personal mark (signature),
 - Right, Left, Back, Forward, Up, Down, Yes, No,
 - Cold, Hot, Water, Fire, Earth,
 - Under, Over, Break, Wait,
 - Integer numbers,
 - Basic Colors,
 - Safe, Danger, Enemy, Friend, Trap, True, False.

WHAT THIS SKILL DOES NOT DO:

- Does NOT do well in urban areas,
 - Message will only last an 1 day with in Urban environment.
- Does NOT survive past any intentional physical disruption.

Example of what might be left as a message:

Personal Mark of 3 tents (would be recognized as a personal marking).
 Right, Water, Forward 2, Safe. Or
 Trap Under Brown Earth Enemy Wait

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- No creations. Usable only as a spell/skill.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

Focus Items and/or Kits:

- Not required.

3 TIRO: Colored Signal Flare

LEVEL

Tier 1

Random flare shot about 20 squares upward.

1-5=Red, 6-10=Blue, 11-15=Yellow, 16-20=Green.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
0	1 Flare	1 Minute		None	TRO



By COPILOT

Details:

GENERAL:

- The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS SKILL DOES DO:

- Does light up the sky with a random color.
 - roll a d20:

1 - 5	is bright red,
6 - 10	is bright blue,
11 - 15	is bright yellow,
16 - 20	is bright green.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

3 Assist Hunter's LeanTo

LEVEL

Tier 1

Improves a currently constructed Lean-To.

Lean-To first, then magic to make better.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Partner Cooperations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Lean-To	2 Hours		None	SYL



By COPILOT

Details:

GENERAL:

- Improves a currently constructed Lean-To.
- The Hunter must previously be bonded by a Nae'Em to the caster.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Makes the Lean-To water tight, even the floor of it.
- Continues seamlessly as long as it is cast within 5-10 minutes of spell ending.

WHAT THIS SKILL DOES NOT DO:

- Does NOT create a Lean-To. Only improves on a current one.
- Does NOT help a Hunter who is not bonded to the caster.



Bonds and Connections

- This is a Vae'Em connection with a venue/location.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Stacking +1	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

3 Call & Direct Rodent

LEVEL

Tier 1

A small, often un-noticed, rodent appears.

HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Partner Cooperations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
5	20 Squares	30 Min + Ken		None	SYL



By COPILOT

Details:

GENERAL:

- A rodent (appropriate to the environment) appears.
- Rodent will stay within the AoE and follow directions.
- Great little spy that most often goes unnoticed.
- Stats: HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.
- This rodent is still vulnerable to natural predators.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does allow a single rodent to move about within the AoE and
 - listen or watch then report back to the caster.
 - The AoE moves with the caster as the caster moves.
- Does require the caster to instruct the creatures through an automatic weak Nae'Em.

WHAT THIS SKILL DOES NOT DO:

- Does not continue if the called creatures are mistreated.



Bonds and Connections

- This Is an Fae'Em connection with fauna.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

3 Invoke Temporary Dimension Imp

LEVEL

Tier 1

Image of mini caster w/ Nae'Em. Walk:3, Flight:7 @ 4 high.

HP:12, SP:0, Attk: x1x1, Dmg: 1d2, Range:1.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	8 Squares	1 Hour	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	PMP	1 day / Tier	Resist (Skill/Non)	DOK

Imp appears



By COPILOT

Details:**GENERAL:**

- Emerges out of a flame:
 - Description: 3 in high (7.6 cm). Same skin color, hair color/style, & race (mini) as caster.
 - Intelligence: Can work to avoid being noticed and can plan and hide.
 - Health: HP:12, SP:0
 - Battle: Range:1 Attacks x1x1, Init+0, ToHIT+0, Damage:1d2
 - Movement: Run= 3 Squares. Flight= 7 Squares (4 Squares above land or lava)
- *Noteworthy info: Caster loses a bit of weight (Mass) in order to create this, These creatures are uniquely from Dimension and invoked by the caster.*
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities requiring concentration cannot be done.

WHAT THIS SKILL DOES DO:

- Makes a noticeable magical flame during the creation.
- Creates a creature that closely resembles the caster,
 - except is only 3 inches high (7.6 cm).
- Allows the Imp to carry 5 lines of inventory.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
 - the creation flame will not burn items in or around it.

**Bonds and Connections**

- This is a Cae'Em connection with a construct.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

3 Call Bonded Person

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	30 Minutes		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
999	1 Recipient	Instant		None	ORX

[By site/group]

Details:

-- Person to be teleported must have a current Nae'Em bond with the caster.

... visibly open a portal near the selected Nae'Em.
 ... teleport small to medium sized person to the caster.
 ... use the Langstrom plane.
 ... bring the recipient and their carried inventory to the caster.
 ... allow only the selected Nae'Em to enter the portal.

... effect creatures of 'Large'. (larger than 7 ft / 2.13 m).
 ... effect creatures that are 'Tiny' or smaller. (smaller than 1 ft 8 in / .5 m) .
 ... stay open after the casters Nae'Em travels through.

**Bonds and Connections****Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

-- AoE can include one more person.

3 Aid Poisons (Fragility)

LEVEL

Tier 1

Target can Save (@ - 1 Col) right away instead of morning.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute		Fragility	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		Skill	STM

Sickness 1 better



By COPILOT

Details:

Cycle start 5
 Cycle end 10
 Progress steps 3
 Health Save Adj -10 to -60

Repeat Save Roll Adj -40
 COUNTERS FOR FRAGILITY Chant(Battle) Shrine (longer)

Magic	battle spells				longer spells				Creations?
	Start	End	Rnd	Save	Start	End	Hour	Save	
A,	1	8	4	-0	----	----	----	----	Strumos
B,	1	9	2	-20	----	----	----	----	Dokour
C,	----	----	----	----	1	6	1	-10	Sylvan
D,	----	----	----	----	2	10	2	-20	Venerator
Disease/Sickness	1 day	Start	End	Step	Save	Start	End	Day	Save
E, Mild	----	----	----	----	1	4	1	-0	Weather
F, Middle	----	----	----	----	1	6	1	-10	Bad Food
G, High	----	----	----	----	2	10	2	-20	Plants
H, Worst	----	----	----	----	3	10	3	-40	Extreme any
poisons	1 round	Start	End	Rnd	Save				
I quick, not deadly	1	8	4	-0					Animal
J med, maybe deadly	1	9	2	-20					Plant
K slow, and deadly	3	10	1	-40					Monster

dd

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Cure Sickness Potion



- Pass Save SKL:2 to cure sickness.
- STM: Pass SKL: >05 to cure sickness.
- Need: Campfire, 12 SP, 4 Hrs.
Green Hemlock Ashes, Honeysuckle, Oak Leaves.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

3 Animate Cats Eye Marble

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS

1

Caster

2 Hours

None

ORX

[By site/group]

Details:

- Caster creates a connects their sight to a marble.
- This connection is a minor Nae'Em.

... allow a view using standard vision to the caster.
 ... allow the caster to rotate around to see all 360 degree in all directions.

... provide light of any kind.

**Bonds and Connections****Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

-- Allows the caster to see through the Focus Item with
 Ultraviolet light vision or low light vision

3 Orix False Glow

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	2 Minutes		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Item	15 Minutes		None	ORX



Created By COPILOT

Details:

- ... make an item appear magical.
- ... work only against spells that would reveal magic.

-- An item appears to be magical if any kind of reveal of Magic is used.
 -- Item glows white (Generic magic), but not bright enough to indicate extreme power.

- ... actually make an item have magical properties.
- ... affect anything other than items.

Bonds and Connections**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Creates a low but visible glow, that can be seen normally.
- therefore, magic is not needed to detect for

3 Visible Sign Posts

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	5 Squares	1 Minute		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Sign Post	2 Hours		None	ORX

[By site/group]

Details:

- About sign posts:
 - Comes with two signs.
 - The origin is either pointing in a compass direction or down,
 - Pointing down indicates the origin was at the post,
 - The second sign is the compass direction the creator went,
 - It tracks the creator ONLY up to 5 Squares from the post,
 - If the creator has traveled from the post in the teleport the result is compass direction of destination.

- ... reveal sign posts created by portals to the caster.
- ... allow the caster to decide whether the sign posts will be visible to others during casting!
- ... reveal up to three sign posts created by portals to the caster.
- ... requires the caster to choose whether it's visible to everyone during casting.

- ... reveal any information about the creator of the sign post.

Bonds and Connections**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Range +50%	6
14	Duration X2	8

Focus Items and/or Kits:

3 Reveal Value

LEVEL

Tier 1

Rogue reviews an item. Must be able to touch the item.

Max weight: 50 lbs or value over 100 gp.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Rds (1 Min)		Find or Reveal
STACK	AoE	DURATION		SAVE
99	1 Item	Permanent	Skill	 GM gives info



By COPILOT

Details:

GENERAL:

- This enables the character to determine rough value of noteable items.
- Item must be unattached to any other item/object.
- Item must weigh less than 50 lbs / 22 Kg.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to determine if an item is worth more than 100 GP.
 - NOTE: If the item is worth more than 100 GP then it might be magical as well.
- Requires the Rogue to touch the item.
- Requires the Rogue to make a Skill Save,
 - Failing the Save means,
 - The Rogue might think they know and extremely over/under evaluate it or,
 - The Rogue might be aware they have no indication of value.
 - Passing the Save means,
 - The Rogue can clearly interpret the value as lower than 100 GP, but not an exact value.
 - The Rogue is able to give a very rough evaluation (Higher values are the vaguest),
 - The Rogue can tell if the item is quality enough for magic to be applied.
 - This does NOT mean it is magical, just that it is high quality enough.
- The GM informs the Rogue, the Rogue may share if they like.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any properties or aspects of an item.
- Does NOT reveal ownership without further clues.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Not required.
- Tools from kit make the job easier. Save Roll +20

3 Summon Astral Beast of Burden

LEVEL

Tier 1

Up to 3 riders with one as the caster. HP=25 AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	30 Squares	20 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		None	STM
3	1 Creature	1 Month (30 days)			



By COPILOT

Details:

GENERAL:

- About the Astral Creature:
 - if attacked it will attack in random directions since it does not understand.
 - its battle stats: AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, - HP:25, SP:0, 2 Marks/Day.
 - can continuously canter and have short bursts of speed, but no running.
 - it is a quadra-pedal low-intelligent beast of burden with a horse-like way about it.
 - as a beast of burden it will be docile unless provoked/surprised.
 - it does not understand the PMP and senses no danger/friendship except with the caster.
 - it will eat anything that is edible for the caster.

WHAT THIS SKILL DOES DO:

- Summons a healthy astral beast of burden,
 - The creature communicates through an Nae'Em bond with limited vocabulary (1 word @ a time),
 - The creature will be adapted to all areas of the PMP and Astral plane,
 - It will travel up to 3 marks a day with a few minor bursts of speed, but no running.
- Works well with some circles of power: Animal Protection, Containment, etc...
 - but not with expulsion type containment or spells.
- Allows up to 3 people to ride it, but one of the people MUST be the caster.
 - Other sequentail castings could be used as pack animals,
 - but won't carry living creatures without the caster.
 - Doesn't sense danger or kindness with any but the caster, unless hurt.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT ensure commoners will react well to such a strange sight.
- Does NOT summon wild/unruly or an unhealthy creature.



Bonds and Connections

- This Is an Ae'Em connection with an Animal.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Stacking +1	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Raises the creatures HP to 50.

4 Situational Awareness

LEVEL

Tier 1

Fighter concentrates to watch and listen.

FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	4 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Within Hearing	1 Hour / Tier		None	FTR



By COPILOT

Details:

GENERAL:

- Enable the fighter to maintain an awareness of the nearby surroundings.
- Requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Includes an AoE is all within normal unaided hearing of the fighter.
 - loud noises may effect this AoE.
- Drops the Fighter's AC and ToHITs by 2.
 - AC -2,
 - ToHIT -2.
- Allows the group to not be surprised and gain a +2 with their initiative,
 - the groups awareness can help the Fighters rolls.
- All effects last through any attempted round 0 and through round 1 as well.
- Battle pauses this skill after Round 1,
 - Fighter is able to resume using the skill up to end of duration after battle.

WHAT THIS SKILL DOES NOT DO:

- Does NOT continue if the fighter is not aware, conscious or watchful.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not Required.

4 Sleight of Hand

LEVEL

Tier 1

May attempt to take OR place an item. Small items only.

Save to fool audience. Close quarters actions (arm length)

COST	RANGE	ROLL OUT	RDS	COLLECTION	OUTCOME
4 pts	Self	1 Round		Class Specialty	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
99	Arms Length	Instant		Skill	ROG

Success

GM



By COPILOT

Details:

GENERAL:

- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Rogue may want to use a distraction to help fool the audience,
 - Skilled Distraction can add to the Save roll +20,
 - Enhancement 'Save Roll +20' may also be used.
- Examples:
 - The cups game is slight of hand,
 - Taking something while nobody notices,
 - Palming a card.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to use skillful deception to fool an audience by passing the Save,
 - If the Save is passes the Sleight of Hand was not noticed,
 - If the Save is failed the Sleight of Hand was noticed.
- Allows the Rogue to take OR place an item within a targets personal space,
 - Small items only (Not allowed to steal the pants they are wearing),
 - NOTE: There may be others around able to see this.
- Item (Target) must be within range/AOE,

WHAT THIS SKILL DOES NOT DO:

- Does NOT use magic, but may be used to seem like there is magic.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Rollout Init	12
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

4

TIRO: Tasty Gruel

LEVEL

Tier 1

1d12 meals appear at waist height in front of the Caster

Provides low levels of nourishment.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Varies	1 Hour		None	TRO



By COPILOT

Details:

GENERAL:

- 1d12 meals appear at waist height in front of the Caster,
 - Caster is able to time the appearance and grab them.
 - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.
- Gruel in some worlds is called 'Cumber'.
 - these meals are with only minimal nutrition.
 - they are most often do not taste very good.
 - however, this category of food is almost always very cheap.

WHAT THIS SKILL DOES DO:

- Provides low levels of nourishment,
- Continues to provide energy (if eaten) after the 1 hour point.

WHAT THIS SKILL DOES NOT DO:

- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hours' time.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

4 Resist The Push

LEVEL

Tier 1

Fighter refuses to move.

INTERRUPT: Adds +10 per Tier to BRU Save vs being pushed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pt	Self	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	Battle		BRU +10/Tier	  FTR
				Unmoved	



By COPILOT

Details:

GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such action might be damage taken or an attack made.
- This skill gives a defending Fighter a better chance to hold their position.
- Standard resisting a push would compare the pushing Save to a defending Save,
 - Normal adjustments would depend on situational issues.
- Requires the Fighter to maintain concentration
 - i.e. the Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Gives the Defending Fighter additional help beyond the normal situation,
 - Defending Fighter gains +10/Tier to the Brute Save.

WHAT THIS SKILL DOES NOT DO:

- Does NOT aid the pushing side in any way.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

4 Assist Another To Disengage

LEVEL

Tier 1

Help another slowly get away.

FTR:-2 attks(Min=1), -2 AC. Recipient moves behind w/AC+4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	3 Squares	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Recipient	1 Round		None	FTR



By COPILOT

Details:

GENERAL:

- Requires the Fighter to maintain concentration
 - i.e. the Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES:

- Lowers the fighters AC by 2.
- Raises the Recipients AC by 4.
- Allows the recipient to move backward in a straight line up to 3 squares.
 - But requires the recipient to NOT be between the defending fighter and the attacker.
 - Requires the recipient not attack in any way.
 - Gives a bonus the recipient with a +4 to AC for the entire round.
 - The improved AC stays with the recipient even if reasonably separated from the Fighter.
- Beneficial adjustments can be found in Enhancements

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipient to move into any attack when this skill is used,
 - Note: moving the recipient from a fight to directly behind is not 'moving into an attack'.
- Does NOT have any effect if the recipient is unable/unwilling to move.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8
16	AoE = 2 Targets	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

4 Accurate Ranged Shots

LEVEL

Tier 1

Shoot slower, but more accurately**#Attack -1 per Tier. ToHit & Dmg +2 per Tier.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Char Sheet	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	None	HNT



By COPILOT

Details:**GENERAL:**

- Requires the Hunter to use a Ranged weapon (bow or crossbow).

WHAT THIS SKILL DOES DO:

- Allows the Hunter to add 2 points of damage for each Tier they have attained.
- Applies to all Ranged attacks with a bow/crossbow by the Hunter during the round.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with any non-Ranged weapon (Missile weapon).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

Focus Items and/or Kits:

- Not required.

4 Critical Surprise Throw

LEVEL

Tier 1

Be fast and get the jump on the enemy with a round 0.

JUST 1: ToHIT+6. Dmg=Crit. Only 1 attack. Pre-Battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	3 Sq's / Tier	Pre-Battle Instant		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Melee Target	1 Round		None	ROG



By COPILOT

Details:



GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done,
 - If this skill is unopposed the Rogue's group starts a round zero.
- If there are 'Surprise' attacks by both sides,
 - The group that has the char with the highest adjusted Initiative goes,
 - The other group will not be able to attack at all until round 1.
- When using this skill no other attacks may be utilized. (Just 1)

WHAT THIS SKILL DOES DO:

- Gains a ToHIT Bonus of +6.
- Allows the Rogue to apply improved damage:
 - Roll 1d100 on the Critical Chart Blade column
 - Note that Knock backs are possible.

WHAT THIS SKILL DOES NOT DO:

- Does NOT override Spells that enhance ToHit or Damage,
 - therefore you can add the benefits of spells and this skill together.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
14	Damage X2	12

Focus Items and/or Kits:

- Not required.

4 Hunters Melee Charge

LEVEL

Tier 1

Hunter charges quickly and directly to the target.

EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Move x2	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Creature	1 Round	1 RDS None	HNT



By COPILOT

Details:



GENERAL:

- This is EXTRAL effort.
- Thus no other Extra effort can be done in the same round. (1 per round),
- EXTRAL effort stops the flow of the battle and is resolved immediately.
- May incur AoO's during charge.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to move in a straight uninterrupted line to the target,
 - The Hunter is not allowed to reach the target then pivot. It must be straight on,
 - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
- Allows the Hunter to gain +8 ToHIT and +8 Damage,
 - But limited to a maximum of 1 attacks.
- Requires the Hunter to downgrade their AC by 4 (AC-4).

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the Hunter from becoming the target of an AoO while charging.
- Does NOT allow Hunter to end the charge with a pivot,
 - Charger must end facing the enemy to use this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
9	Range +50%	6

Focus Items and/or Kits:

- Not required.

4

TIRO: Quick Flash Fire

LEVEL

Tier 1

ToHIT needed. 1d12 Dmg. Save for no damage.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
30% Max	12 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Agility	TRO

1/2 Damage



By COPILOT

Details:

GENERAL:

- Colorful embers appear in the caster's palm.

WHAT THIS SKILL DOES DO:

- Deals 1d6+4 fire damage if the ToHIT succeeds.
- Allows the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

4 Call Item (in Sight)

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
4 pts	6 Squares	Next Initiative		Summon or Send	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Item	Instant		None	ORX

[By site/group]

Details:

- Caster must be able to see the item.
- Weight limit of 10 lbs / 4.5 Kg

... affect one single handed light weight item.
 ... allow one person in an adjacent square to attempt to grab the item.
 - The attempt at grabbing requires a Save.

... affect any item that is held in place.
 ... affect any enchanted items.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Improves weight limit to 20 lbs / 4.5 Kg

4 Shape of A Familiar

LEVEL

Tier 1

Takes a form similar of a current Familiar.

Casters HP. Familiars Attk, Init, ToHIT, Dmg, and movement.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	6 Minutes		Shape Change	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	4 Hours		None	SYL



By COPILOT

Details:

GENERAL:

- Continues the normal Nae'Em's the caster may have. With Familiars and others.
- When caster is in this form they allow the Ranges for Familiars to double.
 - Feline Familiars then have 1 Mile range,
 - Canine Familiars then have 1/2 Mile range,
 - Equine Familiars then have 4 Marks range.
 - Has the 'Output' of magical, just like an actual Familiar.

WHAT THIS SKILL DOES DO:

- Does allow a Save rolled to avoid attention if Enhancement of Subtle Casting is done,
 - Better the Save if combined with Enhancement of Rollout Init. Use Save Roll +20.
- Does have limitations/benefits of taking the form,
 - Has the 'Output' of magical, just like an actual Familiar.
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
 - Only after returning back to the original caster form FOCUS ITEMS are available.
- Does continue even if the caster is asleep or unconscious.
- Does allow some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.

WHAT THIS SKILL DOES NOT DO:

- Does NOT look exactly like the Familiar the caster is emulating.
- Does NOT confer the ability to speak languages, only able to make the sounds of the animal.
- Does NOT allow the caster to cast spells.
- Does NOT allow use of tools, weapons, or a Focus Item while in the altered form.

Bonds and Connections

- No Nae'Em connection beyond normal.



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12
14	Duration X2	8

Creations:

- No creations. Usable only as a spell/skill.



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4 Predict Weather

LEVEL

Tier 1

Gives best estimation current environment.

Estimated likely/known changes coming within the week.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Hour		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Up to 5 Marks	1 Week		Skill	SYL

Weather Results



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- NOTE: GM rolls casters MGC:3. Pass means info is accurate.
- GM reviews all pertinent information.
 - Then reports the non-magical weather that is likely,
- GM describes:
 - Temp description based on region and elevation.
 - General wind speed and direction based on surrounding regions.
 - % chance of anomalies based on current and surrounding regions.

WHAT THIS SKILL DOES DO:

- Does determine weather for the current location based on,
 - Elevation, Vegetation, and Region.
- Does give best estimation of likely/known changes coming within the week.
- Does work without a Save if a Focus Item is not used.

WHAT THIS SKILL DOES NOT DO:

- Does NOT hold true if the caster travels out of the AOE,
 - The original prediction for the AOE does not change,
 - The new location traveled to may not have the same conditions though.
- Does NOT account for unnatural conditions.
- Does NOT account for changes to the situation which are unusual.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4 Water to Ice (Reversible)

LEVEL

Tier 1

Almost instantly change Water to Ice, or vice sa versa.

Resulting steam MAY cause 2 HP damage per caster Tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Sqs per Tier	Initiative		Natural Environment
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Sq cube per Tier	Permanent		None

Details:

GENERAL:

- This spell can be used by either method,
 - Changing water into ice,
 - Changing ice into water

WHAT THIS SKILL DOES DO:

- This spell does convert the water/ice at the rate of 1 cubic square per caster Tier.
- This spell can create ice that will cause 2 HP damage per caster Tier.
- This spell is able to draw in ice from the AOE into a single 1 square,
 - If a container is placed to cover an entire 1x1 square area.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- This does NOT affect water that is within a body or within a solid object.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4 Consecration: Final Rites

LEVEL

Tier 1

Dead are pushed beyond this world. A deity may be named.

Once cast non-Deities cannot interact w/ that dead creature.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	30 Min 	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Body	Permanent 	None	DOK



By COPILOT

Details:

GENERAL:

- When casting this spell the name of a God/Goddess can be used to seal (end) the spell.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- This spell will ensure the dead stay dead.
- When cast as a consecration the Duration is Permanent.
- It is thought the soul is pushed to the Spirit World,
 - but there is no way to confirm as of yet.
- Any spells to communicate, raise, or bring back the Dead are no longer possible.
- Moves the soul of a recently deceased Target to a place away from mortal influence.
- Beneficial adjustments can be found in Enhancements

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any Target that has been dead longer than 1 month.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sq's	8

Focus Items and/or Kits:

- Not required.

NEC- VEN

995-4

4 Send The Dead On

LEVEL

Tier 1

Dead are put out of reach. Cannot be raised or animated.

Must have been dead for less than 10 yrs. Removes Nae'Ems.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Min		Healing and Rest	Mundane
STACK	AoE	DURATION		None	NEC- VEN
99	1 Body	Permanent			



By COPILOT

Details:**GENERAL:**

- This spell will ensure the dead stay dead.
- This is used as a consecration rite throughout the Rollout.
- It's thought the soul is pushed to the Spirit World, but there is no way to confirm that
- When casting this spell the name of a God/Goddess can be used to seal (end) the spell.

WHAT THIS SKILL DOES DO:

- Requires the target to have been dead for a decade or less.
- Only requires a small part of the body/corpse to complete this spell.
- Moves the soul of a recently deceased Target to a place away from mortal influence.
 - Any spells to communicate, raise, or bring back the Dead are no longer possible after this.
- Blocks the dead from becoming
 - animated, Undead, Living Dead, etc.
- Removes any lingering Nae'Ems from the deceased.
- Once the spell is in it's last minute or two the caster may speak with the target,
 - Ending the spell at this point still completes the spell,
 - But the caster may still talk to the target for the last couple of minutes.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any Target that has been dead longer than a decade.

**Bonds and Connections**

- This Is an Ae'Em connection with an Ancestor.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sq's	8

Focus Items and/or Kits:

- Not required.

4 Slow Healing

LEVEL

Tier 1

Save each hour to heal 10 hp per recipient. 4 +1/Tier hrs.

No other concentrated efforts by either caster or recipient.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10 pts	2 Squares	4 Hours	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Creature	permanent	Skill	STM

Healing continues



By COPILOT

Details:

GENERAL:

- No other concentrated efforts by either caster or recipient.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Maximum of 4 hours + 1 hour per Tier
- Save every hour. Failed Save ends spell.
- Requires A Skill Save,
 - Every hour prior to the healing,
 - Pass the Save to complete the healing of 10 HP for that hour,
 - Fail the Save and the spell ends with no more healing.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cure diseases/poison/other ailments.
- Does not continue if the caster is disturbed within the rollout.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	AoE = 2 Targets	12
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier per cycle.

SYL-STM

306-1

4 Improve Food

LEVEL

Tier 1

Improve Quality/Taste of non-cumber food.

Works on all non-poisoned / non-spoiled food.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	4 Meals	1 Hour	None	SYL-STM



By COPILOT

Details:

GENERAL:

- The caster improves the taste and/or quality of one food item/dish.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT let the caster conjure food or prepare it.
- Does NOT change the nature of poison or spoiled food.
- Does NOT improve anything in regards to preserved rations or cumber.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Duration of change becomes 1 day.

4 Permanently Preserve Food

LEVEL

Tier 1

Each normal container within the AoE is sealed.

Max 150 meals within sealed containers.

COST	RANGE	ROLL OUT
12 pts	4 Squares	2 Hours
STACK	AoE	DURATION
99	1 Square Cube	Permanent

COLLECTION	OUTCOME
Food And Drink	Mundane
SAVE	CLASS GROUPS
None	SYL



By COPILOT

Details:

GENERAL:

- Quantity is measured in meals.

WHAT THIS SKILL DOES DO:

- Preserves up to 150 meals.
- Requires all meals to be sealed into containers and within 1 square cube (AoE).

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on any magical food or drink.
- Does NOT work on any magical containers.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
16	AoE X2	16

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4

Capture/Release Light (Violet)

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	2 Minutes		Light and Darkness	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	12 Sqs Radius	2 Hours		None	ORX



Created By COPILOT

Details:

- Caster is able to draw light (not the source) to them self and absorb it,
 - Thus no light from that source remains.
- Alternatively, the caster can return the light to it's source.

... absorbs mundane light sources of less than a bonfire brightness.
 ... absorbe one light source per Tier of the caster.
 ... light taken within duration is automatically re-ignited at end of duration.
 ... allow the caster 're-ignite' the light source within the duration.

... keep the light if the caster moves out of range.
 ... keep the light if the duration is over.
 ... combine light from multiple sources to create a greater light.
 ... continue if the caster is not conscious.

Bonds and Connections



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16

Creations:



Stone of Capture/Release Light

- Captures/Releases Norm Lights. Range:8 Sqs.
- ORX: Range: 10 Sqs.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
Bear Bones, Wild Cabbage, Ginger Root.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.



Focus Items and/or Kits:

-- A single light source which has been absorbed can be to emit from the Focus Item.

4 Profiled In Fire

LEVEL

Tier 1

Shrouds the recipient in flames.

Those in adjacent squares feel warmth from the magical fire.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	12 Squares	Initiative		Light and Darkness
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	Recipient	2 Hours		None



By COPILOT

Details:

GENERAL:

If done in a battle this spell may distract the target audience.
 - Roll a Save (situation may require the GM to change this)

WHAT THIS SKILL DOES DO:

- Shrouds the recipient in the appearance of smoldering fire.
- Has a tendency to provide heat around the caster.
 - Helpful in colder climates when others stay very close to the caster.
- Often requires the target audience to Save,
 - Failing the save likely means the audience is intimidated.
 - At the very least the Dokour becomes a point of attention.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything on fire.
- Does NOT deal any permanent damage, only superficial and cosmetic.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Aura Of Flames Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:



Aura Of Flames

- Wreathes user in magic flames, Dur: 1 Hr.
- DOK: Dur: 2 Hrs.
- Need: Campfire, Cost 12 Sp, 4 Hrs.
 3 pch of Cinderroot, Trench mold, Veggie oil.
- Market: 9 Max, Buy:50 SP, Sell:5 SP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Extend the AoE of warmth alone to a 2x2 square.

4

TIRO: Aural Spark

LEVEL

Tier 1

Random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	10 Squares	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2x2 SqS	1d20 Minutes		None none	TRO



By COPILOT

Details:

GENERAL:

- The caster creates colorful lights to be used as a light source.
- Random color of sparks for 1d20 minutes.

WHAT THIS SKILL DOES DO:

- Lights up an area of 2x2 squares.
- Allows the caster to try and use this light to detect others' auras.
 - Roll Save, the spell only works on a success.
- Random color of sparks for 1d20 minutes..

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything flammable aflame.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

- Not required.

4

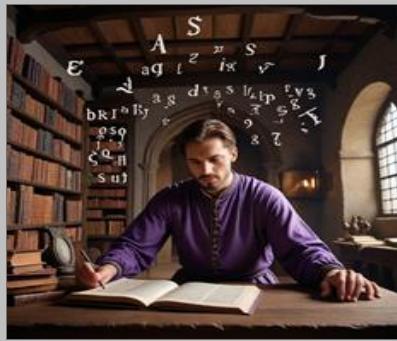
Arcane Translation, 1 Page

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
0	200 Characters	20 Minutes		Skill	ORX



By Hotpot.AI.com

Details:

- Arcane text is a written set of words that has been inhabited by living magic.
- Arcane text is usually obvious in that each letter appears to be constantly moving.
- the caster must connect with the living words on a personal level.
- the nature of Arcane life is so foreign there never has been any true understanding of it.

- ... attempt to put the caster in sync with the arcane text,
 - Caster rolls a MGC Save to attempt to align themselves.
 - Passing the Save indicates a good connection and translation (reading) is possible.
 - Failing MAY cause the arcane to become unresponsive.
 - The Nae'Em connection lasts only as long as the spell.
- ... require the caster to be writing the entire duration,
 - thus writing materials are required as well.
- ... allow review and understanding of the translation AFTER the duration is over.

- ... allow a permanent 'learning' of arcane text,
 - since arcane is living and constantly moving it cannot be decoded or learned.
- ... decode cyphers.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Use of a Focus Item will give a random benefit,
 - caster rolls 1d6 and uses the Enhancement indicated with no cost.

4 Mimic Soft Nature Sounds

LEVEL

Tier 1

Soft low volume natural sounds to discourage attention.

Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Communication	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	6x6 Squares	20 Minutes		None	HNT



By COPILOT

Details:

GENERAL:

- Audiences roll the save and failure indicates they believe the sound is real.
- At higher levels may be combined with Ventriloquism skill.

WHAT THIS SKILL DOES DO:

- Allows the Hunter to create sounds which may be in the local environment.
- Allows the Hunter to 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.

WHAT THIS SKILL DOES NOT DO:

- Does NOT hide the actions taken for the Hunter to make the sounds.
 - This is not ventriloquism.
- Does NOT have a good chance of success in a noisy environment.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

4 Invoke Imp Partner (Year long)

LEVEL

Tier 1

Image of mini caster w/ Nae'Em. Walk:3, Flight:8 @ 6 high.

HP:22, SP:0, Attk: x1x1, Dmg: 1d2+2, Range:1.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	30 Squares	24 Hours 	Partner Cooperations	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	PMP	End of Year 	None	DOK



By COPILOT

Details:**GENERAL:**

- Emerges out of a flame:
 - Description: 3 in high (7.6 cm). Same skin color, hair color/style, & race (mini) as caster.
 - Intelligence: Can work to avoid being noticed and can plan and hide.
 - Health: HP:22, SP:0
 - Battle: Range:1 Attacks x1x1, Init+0, ToHIT+0, Damage:1d2+2
 - Movement: Run= 3 Sq. Flight= 8 Sq (6 Sq above land or lava)
- *Noteworthy info: Caster loses a bit of weight (Mass) in order to create this, These creatures are uniquely from Dimension and invoked by the caster.*
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities requiring concentration cannot be done.

WHAT THIS SKILL DOES DO:

- Makes a noticeable magical flame during the creation.
- Creates a creature that closely resembles the caster,
 - except is only 3 inches high (7.6 cm).
- Allows the Imp to carry 10 lines of inventory.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the imp all of the abilities of the caster.
- Does NOT make a mundane flame during creation,
 - the creation flame will not burn items in or around it.

**Bonds and Connections**

- This is an Cae'Em connection with construct.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Can alter skin color to another natural color.
- Can alter race, hair color and style.

4 Summon Feline Familiar

LEVEL

Tier 1

Medium sized mundane/common looking cat.

HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1/2 Mile	2 Days		Partner Cooperations
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Familiar	Permanent		Nae'Em Kept



By COPILOT

Details:**GENERAL:**

- The Familiar: A medium sized mundane/common looking cat will answer the call.
- Only breeds not specifically known for aggression can be summoned.
- has heightened senses of hearing and smell. (+10 on related Saves)
- If the Familiar dies the casters Max SP is immediately halved for 1 week & -2 Ken.
- Battle effects:
 - AC:15/15, Attacks 1x1, Initiative +6, ToHIT+6, Damage:1d6, Move=15
 - HP= 30, SP= 0. @Death for HP is -30 (to emulate 9 lives)

WHAT THIS SKILL DOES DO:

- Allows any kind of domestic cat that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
- Allows the cat to have an awareness higher than a normal cat,
 - After one day the Familiar is able to fully communicate via the Nae'Em in common.
 - But the cat will still have the normal cat level of self interest.
 - The cat is partially nocturnal, thus can be awake at night.
- Allows resistance to Nae'Em breaking magic with a Save Roll adjustment of +20.
- Allows the AoE to move with the caster as the caster moves.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT give the Familiar the ability to verbally communicate.
 - Does NOT confer the ability to communicate beyond the Nae'Em.
- Does NOT give the caster the ability to personally use the senses of the familiar.

**Bonds and Connections**

- Fae'Em connection with the Familiar.

**Counter:**

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4 Direction to Ionic Marker

LEVEL

Tier 1

Casters Ancestor shares the direction with the caster.

Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	10 Minutes		Shrines	Magical
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
9	1 Nae'Em	Instant		None	VEN



By COPILOT

Details:

GENERAL:

- The Caster obtains the direction to a specific marker they made..
- Notes about the Ionic Marker,
 - Must be cast on a small simple mundane object with the aide of an Ancestor.
 - The object must be unworked and devoid of magic
 - Markers will NOT cause any damage when broken, destroyed, etc.

WHAT THIS SKILL DOES DO:

- Allows caster to determine the current location of the maker,
 - Location is determine as N,NE,E,SE,S,SW,W,NW.
- Continues to work as long as it is on the same plane it was created on.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the location found as a point for some scrying spells.



Bonds and Connections

- This Is an Ae'Em connection with an Ancestor

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Caster know which plane the marker is on.
- doesn't reveal the exact location within the plane.

4 Speak With Animals

LEVEL

Tier 1

Domesticated = No Save. Non-Domesticated = Skill Save.**Speak and understand domesticated animals, large and small.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Animal	4 Hours			SYL

Can communicate



By COPILOT

Details:**GENERAL:**

- Caster is able to talk a domesticated animal with no Save,
 - Must roll a Skill Save to communicate with a wild animal.
- The animal can only relate as their limited views allow.
- The animal will respond/remember based on their nature.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does create a temporary Ae'Em bond. (Nae'Em with an Animal).
- Does allow the caster to speak with and understand a selected domestic animal,
 - The animal is able to understand the caster's common speech,
 - The caster is able to understand the animals normal communication as if it were common.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect the casters ability to speak normally to others.
- Does NOT have any effect on monsters.
- Does NOT allow an animal to understand anything beyond their normal limits.
- Does NOT make the animal understandable to anyone other than the caster,

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE = 2 Recipients	10
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

4 TIRO: Sloppy Spying

LEVEL

Tier 1

Multi Colored flashes surround the caster for the duration.

1-2=Taste, 3-4=Smell, 5-14=See, 15-20=Hear into AoE.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3x3 Sq's	5 Minutes		None	TRO



Details:

GENERAL:

- Ghostly Multi Colored flashes surround the caster for the duration.

WHAT THIS SKILL DOES DO:

- Caster is the only one that senses the results of this spell.
- Allows the Caster to sense one of the following (randomly),
 - 1 - 2 Caster is able to taste up to 5 things in the AoE,
 - 3 - 4 Caster is able to smell up to 5 things in the AoE,
 - 5 - 14 Caster is able to see from above into the AoE,
 - 15 - 20 Caster is able to hear what is being done within the AoE.
- Allows creatures being spied on to see the multi color evidence of a Tiro spell,
 - The swirl of Tiro colors will be limited to the caster,
 - But does not give any other clue regarding this spell to those being spied on.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect anyone except the caster.
- Does NOT allow creatures around the caster to see what the caster sees.

Bonds and Connections

- This is a Vae'Em connection to a venue/location.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

4 Create Revive Salve

LEVEL

Tier 1

Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap.

1d3 Salves. Effect: 1d3 HP & Awake 30 Min.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	4 Hours 	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY 	None for creation	HNT



By COPILOT

Details:**GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Salve)

- Creation requirements of the Hunter,
 - A stocked Kitchen/Lab is required.
 - Acquire Bittercress leaves, Pine Tar, and Oak sap,
 - Use a stove to bake for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 Jars of Revive Salve (Max 9 per day),
- Affects health and wakefulness,
 - Applied by a non-Hunter adds 2 HP @ sunrise and stimulates wakefulness for 30 min,
 - Applied by a HUNTER add 6 HP total @ sunrise and stimulates wakefulness for 30 min.
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP
- Apothecary's selling price ranges from 5 GP up to 15 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Revive Salve



- @sunrise +2 HP & Waken 30 Min.

- HNT: +4 HP: Dur: 4 hrs.

- Need: Kitchen/Lab, 12 Sp Pts, 4 Hours. Bittercress Leaves, Oak Sap, and Pine Sap.

- Market: 9 Max, Buy:2 GP, Sell:9 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 1 additional Salve (per creation process)

4

Triggered Announcements

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x1 Sq (Wall)	Until Triggered		None	ORX

[By site/group]

Details:

- Caster creates an announcement that is repeated when triggered.
- Duration x2 means it expires after the second triggering.
- AOE x2 means there will be 2 announcements that alternate.

... required the spell be placed on a large stone.
 - stone must be atleast 2 x 2 x 2 squares.
 ... start (trigger) once a living creature halfling size or larger approaches.

... trigger for small creatures.
 ... trigger for dead, undead, or living dead.
 ... work if more than 30 words are put into the announcement.
 ... inform the caster when an announcement is given.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8



Focus Items and/or Kits:

- If the stone has a carved face the Announcement will come from the face.
- The face will have the illusion of movement.

4

Weapon Speed Charm

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Weapon	1 Battle		None	ORX

[By site/group]

Details:

- Weapon Adjustements:
 - For medium+ melee weapons use SKL:2, SKL:3, SKL:4
 - For Small melee weapons use SKL:1, SKL:2, SKL:3
 - For Thrown or Ranged weapons use SKL:>05, SKL:1, SKL:2
- Process:
 - Caster imbues the weapon with +1 or -1 Init if first Save passes then,
 - Caster imbues the weapon with +2 or -2 Init if second Save passes then,
 - Caster imbues the weapon with +3 or -3 Init if third Save passes.
 - any Save failure ends the spell where it's at.
 - Each effort is a separate spell,
 - Casting to raise the effect must be done with 1 hour of last spell.

... increase the initiative bonus of the weapon temporarily.
OR

... allow the caster to create a one-use oil that retains this spell for use later,
- this uses the 'Imbue An Item' spell and creates a oil that lasts a to End Of Year.

... place magic on a weapon permanently,
- However, can be used by the 'Imbue An Item' to be part of a permanently magic'd item.

Bonds and Connections



Counter:

Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Duration X4	10

Creations:



to do



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The column of the Save is one better.

4 Search The Area

LEVEL

Tier 1

Rogue looks for oddities & hints indicating more this there.

Easy to Hard: camouflaged, concealed, and Hidden.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	10 Minutes 	Find or Reveal	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	2w x 2d x 1h SqS	2 Hours 	Skill 	ROG

Access found



By COPILOT

Details:

GENERAL:

- Find secreted areas,
 - Camouflage, Concealed, Hidden and the like.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does search for panels, doors, and other cleverly hidden areas,
 - The search includes any that are specifically involved with the hidden area.
- Prior to the Save for the search,
 - The GM is to describe notable and relevant conditions,
 - lighting, air movement, dust patterns, sounds, etc...
- Rollout, Range, and Save Rolls,
 - may be modified by enhancements and kits.

WHAT THIS SKILL DOES NOT DO:

- Does NOT automatically reveal unseen/unnoticed areas.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 SqS	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Not required.
- Tools from kit make the job easier. Save Roll +20

4

TIRO: Tracking

LEVEL

Tier 1

**Brightly painted signposts left every 100 squares,
and will stay in place for 2 days.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
30% Max	Self	Initiative	Find or Reveal	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Trail	1 Hour	Senses	TRO

Trail located



By COPILOT

Details:

GENERAL:

- Finds a trail left at or near ground level by a passing creature and
 - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
 - each sign post is brightly painted.

WHAT THIS SKILL DOES DO:

- Finds a given path,
- Requires a Save,
 - Pass = path found if it is within area. Signposts planted,
 - Fail = path not found and a signpost planted in one spot only,
 - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS SKILL DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
 - only the part within the AOE and Duration.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

EOL-ORX- VEN

4

Venorx Tcane Magic (Dispel Magic)

LEVEL

Tier 1

963-1

List of spells in the Full Descriptions.

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
8 pts	4 Sqs	2 Rounds	∞	Find or Reveal	Magical
STACK	AoE	DURATION	∞	SAVE	CLASS GROUPS
99	1 Target	Permanent	∞	Skill	EOL-ORX- VEN

Varies



By COPILOT

Details:

Alpha sorted list of spells that are ended by Dispel Magic:

as of 8/29/2025

- Animate Cats Eye Marble
- Astral Plane Projection
- Call & Direct Rodent
- Call & Direct Small Assistants
- Call & Post Yappy Camp Dog
- Camp Shock Perimeter
- Capture/Release Light (Violet)
- Cause Illness
- Charged Fencing, Two Sides
- Circle of Protection vs Undead
- Create A Magical Glow
- Dimension Personal Hideaway
- Feather Bed
- Fire Starter
- Heat Wave Wall
- Hot Conversations
- Hot Rocks
- Imbue Ionic Marker (Tae'Em)
- Improve Food
- Improve Resist & Skill Saves
- Increase Fighter Movement
- Invoke Temporary Dimension Imp
- Langstrom Cloak Pockets
- Langstrom Rupture
- Light of Orix (Violet)
- Light of Strumos Yellow
- Light To Calm The Dead
- Orix False Glow
- Phage Mist
- Profiled In Fire
- Project Astral Image Within PMP
- Red Light of Dokour
- Ribbon Goblin Lookout
- Send Item to A Nae'Em Location
- Shadow Cover (AC +1)
- Shadow of the Magi
- Shape Of A Deer
- Shape Of A Dog
- Shape of A Familiar
- Shape Of A Plant
- Sky Scrying
- Sleep: Light Nap
- Strumos Run
- Summon Feline Familiar
- Swamp Lights (Greenish)
- The Darkness
- Typhlotic Sparky
- Vae'Em Portal (Astral Style)
- Veil of Shadows
- View Dimension
- View Imp Spy
- Visible Sign Posts
- Water to Ice (Reversible)
- Water to Steam (Reversible)
- Weapon Speed Charm
- Wind Wall

All TIRO Spells are vulnerable to be Dispersed as well.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:



Scroll of Dispel Magic (Temp)

- RM:3, Touch 1 item, Dur: 4 min.
- Casters: RM:2, Dur: 4 hrs.
- Need: Kitchen/Lab, Cost 20 pts, 2 Days.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold.
- Market: 9 Max, Buy:85 GP, Sell:18 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Rollout = 2 Rounds

4

Strumos Run

LEVEL

Tier 1

Caster is able to run as fast as a horses canter.**2 times travel through a PMP/Astral. (speed of a horse)**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Minutes		Traveling (PMP)	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Caster	8 Hours		None	STM



By COPILOT

Details:**GENERAL:**

- Caster increases their speed to that of a horses normal canter.
- Recasting this same spell a second time while under the effect of the spell...
 - resets the duration timer and does NOT double the effect.

WHAT THIS SKILL DOES DO:

- This spell can only be cast within the Astral or PMP.
- Allows the caster to move 2 times the usual distance
 - Allows the caster to navigate around normal avoidable obstacles,
 - Allows the caster to normally carry inventory (Pack, Class carry, and on body),
 - If Inventory is overloaded (indicated in char sheet) then this speed is affected.
- Maintains the casters vulnerability to attacks,
 - If caster travels alone surprise is very likely.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect anyone other than the caster.
- Does NOT affect a beast of burden.
- Does NOT affect other creatures.
- Does NOT allow the caster to attack/cast spells while traveling.
- Does NOT allow the Strumos to travel at double time in conjunction with the "Strumos Run"

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Potion Of Speed Boost',
 - While other classes may use this item, the Strumos have advantages with it.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AoE = 2 Recipients	10

Creations:**Potion Of Speed Boost**

- Fighters RUN Movement +2. Dur:2 Hrs.
- STM: Duration: 4 Hours.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.
- Veggie Oil, Snake Scales, Honey.
- Market: 9 Max, Buy:25 GP, Sell:7 GP.

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Duration gains 4 Hours.



4

Veil of Shadows

LEVEL

Tier 1

Helps to stay hidden at night. Can intimidate in daytime.
Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Caster	6 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	4x4 Squares	12 Hours		Skill	DOK Noticed/Seen



By COPILOT

Details:

GENERAL:

- A wise Dokour would use this from dusk to dawn when in Dimension, since the spell has little effect in daylight.

WHAT THIS SKILL DOES DO:

- Surrounds the caster and group within AoE in a bubble,
 - This deters magical detection and muffles sound.
 - This works absolutely best in dim light and lower.
- Requires a Save for others to see into the bubble,
 - The Save is more difficult if in a dimly lit area.
- Blocks specific Dokour spells when the spell is cast,
 - Speak To Dokour Target,
 - Direction To A Dokour Target.
 - Does NOT block anything when the breakable is used.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have much effect during the day:
 - Passing the Save still allows others to see there is a dark cloud,
 - Failing the Save allows those outside the cloud to see inside.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'xxxxxx xx xxxx',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.
 - Does NOT block anything if the breakable is used.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16

Creations:



Haze Bubble

- Hide in a dark hazy Shadow. Best at night
- DOK: Duration: 2 Hours.
- Need: Campfire, Cost 24 pts, 4 Hrs.
- Oak root, Trench mold, Wheat roots.
- Market: 9 Max, Buy:20 GP, Sell:7 GP.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Will allow a light source as bright as a torch or less in the bubble without detection.

5 Freehand Climbing @ 1/2 Movement

LEVEL

Tier 2

Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	12 Secs (2 Rds)	2 RDS	Class Specialty	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
99	1/2 Movement (Sqs)	1 Rds (6 Sec)		Agility	DEY has not fallen



By COPILOT

Details:

- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
- Rogue must use the appropriate climbing gear from the Rogues Kit.
- Climbing is to egress or degress (up or down).
- The distance per round is half standard movement
- GM may add or subtract to the Save based on the difficulty of situation.
- Falling damage,
 - 2d8 damage rolled for every section of 1/2 move.
- Does require the climber to have both hands unencumbered.
- Does require the Rogue to pass an Save for each distance attempted,
 - Failing the AGL Save means no progression for the Rogue,
 - Failing the AGL Save also means the Rogue must pass another Save to not fall.
- Does NOT work if the climber is wearing any metal armor, even magical.
- Does NOT work if the climber is carrying any containers,
 - bags, sacks, packs, boxes, quivers...
- Does NOT allow the climber to cast spells at any time during the climb,
 - even if the climber stops mid climb.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

5 Repair Weapons/Armor

LEVEL

Tier 2

Make needed repairs to armor or weapons.

Repaired = Imperfect, but usable.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Wpn/Armor	Permanent		None	FTR



By COPILOT

Details:

GENERAL:

- Armor or weapons that are not broken can be repaired.
- Note: 'Damaged' enchanted items are merely out of whack for the battle, They will be back to normal after the battle.
- Broken unenhanced items will need to be fixed by a smith, not by this skill.
- This skill requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Able to repair minor issues or 'unbroken' items,
 - not able to repair broken armor or weapons.
- Repairs a weapon enough to be able to use the 'Honing Melee Weapon' skill.
- Repairs a piece of armor enough to be used again.
- Allows enhancements of this skill to speed up the roll out and change the Save.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the repair of weapons that have been broken into 2 pieces,
 - a skilled weaponsmith is required for that.
- Does NOT allow the repair of armor that have been extremely broken or smashed,
 - a skilled weaponsmith is required for that.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Fighters kit must be stocked and available.

5 Limit Flank Attacks (Counter)

LEVEL

Tier 2

Limits the center flank square to be the only 'Flank'.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Defense
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Self	5 Rounds	 RDS	Agility

Exact behind only



By www.freepik.com

Details:

- This does not stack upon itself.
- Does limit an attackers options at backstab.
- Does NOT change all attacks from flank to front.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

5 Shield Block vs Melee

LEVEL

Tier 2

Small/Medium shield to block a specific attack. Not crits.

INTERRUPT: After Hit/Before Dmg. Save for no shield damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	0 Squares	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Attack		Brute	FTR

Shield Still Useable



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Shields normally add to a Fighters front AC passively,
 - This skill is to more progressively use the shield resulting in more protection.

WHAT THIS SKILL DOES DO:

- Requires the Fighter to have a small or medium shield,
- This skill pauses all action when enacted before the damage can be rolled.
 - The player character is not allowed to block damage after hearing the amount of damage.
- When using this skill the initial attack that is being block is successful,
 - Immediately after the blocked shot the shield integrity must be checked with a Save,
 - Passing the Save means the shield is unaffected and can continue to be used.
 - A Critical Success (above 95) allows a 2nd block from the same attacker,
 - A Blunder (below 06) has no additional effect.
- If the shields integrity has failed (The Save above has failed),
 - The shield has been damaged enough that it cannot be used until repaired.
 - The Fighter skill 'Repair Weapon/Armor' can make the shield usable again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block non-physical attacks.
- Does NOT block non-melee attacks.
- Critical Hits (Natural 20's) to this Fighter cannot be blocked by this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

5 Entangle

LEVEL

Tier 2

Vines blend & wait for their victim.

Anyone within the AoE must Save to move a square until out.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	1 Minute		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x2 Squares	4 Hours		Brute	SYL

Exited



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to indicate exactly where the AoE is.
- Requires any creatures within an active AoE to Save to move 1 square.
- Has an effect that blends with a natural environment,
 - IF there are roots or vines in the area,
 - if not, the grappling effect is done by brown ethereal ribbons.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any visible clues that the Entangling spell has been cast.
 - Other than the original effect during casting.

Bonds and Connections

- No connection.



Counter:

LVL: 1

Un-Entangle Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
16	AoE X2	16
18	Range X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK

656-1

5 Mundane Fire Immunity

LEVEL

Tier 2

No damage from mundane fires cooler than a forge.

Be wary of large fires that have no oxygen in some spots.

COST	RANGE	ROLL OUT	5 _{RDS}	COLLECTION	OUTCOME
8 pts	1 Target	5 Rounds		Battle Actions/Prep	Magical
STACK	AoE	DURATION	clock	SAVE	CLASS GROUPS
1	1 Target	1 Hour		None	DOK



By COPILOT

Details:

GENERAL:

- Grants total immunity to mundane fires that are cooler than a forge.
 - Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell the caster can be seen as intimidating.

WHAT THIS SKILL DOES DO:

- Negates any damage done by fire that is mundane in nature,
 - 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.
- Surrounds the target with light,
 - The light is equal to 1 candle.
 - This effect lasts for the Duration of the spell.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if used in fires as hot as a forge or hotter.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Normal Fire Protection',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1

Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10

Creations:



Normal Fire Protection

- No dmg if fires cooler than forge. Dur:10 min.
- DOK: Dur:30 min.
- Need: Campfire, Cost 12 pts, 4 Hrs.
- Fox Blood, Palm Root Ash, Trench Mold.
- Market: 9 Max, Buy:20 GP, Sell:9 GP.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Any near caster (1 Sq) are warmed even in Arctic.

5 Patient and Watchful

LEVEL

Tier 2

This level of observation ensures nothing will be missed.

Subtle Watchfulness. AC flank=front.

COST	RANGE	ROLL OUT	4 RDS	COLLECTION	OUTCOME
8 pts	Self	4 Rounds		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	clock	SAVE	CLASS GROUPS
1	2x2 Squares	4 Hours		none	ROG



By COPILOT

Details:

GENERAL:

- Rogue is actively scanning during entire time,
 - This skill will stop with end of Duration or lack of concentration.
- While scanning,
 - The Rogue should have a wide view of the area,
 - May choose to be in disguise,
 - May be in sight of the area or hidden from the area (shadows?),
 - May choose to be still or slowly moving about.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does require the Rogue to spend the rollout time observing and learning the area.
- Allows Front AC to be applied to the Flank AC,
 - This AC benefit lasts until end of Duration or end of round 1 in battle.
- Allows the Rogue to observe with confidence nothing will be missed.
- Allows 2nd use (at end of current skill) of this skill with no Rollout time.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for other activities that require focused concentration,
 - Examples: - Searching for traps,
 - Searching for hidden/concealed areas/things,
 - Scanning for clues of any sort,
 - Reading or writing.
- Does NOT allow the Rogue to be moving away from the the AoE as they use this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

5 Point 80 ft Ahead

LEVEL

Tier 2

Scout ahead for the party.

Self: 80ft in front. Grp:No suprise. Init+4 in 1st round.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	16 Squares ahead	Up To 1 day		None	HNT



By COPilot

Details:

GENERAL:

- Point person can prevent the party from being surprised.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- *NOTE: The Hunter takes 10 minutes Rollout to quickly survey the area before starting the task.*
- *NOTE: a surprise round is round #0.*

WHAT THIS SKILL DOES DO:

- Allows point person to move ahead of the group and prevent surprise attacks,
- Allows the point person to provide the party a +4 Initiative in first round.
- Requires the point person to roll a Save when attempting to avoid surprise.
- Will continue to work as expected even if methods are used to look ahead of the point person.
 - For instance, scrying spells, or pets that do NOT bring major attention.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware, for example:
 - Doubletimed,
 - Dazed, Stunned, 1000 yard stare,
 - Intense conversation,
 - full group sleeping,
 - Exhausted.
- Can not be used after stopping the skill even if it is within the same day.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	AoE X2	16
16	Rollout 1 Min	8

Focus Items and/or Kits:

- Not required.

5 Long Distance Crossbow Shots

LEVEL

Tier 2

Requires the Hunter to use a crossbow.

Distance +8 Sqs. # of Attacks -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	4 Rounds		None	HNT



By COPILOT

Details:**GENERAL:**

- Hunter uses a crossbow and this skill to gain even more distance.
- The Hunter rolls normal Initiatives and ToHITs.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a crossbow.
- Allows Hunter to add 8 squares to the distance.
- Requires the Hunter to reduce the number of attacks by 1,
 - Use of the enhancement 'Attacks +1' @ 14 level negates this requirement.
- Allows the Hunter to use this on all allowed attacks within the Duration.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply to the use of standard bows.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

5 Penetrating Ranged Shots

LEVEL

Tier 2

Shots that do more damage at the cost of accuracy.

All bow shots: ToHits -2, Damage+6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	By Weapon	2 Rounds	None		HNT



By COPILOT

Details:

GENERAL:

- Each shot is well placed in order to maximize damage at the cost of accuracy.

WHAT THIS SKILL DOES DO:

- Gives the Hunter certain battle adjustments,
 - ToHIT -2
 - Damage has a bonus of +6.
- May deliver even more advantages with enhancements,
 - 'Initiative +4' enhancement at 5th level cost 4 pts,
 - 'Damage +50%' enhancements at 9th level cost 8 pts.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with any weapon, except bows.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8

Focus Items and/or Kits:

- Not required.

5 Separate Ranged Shots

LEVEL

Tier 2

Roll Init for 1st, select other Inits

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
8 pts	by the bow	Next Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	X	SAVE	CLASS GROUPS
99	Self	1 Round / Tier	X	None	HNT



By COPILOT

Details:



- This is EXTRA effort.
- Thus no other Extra effort can be done in the same round. (1 per round),
- EXTRA effort stops the flow of the battle and is resolved immediately.

- Does require the Hunter to use a bow for the round.
- Does change the normal initiative for the Hunter to 'Instant',
 - each attack may be instantly called out to be done.
- Does allow the Hunter to call out each attacks initiative.

- Does NOT allow the Hunter to stop an action/attack already in play,
 - the 'Instant' part applies to reacting to a normal attack or inserting an initiative.
- Does NOT allow the use of any AoO attack.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

5 Step and Shoot

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Miss Attack	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
99	Miss Attack	1 Round		None	ARC



By Perchance.org

Details:

- Hunter may shoot 1 or 2 shots per square moved.
- Hunter's movement during shooting must be in a single straight line.
- Hunter is able to walk their complete movement with skill.
- Hunters using the move to back up as attack move at 1/2 rate.
- Each 'step' the Hunters must use their basic walking movement per action plus the armor move bonus.

For each action:
the hunter

- ... allow the hunter to move and attack.
- ... allow a number of attacks of 1+Tier each time Hunter has moved forward.
- ... require the hunter to continue in a straight path 1 square per Tier.
- ... allow hunter to stop at any square, but attacks stop when movement stops.

- ... allow other attacks this round. Only the use of this skill.
- ... allow AOO when using this skill.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

**Focus Items and/or Kits:**

- Adds another 2 HP of Damage to any successful attacks.

FTR-HNT-ROG

801-1

5 Disrupt Concentration

LEVEL

Tier 2

Attempt to interrupt a target that is concentrating.

INTERRUPT: Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 Squares	2 Rounds		Senses	FTR-HNT-ROG

Not Disrupted



By COPILOT

Details:



GENERAL:

- When using this skill no other attacks may be utilized. (Just 1)
- Examples of reasons to use this skill:
 - Draw attention away from a rogue attempting to not be seen,
 - Distract a pickpocket target to assist a sticky fingered Rogue.
 - Disrupt the effort of a person trying to organize a group or crowd.

Spells that can be disrupted (interrupted) during Rollout are:

- | | |
|-----------------------------------|------------------------------------|
| x -Dispel Magic Spell | 9 -Find Clues To True Name |
| 2 -Connect With A Fighter | 9 -Create Plague Bearer/Drifter |
| 2 -Triggered Forced Healing 2d8 | 9 -Dimension Portal |
| 3 -Repair Undead/Living Dead | 11-Astral Plane Projection |
| 3 -Invoke Temporary Imp | 11-Connect To An Arcane Focus Item |
| 4 -Slow Healing 10/Hr (Max=4 hrs) | 11-Summon Life From Death |
| 4 -Final Rites | 12-Circle - Dimensional Expulsion |
| 5 -Dimension Quick Portal for 3 | 13-Summon Strumos Item (Tae'Em) |
| 5 -Detect Magic | 13-Circle of Containment |
| 5 -Invoke Imp Partner (Year long) | 14-Consecration of Corpse |
| 6 -Create a Vae'Em Location. | 16-Reveal True Name |
| 7 -Speak To Dokour Target | 18-Arcane Removal (2 of 3) |
| 7 -Direction To Dokour Target | 19-Dead Spirit Conversation Circle |
| 7 -Create Permanent Nae'Em | 20-Raise The Dead |
| 7 -Invoke Skeleton/Drifter | 20-Invoke Wraith/Ghoul |
| 8 -Create Zombie/Skeleton | |

WHAT THIS SKILL DOES DO:

- Requires the target group to pass the Save or fail to complete an action or effort.
- Requires character to use this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill,
- This action might,
 - draw more attention than intended (pull more aggro)
 - disrupt more issues that are in play than expected,

WHAT THIS SKILL DOES NOT DO:

- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

5 Speak To Bonded Ancestor

LEVEL

Tier 2

XX

COST	RANGE	ROLL OUT
8 pts	xxx	30 Minutes
STACK	AoE	DURATION
1	xxx	30 Minutes

COLLECTION	OUTCOME
Commune	Mundane
SAVE	CLASS GROUPS
None	VEN



By COPILOT

Details:

adfasf

Questions regarding information closer to the ancestor's class/race is easier to obtain while more esoteric info/languages requires higher level spells and has a lower chance of success.

Only spiritual connection at a time. But can have up to 4
(Icon with ghost and #1)

A 10' globe of bright light appears around the caster 30 minutes into the rollout and stays for the duration of the Commune.
Caster conducts a ceremony and communicates with an established Ancestor. Only one Ancestor may be contacted during this spell.
This spell allows the caster to ask questions about events and things from the Ancestors era. The Ancestor may answer questions about events they were involved in or languages they know. This Direct Ancestor Knowledge may be accurate, inaccurate, or partially accurate. GM assigns a caster serendipity save column based on the difficulty of the question asked, starting with column 1.

Bonds and Connections

XX

Counter:

No Counter Available.

Creations:

XX

XX

Enhancements:

LVL

ENHANCEMENTS

COST

Focus Items and/or Kits:

-- No effect.

5

Ribbon Goblin Lookout

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Illusions	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Ribbon Crtr	8 Hours		none	ORX

[By site/group]

Details:

- The ribbon creature will complete small tasks.
 - the creature is nearly silent and does not know how to move about quietly.
 - thus they often come across as if they have an attitude.
 - when in fact, they just don't have a soft touch with anything.
- Stats:
 - LVL:2 HP:2 Attk:0x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sq.
 - All Save columns: 80, 95, 130, 180 .

... create a Nae'Em connection between the caster and the ribbon creature.
 ... create a 3 ft 6 inch / 1 m tall ribbon curmudgeon.
 ... have the ribbon creature respond to cue's,
 - If this happens then do this' type of thing.
 - They can remember 4 or 5 of such requests.

... give the ribbon creature a personality.
 ... allow the creature to verbally communicate in any way except by grunts.



Bonds and Connections



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Attacks = FTR	8
18	Duration X4	10



Focus Items and/or Kits:

- Allows the caster to communicate with the ribbon creature telepathically.

5 Shape Of A Dolphin

LEVEL

Tier 2

Caster becomes a medium sized mundane dolphin

HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Minute		Shape Change	Magical
STACK	AoE	DURATION		None	SYL
9	Self	1 Day			



By COPILOT

Details:**GENERAL:**

- About the new shape: Any medium size mundane/common Dolphin.
- Movement of 15 swim, or one per 10 minute burst at 18.
- has heightened senses of hearing and smell. (+20 on related Saves),
- Stats: HP=40, AC=25/22, Attk:x1, Init+0, ToHIT:+10, Dmg=2d6, Move: 15 or burst of 18.
- If the changed form takes more than 40 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS SKILL DOES DO:

- Does maintain the ability to understand languages they have known previously.
 - But the character is only able to whistle and click, not talk.
- Does show the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Does continue even if the caster is asleep or unconscious.
- Does allow some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT protect the recipient from any sort of tainted water.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT allow casting or use of tools/weapons while in the altered form.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

5 Create Damaging Trap

LEVEL

Tier 2

Hidden damage trap 2d6 damage. Kit Required.

Trigger sets off damage. Typically 2d6 dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40 pts	Touch	2 Hours		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Square	Until Triggered		GM Skill	ROG Trap set in place



By COPILOT

Details:

GENERAL:

- Rogue places a hidden damaging trigger type trap.
- If traps are very old the GM should roll to see if the trap is still active.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (Creating a Damaging Trap)

- The Rollout of 2 hours is to put the trap in place,
 - Creation takes a full day.
 - The player should describe the trigger and the method of damage,
- Does create a trap that does 2d6 damage,
 - Use of Rogues Kit can change the damage to 3d6,
 - Use of enhancement 'Damage +8/die' can add to the damage as well.
- Requires Rogue to pass the Skill Save AFTER all parts have been assembled,
 - If the Save Passes the Trap has been set as expected,
 - If the Save Fails one of the parts (random) must be replaced.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

WHAT THE CREATION DOES:

- When triggered the Trap will force the target to roll an Agility Save,
 - Failing the Save will cause the target to take 1d6 damage
 - Passing the Save will allow the target to continue as normal.
- Allows Rogue to make the traps Save more difficult by:
 - Use of enhancement 'Save Roll -20' to make avoiding the trap harder,,
 - Use of enhancement 'Damage +8/die' to increase damage,
 - Use of the Rogues Kit will add another 1d6 (making the total of 3d6).

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Damage Trap

- 2d6 Dmg (enhance: +8/die).
- ROG: Kit: +1d6.
- Need: Kit, Smith, 40 Sp Pts, 1 Day. Coils, Levers, Blades, Straps, Trigger.
- Market: 9 Max, Buy:250 GP, Sell:30 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll -20	8
17	Damage +8 / die	16



Focus Items and/or Kits:

- Rogues Kit is required.
- If a Kit is used damage does one more 1d6.

5 Assist Another's Healing

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	10 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Heal Spell	Instant		None	ORX



Created By COPILOT

Details:

- Caster bonds with another caster to improve other's healing spell.
 - The bond is temporary and ends when the spell ends.
 - The bond does NOT require either caster to follow/associate the other.
- If the other caster heals for 6 pts this spell doubles that and adds 4,
 - Other caster's 6 HP doubled to 12 HP then 4 HP added. Total of 16 HP.

... create a temporary bond with another caster.
 ... affect the other casters healing spell.

... cast any healing from this caster directly on to the wounded person.

**Bonds and Connections****Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Init	12
16	Healing +4	10

Focus Items and/or Kits:

5 Repair A Dead Body

LEVEL

Tier 2

Ensure a body is prepared for a dignified burial.

Doesn't do any actual healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2 pts	1 Square	30 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	Permanent		Skill	STM

Repair done



By COPILOT

Details:

GENERAL:

- A minor spell to help someone that has passed to be buried with dignity.
- The body is left as whole as much as possible, based on how much of the body remains.

WHAT THIS SKILL DOES DO:

- Wounds are cleaned inside and out.
- Wounds are cleaned and made presentable,
 - physically closed up with enough minor healing to ensure there are not holes or openings.
- Ensures the body is clean and looks healthy-ish,
 - (as of the best state of the body within the last week).
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT provide any substantial healing.

recommendation needed.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE = 2 Recipients	10
18	Range X4	10

Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Change Range to 8 Squares.

5 Draw Out Rain Water

LEVEL

Tier 2

Create a cloud to rain water down.

Desert & hot environments limit this spell.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Caster	1 Minute	Food And Drink	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Square	Permanent	None	SYL



By COPILOT

Details:

GENERAL:

- Creates 1 cubic square of pure, drinkable water.
- Water pours from a magically created cloud and can be directed by the caster.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

GENERAL:

- Does create water pouring from a magically created cloud and can be directed by the caster.
- Does allow caster to stop creating water prior to maximum.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have high pressure and will not push objects.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12
16	AoE X2	16



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half).

5 Summon Canine Familiar

LEVEL

Tier 2

Timid common canine is bound to the caster.

HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1/4 Mile	1 Day		Partner Cooperations
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Familiar	Permanent		Resist (Skill/Non)



By COPILOT

Details:

GENERAL:

- The Familiar: Any medium sized mundane/common dog can answer the call.
- Only breeds not specifically known for aggression can be summoned.
- has heightened senses of smell. (+20 on related Saves)
- If the Familiar dies the casters Max SP is immediately halved for 1 week & -2 Ken.
- Battle effects:
 - AC:15/15, Attacks x1x1, Initiative +4, ToHIT+8, Damage:1d6, Move=12
 - HP= 30, SP= 0. @Death for HP is -15

WHAT THIS SKILL DOES DO:

- Does allow any kind of domestic dog that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
- Does allow the familiar to have an awareness higher than a normal animal of that kind,
 - But the familiar will still have the normal level of self interest for that animal.
 - After one day the Familiar is able to fully communicate via the Nae'Em in common.
- Does allow resistance to Nae'Em breaking magic Save roll +40 due to the canine loyalty,
 - If Class Item was used in casting then there is no save needed. Pass is automatic.
- Does allow the AoE to move with the caster as the caster moves.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT give the Familiar the ability to verbally communicate.
 - Does NOT confer the ability to communication beyond the Nae'Em.
- Does NOT give the caster the ability to personally use the senses of the familiar.



Bonds and Connections

- Fae'Em connection with the Familiar.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus wand with crystal is NOT passive.
- Best Save to Resist Nae'Em breaking magic.
 - Canine Familiar's loyalty allows immunity.

5 Summon Nisse Spirit

LEVEL

Tier 2

Small timid invisible helper must stay within 1/2 a Mark.

Will heal caster 1d6 x2 a day and does minor chores.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS

Summoned



By COPILOT

Details:

GENERAL:

- About Nisse:
 - Nisse are timid and will despawn if you make them angry/uncomfortable.
 - they are rule followers and will not normally do anything that would break a rule.
 - they are happy to complete minor light-weight chores.
 - they can lift up to 9 kg/20 lbs,
 - their carry limit has a maximum of 10 inventory Lines.
 - their stats: HP:12 SP:4 AC:18 Init+10 ToHIT-10 Weighs nothing but inventory.
 - They can heal 1d6 twice a day (costs them 2 SP), almost always for the caster.

WHAT THIS SKILL DOES DO:

- Creates a minor trusting Nae'Em bond when summoning a Nisse (with a Skill Save),
 - Nisse are small spirit creatures that are invisible,
 - Nisse can be seen/watched using ultra violet sight.
- Requires the caster to make a Save when casting,
 - Passing the Skill Save summons the Nisse.
- Allows spell to continue even if the caster is out cold, asleep, etc.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to command the Nisse to do any of the things it dislikes.



Bonds and Connections

- This Is an Nae'Em connection with a person/creature.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Stacking +1	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Range set to 1 full Mark.

5 Arcane Interpretation, 1 Page

LEVEL

Tier 2

Save vs interpretation. Can recast 2 times with Col +1.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shrines
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	200 Char	1 Hour		Resist (Skill/Non) Can read



By COPILOT

Details:

- Arcane text is a written set of words that has been inhabited by living magic.
- Arcane text is usually obvious in that each letter appears to be constantly moving.
- the caster must connect with the living words on a personal level.
- the nature of Arcane life is so foreign there never has been any true understanding of it.

- Does require Save vs interpretation. Each attempt requires a recasting of this spell.
 - 2nd attempt at 3rd column.
 - 3rd attempt at 4th column.
 - Each recasting adds complexity and raises the Save requirement.

- Does attempt to put the caster in sync with the arcane text,
 - Caster rolls a Save to attempt to align themselves.
 - Passing the Save indicates a good connection and translation (reading) is possible.
 - Failing MAY cause the arcane to become unresponsive.
 - The Nae'Em connection lasts only as long as the spell.

- Does require the caster to be writing the entire duration,
 - Thus writing materials are required as well.
- Does allow review and understanding of the translation AFTER the duration is over.
- Does create a Nae'Em connection to begin the rollout.
- Does end the Nae'Em connection when the duration is over.

- Does NOT allow a permanent 'learning' of arcane text,
 - Since arcane is living and constantly moving it cannot be decoded or learned.

1234567891123456789212345678931234567894123456789512345678961234567897123456789812345678991234567890



Bonds and Connections

- This is an Tae'Em connection with a living thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Use of Focus Item will give a random benefit,
 - GM rolls 1d6 and reveals the special connection

ORX- VEN

1031-3

5 Obscure Magic Aura

LEVEL

Tier 2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts		5 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1		Permanent		Skill	ORX- VEN

Sight



By COPILOT

Details:

normal magic items have a hidden glow.
 revealing that glow will show in 1 of 4 ways,
 - #0 no glow means no magic
 - #1 low, easy to see, glow means basic or low level magic
 - #2 medium glow is often hard on the eyes, but not blinding and indicates higher level magic
 - #3 blinding glow. This is from the highest level, often called 'God Magic',
 This normally blinds for 1 to 8 hours.

This spell will take any item with a glow (thus NOT a #0) and disguise the glow as a #1

Therefore, any caster using the 'Detect Magic' spell of their class will be lead to believe the item in questions is a low glow magic item.

Putting this obscuring effect on an item should not be easy...

Putting it on a #2 will require a Skill Save. The Skill Roll will be adjusted with -20.

Putting it on a #3 will require a Skill Save. The Skill Roll will be adjusted with -60.

Bonds and Connections

- No Nae'Em connection.

Counter:

- Remove Obscure Magic

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

ORX- VEN

895-3

5 Scry (to a Nae'Em of any kind)

LEVEL

Tier 2

From 4 Sq's above Nae'Em. Use current sight/hearing.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10 pts	2 Marks / Level	2 Minutes	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	Nae'Em on PMP	1 Hour	None	ORX- VEN



By COPILOT

Details:

- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- Viewing:
 - Creates a 6" circle of power the caster peers through.
 - Caster is able to view areas up to a Range of 2 Marks per caster level,
 - The perspective is from 4 Squares above the ground, (no indoor viewing),
 - The area viewed (AoE) is 8 x 8 Squares.
 - This is a lower resolution result. Generally viewable without a lot of detail.
 - Most items and creatures can be seen and individually identified.
 - Viewing area moves with the recipient Nae'Em.
- Does require the caster to start the viewing at a current Nae'Em on the same PMP.
- Does allow only the caster to see / hear with this spell.
- Does allow the caster to see using the casters current sight.
- Does define what can be heard from casters current audio capabilities.
- Does require the GM to adjust results of sight & hearing as needed.
 - Consider distances, lighting, wind, ambient sounds, etc.
- For example:
 - If the caster currently has Infravision then they are able to use that within this spell.
 - If the caster is currently deaf they cannot hear anything with this spell.
- Does NOT enact if both the caster and recipient Nae'Em do not actively agree.
- Does NOT allow spell activity to traverse the view.
- Does NOT work if the player has not written down the Nae'Em person in their character sheet.



Bonds and Connections

- This Is an Nae'Em connection with a person.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
14	Duration X2	8



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- Scrying to another PMP is allowed.

5 Sky Scrying

LEVEL

Tier 2

View the AoE from 10 Sq's up. Use current sight/hearing.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	5 Marks	6 Minutes	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	15x15 Squares	30 Min / Tier	None	VEN



By COPILOT

Details:

- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- Viewing:
 - Creates a 6" circle of power the caster peers into.
 - Caster is able to view areas up to a Range of 5 Marks away (more with Focus Item),
 - The perspective is from 10 Squares above the ground, (no indoor viewing),
 - The area viewed (AoE) is 15 x 15 Squares.
 - This is a lower resolution result. Generally viewable without a lot of detail.
 - Living/Moving things and creatures can be seen but not individually identified.
 - Viewing area can be moved within Range at a rate of up to 1 Mark per 10 minutes.
- Does require the caster to start the viewing at a current Vae'Em on the same PMP.
- Does allow only the caster to see / hear with this spell.
- Does allow the caster to see using the casters current sight.
- Does define what can be heard from casters current audio capabilities.
- Does require the GM to adjust results of sight & hearing as needed.
 - Consider distances, lighting, wind, ambient sounds, etc.
- For example:
 - If the caster currently has Infravision then they are able to use that within this spell.
 - If the caster is currently deaf they cannot hear anything with this spell.
- Does NOT allow the caster to connect to a Vae'Em indoors or underground,
 - must maintain access to the sky.
- Does NOT allow spell activity to traverse the view.



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Adds Range of 3 Marks per caster Tier.

5 Call/Return Nae'Em Item

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	Initiative		Nae'Em	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Item	Instant		None	ORX

[By site/group]

Details:

- Weight limit of 10 lbs / 4.5 Kg.
- Size limit of 1 square (cube).

... require an item the caster already has set as a Nae'Em.
 ... affect one single handed light weight item.

... affect any item that is held in place.

**Bonds and Connections****Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
6	Subtle Casting	4
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**

- Allows weight limit up to 30 lbs / 13.6 Kg.

5 Quarantine Isolation

LEVEL

Tier 2

Sick/Diseased/Poisoned get 1 column better. No spreading.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	4 Squares	1 Day	Fragility	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1x2 Squares	Permanent	None	STM



By COPILOT

Details:

The victim must be isolated from the general public with only 1 or 2 people helping them.

add to the past max Save Roll +20 per cycle loop specifically for victims of Disease/Sickness.

If a 3rd person enters the quarantine area

- that person will disrupt the quarantine in such that the process reverts and must be started over
- Further that person will likely (GM makes Save Roll -40) become infected.

If the 3rd person stays the new cycle starts over with them as a victim as well.

cycle description:

adds to the Save Roll used at the end of a fragility cycle that was created from a spell. typically disease/sickness have a Save cycle of 1 day (24 hours).

This will add +20 to the infected persons Save Roll, making it easier to get out of their system. This +20 will be added each time the cycle loops.

this spell does not need to be cast multiple times, in fact will not help to do so. a single casting will continue for 5 cycles. (5 days)

basic notes:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5

Max depth 10

Progress steps 3

Repeat Save Roll Adj -40

cycles

spells 1 hour

disease/sickness 24 hours

poisons 1 round

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
 - Two separate AOE's of 1x2 Squares.

STM-SYL-DOK

5 Detect Magic

LEVEL

Tier 2

Item glows if magical. Brightness depends on power of magic.

Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1-5 item	Instant			STM-SYL-DOK

Sight

893-1



By COPILOT

Details:

GENERAL:

- NOTE: This spell is available to Strumos, Sylvan, Venerator, and Dokour.
- Situations may alter the asdfasdfasdfs (if cast in darkness then column+2).
 - If Range enhancements are used the caster can cast this from outside the blinding distance.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- This will not inform the caster regarding the type of magic or it's effects.
- Causes magic items to glow with a visible white light,
- Possible Reactions/effects for the caster:
 - No Magic: No light means no magic found in/on item,
 - 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.
- IF the item is Major or Diety level, it will require a Save of all within 20 squares,
 - failed Saves will blind creatures for 2d4 rounds.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause permanent blindness.
- Does NOT give any more information, only indicates if there is magic or not.
- Does NOT interact with the magics in items,
 - Does NOT affect cursed items in any way (Does NOT show as magic if the item is cursed)

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Scroll Of Detect Magic',
 - Other classes can use this, Casters have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Creations:

Scroll of Detect Magic



- Find Mundane, Magic, Epic, or God lvl. 1 item.
- STM-SYL-DOK: 1-3 Items in same square.
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
- AstrlSpecks, EtherlGrass, Obsid shard, TrnchMold
- Market: 9 Max, Buy:150 GP, Sell:30 GP.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save roll +20.

5 Divining Water

LEVEL

Tier 2

Age old method to find where to dig a well. Save Roll. . .

Artic/Tropic: +20, Temperate: +0, Arid/Desert: -40.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	15 Sqs Deep	Permanent		Skill	SYL Found water



By COPILOT

Details:

GENERAL:

- Finds water deep below caster.
- Devining Rods are an age old method to find where to dig a well.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Adjustments for the Save Roll,
 - Wet/Tropic/Artic region Save: Skill Roll +20,
 - Temperate region Save: Skill Roll +0.
 - Desert/Arid region Save: Skill Roll -40.
- Does indicate
 - If the water is potable or not.
 - How deep. From 6 Squares to 15 Sqs deep. (Not able to find if over 15 sqs deep)
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT find water if it is over 15 squares deep.
- Does NOT 'find' water in environment where water is everywhere.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
20	AOE X4	20



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

5 Arlo's Astral Storage

LEVEL

Tier 2

Holds up to 10 small to medium items. No Save if no magic.

Caster opens/views/closes from PMP. No crystals.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Square	Permanent		Non (if Mgc items)	STM Items still there.



By COPILOT

Details:

GENERAL:

- Spell credit: This was created by a player character, Arlo.
- Caster creates a connection to an Astral Vae'Em location.
 - This is a Vae'Em that is created from the PMP but is in the Astral plane,
 - If the caster is in the Astral plane they can teleport to it using the Vae'Em.

WHAT THIS SKILL DOES DO:

- Opens/closes a pocket dimension in the Astral plane where the caster's items are stored.
 - Allows the caster to withdraw and deposit up to 10 small or medium items within.
 - Only way to find the storage area in the Astral plane is to track a magical item,
 - If no magic item is in the storage area then no tracking/finding is possible.
- Item limitations:
 - Size = Small to medium (Short sword or smaller),
 - If left in the area, Magic and crystals may not be there when it is opened again,
 - Magic and crystals often draw Astral creatures. Some may be thieves.
 - Only non-living things can be kept in the storage area.
- Magical items require a Non-Skill Save to retrieve them,
 - If there are no magical items within the Storage area then a Save is not needed.
 - Astral creatures may be drawn to items that have a deowmer on them,
 - A failed Non-Skill comparison Save indicates the stash was found by an Astral creature,
 - A sucessful Non-Skill comparison Save means the items are undisturbed.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT require a Save if there are no magical items or crystals within the Storage area.
- Does NOT allow large items or creatures to be stored (i.e. boulders, housing).



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Allows an extra 5 small or medium items to be stored.

5 Dimension Quick Portal for 3

LEVEL

Tier 2

Caster 1st & two more.

PMP>Dimension = 2d3 dmg. Dimension>PMP = 2d4 dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	30 Minutes		Planar	Magical
STACK	AoE	DURATION	2 _{RDS}	SAVE	CLASS GROUPS
1	3 Civilized crtrs	2 Rounds		None	DOK



By COPILOT

Details:**GENERAL:**

- *NOTE: It is suggested this spell NOT be cast from heavily populated areas. Unless the caster wants to be noticed as they exit.*
- Travel speed within Dimension passed quickly,
 - 1 hour of travel in Dimension is equal to 4 hrs of travel in a normal PMP.

WHAT THIS SKILL DOES DO:

- Sends CASTER AND 2 OTHERS to/from the same location within the corresponding/opposing plane.
 - Each PMP has it's own corresponding Dimension,
 - Thus each portal to/from will align with the same spot.
- This creates a short lived and temporary Nae'Em connected to the other plane,
 - The caster is able to get a brief view (6 seconds) regarding the 'landing spot',
- The view is of the landing spot and another 2 sqs, thus 3 sq diameter.
 - The caster may choose to stop the spell before the portal has completely formed,
- therefore about 12 seconds of a minor fire ring appears at the landing spot then ends.
- Causes MAGICAL DAMAGE when passing through the portal,
 - Each rd while standing (not moving) in the port causes 4d8 dmg,
 - Each rd when traveling from PMP to Dimension causes 2d3 dmg,
 - Each rd when traveling from Dimension to PMP causes 2d4 dmg.
- Requires the caster to pass through the portal before others do so.
 - Closes after 2nd guest exits or duration ends.
 - A 3rd person will take full damage to try (but fail).

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause mundane fire damage. Thus does not light things afire.
- Does NOT work if there are living creatures already within the intended AoE.

**Bonds and Connections**

- This is a Vae'Em connection with venue or location.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

EOL-ORX- VEN

988-4

5 Reveal Origin Plane

LEVEL

Tier 2

Colors reveal the Plane of Origin.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	20 Minutes		Planar	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	5 items / 1 Square	Rollout			EOL-ORX- VEN

Does not blind



By COPILOT

Details:

GENERAL:

- Area of Effect: up to 5 items that are all within 1 square.
 - If an item/creature is larger than 1 square this will work but only that square will glow.
- The Save is only used if the item being reviewed is solely from the plane of Arcane.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- This spell originated from CptJTKirk. Thank you!

WHAT THIS SKILL DOES DO:

- Causes the item to glow white if it is from the current plane.
- Requires the caster to roll a Save if the items origin is pure Arcane
 - Failure means those witnessing (within 5 Squares) are blinded for 2d4 rounds.
 - Passing means no issues. (The color of 'Arcane' is pure white with no title).
- Has additional effects when a Focus Item is used. It reveals a color:
 - Astral is yellow and orange
 - Ethereal is tan and brown
 - Langstrom is lime green
 - Dimension is Grey
 - Pmps are white and has the pmp name revealed.
 - Planes of a Diety require the Save not be temporarily blinded and has the name revealed.

WHAT THIS SKILL DOES NOT DO:

- Does NOT indicated origin plane without use of a Focus Item.
- Does NOT reveal aspects or other magical quatification.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Shows a color corresponding to the origin plane.

5 Create Ionic Marker

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Day		Ionic Markers	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Object	Permanent		None	ORX

[By site/group]

Details:

- This is a Nae'Em with a non-living object.
- Must be cast on a small simple mundane object.
 - The object must be unworked.
- Markers will NOT cause any damage when broken, destroyed, etc.

... allow a common non-magic unworked item to be a focus point for scrying.
 - If the scryer has the appropriate devices.

... allow the caster to see/hear without the use of a scrying spell.

**Bonds and Connections****Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Nae'Em Clues Removed	20
18	Range X4	10

Focus Items and/or Kits:

EOL- VEN

542-4

5 Imbue Ionic Marker (Tae'Em)

LEVEL

Tier 2

Connects with an unworked mundane (non-magic) item.

Must have proper scrying spell/device to fully use.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	Touch	1 Day		Ionic Markers	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	Caster	Permanent		None	EOL- VEN



By COPILOT

Details:

GENERAL:

- This is a Nae'Em with a non-living object, thus officially called a Tae'Em.
- Must be cast on a small simple mundane object.
 - The object must be unworked.
- Markers will NOT cause any damage when broken, destroyed, etc.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does allow a common non-magic unworked item to be a focal point for scrying.
 - If the scryer has the appropriate scrying devices and/or spells.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to see/hear without the use of a scrying spell/device.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Ionic Marker' Creation,
 - Only the Venerator creator can use the item they make.



Bonds and Connections

- This Is an Tae'Em connection with a non-living thing.



Counter:

Dispel Magic.



Creations:

Ionic Marker

- Trackable item. Cannot be purchased.
- VEN: Original caster creates and uses.
- Need: Campfire, Cost 36 pts, 24 Hrs. Beetle & Cinder roots, Palm wood, Stone.
- Market: 0 Max (Not for sale).

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sq's	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

5 Locate Ionic Marker

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	1 Hour		Ionic Markers	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Marker	Instant		Skill -60	ORX

[By site/group]

Details:

- This is a Nae-Em Bond with a non-living object.
- Marker has the casters personal Orix sign on it.

... allow caster to determine the current location of the marker,
 - Location is determine when a SKL:2 Save has been passed,
 - Results given at N, NE, E, SE, S, SW, W, and NW,
 - with approximate number of days to travel by foot (over land) to the marker.
 ... continue to work as long as it is on the same plane it was created on.
 ... allow the location found as a point for some scrying spells.

... respond with a location if the caster is not on the original plane.
 ... pin point on a map where the marker is.
 ... have any effect on objects that already have magic on it.
 ... have any effect on objects that have been worked

**Bonds and Connections****Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10

**Focus Items and/or Kits:**

- Allows the spell to work with SKL:1 Save.

6 Bob and Weave

LEVEL

Tier 2

Dodge 1 AoO per Tier. Can move diagonally past targets.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Full Move	Initiative	Battle Defense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Self	1 Round	 Agility	DEY Avoids an AoO



By COPILOT

Details:

- Rogue can dodge the number of AoO to their Tier per Round.
- Rogue tries to complete movement up to full,
 - at each AoO attempt the rogue dodges with AGL:1 Save,
- Does allows Rogue to move and dodge number of AoOs equal to their Tier,
- Does Save using AGL:1 for each AoO.
- Does movement:
 - Rogue tries to complete movement up to full,
 - at each AOO attempt the rogue dodges with AGL:1 Save,
 - a failed save halts the Rogues move and delivers damage,
 - a successful save allows Rogue to continue on and dodges the AoO.
- Does NOT allow the rogue to avoid all AoO's with one Save.
 - must roll a Save for each AoO.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

6 Evade Missiles

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts			Battle Defense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
			Skill 	DEY

[By site/group]

Details:

-- Focus on missile attacks to avoid them

1. Rogue focuses attention on missile attacks.
2. Benefits:
-- AC increased by 2,
-- Number of attacks is reduced by 1, (Min = 0).
3. Rogue must be able to see where the attacks are coming from.

A skill called Deflect Small Incoming - 7th Level - Can that be combined with this skill as an enhancement?

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

-- No effect.

6 Protect Strumos

LEVEL

Tier 2

Protecting the Partner class: Strumos: Near FTR, AC+6.

EXTRA: Self: Init & HIT -1, Move 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Strumos	1 Round		None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- Intention must be stated before initiatives are rolled to gain Initiative bonus.
 - Still can be enacted after Initiative is rolled, but no Initiative bonus is given.
- The Strumos must not be actively unwilling, (can be unconscious)
- Requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the fighter to block attacks for the Strumos,
 - The Strumos may be located behind or to the side of the fighter.
- Sets the fighters Initiative lower by 1 and their ToHIT by 1 as well.
 - Initiative -1,
 - ToHIT -1.
- Helps the Strumos AC,
 - AC +6

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect outside of battle.
- Does NOT have any effect if the Strumos is directly in between the Fighter and the attacker.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

6 Provide Protection

LEVEL

Tier 2

Protect another with your martial skills.

EXTRA: FTR=Init & HIT -2, Move 1/2. Recipient=Near FTR, AC+4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	1 Round	1 RDS	None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- Intention must be stated before initiatives are rolled to gain Initiative bonus.
 - Still can be enacted after Initiative is rolled, but no Initiative bonus is given..
- The recipient must not be actively unwilling, (can be unconscious)
- Requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the fighter to draw attacks meant for another,
 - The recipient may be located behind or to the side of the fighter.
- Sets the fighters Initiative lower by 2 and their ToHIT by 2 as well.
 - Initiative -2,
 - ToHIT -2.
- Helps the recipients AC,
 - AC +4

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect outside of battle.
- Does NOT have any effect if the recipient is directly in between the Fighter and the attacker.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

FTR-ROG

701-1

6 Shield Block vs Ranged

LEVEL Tier 2

Med/Lrg shld ONLY. Attk blocked: Med=1/Tier Lrg=1/Tier+1

INTERRUPT: After attacks declared. Save for each block.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	0 Squares	Instant		Battle Defense
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	Up to 2 Rounds		AGL

Created by COPILOT

Details:

GENERAL

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Cannot be attempted with a broken shield.
- It is possible that the number of blocks the Fighter has may trail over into the next round,
 - Therefore, duration is set at "Up to 2 Rounds".

WHAT THIS SKILL DOES DO:

- Requires a medium or large shield.
 - 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.
- Passing the Save means the specific Ranged shot is blocked.
 - A Critical Success (above 95) allows an additional block from the same attacker,
 - A Blunder (below 06) has no additional effect.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block any attacks other than Ranged.
- Critical Hits (Natural 20's) to this Fighter cannot be blocked by this skill.
- Does NOT have the potential to damage the shield in any significant way.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

6 Coordinate Group Initiatives

LEVEL

Tier 2

Fighter assigns Init bonuses by Class.

Self= #Attk-1. Grp= Init +8, +4, +0, -4 to classes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Player Party	1 Battle		None	FTR



By COPILOT

Details:

GENERAL:

- The Fighter helps to adjust the order of attacks from the group.
- Requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Requires the Fighter give up one attack to coordinate the order of attacks of the group,
 - Fighter must have a minimum of 2 attacks in order to give up 1 attack.
- Requires the Fighter to select which classes get which Initiative Bonuses,
 - The bonuses to choose from are: +8, +4, +0, -4,
 - The base classes for the bonuses are Caster, Rogues, Hunters, and Fighters.
- Allows normal use of Extra attacks.
- A beneficial adjustment can be found in Enhancements

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Fighter to use all their normal attacks for the round,
 - Fighter must give up 1 of their normal attacks to use this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

6 Increase Fighter Movement

LEVEL

Tier 2

Fighter recipient can move faster (+2 sqs)

Can be added on top of multipliers for move. Focus: +2 sqs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	2 Squares	Initiative	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Fighter	6 Hours	None	STM



By COPILOT

Details:

GENERAL:

- Caster assists a Fighter to move an extra two squares.

WHAT THIS SKILL DOES DO:

- Allows a creature to move an additional 2 squares.
- Works for base traveling during battle,
 - Normal walking, flight, and swimming,
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow a creature to cross difficult terrain any better due to the speed.
- Does NOT allow casting on the caster AND a creature. Stack of 1.
- Does NOT let a character that is bound/tied up to move any faster than the situation allows.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Potion Of Speed Boost',
 - While other classes may use this item, the Strumos have advantages with it.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Duration X2	8

Creations:

Potion Of Speed Boost

- Fighters RUN Movement +2. Dur:2 Hrs.
- STM: Duration: 4 Hours.
- Need: Kitchen/Lab, 24 SP, 24 Hrs. Veggie Oil, Snake Scales, Honey.
- Market: 9 Max, Buy:25 GP, Sell:7 GP.



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6 Move Shadow to Shadow

LEVEL

Tier 2

Caster jumps from one shadow to another shadow w/in Range.

Caster can jump from one shadow to another within range.

COST	RANGE	ROLL OUT	2 _{RDS}	COLLECTION	OUTCOME
8 pts	24 Squares	2 Rounds		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Recipient	1 Jump		None	DOK



By COPILOT

Details:

GENERAL:

- Recipient jumps from one shadow to another shadow within Range.
- A shadow for the purpose of this spell a shadow is defined as,
 - A significantly darker area than the current area.

WHAT THIS SKILL DOES DO:

- Works only with shadows the caster can see and are in range.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT teleport anyone else other than the recipient,
 - Just the recipient and their belongings.
- Does NOT function well when a shadow can not be discerned.
 - Outside at high noon?
 - At night with no lights around?
 - This spell does need some light in order to have a shadow. (no pitch black)

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
12	Rollout Init	12



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Aura displayed is 0 (Zero). No light when casting.

6

Vines of Force (Hold)

LEVEL

Tier 2

Inhibits movement by 4 squares. (by 5 sqs with Focus)

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	4x4 squares	4 Rounds		Agility	VEN

Move 1 Sq



Created by COPILOT

Details:

- Can be used as a direct spell in battle
- Creation of a rogue trap with this spell:

- Does make the target's movement 4 less. (by 5 sqs with Focus)
- Does also work on swimming and climbing if the roots/vines are in those areas.
- Does slow running/dashes to a walk.

- Does NOT have any effect of anyone currently in flight,
 - If a target is enmeshed and wants to fly, they must first get free of the ribbons.
- Does NOT stop the target's movement entirely, Minimum of 1 square movement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Scroll of Grabbing Roots

- Inhibits Movement. -2 to Move for 1 round.
- SOO: -4 to move for 1 round.
- Need: Campfire, 24 SP, 4 Hrs.
- Cinderroot, Oak Sap, Palm Root.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Slow moment an additional amount of 1,
 - Reduces movement by 3 squares total.

6 Held Throw, Single Target

LEVEL

Tier 2

Hold up to 4 shots to gain massive ToHIT and Dmg rolls.

ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	5 Attacks & Held	5 ATTKS	None	ROG



By COPILOT

Details:

GENERAL:

- Does require concentration, but allows the following rogues skills to be used,
 - Rogue To Rogue Signals (1st level, 4 pts)
 - Ventriloquism (2nd level, 4 pts)
 - Wander and Pass Unnoticed (2nd level, 4 pts)
 - Walk Quietly (6th level, 8 pts)
- Attacker must use a thrown weapon and continuously focus on a single target.

WHAT THIS SKILL DOES DO:

- The Rollout CAN be started before battle begins then used to start a battle at round 1,
 - This does NOT have to be started pre-battle though.
- Gains bonuses of,
 - ToHIT of +5 and Damage of +5 per held attack while waiting to Throw,
 - This ToHIT bonus applies to the next ToHIT (not the entire round),
 - The ToHIT & Damage bonus maximum is +20.
- Limits movement to 1/2 of normal walking.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the Rogue is NOT concentrating,
 - see the Details area.
- Does NOT work on a targets= moving in and out of sight,
 - The effort will fail if the target is out of sight at the time of the throw.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

6 Shoot Thru Party to Target

LEVEL

Tier 2

Target enemy on the other side of friends.

All Ranged attacks in Duration. Bonus +2 Init, if announced.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	By Weapon	1 Round	None	HNT



By COPILOT

Details:

GENERAL:

- Hunter uses the knowledge of how other party members move and fight to be able to take an otherwise blocked shot.

WHAT THIS SKILL DOES DO:

- Allows the Hunter to shoot without penalties through up to 3 ranks of friends.
- Allows the Hunter to shoot past a party member and target the enemy.
- Allows this benefit to be used on all ranged attacks in the round.
- Gives an Initiative bonus of +2 if announced before the Initiatives are rolled.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give any bonuses ToHit or Damage.
- Does NOT give Initiative bonuses if not announced before the Initiative rolls.
- Does NOT allow for any shots to be able to make it through four or more ranks of friends.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

Focus Items and/or Kits:

- Not required.

6 2nd Attempt To Grab

LEVEL

Tier 2

Second chance to grab and not fall. Reroll Save to grab.

INTERRUPT: Not usable to grab weapons.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	Instant		Skill	ROG

Grab works



By COPILOT

Details:

GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Rogue re-attempts a failed grab at an object,
 - object must not be within the possession of another.

Examples:

- 'Missed life preserver, but does not float away', or
- 'Lost hold of rope during climb, regained hold with no progress', or
- 'Missed the ladder rung, but regained balance at same spot'.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to re-attempt a failed grab at an object.
- Requires the Rogue to pass the Save.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow this skill to be used more than once for the same issue.
- This skill can NOT be used to grab a weapon being thrust or thrown at them.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

6 AoO on Melee Entry

LEVEL

Tier 2

Interrupt and attack an enemy that has come to you.

INTERRUPT: Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Melee	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	1 Round	1 RDS	None	HNT



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Timing of movement:
 - Movement is halted and resumes when this AoO is resolved,
 - Movement (if possible) continues.

WHAT THIS SKILL DOES DO:

- Does allow Only 1 AoO is allowed per round.
 - Does allows an AoO against those entering melee range.
- This skill pauses all action when enacted before the target can complete their action.
- Does allow Hunter to continue with normal actions/attacks.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow other attacks flagged 'Extra' allowed in same round

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

DOK-VEN

282-1

6 Conjure Arcane Beetles

LEVEL

Tier 2

Conjures a swarm of Arcane Beetles by succeeding on the Save.

Beetles attack nearest enemy for 1d8 dmg. X2x2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Summon or Send	Magical
STACK	AoE	DURATION	3 RDS	SAVE	CLASS GROUPS
3	1 Square	3 Rounds		Skill	DOK-VEN

Conjured



By COPILOT

Details:

GENERAL:

- NOTE: If the beetles have taken more than 5 points of dmg within the battle the shells of the dead beetles are left behind (1d3 beetles bodies per 5 HP damage found). The shells are an ingredient for the creation of cinderroot. Some TIRO spells create enough messy magic to leave behind dead beetles. This spell temporarily leaves behind some bodies after a battle. These bodies fade to nothing in 3d6 rounds (1d4+2).

WHAT THIS SKILL DOES DO:

- Conjures a swarm of Arcane Beetles by succeeding on the Save.
- The Arcane Beetles are not a thinking, living creatures.
- Battle stats: HP:30, AC:15, Move: 4 sqs, Init+6, ToHIT+6, # of Attacks:x2x2, Dmg:1d8.
- Stats are for entire swarm and is treated as a single target.
- Allows caster to direct Arcane Beetles to an enemy within the Range,
 - Caster must be conscious to direct Fire Beetle attacks.
- Continues if the Caster fall unconscious,
 - Arcane Beetles will continue to attack the assign target, but will not move to acquire new targets.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does not have any effect if the Save fails.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'bag of Cinderroot Powder',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.
 - 1d6 pinches made by use of this spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8

Creations:

Cinderroot powder



- 1 Bag (10 pinches) common ingredient.
- DOK & VEN: 1 bag (15 pinches).
- Need: Campfire, Varied SP, 8 Hrs. Excess Magic, Common Stone, Common Soil.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Use of the Focus will help the Save Roll +40.

6 Animal Healing

LEVEL

Tier 2

A temporary minor bond is created during this spell.

Heal 2d8+4 to domestic/wild woodland animals.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	4 Sqs	1 Minute	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Animal	Permanent	None	SYL



By COPILOT

Details:

GENERAL:

- Heal 2d8+4 to domestic or wild woodland animals.
- A minor bond is created and the caster attempts to use this temporary bond.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does work well with the Animal Friendship spell.
 - Does make the animal friendlier,
 - It does not mean the animal is a friend, only friendlier.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause or Heal any damage if the RollOut is not completed.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Animal Healing Nutrients',
 - While other classes may use this item, the Sylvan have advantages with it.



Bonds and Connections

- This Is an Fae'Em connection with fauna.

Counter:

No Counter Available.

Creations:

Animal Healing Nutrients

- Heals 2d6. Animals Only.

- SYL: Heal 2d6+4.

- Need: Campfire, 12 SP, 4 Hrs.

Bear Blood, Beetleroot, Rice, Sea Water.

- Market: 9 Max, Buy:30 GP, Sell:10 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
12	Rollout Init	12



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

6 Grow A Plant Canopy

LEVEL

Tier 2

Very useful for/with rain and needed shade.

Plant Canopy covers 1 to 4 people. Save vs High winds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	3x3 Sq Area	12 Hours		None	SYL



By COPILOT

Details:

GENERAL:

- Does create a canopy roof to protect vs weather,
- Very useful for/with rain and needed shade.

WHAT THIS SKILL DOES DO:

- Does cover 1 to 4 creatures.
- Does work even if there is just grass.
- Does have a 'roof' that resembles the plants it came from

WHAT THIS SKILL DOES NOT DO:

- Does NOT work in any environment that does NOT have plants.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK

445-5

6 Cleansing Fire

LEVEL

Tier 2

1 hp Dmg per hour. Immune to Sickness/Disease.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	2 Hours 	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	Permanent 	Health	DOK

Target cleansed 



By COPILOT

Details:

Spell called 'Scorching Skin, Remove Disease' is in place.

This duplicates that skill.

GENERAL:

- Caster enters a meditative state during the RollOut. During this time the caster appears to be engulfed in magenta flames.
- For the entire the Rollout, caster is continuously sweating.
- Flames that engulf the caster are magical and cannot create any fires.
- All the other resulting effects are mundane.
- Requires the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Removes any Sickness/Disease from the caster.
- Deals 1 damage for every hour of the Duration.

WHAT THIS SKILL DOES NOT DO:

- Does NOT set anything on fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows casting on another person.

6 Common Healing 2d8+ACU

LEVEL

Tier 2

common healing spell from the Strumos.

Heal 2d8+ACU.

Range of 8 sqs for Fighters.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	2 or 8 sqs	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	Permanent		None	STM



By COPILOT

Details:

GENERAL:

- A common healing used by many Strumos.

WHAT THIS SKILL DOES DO:

- Heals 2d8 + Acumen Bonus.
- Heals living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter,
 - The spell range becomes 8 Sq.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT heal issues regarding Fragility.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Draught of Health',
 - While other classes may use this item, the Strumos have advantages with it.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Draught Of Health

- Heals 1d8.
- STM: Heals 1d8+4.
- Need: Campfire, 16 Sp Pts, 8 Hrs. Mercury, Astral Specks, Wheat Stalks.
- Market: 9 Max, Buy:80 GP, Sell:18 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

6 Destroy Harmful Substance

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 Squares	10 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	Permanent		None	ORX

[By site/group]

Details:

- Harmful substances are consumables that cause a negative effect after consumed.
- Non-nutritious food would not be considered a harmful substance.

... breaks down the harmful substance to result in a sludge that is not harmful.
 ... create a obvious sludge that is no longer a consumable.
 ... affects 1 square at a time,
 - only the consumables that are harmful are affected.

... affect consumable substances that will not harm you.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:

6 Summon Equine Familiar

LEVEL

Tier 2

Riding horse Nae'Em bonds to the caster.

HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	2 Marks	1d4 Days		Partner Cooperations
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Familiar	Permanent		Nae'Em Kept



By COPILOT

Details:

GENERAL:

- The Familiar: Any common light riding horse can answer the call.
 - Only breeds not specifically known for aggression can be summoned.
 - If the Familiar dies the casters Max SP is immediately halved for 1 Day.
- Battle effects:
 - AC:15/15, Attacks x1x1, Initiative +0, ToHIT+0, Damage:1d4
 - HP= 80, SP= 0. @Death for HP is -15, Move of 18 with burst of 30.

WHAT THIS SKILL DOES DO:

- Allows any kind of light riding horse that is not known for aggression.
 - Any aggressive tendencies that might come out otherwise will not happen.
- Allows the familiar to have an awareness higher than a normal animal of that kind,
 - But the familiar will still have the normal level of self interest for that animal.
 - After one day the Familiar is able to fully communicate via the Nae'Em in common.
- Allows resistance to Nae'Em breaking magic with a Save Roll adjustment of +20.
- Allows riders (with gear):
 - 1 Minotaur size, or 2 Human/Elves/Presma/Vocqua, or 3 Halflings/Sprites.
- Allows the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the casters movement speed, stats, spells or attacks to be used by the animal.
- Does NOT work on any creature that is forced to submit to the spell.
- Does NOT give the Familiar the ability to verbally communicate.
 - Does NOT confer the ability to communication beyond the Nae'Em.
- Does NOT give the caster the ability to personally use the senses of the familiar.



Bonds and Connections

- Fae'Em connection with the Familiar.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Alter Hair/Whiskers/Fur/Scales	6
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

6 Create A Home (Ethereal Home Pad)

LEVEL

Tier 2

A return spot for Ethereal Portals

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1 Square	1 Hour 	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1x1 Square	12 Hours 	None	VEN



By COPILOT

Details:

- Caster creates an Ethereal Home Pad.
- Eolas schools routinely cast this spell to create a Home pad at the same time every day.
 - Timing is usually midnight to noon.
- The pad will light up when an "Ethereal Return Portal" is engaging this location.

- Does allow the caster to create a Home Pad,
 - The pad is NOT found when the spell is not active.
- Does allow the casting of "Ethereal Return Portal" to instantly find the pad,
 - This method does NOT require the Eolas caster to have the pads location written down.
- Does allow any Eolas caster who knows the location to teleport to it.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT allow anyone who doesn't know the location or isn't permitted to teleport.
- Does NOT allow travelers from more than one portal to manifest as a time.



Bonds and Connections

- This Is an Nae'Em connection with a person.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
16	AoE X2	16



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to change the pad's location once.

6 Shrine Of The Mystical Mechanic

LEVEL

Tier 2

Negates the Magic part of mechanisms w/ words of respect.

of mechs = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10.4 pts	6 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Sq's	10 Minutes		Resist (Skill/Non) 	VEN Magic paused

[By site/group]

Details:

GENERAL:

- Within the Rollout the caster reveals the words of respect,
 - For each mechanism that has a magical component,
 - Speaking the words of respect within the Duration/AoE negates the magical effect,
 - Only the magical part of the mechanism is affected, not any mundane parts.
- Does require the caster to maintain concentration,
 - The Shrine is set up within the first minute of the Rollout.
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires Shrine to be respected throughout the Rollout and Duration.
- Requires the mechanical thing that has an enchantment on it be within the AoE.
- The Shrine is set up within the first minute of the Rollout,
 - During this time the caster reveals the current words of respect.
- Within the Duration,
 - The Shrine directs its effect to a specific mechanism as indicated by the caster,
 - Caster must pass the comparison Save to negate all magics within each mechanism,
 - This would allow a rogue to work a magical lock as if it were a mundane mechanism,
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
 - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT pause ALL magic in the AoE,
 - only that magic related to a specified mechanism(s).
- Does NOT work if the caster is interrupted during the Rollout,
 - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

6 Shrine Of the Written Word

LEVEL

Tier 2

In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10.4 pts	6 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 SqS	10 Minutes		Resist (Skill/Non)	VEN

Read/Speak



By COPILOT

Details:

GENERAL:

- Each person within the AoE that speaks the words of respect is given clarity,
 - For the Duration and while in the AoE the recipients can,
 - Read and write any unknown common or ancient language they can see.
- Does require the caster to maintain concentration,
 - The Shrine is set up within the first minute of the Rollout.
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
 - During this time the caster reveals the current words of respect.
- Requires the Recipients who want benefit to speak the words of respect aloud,
 - Also requires the recipients to pass a Resist Magic Save (Skill/Non),
 - Gives clarity for reading/writing any common/ancient language visible from the AoE,
- Requires Shrine to be respected throughout the Rollout and Duration,
 - Any person that disrespects the Shrine cannot receive its benefit,
 - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
 - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with the Arcane letters/language ("living magical text").
- Does NOT allow the recipients be engaged in battle to receive the benefit,
 - Battling the round before or the round after is allowed.
- Does NOT have any effect on recipients that are not in the AoE.
- Does NOT work if the caster is interrupted during the Rollout,
 - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

6 Animal Connection (Ae'Em)

LEVEL

Tier 2

Willing animal & caster connect. Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours		Nae'Em	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
5	1 Recipient	EOY		Skill -20	SYL

Ae'Em Created



By COPILOT

Details:

GENERAL:

- This bonds a person to the caster with an animal (Ae-Em).
- Limited: Both must be on the same plane for this to work.
- The recipient animal does not have a greater intelligence from this connection,
 - The animal is not able to draw conclusions or intellectualize.
 - The animal is only able to relate as it normally would.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 2 hours.

WHAT THIS SKILL DOES DO:

- Does create a Permanent mental bond which requires the caster to start with each convo.
- Does support 5 (See Stack) connections to an animal,
 - The animal must be encouraged without force to stay with the caster for the rollout.
- Does allow a quicker reconnection if this Nae'Em is broken,
 - If broken the Rollout is reduced by half (2 Hours),
 - If broken the Save is reduced by one column (COL -1).

WHAT THIS SKILL DOES NOT DO:

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT have any function/effect when the caster and connected are not on the same plane.
- Does NOT continue (Is removed) by Arcane (Ancient Magic).



Bonds and Connections

- This Is an Fae'Em connection with fauna.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

6 Create a Vae'Em Location

LEVEL

Tier 2

Landing spot for the "Vae'Em Portal (Astral Style)".

Resetting: 1 hr @ location or 2 days not @ location.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1 Square	4 Hours 	Nae'Em	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
7	1 Square	Permanent 	None	STM



By COPILOT

Details:

GENERAL:

- Caster creates a landing spot for the "Vae'Em Portal (Astral Style)",
- A Vae'Em is a specail Nae'Em that refers to a Venue or location.
- Using the Enhancement 'Subtle Casting' at 6th level for 4 skill points,
- This means any casual watchers will not notice anything unusual,
However, if there are guards watching for the unusual then a Save would be required.
- Requires the Caster to maintain concentration,
- i.e. the Caster must stay awake throughout the Rollout,
- i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Initial creation of a specific Vae'Em takes 4 hours of concentrated effort.
- Resetting a broken Vae'Em connection,
- it can be re-established with 1 hour rollout at the Vae'Em location,
or
- it can be re-established with a 2 day rollout while not at the Vae'Em location.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Once the Vae'Em is created the caster is NOT able to mentally view the location,
- But can create a portal to that location.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.



Bonds and Connections

- This Is an Vae'Em connection with a location/venue.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
6	Subtle Casting	4
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Rollout for Resetting connection reduced in 1/2.

6

Release Arcane Script

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Creations	Magical
STACK	AoE	DURATION		SAVE Resist (Skill/Non)	CLASS GROUPS ORX

[By site/group]

Details:

asdf
 Reading of a script (Spell, scroll, engraving, ...) may release power.

If power is released it may be in the form of a curse.
 Or could be a single trigger to enact a spell.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

SYL-STM

962-1

6 Strsyl Tcane Magic (Dispel Magic)

LEVEL

Tier 2

See the list of spells this affects in Full Descriptions

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		Varies	SYL-STM



By COPILOT

Details:

Alpha sorted list of spells that are ended by Dispel Magic:

as of 8/29/2025

- Animate Cats Eye Marble
- Astral Plane Projection
- Call & Direct Rodent
- Call & Direct Small Assistants
- Call & Post Yappy Camp Dog
- Camp Shock Perimeter
- Capture/Release Light (Violet)
- Cause Illness
- Charged Fencing, Two Sides
- Circle of Protection vs Undead
- Create A Magical Glow
- Dimension Personal Hideaway
- Feather Bed
- Fire Starter
- Heat Wave Wall
- Hot Conversations
- Hot Rocks
- Imbue Ionic Marker (Tae'Em)
- Improve Food
- Improve Resist & Skill Saves
- Increase Fighter Movement
- Invoke Temporary Dimension Imp
- Langstrom Cloak Pockets
- Langstrom Rupture
- Light of Orix (Violet)
- Light of Strumos Yellow
- Light To Calm The Dead
- Orix False Glow
- Phage Mist
- Profiled In Fire
- Project Astral Image Within PMP
- Red Light of Dokour
- Ribbon Goblin Lookout
- Send Item to A Nae'Em Location
- Shadow Cover (AC +1)
- Shadow of the Magi
- Shape Of A Deer
- Shape Of A Dog
- Shape of A Familiar
- Shape Of A Plant
- Sky Scrying
- Sleep: Light Nap
- Strumos Run
- Summon Feline Familiar
- Swamp Lights (Greenish)
- The Darkness
- Typhlotic Sparky
- Vae'Em Portal (Astral Style)
- Veil of Shadows
- View Dimension
- View Imp Spy
- Visible Sign Posts
- Water to Ice (Reversible)
- Water to Steam (Reversible)
- Weapon Speed Charm
- Wind Wall

All TIRO Spells are vulnerable to be Dispersed as well.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Range X4	10

Focus Items and/or Kits:

- Not required.

DOK

514-1

6 Dimension Personal Hideaway

LEVEL

Tier 2

Small flaming Dimensional doorway for caster and 2 friends.

1d4 magical fire damage to pass through entrance/exit.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	Self+2 persons	Initiative		Planar
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1wx2hx3d Squares	2 Hours		DOK



By COPILOT

Details:

GENERAL:

- Creates a small flaming Dimensional doorway for the caster and 2 friends.
- Portal is 1 square wide, 2 squares tall and 3 squares deep.

WHAT THIS SKILL DOES DO:

- The flaming portal cannot be seen into, (an opaque portal)
- Entering and exiting the Hideaway causes 1d4 damage.
- After the caster passes through the portal the portal disappears.
 - Once inside the caster is in a dark closed in area of dimension.
- Casting spells while inside is allowed.
 - Recasting this same spell will restart it without notice to others.
- Ending the Hallway,
 - Caster may end the spell thus creating a flaming exit,
 - If duration simply ends the people and contents are dumped into the PMP with no damage.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow tracking (magical locating) when inside the Personal Hideaway,
 - The caster is NOT locatable by any means, But Nae'Ems work.
 - the caster 'might' be traceable up to the portal though.
- Does NOT allow anyone/anything other than the caster and 2 guests, and their belongings through the threshold.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	AOE X4	20
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Allows Caster to bring one more person with them.

6 Langstrom Rupture

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	30 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1x1 Sq Portal	1 Minute		None	ORX

[By site/group]

Details:

- Creates a lime green portal that is 1 square wide and 1 square high.
- this type of portal is not stable,
- when used often the GM may require a RM:2 or harder Save to be rolled.
- used often is defined as over twice in a month or
- using more than 20 skill points to create a rupture within a month.

Into OR out of Langstrom

- ... require those that enter to squat or bend to fit in.
- ... often limit the entry of beasts of burden.
- ... require casting from a Prime Material Plane (PMP).

- ... allow entry to creatures that are only partially through,
- any partial entries are pushed back out into the PMP

Bonds and Connections**Counter:**

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

**Focus Items and/or Kits:**

- Allow a SKL:1 Save to pulled creatures that are partially in when the portal ends.

6 Force Platform

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	16 Squares	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x2 Sq Platform	10 Minutes		None	VEN

[By site/group]

Details:

- A platform that levitates as directed by the caster.
- Stats: HP:60 AC:14 Move:2

... create a force platform that can be elevated within range.
 ... make the platform out of force which means it is invisible.
 ... move up and down as the caster directs.
 ... move at a rate of 2 squares per 6 seconds (1 round).

... move side to side.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

-- Creates a half wall (1 sq high) along side one edge.

6 Hunters Hut (10 ppl)

LEVEL

Tier 2

Sturdier version of a Lean-To hut. Stands for 2 days.

Holds up to 10 people. Max Fragility Time -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10 pts	Touch	20 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		None	HNT
3	2x1 Squares	2 Days			



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Generally, use of shelters aids with sickness/disease rolls.

WHAT THIS SKILL DOES DO:

- Allows Hunter to create a temporary shelter for up to 10 persons using available material.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Hunter to make snow, or mud dwelling,
 - Ice huts (igloo's) are viable though.
- Does NOT allow Hunters to 'make' caves, but caves can be used without cost.

WHAT THE CREATION DOES:

- Allows Hunter to create a temporary shelter for up to 10 persons using available material,
 - Hunter may place the hut against a single or group of trees or convert a thicket like area,
 - If no materials are available then no points are spent and no structure is built,
 - By default it is a large sturdy Lean-To with closed ends in style.
- People in the shelter with Fragility Issues will have the Max time reduced by 1.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Hut

- If left up the shelter will fall after 2 days.
- Holds up to 10 people.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
17	Hidden	4



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- AoE becomes 2x2 squares

7 Half Wall of Force

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
6	4 Sqs Long	20 Minutes		None	VEN



Created By COPILOT

Details:

-- Wall stats for each square: HP:30 AC:15
 -- 1 Sq high by Length up to 4 Sq. 1 corner allowed, if desired.

... create a wall 1 square high by 4 Squares long.
 - The wall is invisible.
 ... have a thickness of 1 ft / 30 cm

... move once set in place.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Allows an additional corner.

Coordinate vs 1 Enemy

LEVEL

Tier 2

Fighter focuses party attacks to 1 target.

FTR=#Attk-1, AC-1, 1st Init=40. Grp=Init & HIT +2/FTR Tier.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	5 rounds	 None	FTR



By COPILOT

Details:

GENERAL:

- Due to the fighters coordination the enemy finds it difficult to protect themselves from the barrage of attacks.

WHAT THIS SKILL DOES:

- Requires the fighter to become a bit less effective in battle while making others more effective,
 - Will lose one attack. Minimum number of attacks is zero,
 - The fighters AC will drop by 1,
 - The fighters beginning Initiative of this Skill will place the Fighter as first,
 - This Initiative is set to 40.
- If the Fighter does not announce this skill at/during initiative then no bonus is applied,
 - Then the remain party members that are attacking must be 3 or more.
- Gives the party (those with the fighter):
 - Init +2/Ftr Tier,
 - ToHit +2/Ftr Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any attacks before the fighter has started this effort.
- Does NOT allow the beginning Initiative to be set to 40 if Fighter starts this mid-round.
- Only one (1) of these skills can be used per target,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

7 UnEntangle

LEVEL

Tier 2

Clears AOE of bramble.

COST	RANGE	ROLL OUT	3 RDS	COLLECTION	OUTCOME
8 pts	2 Squares	3 Rounds		Battle Actions/Prep	Magical
STACK	AoE	DURATION	clock	SAVE	CLASS GROUPS
3	2x2 Squares	4 Hours		none	SYL



Created by COPILOT

Details:

GENERAL:

- Useful to help a party member out of an Impedence trap or the Sylvan 'Entangle' spell,
- Since this counters the 'Entangle' spell there is no counter spell to this.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to indicate exactly where the AoE is.
- Easily clears away natural materials,
 - roots, vines, branches, or bramble.
- Is most often able to clear the area of non-plant (moveable) materials,
 - Materials that are often used with Impedence Traps.
- In some cases the GM may require a Skill Save for hard to clear areas.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the area is bare with no roots/vines/branches in the way.

Bonds and Connections

- No connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

7 Flame Strike

LEVEL

Tier 2

Flames shoot upward from the Caster & down towards the AoE.

No ToHIT. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	1 Round		Agility	DOK

1/2 Damage



By COPILOT

Details:

GENERAL:

- Creatures that live in and around fire are not normally affected.
- This is NOT hot as or hotter than a Forge.

WHAT THIS SKILL DOES DO:

- Requires the Target to roll a Save,
 - Success means that the Target takes half damage.
 - Failure means that the Target takes full damage.
- Deals 4d10 + ACU damage to a 1x1 Square,
 - All creatures within the AoE are affected equally,
 - Each will roll for separate damage and Saves as needed.
- If a Focus item (staff) is used then even Fire based creatures.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for anything to catch on fire from this magical flame.
- Does NOT distribute damage amongst all in the square,
 - Normal damage is applied to each within the AoE.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Creatures that live in and around fire ARE affected.

7 Held Shot, Single Target

LEVEL

Tier 2

Keep aiming longer and longer for a more accurate shot.

Conc on 1 Target ToHIT/Dmg +2 per held attck, max+10.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	5 Attacks	5 ATTKS	None	HNT



By COPILOT

Details:

GENERAL:

- Hunter must use a bow or crossbow and continuously focus on a single target.
- Hunter must not use/complete any other attacks or skills.
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Hunter gains bonuses of,
 - ToHIT of +2 per held attack while waiting to shoot,
 - This ToHIT and damage bonus applies to the next ToHIT (not the entire round),
 - The ToHIT and damage bonus max's at +10.
- Allows the Hunter to start holding their shot before rounds start.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on targets moving in and out of sight,
 - This effort requires the target to be completely out of sight for the round.
 - This would end the skill use for the attacker.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

7 Hold Civilized Creature

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT	1	COLLECTION	OUTCOME
8 pts	8 Squares	1 Round		Battle Offense	Magical
STACK	AoE	DURATION	5	SAVE	CLASS GROUPS
	1 Target	5 Rounds		Health	ORX

[By site/group]

Details:

-- Keeps a person held. Unable to cast, fight, or complete an action.

... allow the attempt to Save MGC:3 to be released at initiative of 0.0 in each round.
 ... require the target to be in range and in sight.
 ... allow other spells to work on the target.
 ... allow target to put out an effort to talk,
 - Amount of effort doesn't allow good flow or pronunciation, thus no spells.

... inhibit life functions, like breathing.
 ... interfere with targets hearing or sense of touch.
 ... target to cast, fight, or complete an action.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

-- Allow the target free and easy speech,
 - this effect can be turned on and off as the
 caster wants within the duration.

7 Aoo on Kill

LEVEL

Tier 2

Continue an attack through to another.

INTERRUPT: After Kill ToHIT+6 on another target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Instant		None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Enhancement of 'Range X2' allows the fighter to attack 1 Sq beyond adjacent,
 - but only to forward and side positions. No flanks.

WHAT THIS SKILL DOES DO:

- Requires the fighter to have killed an enemy within melee and another enemy is adjacent.
- Requires the fighter to identify another (adjacent) target that is NOT flanking them.
- Provides a bonus of +6 ToHIT versus the new target.
- Allows the fighter to use any un-used attacks as well as this attack.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the fighter is targeting an enemy located at their flank.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Focus Items and/or Kits:

- Not required.

7 Blunder Change Up

LEVEL

Tier 2

Rolled the percent as normal.

INTERRUPT: On the chart select the column you want.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
8 pts	Self	Instant	NOW	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
99	Self	Instant	NOW	None	ROG



By COPILOT

Details:

GENERAL:

- Rogue desperately attempts a different outcome to the Blunder.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- If the Rogue rolls a Blunder they can choose to apply the rolled number to a different column on the blunder chart to obtain a less negative outcome.

WHAT THIS SKILL DOES DO:

- Does allow Rogue to choose to apply the roll to any of the following columns,
 - Blunts column.
 - Blades column.
 - Hand/Foot column.
 - Missiles column.
- Does require the Rogue to use the original number rolled regardless of the column used.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Rogue to use this skill multiple times in 1 round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

7 Critical Roll Additions

LEVEL

Tier 2

Improve your Crit roll. (any above 100 = 99)

INTERRUPT: Roll Crit(1d100) +Level +Fighters ToHIT.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
8 pts	Self	Instant	NOW	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Critical	Instant	NOW	None	FTR



By COPILOT

Details:

GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Note that there are 2 ways to get exactly 100:
 1. Roll a 100 on the 1d100 or
 2. Roll a 1d100 and add the bonuses to exactly 100.
- After Natural 20 and before the critical roll.
 - Roll 1d100 +Lvl +ToHIT to improve critical roll.

WHAT THIS SKILL DOES DO:

- Requires the fighter to request this after they roll a critical hit,
 - But before the 1d100 on the critical hit table.
- Allows the fighter to roll 1d100 and add their ToHIT bonuses and Fighter Levels.
 - Any total over 100 must be reset to 99.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the skill if it is called upon after the 1d100 has been rolled.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

7 End Of Life

LEVEL

Tier 2

End Life

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	x	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
999	x	Permanent		None	HOLD

[By site/group]

Details:

Allows necro to end their own life.

And drift back to a preset graveyard

after 30 days is back with 1 HP and -30 SP

- INTERRUPTION (Rollout is Instant)

- This skill pauses all action when enacted before any opposing effect can be done.
- Such effect might be damage taken or an attack made.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

7

Invoke Skeleton/Drifter

LEVEL

Tier 2

Magically draws in a Skeleton, which can become a Drifting Ailment.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	2 Squares	2 Hours		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Corpse	7 Days		Resist (Skill/Non)	NEC

Creation Done!



By COPILOT

Details:

- Creates a Skeleton in the Caster's proximity:
 - Caster's who have no protection from the summoned might be in danger.
 - The Saving throw represents the Caster's ability to find the closest Raised available.
- The Raised Undead will continue until the end of the Duration or until destroyed.
- A Drifting Ailment is a skeleton with miasma around it.
 - The miasma is unseen and only goes out 2 squares.
 - The Drifting Ailment does not follow any instructions from any source.
 - The Drifting Ailment will only last another 7 days.
- Does summon either a Skeleton.
- Does allow the caster to set a single instruction,
 - This must be a simple instruction the Raised is capable of doing.
- Does send the Skeleton back to it's origin point at the end of Duration.
- Remember, if skeletons are engaged into battle they might not stop on command.
- Does require the Save at the END OF THE DURATION:
 - Passing the Save creates a Skeleton with a swirling miasma (spreads disease).
 - Failing the Save destroys the Skeleton.
- Does NOT provide a Nae'Em connection between the Caster and the Skeleton.
- Does NOT have any effect if the instruction is too complex, the Raised just stays in one place.
- Does NOT have any control from the caster after the Duration regardless of the



Bonds and Connections

- This is an Cae'Em connection with a construct.

Counter:

LVL: 1 No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE = 2 Recipients	10
12	Range X2	8

Creations:



- 6 Hrs creates 1 Skeleton. Cost:16 pts.
- 6 pch Cinderroot, Grave dirt,
- Need corpse,
- Duration: 6 months. Then Drifter is possible.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The Stacking Limit becomes 5.

7 Shape Of A Wolf

LEVEL

Tier 2

Shifts into a medium sized wolf.

HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		None	SYL
1	Self	4 Hours			



By Magickstudio-art

Details:

GENERAL:

- About the new shape: Any medium size mundane/common wolf.
- has heightened senses of hearing and smell. (+30 on related Saves),
- Stats: HP=50, AC=22/20, Attk:x2, Init+8, ToHIT:+8, Dmg=2d6, Move: 18 or burst of 18.
- If the changed form takes more than 50 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is only able to bark, growl, whine, and howl, not talk.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Only rudimentary communication is possible with barks, growls, whines, and howls,
- Does NOT allow casting or use of tools/weapons while in the altered form.

Bonds and Connections

- No connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

7 Water Breathing

LEVEL

Tier 2

Can breath fresh/sea water and talk.

Does not protect against polluted water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Minute		Natural Environment	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	Self	1 Day		None	SYL



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the caster to breath under water,
 - The water must be clean water, but can be fresh or salt-water.
 - However, the caster is no longer able to breath out of the water.
- Allows the caster to be able to talk when underwater.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any protective nature regarding polluted water.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Water Breathing Leaf',
 - While other classes may use this item, the Sylvan have advantages with it.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Water Breathing Leaf

- Consume to breath H2O. Duration: 2 Hrs.
- SYL: Duration: 8 Hours.
- Need: Campfire, 20 SP, 4 Hours.
- Seaweed, Honeysuckle, Sea water.
- Market: 9 Max, Buy:12 GP, Sell:6 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
6	AOE = Self +1	6
12	Rollout Init	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

7 High Flares

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	In Sight	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	16 Sq Sphere	20 Minutes		None	ORX

[By site/group]

Details:

- Can be 'shot' up to 1/4 mile high. (1,320 ft or ~400 meters).
- Recommended the player group decide on meaning of colors/arrangement a head of time.
- Recommended the player group keep the messaging simple.

... allow the caster to send a visual signal using colors and up to 6 dots.
 - Caster presents 1 to 6 dots in the arrangement of a six sided dice.
 - Caster can choose flare colors from Red, Brown, Yellow, Purple, or Green.
 ... ensure the colors are easy to discern as long as the view is not blocked.
 ... allow a 'readable' view from 10 miles / 16 Km or nearer.

... work if the spell cannot reach the full height of .25 Mi or .5 Km .

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**

-- Allows the caster to delay the spell by 5 minutes.

7 Call & Direct Corvus

LEVEL

Tier 2

Single bird to observe for the caster.

HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	self	20 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Mark + Rep	2 Hours		None	SYL



By COPILOT

Details:

GENERAL:

- A common black bird appears (casters choice of raven, crow, or corvus)
- This black bird can mingle with any flock of other birds in the area.
 - With the Class Focus Item there is 50% chance 1d10 like birds will gather around it.
 - For any like birds to gather the caster must actively enact it.
- Stats:
 - HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.
- This bird is still vulnerable to natural predators.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does allow a single bird to move about within the AoE and
 - listen or watch then report back to the caster.
 - The AoE moves with the caster as the caster moves.
- Does require the caster to instruct the creatures through a Nae'Em.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does not continue if the called creatures are mistreated.
- Does NOT allow the spell to continue if the Ken becomes >0 during the duration.



Bonds and Connections

- This Is an Fae'Em connection with fauna.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

EOL-SYL-STM

309-1

7 Create Permanent Nae'Em

LEVEL

Tier 2

Can mentally talk with a bonded person when on same plane.

Resetting: 1 hr @ location or 2 days not @ location.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	1 Square	4 Days		Nae'Em
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1 Recipient	Permanent		EOL-SYL-STM



By COPILOT

Details:

GENERAL:

- This bonds a person to the caster and allows mental communication (on the same plane).
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a Permanent mental bond and allows either party to initiate and accept.
- Resetting a broken Nae'Em connection,
 - Can be re-established with 1 hour rollout when next to the Nae'Em,
or
 - Can be re-established with a 2 day rollout while not near the Nae'Em.

WHAT THIS SKILL DOES NOT DO:

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT have any function/effect when the caster and connected are not on the same plane.
- Does NOT continue (Is disconnected) by Arcane (Ancient Magic).
- Does NOT connect with any creature that is magical (Deities and such).
- Does NOT connect with any creatures that are not living.



Bonds and Connections

- This is a Nae'Em is a connection to a person.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Resetting connection reduced in 1/2.

SYL-STM-VEN

897-1

7 Portal To Nae'Em

LEVEL Tier 2

Caster or Nae'Em must be first to pass through.

Can't be created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
12 pts	PMP	4 Minutes	Hourglass	Nae'Em	Mundane
STACK	AoE	DURATION	TIME	SAVE	CLASS GROUPS
1	Self+1	5 Minutes	Hourglass	None	SYL-STM-VEN



Created by COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to have an active Nae'Em connection while casting the portal.
- The caster and one other person can pass through,
Or
The Nae'Em and one other person can pass through,
 - First to pass through must be either the Nae'Em or the caster.
- After the caster or Nae'Em one more may follow.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the Nae'Em is not able to respond.
- Does NOT work if the Nae'Em does not agree.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AOE +2	12

Focus Items and/or Kits:

- No effect.

7 View An Animal (Ae'Em)

LEVEL

Tier 2

Top down view from about 1 square above the animal.

Allows only 1 word basic communication.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	5 Minutes		Nae'Em	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Ae'Em, 1 sq above	1 Hour		None	SYL



By COPILOT

Details:

GENERAL:

- Creates temporary Vae-Em bond with the animal.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Gives the animal an awareness the caster is watching,
 - Can communicate via 1 word statements.
- Allows simultaneous use of bonding spells which communicate with the animal.
- Gives a top down from 1 square above the animal.
- Moves with the animal for the duration of the spell,
 - If the animal is in a non scryable area then this spell fails.

WHAT THIS SKILL DOES NOT DO:

- Does NOT create a immediate full trust with the animal.
- Does NOT function if the animal is in a non scryable area.



Bonds and Connections

- This Is an Fae'Em connection with fauna.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

7 Create Repellent Oil

LEVEL

Tier 2

Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash.

Yield 1d3 items. Repells insects. Large= Health Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 bottles	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Oil)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Honeysuckle, Marsh Daisy Leaves, and Root Ash.,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 Bottles of Repellent Oil (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter small insects will not stay near,
 - Applied by a HUNTER any large insect must roll a Health Save,
 - A failed Save by the insects will cause them to stay at a distance.
- A non-Hunter can usually sell this for 2 GP,
- Hunter is usually able to sell this for 5 GP
- Apothecary's selling price ranges from 15 GP up to 28 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Repellent Oil



- Repel large insects. Dur= 1 hr.
- HNT: 2 Hrs.
- Need: Campfire, 12 Sp pts, 4 Hours. Honeysuckle, Marsh Daisy Leaves, and Root Ash.
- Market: 9 Max, Buy:18 GP, Sell:3 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Creates additional bottle (per creation process)

EOL-VEN

7 Reach To My Home Nook

LEVEL

Tier 2

511-2

Summons one (1 handed) item from a preset permanent library.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	PMP	10 Minutes	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	Permanent	None	EOL-VEN



By COPILOT

Details:

- The caster summons a book or item they have stored in their library.
- This spell uses a pre-designated library on the same PMP plane as the caster.

- Does summon a manipulatable image of a book or item previously stored by the caster.

- Does require caster to be on the same plane as their library.

- Does require the caster to maintain concentration,

- i.e. the caster must stay awake throughout the Rollout.
- i.e. other activities that require concentration may not be done.

- Does NOT affect any libraries designated by other casters.

- Does NOT physically interact with items in the library.



Bonds and Connections

- This is an Tae'Em connection with a thing.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Creates a light bright enough to read by.

7 Vae'Em Portal (Astral Style)

LEVEL

Tier 2

from/To PMP portal. Vae'Em removes need for a Save.

Remote Vae'Em reset reduces Rollout to 2 hrs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	1 Square	4 Hours	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Square	2 Hrs	Skill	STM

GM Expected location



By COPILOT

Details:

GENERAL:

- The portal is to a specific place on the same PMP as the caster,
- This must be predesignated place that has a Nae'Em associated with it (a Vae'Em),
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Caster creates a portal to the preset Vae'Em.
- The caster must be the first person through the portal.
- 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.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.
- Does NOT work (closes without portal working) if caster doesn't go first.
- Does NOT allow portal access for only a non-living creature.



Bonds and Connections

- This is a Vae'Em connection with a Venue/Location.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Save column 1 easier.

7 View Dimension

LEVEL

Tier 2

Caster/party may view into the Dimension, & vice sa versa.

Sight Distance: Day=20 sqs. Night=2 sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Minutes		Planar	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Sq Perimeter	6 Hours		None	DOK



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows the caster and party to view into the Dimension,
 - Viewers must be within 1 square of the AoE,
 - Viewing would be up to 20 squares (in full daylight) into Dimension,
 - The party would only be able to hear loudest of sounds,
 - Focus item will add 5 squares to the viewing limitations.
- Caster cannot move the scry point in the Demension,
 - but can move around their end of the viewing portal to get another point of view.
- Also allows viewers within Dimension to look towards the PMP and see the caster,
 - The benefits and detriments would be the same as above.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any travel from PMP to Dimension or vice sa versa.
- Does NOT allow transference of materials through the viewing portal.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Adds 5 squares to viewing limitations.

EOL-VEN

427-5

7 Circle of Protection vs Phage

LEVEL

Tier 2

Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	9 Squares	5 Minutes	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3 Sq Radius	1 Hour	None	EOL-VEN



By diffusionart.co/realistic-photos/

Details:

- Caster draws a magical circle in green weave that protects against phage.

SHRINE?

- Does require the caster to create a circle during the rollout.
 - At finishing of rollout the edge of the circle becomes bubbling acidic phage.
- Does protect anyone within the circle from phage damage (reduces it by 3 points)
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- Does NOT protect against poisons/diseases.
- Does NOT completely nullify acidic phage damage (minimum of 1)
- Does NOT reduce any other type of damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Edge of circle acid causes damage of 1d6.

7 Hunters HIDDEN Shelter (5 ppl)

LEVEL

Tier 2

Take time to set up a hidden shelter.

Watch for: Smoke, noise, or movements that give it away.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	4 Hours		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	3 x 3 Squares	1 day / Tier		None	HNT



By COPILOT

Details:

GENERAL:

- Requires the EACH PERSON to maintain awareness,
 - i.e. they must stay aware of noise and commotion throughout the Rollout.
 - Be aware that the more activity around the shelter will likely make it easier to notice.
- Casual by-passers will not normally notice the shelter,
 - But noise, smoke, people entering/exiting may draw attention,
 - Note that active searchers are NOT casual by-passers.

WHAT THIS SKILL DOES DO: (Set up a hiddent shelter)

- After thoughtful set up the group can rest with little likelihood of interruption.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect when: (some examples)
 - In a urban environment,
 - In a subterranean location,
 - In an areas that have little to no plants or visual coverage.
- Does NOT inhibit sound or smells from within or without the shelter.

WHAT THE CREATION DOES:

- Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.
- The shelter:
 - allows up to 5 people,
 - may hide a well tended campfire within. But be aware of the potential of smoke.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Hidden Shelter

- Shelter duration is 1 day / Tier.
- Holds up to 5 people.
- Concerns: Smoke, Noise, Movements.
- Area not used in: Urban, No coverage, Heavy traffic.



Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Hunters kit is NOT passive,
- Use of kit reduces Rollout in half.

7 Strumos Waystation

LEVEL

Tier 2

platform protects anyone on it from normal weather effects.

3x3 SqS platform that protects from some weather

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Minute		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Squares	12 Hours		None	STM



By COPILOT

Details:

GENERAL:

- The platform protects anyone on it from normal weather effects.

WHAT THIS SKILL DOES DO:

- Does protect the creatures and objects on it from some weather effects.
- Does consist of NINE squares which each have a 264 lbs/120 kg weight limit.
 - Any object/person which is over the limit will fall 'Through' the platform.
 - If so, the spell ends.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT protect the creatures/items on the platform from attacks,
- The structure can only take 20 HP damage.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16
18	Duration X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Will include canvass walls.

EOL-VEN

315-4

7 Slow Alteration Into Ancestor

LEVEL

Tier 2

Change age/clothes/carried items/hair/eyes/facial hair.

COST	RANGE	ROLL OUT	4 RDS	COLLECTION	OUTCOME
8 pts	Self	4 Rounds		Hide or Obscure	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS	
1	Self	4 Hours	None	EOL-VEN	



By COPILOT

Details:

- Caster changes appearance to a generic look.
- Caster can alter their look by:
 - changing their:
 - Age,
 - Clothes,
 - Carried items, (Does not work for weapons and armor not allowed by the caster class)
 - Hair color and style (even to 'bald' if wanted),
 - Facial hair style and color (even to 'none'),
 - Eye color
 - allow the spell to conform to the current common look for crowd,
 - within the range of changes as listed above.
- Does a slow change of the caster's appearance to a generic look for their race.
- Does allow caster to change their age, clothing, carried items, hair, eyes, and facial hair.
- Does allow the caster to blend in with a crowd of their choosing,
 - within the range of the changes listed above.
- Does allow expanded choices of change when using a Focus item including:
 - Race, Height, Weight, and Gender.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT let anyone notice changes if the spell is cast in a large crowd. (10+ people)
- Does NOT allow the caster to camouflage non-classed weapons.
- Does NOT allow the caster to camouflage any spell casting.
- Does NOT allow the caster to appear as a member of a different race.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1

Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can change their race, height, weight, & gender.

8

Circle of Protection vs Magic

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	8 Minutes		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Squares	10 Minutes		Skill	

[By site/group]

Details:

- Caster draws a circle (AOE) which creates safe squares in a 'cross' design.
- Squares that are diagonal to the center square have part of the circle within them, - thus, that entire square is not within the protection of the spell.s

... allow those within the AOE to have a layer of protection against spells and spell effects,
 - If the spell has a Save required, column is adjusted 1 in favor of those in the circle.
 - If the spell does not have a Save then those in the circle gain a MR:2 Save.
 ... require the caster of this Circle of Protection to be within the AOE.

... move once the circle has been placed.
 ... affect any spells that have a mundane outcome.

Bonds and Connections



Counter:

LVL: 1

Same Skill.

Creations:

- Creates a chalky magenta powder.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Duration +50%	6
10	Rollout Halved	6



Focus Items and/or Kits:

- Caster one more column to their benefit.

8 Critical Shot At 18 to 20

LEVEL

Tier 2

Natural 18-20 ToHITs are critical Hits. 1 Ranged wpn only.

Dur: 1 battle or 4 hrs. Enhancement: Rollout Init useful.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	1 Minute		Battle Actions/Prep
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	By Weapon	4 Hrs or 1 Battle		HNT



By COPILOT

Details:

GENERAL:

- Can be applied in or out of battle,
- Normally, starting it in battle would not be recommended since Rollout is 1 min (10 Rounds).
- Enhancement of 'Rollout Init' at 12th level (12 pts) set the rollout to Initiative.
- Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Is set to only one ranged weapon per battle,
 - The potentail effect lasts the entire duration, but only for 1 selected weapon.
- Critical Rolls for Ranged Shot,
 - Normal Critical Roll is a Natural 20,
 - This skill changes the allow rolls to a Natural 18, 19, or a 20,
 - any of these natural rolls allows Hunter to use the Critical Range chart.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply to a type of weapon (e.g. all longbows).
- Does NOT apply to non-Ranged weapons.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12

Focus Items and/or Kits:

- Not required.

8 Pull Aggro

LEVEL

Tier 2

Convince them you are the biggest threat!

JUST 1: Self:Attk-2. AC-4. Grp:Init & AC +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	3 RDS	SAVE	CLASS GROUPS
1	8 Sq Radius	3 Rounds		Skill	FTR

Draws Aggro



By COPILOT

Details:



GENERAL:

- Example:
 - The fighter draws the targets away the others, the group may have time to act because,
 - the fighter will seem to be the key person holding this group together, or
 - the fighter will seem to be weak enough to finally take out, or
 - the fighter will seem to have the most valuable loot.
- When using this skill no other attacks may be utilized. (Just 1),
 - Note that an 'Extra' attack will still be available if the opportunity comes up.
- Requires the fighter to maintain concentration,
 - i.e. the fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the character to role play the effort to draw the targets attention,
 - This will then give the GM the ability to estimate the degree of aggro,
 - NOTE: the result could end up very different than the rolled amount.
- Allows the fighter to attempt to attract enemies up to 8 squares in all directions.
- Requires the fighter to:
 - Drop their number of attacks by 2 (minimum of 1) and
 - Drop their AC by 4.
- Allows the other members in the party to gain,
 - An AC bonus of +2,
 - An Initiative bonus of +2.

WHAT THIS SKILL DOES NOT DO:

- Does NOT effect more than 4 targets per skill usage.
- Does NOT have any effect on creatures that cannot or will not think on their own.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

8 Force Clap 2d6 Daze 1d2 rds

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	NEXT	SAVE	CLASS GROUPS
99	2 Squares	Instant		Brute	 VEN

1/2 Damage



Created By COPILOT

Details:

-- Uses unseen force to knock up against the target.

... damage to all in the target squares,
- damage of 2d6 + Acumen Bonus.

... cause each creature in the squares to Save,
- Failing the Save will daze the creature for 1d2 rounds.
- any creatures or loose items between caster and target may be moved by pressure,
- but only the target will usually be dazed and/or take damage.

... work against non-corporeal creatures.

Bonds and Connections

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Save +1 Column.

8 Hail Stones Attack

LEVEL

Tier 2

A white cloud rises over the area, and throws down hail.

Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Squares	Permanent		Resist (Skill/Non)	SYL

1/2 Damage



By COPILOT

Details:

GENERAL:

- Caster first targets the area,
- Next, hail strikes down into the area from about 3 Squs above,
 - The 3 squares above is a visual effect only.
 - Areas with less than 3 Squs height can still be attacked.

WHAT THIS SKILL DOES DO:

- Does 3d6 + ACU Bonus ice damage.
- Has a increase effect against heat based targets,
 - additional +4 damage to heat based creatures.
- Delivers no more or less damage vs non-heat based creatures that are heated or on fire.
- Delivers the attack and damage from above the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on creatures acclimated to cold weather/environments.
- Does NOT cause any damage to flora due to frost/coldness.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Damage X2	12



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

EOL-VEN

429-5

8 Phage Rain (2 Rds)

LEVEL

Tier 2

ToHit not required. Dmg: 3d6+ACU for 2 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	2 Rounds		None	EOL-VEN



By COPILOT

Details:

- The caster summons acid rain.
- No damage to armor, but armor looks more weather worn.
- Does inflict 3d6 + ACU Bonus in acid damage in a 1-square area for two rounds.
- Does require the character to attend to the damage on the 2nd round,
 - GM does not automatically run this on subsequent rounds.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- Does NOT corrode or poison anything, nor does it inflict diseases.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Damage roll becomes 3d6 + ACU + 2

8 Static Bolt

LEVEL

Tier 2

Roll 1 ToHIT for up to 3 targets. Focus: +2/Tier ToHIT.

Dmg 2d6+ACU. Dmg +1d6 if non-Adamantine armor. No Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	15 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION	NEXT	SAVE	CLASS GROUPS
99	Direct Line	Instant		None	STM



By COPILOT

Details:**GENERAL:**

- Bolt may pass through up to 2 persons,
- must be in a row,
- any insulation stops all movement of the bolt.

WHAT THIS SKILL DOES DO:

- All targets must be within Range,
 - All targets must be in a row for this single bolt to strike them,
- Requires a ToHIT,
 - Note the active use of a Focus Ring will add to the ToHIT,
 - All targets are affected by the single ToHIT rolled by the caster,
 - Targets with Adamantine body armor take damage, but do not allow it to go through them.
- Delivers damage of 2d6 + ACU on up to 3 targets in row,
 - add +1d6 damage for targets wearing non-Adamantine body armor,
 - However, Adamantine body armor blocks the electricity from passing on through.
 - Roll the damage once and apply the amount to each target.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.
- Does NOT allow electricity to pass all the way through Adamantine body armor,
 - The target will take the damage, but not pass the bolt through.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Improves ToHIT by an additional 2/Tier.

8

Whirling Mordra, Rogue Style

LEVEL

Tier 2

Attack everyone at once when surrounded.

JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
99	Adjacent SqS	1 Round		None	ROG



By COPILOT

Details:

JUST GENERAL:



- When using this skill no other attacks may be utilized. (Just 1)

WHAT THIS SKILL DOES DO:

- Gives a bonus of ToHit+4 and Dmg+4 that is applied to each target.
- Uses only 1 attack which is applied to all targets,
 - Number of attacks becomes only 1.
- Applies damage to all surrounding squares regardless whether friend or foe.

WHAT THIS SKILL DOES NOT DO:

- Does NOT always hit all targets surrounding the Rogue,
 - The single ToHIT may not hit the individual ACs of the targets.
- Does NOT skip any of the surrounding squares,
 - All 8 surrounding squares are attacked whether friend or foe.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Damage X2	12
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

8

Brace for Onslaught

LEVEL

Tier 2

Prepare for multiple attackers against you.

EXTRA: Attk-2, Min=1. AC+2. BRU & AGL Save rolls +40.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Reaction	Mundane
STACK	AoE	DURATION	2 RDS	SAVE	CLASS GROUPS
99	Self	2 Rounds		none	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- If the Fighter passes the Saves they are not affected by the:
 - Knockdown, Stunning, Dazed, or Push back.

WHAT THIS SKILL DOES DO:

- Requires the Fighter to remain facing the primary issue they are addressing,
 - Must stay within their 1 square,
 - Must face the primary issue,
 - Fighter may 'look' elsewhere, but not face elsewhere.
- Allows 'Bracing' towards 1 or 2 adjacent front squares (no flanking squares).

WHAT THIS SKILL DOES NOT DO:

- Does NOT help if the fighter is pushed or moved about by means other than an attack.
- Does NOT continue within the round if the Fighter is moved out of the their square.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save Roll +20	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

8 Critical Hit, 2nd Choice

LEVEL

Tier 2

After a lousy Critical Hit roll. . .

INTERRUPT: Reroll Critical Hit and choose which roll.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	Instant		None	FTR



By COPILOT

Details:

GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Fighter can upgrade a natural critical roll.

WHAT THIS SKILL DOES DO:

- Allow the Fighter to roll a 2nd 1d100 when they have critically hit,
- Fighter must choose between the original roll or the reroll.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on non-critical rolls.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

8

Create Zombie/Skeleton

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	6 Hours		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Target	Save @ EOY		Resist (Skill/Non)	NEC

Creation Done!



By COPILOT

Details:

- Requires 6 pinches of Cinder Root (expected cost of ~3 gold).
- The intention of this spell is to create a Zombie, which requires tissue, muscles, & bone.
 - When there is a lack of tissue and muscles (soft materials) a Skeleton is created.
- A zombie has more articulation than a skeleton and can be redirected as needed.
 - They respond to up to 3 different simple triggers, set up at the time of the skill.
 - Redirection in battle to another trigger uses one of the Caster's spell actions.
- At end of year the tissue/muscles slough off the body leaving behind only skeletal remains.
 - buried skeletal remains can only produce a Skeleton, not a Zombie.
 - Skeletons are NOT redirectable, taking a single command which they sustain forever.
- Therefore this skill can make Zombies or Skeletons depending on what remains you have.
- If the Zombie/Skeleton is within their Creation site the Save is 1 column better.

- Does grant a half life to a corpse. The corpse...
 - Must be of a civilized creature, i.e. Oergle, Elf, Human, etc.
 - Must be a standard physical representation of the race, i.e. no missing limbs
 - Decaying or decomposing tissue is NOT a consideration
 - Can be piecemealed together as long as it is a standard physical representation
 - Cannot have had any successful Consecration done to it or any of its parts.
 - Must be within 6 months of death to be useable.
- Does allow the embedding of 3 commands during the RollOut of this skill.
 - If the caster misses the time to embed commands to a Zombie the skill is wasted.
 - If the caster misses the time to embed commands to a Skeleton it is randomly assigned.
- Remember, if skeletons are engaged into battle they might not stop on command.

- Does NOT bring back the full faculties that the former life held.
- Does NOT create a creature that will think for itself.



Bonds and Connections

- This is an Cae'Em connection with a construct.

Counter:

LVL: 1 No Counter Available.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8

Creations:



This spell creates A ...

- 6 Hrs creates 1 Zombie. Cost:20 pts.
- 6 pch Cinderroot, Grave dirt,
- Need corpse,
- Duration: 6 months. Then Skeleton is possible.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Home ground changes from Creation Point+1 Mark to Creation Point+20 Marks.

8

Request Ancestor Delve

LEVEL

Tier 2

XX

COST	RANGE	ROLL OUT
XX	XX	XX
STACK	AoE	DURATION
1	XX	XX

COLLECTION	OUTCOME
Commune	Mundane
SAVE	CLASS GROUPS
Skill	VEN

XX

Details:

A 10' globe of bright light appears around the caster 30 minutes into the rollout and stays for the duration of the Commune. The Ancestor "may" be able to answer questions outside their Direct Ancestor Knowledge, but it requires "delving" on their part. Upon being asked to delve for a single answer, the ceremony ends. The caster may commune only with the delving Ancestor until they receive an answer or request an end to the delve. Petition Ancestor and Channel Ancestor spells will not work during a delve. Delves are limited to knowledge from the Ancestors Era and are subject to the same limitations as Direct Ancestor Knowledge, but with more difficult saves. Delving saves are based on the caster's Serendipity, start at column 2 for the simplest questions and rise from there. The GM determines the difficulty when the question is asked. The player will not be told the column or roll results directly, but the Ancestor may hint at them. Players are encouraged to limit questions if they want good answers. The number of days required for the Delve is two times the save column. The answer will be cryptic or only partially correct. If the save is less than 20 points over the save #. The Delve period restarts if the save is failed.



By COPILOT

Bonds and Connections

XX

Counter:

No Counter Available.

Creations:

XX

XX

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

-- No effect.

8 Shape Of A Tree

LEVEL

Tier 2

Caster can allow others to hide with them. (1 per Tier)

Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shape Change	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 tree	4 Hrs		None	SYL



By COPILOT

Details:

GENERAL:

- Caster creates a Nae'Em as they blend with a tree.
- Plants AC is 8 and HP is same as caster.
 - If the tree is brought to 0 HP then the caster spills out and is unconscious.
- When using this same spell to counter an instance of this spell:
 - That caster must target this specific tree.

WHAT THIS SKILL DOES DO:

- Allows the caster to become part of a tree that is 1 square high or more,
 - Caster may include others, 1 per Tier.
- When in the tree,
 - The caster feels temperature changes and pain,
 - Can see, hear and feel when inside,
 - Any damage done in that form continues when the caster exits the tree.
 - Allows the caster to end the spell and emerge within 1 round,
 - This takes the rest of the current round, but does not inhibit the next round.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster the ability to smell, speak or cast from inside.
 - The caster is not able to move the any part of the tree (as if by muscular effort).
- Does NOT allow the caster to perform any actions which requires movement.
- Does NOT work on tree creatures.



Bonds and Connections

- This is a Tae'Em connection with a plant.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

8 Coastal Net Fishing

LEVEL

Tier 2

Not a Solo skill. Hunter direct 3+ helpers

Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	16 Hours		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Ocean	Permanent		None	HNT



By COPilot

Details:**GENERAL:**

- Hunter coordinates net fishing from piers or ships.
- Net fishing is a team effort: Hunter may be the coordinator and bring in 6d20 meals,
 - Professional and permanent net fisherman brings in 12d20 meals.
 - Each helper person adds 5 uncooked meals to the total.
- Requires the Hunter to maintain awareness and focus on the task,
 - i.e. the caster must stay focused throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL IS ABOUT:

- Hunter must have time to set up, net fish, and tear down (All in the Rollout time):
 - 4 Hrs prep time for the crew and equip, 8 Hrs fishing time, 4 Hrs cleaning and gutting fish.
- Yield based on amount of help:
 - Yield with help is 5d20 uncooked meals,
 - Each helper person adds 5 uncooked meals to the total.
- Raw food to Cooking,
 - Cooking / prep time is 1 hour per 30 fish.
- Requires nets and other proper fishing gear.

WHAT THIS SKILL DOES NOT DO:

- Does NOT account for spoilage or processing,
 - These side issues are not to interrupt more of the game unless very significant.
- Does NOT allow the Hunter to complete this skill alone,
 - a minimum of 3 helpers must be present.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- Yields fish.

**Enhancements:**

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

8 Call & Set Wolverine Defender

LEVEL

Tier 2

A small bear-like weasel to defend the caster.

Defend, HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8+Ken

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	1 Minute		Partner Cooperations
STACK	AoE	DURATION		Magical
3	1 Wolverine	2 Hours	None	SYL



By COPILOT

Details:

GENERAL:

- Contrary to stories usually wolverines will not attack a larger predator, like a wolf or a bear.
- Stats:
Defend Only: HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8, Move:12
- The caster is able to stop the protectors from attacking via the Nae'Em.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does allow the caster to direct which direction/facing the wolverine will defend.
 - Wolverine will only attack if they or the caster is physically attacked.
 - Wolverine will not leave the casters side to start/continue attacks.
- Does require the caster to instruct the creatures through a Nae'Em.
- Does allow the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the called wolverine to mix with other wolverines,
 - except with other wolverines the caster has called.
- Does not continue if the called creatures are mistreated.



Bonds and Connections

- This Is an Fae'Em connection with fauna.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Init	12



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

8 Protect Hunter vs Missiles

LEVEL

Tier 2

Hunter gains +2 to AC vs Missiles and Thrown attacks.

No effect vs other kinds of attack.

COST	RANGE	ROLL OUT	2 _{RDS}	COLLECTION	OUTCOME
8 pts	12 Squares	2 Rounds		Partner Cooperations	Mundane
STACK	AoE	DURATION	clock	SAVE	CLASS GROUPS
1	1 Target	2 Hours		None	SYL



By COPilot

Details:

GENERAL:

- The recipient Hunter must be in range..

WHAT THIS SKILL DOES DO:

- Gives the hunter a +2 to AC verses Missiles and Thrown attacks.
- Continues til the end of the Duration even if the caster is unable to continue,
 - unconscious, asleep, etc...
- Ceases to function of the caster dies.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on any form of dead, undead, living dead.
- Does NOT work on non-corporeal forms.



Bonds and Connections

- This Is an Nae'Em connection with a Hunter.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

8 View Imp Spy

LEVEL

Tier 2

From 2 sqs above or through eyes of casters current Imp.

Must be on same plane. Dimension sets range to 400 sqs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
6 pts	100 Squares	1 Minute		Partner Cooperations
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	1x2x2 Squares	4 Hours		None



By COPILOT

Details:

GENERAL:

- Without this spell the caster can communicate with their Imp partner,
- but only via the inner voice of a Nae'Em.

WHAT THIS SKILL DOES DO:

- Requires the caster to have previously Invoked an Imp,
- Can be a temporary Imp or an Imp partner.
- Allows caster to use the following methods,
 - See through Imps eyes. (with normal vision only),
 - Also allows the caster to view from about 2 sqs above the Imp (even when it's flying).
- Caster and Imp must be on the same plane,
 - If in Dimension the range is quadrupled to 400 sqs.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- This spell doesn't give any control of the Imp to the caster.



Bonds and Connections

- This is an Cae'Em connection with an Imp Construct.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus Staff with crystal is NOT passive.
- Quickens the Rollout time. Rollout x 1/2

8 Chant Of Rogues Grace, +1/Tier

LEVEL

Tier 2

+1 Grace to Rogues who have spoken the words of respect.

of times = caster Tier (w/ words spoken each time).

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
10.4 pts	6 Squares	10 Minutes	Hourglass	Shrines	Magical
STACK	AoE	DURATION	TIME	SAVE	CLASS GROUPS
1	2x2 SqS	10 Minutes	Hourglass	None	VEN



By COPILOT

Details:

GENERAL:

- Each person within the AoE that speaks the words of respect can receive +1 to Grace,
- Within the Duration once the words are said aloud the Shrine delivers.
- Does require the caster to maintain concentration,
 - The Shrine is set up within the first minute of the Rollout.
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- The Shrine is set up within the first minute of the Rollout,
 - During this time the caster reveals the current words of respect.
- Requires the Recipients who want the benefit to speak the words of respect aloud,
 - Gives +1 Grace to all that have spoken the words of respect anytime within the Duration,
 - The recipients may repeat the words and gain the benefit for each caster Tier.
 - Only allows the maximum number of benefits given to equal the casters Tier,
 - The benefit given lasts throughout the Duration even outside the AoE.
- Requires Shrine to be respected throughout the Rollout and Duration,
 - Any person that disrespects the Shrine cannot receive its benefit,
 - Any person that will not speak the words of respect cannot receive the benefit.
- Beneficial adjustments can be found in Enhancements and with a Focus Orb,
 - Specifically notice that with a Focus Orb the Enhancements cost is reduced in half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipients be engaged in battle to receive the benefit,
 - Battling the round before or the round after is allowed.
- Does NOT have any effect on recipients that are not in the AoE.
- Does NOT work if the caster is interrupted during the Rollout,
 - Battling, Disrespecting the Shrine, and Dispel Magic are examples of being interrupted.

Bonds and Connections

- No Nae'Em connection.



Counter:

Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	AOE +50%	12



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows use of Enhancements at 1/2 the SP cost.

8

Determine Portal Destination

LEVEL

Tier 2

Current plane gives direction. Other gives plane name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 Squares	6 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	3 Square Radius	2 Hours		None	VEN



By COPILOT

Details:

- Sign post fades out of existence at end of Duration.
- If a current location title is given via the Focus Item,
 - it is shown within the crystal of the focus item.
- Does create a sign post and sign,
 - If the destination is on the same plane the sign shows the compass direction,
 - N, NE, E, SE, S, SW, W, or NW.
 - Use of a focus item will reveal if the title of the destination,
 - usually the title is geographic. (This is within the Focus item).
 - If the destination is on a different plane the sign title will name the plane,
 - No direction is given in this case,
 - Focus item will have reveal no extra information.
- Does allow all within site to see the sign post,
 - the only time a title can be seen on the sign is if the destination is off plane.
- Does NOT reveal any information about the creator of the portal.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1

Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Reveals a title (if on the same plane)

ORX- VEN

1032-3

8

Obscure Magical Depth

LEVEL

Tier 2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts		5 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1		1 Year		Skill	ORX- VEN

Sight

By COPILOT

Details:

All magic items have layers of magic within. These are called Aspects.

Aspects are one of the following:

- Condition (ex, user must be over 5th level, or user must be a Dokour)
- Effect (ex, +2 to AC, or -10 HP) Possible to tie an effect to a condition.
- Creator info (ex, creators name, race, favorite color...)

The order of the conditions and aspects dictate how the magic works with the item.
information about the creator does not affect the magic,
but this info can be used to track down the creator.

This spell will show ONLY the first 3 aspects while indicating there are no more aspects.
Of course, this matters only when the item has more than 3 aspects.

The remaining aspects (the ones beyond the 3rd) are hidden and will not be revealed
until a 'Remove Obscure Magic' is used.

Bonds and Connections

- No Nae'Em connection.

Counter:

Remove Obscure Magic

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

8 Sphere Of Privacy

LEVEL

Tier 2

Those within can talk without fear of being overheard.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	4 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Squares	2 hours / Tier		Scry's are noticed	VEN



By COPILOT

Details:

- Affects some connections and does not affect others.
- Does allow the reconnection of Nae'Em's and connections after the duration.
- Does block Nae'Em connections for the duration.
- Does block:
 - Nae'Em (connections to civilized people),
 - Vae'Em (connections to places),
 - Tae'Em (connections to things),
 - Ae'Em (connections to animals),
 - Cae'Em (connections to constructs).
- Does block attempts to scry on those within the sphere.
- Does NOT normally permanently block Nae'Em's and connections.



Bonds and Connections

- This is a Vae'Em connection with a venue (location).

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- AoE becomes 5x5 squares.

8

Raise Nae'Em Fighter Str +1

LEVEL

Tier 2

Add 1 to STR (in Sheet) & and it will auto adjustment.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	2 Minutes		Nae'Em	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
2	1 Fighter	1 Hour		None	STM



By COPILOT

Details:

GENERAL:

- Raises the Fighter's strength by one,
- All adjustments to saves, initiatives, ToHITs are then applied.

WHAT THIS SKILL DOES DO:

- Does affect only Fighters that are Nae'Em bonded to the caster.
- Does limit the number of times this spell be can on any creature to 1.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect non-fighters.
- Does NOT affect fighters that do not have a Nae'Em connection with the caster.



Bonds and Connections

- This Is an Nae'Em connection with a Fighter.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
14	Range At 3 Sq's	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Duration becomes 4 Hours

8 Electrifying Spell Effect Cleanse

LEVEL

Tier 2

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Touch	30 Minutes	Fragility	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	Resist (Skill/Non)	STM
			Fragility 0	



By COPilot

Details:

adds to the Save Roll used at the end of a fragility cycle that was created from a spell.
typically spells have a Save cycle of 1 hour.

This will add +20 to the infected persons Save Roll, making it easier to get out of their system.
This +20 will be added each time the cycle loops.

this spell does not need to be cast multiple times, in fact will not help to do so.
a single casting will continue for 5 cycles.

basic notes:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
Max depth 10
Progress steps 3
Repeat Save Roll Adj -40

cycles
spells 1 hour
disease/sickness 24 hours
poisons 1 round

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Range At 3 Sqs	8

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Set Save column to one better.

8

Constrain Arcane Script

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Hour		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	200 Characters	Permanent		None	ORX

[By site/group]

Details:

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A spell is counted as 100 characters.

Must be done on high quality parchment or vellum.

If otherwise is attempted the saving throw is extreme. Needs 100 to succeed.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

8 Create Fragility Poultice

LEVEL

Tier 2

Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves.

Yield 1d3 items. Effect: Fragility issues -1 level

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 Poultices	Used / EOY		None for creation	HNT



By COPILOT

Details:**GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Poultice)

- Creation requirements of the Hunter,
 - A stocked Kitchen/Lab is required.
 - Acquire Bees Wax, Seaweed, and Anis Leaves,
 - Use a stove to bake for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 Jars of Fragility Poultice (Max 9 per day),
- Affects health and wakefulness,
 - Applied by a non-Hunter it will lower the Fragility level by 1,
 - Applied by a HUNTER it will also reduce the max time (rounds, hours, days) by 1..
- A non-Hunter can usually sell this for 4 GP,
- Hunter is usually able to sell this for 8 GP
- Apothecary's selling price ranges from 55 GP up to 65 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Fragility Poultice

- Current Fragility level -1.
- HNT: Max Time -2.
- Need: Kitchen/Lab, 16 Sp Pts, 4 Hours. Bees Wax, Seaweed, and Anis Leaves.
- Market: 9 Max, Buy:60 GP, Sell:7 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Makes 1 additional Poultice (per creation process)

8

Imbue an Item with

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	3 Days		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	5 Years	1	None	ORX

[By site/group]

Details:

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

-- No benefit.

8 Doknec Tcane Magic (Dispel Magic)

LEVEL

Tier 2

Many spells can be temporarily halted or entirely stopped.

List of spells in the Full Descriptions.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	6 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		GM	DOK



By COPILOT

Details:

Alpha sorted list of spells that are ended by Dispel Magic:

as of 8/29/2025

- Animate Cats Eye Marble
- Astral Plane Projection
- Call & Direct Rodent
- Call & Direct Small Assistants
- Call & Post Yappy Camp Dog
- Camp Shock Perimeter
- Capture/Release Light (Violet)
- Cause Illness
- Charged Fencing, Two Sides
- Circle of Protection vs Undead
- Create A Magical Glow
- Dimension Personal Hideaway
- Feather Bed
- Fire Starter
- Heat Wave Wall
- Hot Conversations
- Hot Rocks
- Imbue Ionic Marker (Tae'Em)
- Improve Food
- Improve Resist & Skill Saves
- Increase Fighter Movement
- Invoke Temporary Dimension Imp
- Langstrom Cloak Pockets
- Langstrom Rupture
- Light of Orix (Violet)
- Light of Strumos Yellow
- Light To Calm The Dead
- Orix False Glow
- Phage Mist
- Profiled In Fire
- Project Astral Image Within PMP
- Red Light of Dokour
- Ribbon Goblin Lookout
- Send Item to A Nae'Em Location
- Shadow Cover (AC +1)
- Shadow of the Magi
- Shape Of A Deer
- Shape Of A Dog
- Shape of A Familiar
- Shape Of A Plant
- Sky Scrying
- Sleep: Light Nap
- Strumos Run
- Summon Feline Familiar
- Swamp Lights (Greenish)
- The Darkness
- Typhlotic Sparky
- Vae'Em Portal (Astral Style)
- Veil of Shadows
- View Dimension
- View Imp Spy
- Visible Sign Posts
- Water to Ice (Reversible)
- Water to Steam (Reversible)
- Weapon Speed Charm
- Wind Wall

All TIRO Spells are vulnerable to be Dispersed as well.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

8 Circle of Protection vs Undead

LEVEL

Tier 2

Undead are not able to cross the perimeter.

Living Dead must Save to pass.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 squares	Initiative		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3 Square Radius	5 Rounds	Skill		STM

Cross Perimeter



By COPILOT

Details:

GENERAL:

- Casters identifying symbol must be represented in the art of the circle.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken or end of duration.

WHAT THIS SKILL DOES DO:

- 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.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect Living Dead.
- Does NOT continue if the caster is distracted or not able to concentrate.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save Roll -20	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- 6 additional squares to range.

9

Triggered Shield vs 1

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Minute		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Battle	3 Days		None	ORX

[By site/group]

Details:

-- If the caster is hit this spell becomes active.
 -- This spell may be used to add temporary magic to a piece of armor.
 -- Example:
 - Orison the mage casts the spell and the next day is in battle with his group.
 - The spell is passive, NOT active at the beginning of the battle.
 ----> Note: The player/character is responsible to request and track this. <----
 - An Ogre swings and hits Orison the mage.
 - The spell is now ACTIVE.
 - The Ogre must roll a Save with each attack on Orison during this battle.
 - If the Ogre passes the Save there is NO penalty to the ToHIT.
 - If the Ogre fails the save he is penalized -1 ToHIT for that battle.
 - After the battle is over the spell deactivates (Ends).

... remain passive (up to 3 days) until caster has been physically hit,
 ----> Note: The player/character is responsible to request and track this. <----
 ... become active after an attempt to hit (Save just before each ToHIT),
 - Interferes with possible hits from the aggressor to the caster,
 - For EACH attempt to hit the aggressor must roll a Save,
 - Failing the Save means the aggressor has a penalty of -2 ToHIT.
 ... remain active for 1 full week if it is not used within that week.
 ... continues to duration even if the caster is not around or aware.

... apply to multiple aggressors.
 ... apply to the specific aggressor when they attack others.
 ... continue once the battle is over.

Bonds and Connections



Counter:

LVL: 1 Same Skill.

Creations:

-- Creates Redish blue sand.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Rollout Init	12
14	Duration X2	8



Focus Items and/or Kits:

-- Caster gains a benefit of another -1 ToHIT when the spell activates. Total of -2 ToHIT.

9 Desperation Attack

LEVEL

Tier 3

Hope for the best with these random bonuses.

Rolls separate d20-8 and apply to AC, Init, ToHITs, & Dmg.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	1 Round	1 RDS None	FTR



By COPILOT

Details:

GENERAL:

- This skill gives a chance to have a great effect on battle!
- Also, gives a bit of a chance that battle will not go so well.
- The AC, Initiative, ToHIT, and Damage are adjusted by separate 1d20-8 rolls.
- Use the adjustments rolls for all the attacks and defense in the round.
- This skill can be assisted by the spell "Assist Desperation Attack",
 - That spell will change the adjustment from 1d20-8 to 1d20-5.

WHAT THIS SKILL DOES DO:

- Requires the Fighter to announce the intention to use this when rolling initiative.
- Follow this process, as applicable, for each normal attack in the round:
 - For AC roll 1d20 and subtract 8. Use this to adjust your AC,
 - For Initiative roll another 1d20 and subtract 8. Use this to adjust your Initiative.
 - For ToHITs roll another 1d20 and subtract 8. Use this to adjust your ToHITs.
 - For Damage (if you hit) roll 1d20 and subtract 8. Use this to adjust your Damage.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow this skill to be used on Saves.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

9 Single Focus Attacks

LEVEL

Tier 3

Fighter hyper focuses on a single creature. **Dur:Battle**

+8 ToHIT for all melee attacks, then 2 rnds NO bonuses (1d20).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 creature	Battle		none	FTR



By COPILOT

Details:

GENERAL:

- Fighter chooses a single creature to focus attacks on.

WHAT THIS SKILL DOES DO:

- Allows Fighter to increase their ToHIT by 8 to all ToHITS against that target,
 - If/when focus is gone the fighter loses ALL bonuses to ToHIT for 2 rounds,
 - Therefore, the next 2 rounds the Fighter rolls an unadjusted 1d20 ToHIT,
 - After the 2 rounds of no bonuses the fighter regains normal ToHIT bonuses.
- Allows enhancements,
 - The 'Stacking +1' enhancement @ 14 level (8 pts) allows selection of a 2nd creature.
 - The 'Attacks +1' enhancement @ 14 level (8 pts) allows an addition attack.

WHAT THIS SKILL DOES NOT DO:

- This does NOT affect Ranged or Thrown attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8
14	Stacking +1	8

Focus Items and/or Kits:

- Not required.

9

Create Plague Bearer/Drifter

LEVEL

Tier 3

Plague Bearers last around 6 months, Drifters last indefinitely.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
24 pts	Touch	6 Hours	Summon or Send	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
7	1 Corpse	Save @ EOY	Resist (Skill/Non)	DOK



By COPILOT

Details:

- Requires 6 pinches of Cinder Root (expected cost of ~3 gold).
- The intention of this spell is to create a Plague Bearer undead, from a diseased corpse.
- A Plague Bearer is harder than a Drifter and is tangible as well as redirectable,
 - They respond to up to 3 different simple triggers, set up when casting,
 - Redirection in battle to another trigger uses one of the Caster's spell actions,
- Those within 3 squares of a Plague Bearer must make the Save to resist the Disease I.
- After a failed Save on the new cycle the Plague Bearer decomposes,
 - leaving behind a Drifter who are NOT redirectable, taking one command which use forever.
- Those who occupy the same space as a Drifter must make the Save to resist Sickness.
- Therefore this skill can make Plague Bearers or Drifters based on the remains you use.
- If the Plague Bearer/Drifter is within their Creation site the Save is 2 columns better.

- Does grant a half life to a corpse. The corpse...
 - Must be of a civilized creature, i.e. Oergle, Elf, Human, etc.
 - Must be a standard physical representation of the race, i.e. no missing limbs
 - Decaying or decomposing tissue is NOT a consideration
 - Can be piecemealed together as long as it is a standard physical representation
 - Cannot have had any successful Consecration done to it or any of its parts.
 - Must be within 6 months of death to be useable.
- Does allow the embedding of 3 commands during the RollOut of this skill.
 - If the caster misses the time to embed commands to a Plague Bearer the skill is wasted.
 - If the caster misses the time to embed commands to a Drifter it is randomly assigned.
- Remember, if skeletons are engaged into battle they might not stop on command.
- Does NOT bring back the full faculties that the former life held.
- Does NOT create a creature that will think for itself.



Bonds and Connections

- This is an Cae'Em connection with a construct.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Home ground changes from Creation Point+1 Mark to Creation Point+20 Marks

9 Shape Of A Bear

LEVEL

Tier 3

Sylvan morphs into a medium sized common brown bear.

HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	5 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		None	SYL
1	Self	2 Hours			



By COPILOT

Details:

GENERAL:

- About the new shape: Any medium size mundane/common bear.
- has heightened senses of hearing and smell. (+10 on related Saves),
- Stats: HP=70, AC=25/20, Attk:x2x3, Init+4, ToHIT:+8, Dmg=1d8, Move: 15 or burst of 20.
- If the changed form takes more than 70 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is able to roar, growl, and whine, just not talk.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT allow the caster (in this form) to cast spells or use tools/weapons.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
9	Duration +50%	6
10	Rollout Halved	6



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

9

Extra Healing 3d8+ACU

LEVEL

Tier 3

Extra special healing!

Heal 3d8 + ACU Bonus.

Range of 8 sqs for Fighters.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8.4 pts	2 or 8 sqs	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	Permanent		None	STM



By COPILOT

Details:

GENERAL:

- A Strumos healing spell that has something Extra in it.

WHAT THIS SKILL DOES DO:

- Heals 3d8 + Acumen Bonus.
- Heals living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter,
 - The spell range becomes 8 Sq.s.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT heal issues regarding Fragility.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE = 2 Targets	12
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

9 Call & Set Wolf Protector

LEVEL

Tier 3

Brings a wolf to defend the caster. Move:15, HP:80

AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	16 Squares	1 Minute		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Image	2 Hours		None	SYL



By COPILOT

Details:**GENERAL:**

- Stats:
 - Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15.
- The caster is able to stop the protectors from attacking via the Nae'Em.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does allow the caster to direct which direction/facing the wolf will defend.
 - Wolf will only attack if they or the caster is physically attacked.
 - Wolf will not leave the casters side to start/continue attacks.
- Does require the caster to instruct the creatures through a Nae'Em.
- Does allow the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the called wolf to mix with other wolves,
 - except with other wolves the caster has called.
- Does not continue if the called creatures are mistreated.

**Bonds and Connections**

- This Is an Fae'Em connection with fauna.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

EOL-VEN

500-1

9 Shape of Nae'Em Rogue

LEVEL

Tier 3

Need current Nae'Em with Rogue & Uses Rogues current image.

Caster gains image, but not the skills or knowledge.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3 Minutes		Partner Cooperations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	2 Hours		None	EOL-VEN



By COPILOT

Details:

GENERAL:

- The caster creates an illusionary image of a Nae'Em Rogue.
- Caster must have a current conversation with the rogue to start this going.

WHAT THIS SKILL DOES DO:

- Allows the caster to create an illusion of their partner Rogue as they look upon Rollout.
 - the image can seem to attack and move like the partner Rogue (But not really), and will not inflict the same damage or complete any partner skills/effects.
- The illusion might break when the transformed caster or illusion are touched or if they engage in a heavy effort, like combat.
- Allows the partner Rogue to don a disguise then the caster may use this spell.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow caster to actually used any of the Rogues skills.
- Does NOT work if the caster doesn't have a currently documented Nae'Em with the Rogue.



Bonds and Connections

- This Is a Nae'Em connection with a person.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows casters illusion to speak like the rogue.

ORX-VEN

504-3

9 Bonded Spirit Within A Statue

LEVEL

Tier 3

Used on art/sculptures with eyes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Mark per Tier	30 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
4	1 Object	1 Day		None	ORX-VEN



By COPILOT

Details:

GENERAL:

- The Venerator requests a Bonded spirit to temporarily inhabit a statue,
- must be a statue that has eyes.
- NOTE: A statue with moving eyes may reveal that it is not normal to a visiting party.

WHAT THIS SKILL DOES DO:

- Shows movement within the eyes when the bonded spirit is looking from place to place,
 - If the spirit is looking consistently in one direction then no movement can be seen.
- Allows the spirit to watch and listen,
 - While the spirit is watching a movement the statues eyes will move to track,
 - Listening is passive and there is no physical way to detect if that is being done.
- Communication between the spirit and caster is available through their Nae'Em connection.
- Observers can request a Senses Save to determine if any statue has moved their eyes,
 - The GM should always make a Save upon the request, even if there is no Spirit within,
 - The GM would roll and report the characters observed result, but not the dice roll result.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any animation of the statue.
- Does NOT allow the use of sight when the statue has no eyes.
- Does NOT allow the use of hearing when the statue has no ears.



Bonds and Connections

- This Is an Tae'Em connection with a non-living thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

Focus Items and/or Kits:

- Not required.

ORX-VEN

922-3

9 Detect 'Ems (All Types)

LEVEL

Tier 3

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	4 Squares	20 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	Instant		Resist (Skill/Non)	ORX-VEN

Revealed



By COPILOT

Details:

- Use of this spell can help reveal clues about a True Name.
- Clues can be found from:
 - Current Nae'Ems (25 pts)
 - Mementos (25 pts)
 - Current Focus Items (200 pts)
 - Past True Names (75 pts)
- Very often any and all the kinds of the 'Ems are just called Nae'Em.
 - It's not of extreme importance that a player or character get it exactly correct. :)
- Does work a process during the Rollout:
 - The number of 'Ems for the 1 square is revealed.
 - Caster must choose 1 of the 'Ems with no further clues.
 - Caster must pass the Save, if so the caster has found this end of an ae'Em:
 - Caster is informed of what color (if any) has been found.
 - The colors are: A Nae'Em (name) shows brown, an Ae'Em (Animal) shows green, a Vae'Em (Venue) shows blue, a Tae'Em (Thing) shows yellow, a Cae'Em (Construct) shows Red.
 - Caster is not told the true names or identities of either the 'Em or the original caster.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT find the True Name itself, only the type and existence of the 'Em.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save Roll +20	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

9 Cure Disease

LEVEL

Tier 3

2d8 pts damage, removes Disease I, II, III (with Save).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	2 Squares	4 Hours		Fragility
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent		STM

Details:

- The sparks will continue to flicker on the recipient for the rollout.
- The recipient will be uncomfortable due to the sparks for the rollout,
 - This will NOT inhibit any actions in any physical way.
- Does remove any Disease from the creature by the end of the rollout.
- Does make the caster immune to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
 - This spell will NOT drop HP enough to kill.
- Does require the passing of the Save to complete the spell.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT Cause electrical damage to other creatures or objects.

basic notes:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Cycle start 5
 Max depth 10
 Progress steps 3
 Repeat Save Roll Adj -40

cycles
 spells 1 hour
 disease/sickness 24 hours
 poisons 1 round



By Magickstudio-art

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Set Save column to one better.

HNT

756-1

9 1000 Yard Stare (1 to 4 days)

LEVEL

Tier 3

Long constant pace, with no rest. Walk x3 in 20 hours.

Max 3 days. Encntr unlikely. Surprise likely. Wake=2 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	20 Hours		None	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration enough to keep moving,
 - i.e. the Hunter must stay concious throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- This effort can be repeated day after day for 4 days at a pace 3x of normal walking.
- Due to constant pace, encounters are often unaware of the walker until they pass
 - can be surprised
 - unlikely to have encounter
 - no ability to surprise others,
 - able to engage in skills and battle after 2 Rds upon 'waking'.
- This skill goes against the watchful training a Hunter has therefore a hunter must save
 - Skills Save once per use at the 8 hr mark,
 - Fail means Hunter can not maintain the stare and GM rolls for encounter,
 - Pass means Hunter can maintain stare for duration,
 - and the normal check for encounters would be after the 16th hour.
- Allows the hunter to maintain a fast walking pace for 16 hours
- Allows the hunter to travel 3X normal walking distance,
- Allows the hunter to be surprised

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the likelihood of an encounter
- Does NOT allow Hunter the ability to surprise others,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

9 Cover Wilderness Trail

LEVEL

Tier 3

Hunter masks the trail where poss. Another HNT may find it.

JUST 1: 1/2 Move until 10th lvl enhancement resets to full.

COST	RANGE	ROLL OUT	TIME	COLLECTION	OUTCOME
12 pts	Touch	12 Hours	⌚	Traveling (PMP)	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS	
99	Trail 1 Mark Long	Permanent	♾	none	HNT



By COPILOT

Details:



GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Another Hunter may be able to find a Covered Trail.
- When using this skill only one attack may be utilized. (Just 1),
 - While covering the trail the Hunter can use 1 attack a round and still cover a trail.
 - The moment this skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

WHAT THIS SKILL DOES DO:

- Does allow the hunter to cover a trail,
 - up to 8 persons (including the Hunter),
 - result shows a look of undisturbed natural area.
- Can be used on minor side roads that are not hard packed,
 - Hard pack roads/paths often don't leave a discernable trail.
- Hunter's movement is halved.
- Using the enhancement 'Rollout Halved' at 10th level will reset the movement to Full.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect in non-natural areas.
- Does NOT have any effect when traveling faster than a walk.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Find/Follow Trail- HNT

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:

- Not required.

9 Dimension Portal

LEVEL

Tier 3

Caster creates a portal to/from Dimension plane.

2d4 Damage INTO or 2d6 Damage OUT of the Dimension plane.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Portal Structure	2 Minutes		None	DOK



By COPILOT

Details:

GENERAL:

- It is suggested that this spell NOT be cast from heavily populated areas.
 - because it is likely they will end up in a populated area in the targeted plane.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

NOTE: Travel within Dimension passed quickly,

- 1 hour of travel in Dimension is equal to 4 hours of travel in a normal PMP.

WHAT THIS SKILL DOES DO:

- Sends the caster to/from a location that corresponds with the other plane.
 - Each PMP has its own corresponding Dimension,
 - Thus each portal to/from will align with the same spot in both.
- Causes magical damage while passing through or staying in the portal,
 - Each round while standing (not moving) in the port causes 4d8 damage,
 - Each round (or less) when traveling from PMP to Dimension causes 2d4 damage,
 - Each round (or less) when traveling from Dimension to PMP causes 2d6 damage.
- Requires the caster to pass through the portal before others do so.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT cause mundane damage. Thus does not light things afire.



Bonds and Connections

- This Is an Vae'Em connection with a location/venue.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- More fire damage to all except self, Extra 2d6.

9 Dimensional Containment

LEVEL

Tier 3

Small flames during rollout, but no edge showing for duration.

Non-Dimension creatures may enter and exit at will.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Sq Radius	4 Hours		Resist (Skill/Non)	



By COPILOT

Details:

GENERAL:

- Initially creates a visible 3 Square perimeter,
- After Rollout the perimeter disappears from view.
- The perimeter must be placed on even ground,
- If the perimeter is majorly broken (deep trench/pit 1/2 sq or more) it fails.

NOTE: Suggested usage

- Cast prior to casting a Dimension Summoning spell.
- Cast around a Rogues Trap.
- This affects Dimensional monsters,
 - Monsters are any creatures in the game that are NOT in real life,
 - Dimensional monster would be a type of monster that is ONLY found in Dimension.

WHAT THIS SKILL DOES DO:

- Does allow any creatures to enter the containment (AoE)
- Requires a Save for Dimensional monster to leave,
 - Non-Dimension creatures may enter and exit at will.
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
- This containment works on Dimension monsters that are walking, running, and flying,
 - This will force flying monsters down to the ground if they are up 6 squares or less.
 - Specifically works against a Dokours Imp.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the caster from leaving the circle
 - even if the caster is a Dimensional creature.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the targets Saving roll harder (-20).

9 Urban Tracking

LEVEL

Tier 3

Track a target through a community or complex.

JUST 1: Move 1/2. Attacks=1. Comparison Save to find/follow.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Urban Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Urban or Subterranean	4 Hours		 Skill	 GM



By COPILOT

Details:

**JUST
1**

GENERAL:

- This requires the GM to roll a Save FOR the tracking Rogue,
 - If the Save is passed the Rogue is tracking properly,
 - If the Save fails (non-critically) the Rogue is aware they have lost the path,
 - If the Save critically fails the Rogue is NOT aware they are on the wrong path.
 - Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
 - When using this skill only one attack may be utilized. (Just 1),
 - While tracking the Rogue can use 1 attack a round and still maintain tracking,
 - The moment this tracking skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

WHAT THIS SKILL DOES DO:

- Requires the Rogue to use environmental clues to continue following the target,
 - Actions/Reactions of others around,
 - Unexplained messes,
 - Sounds of effort, (and more!)
 - Rogue rolls a Skill Save to find and follow the path,
 - The save may have a higher threshold if the path was obscured by a Rogue (+20).
 - Allows the Rogue to continue using this skill for the duration,
 - Any break in the duration means the Rogue has lost the trail,
 - This includes the normal end of the skill, even if the skill is restarted,
 - The only way to extend the duration is by using an Enhancement.
 - To continue after the skill has run its duration, the Rogue will restart the skill freshly.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the trail is allready older than 4 hours.

Bonds and Connections

- No Nae'Em connection.



Counter:

Counter : 1/1 : 1 Loss A Trial - ROC

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

9 Charged Fencing, Two Sides

LEVEL

Tier 3

2 Thin walls, 3 sq long, 1 sq above ground, 1 sq below ground

Pass and take 3d6 electric dmg. Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2 - 9 Sqs	4 Hours		Resist (Skill/Non)	

1/2 Dmg



By COPILOT

Details:**GENERAL:**

- The caster creates an electrified wall, on two sides.
 - Each wall is 1 to 3 squares long.
- The caster creates two fences that are joined at a 90 degree angle (end to end),
 - Length: 3 sqs.
 - Height: 1 sq from ground up and 1 sq from ground down, (total of 2 sqs high, but buried).
 - Width : 1 hand wide.

WHAT THIS SKILL DOES DO:

- Does protect the caster from trespassers.
- Any creature crossing the wall's perimeter is required to make a Save.
 - On a successful save, the creature only takes half damage.
 - On a failed save, the creature takes 3d6 lightning damage.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT exclude allies from taking damage upon crossing.
- Does NOT allow casting of this spell in the same spot more than once.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Damage X2	12
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus Ring with crystal is NOT passive.
- Makes the walls invisible.

10 Honing Melee Weapon

LEVEL Tier 3

Upgrading a functioning weapon to best.

Adds +1 to Damage and lasts through next battle.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	2 Hours 	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Weapon	1 Battle 	None	FTR



By COPILOT

Details:

GENERAL:

- Fighter is able to maintain Melee weapons,
 - this includes daggers, swords, hammers, and axes.
- Requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO: (Upgrades a weapon)

- May require the Fighter to first use the skill 'Repair Armor/Weapons',
 - This is to ensure the weapon will take the honing.
- Uses the Fighter Kit to hone the weapon,
 - The honing adds a +1 to damage and will last through end of next battle,
 - The enhancement 'Duration X2' will set the duration to 2 battles.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on Ranged or Thrown weapons.
- Does NOT cover bows, crossbows, whips, darts, clubs, staffs, spears, and natural weapons.

WHAT THE CREATION DOES:

- Creates a +1 to Damage on a weapon from a mundane weapon,
 - Effect last through next battle.
 - This includes daggers, swords, hammers, and axes.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8



Focus Items and/or Kits:

- Required.

10 Minor Defense Bubble

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
2	Self	1 Battle			ORX

[By site/group]

Details:

- Attacker must pass the Save to not be affected for the attacks in that round.
- This spell blunts the damage of any physical attack passing through it,
 - even physical attacks (not spells) from the caster.

... reduce the damage of non-magical attacks by 3 points.
 - Weapons that are magical are not affected by this spell.
 ... ensure the minimum damage is 1 point.
 ... move with the caster.
 ... work against the caster in the case of physical attacks from the caster.

... affect ToHIT rolls or AC.
 ... affect magical weapons.
 ... affect damage caused by spells.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Save Roll -20	8
18	Range X4	10

**Focus Items and/or Kits:**

-- Will allow this to be cast on a recipient other than the caster.

10 Tornado Wall

LEVEL

Tier 3

Adjacent squares to the casters take 1d4 damage each round.

Caster gains +4 to AC to ALL normal attacks.

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
12 pts	Self	2 Rounds		Battle Defense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Squares	10 Minutes		Resist (Skill/Non)	SYL



By COPILOT

Details:

GENERAL:

- Caster gains +4 to AC to all attacks.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- This spell can be countered with 'Control Wind Sphere',
 - which will end both spells.

WHAT THIS SKILL DOES DO:

- Creates a wall of wind inhibiting damage from physical attacks.
- Moves with the caster.
- Protects against (front and back AC) Melee, Ranged, Thrown, and Spell attacks,
 - Only affects spells that require a ToHIT.
- Causes 1d4 Damage to any persons within the squares that are adjacent to the caster.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT function if the caster covers more than 1 Square.
- Does NOT allow caster to move into (crowd) an occupied square.
- Can NOT be combined with other spells which surround the 1 square the caster is in.
 - For example: Heat Wave Wall, Tornado Wall.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Control Wind Sphere

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

10 Magical Fire Protection

LEVEL

Tier 3

Caster covered by a magical flame.

Magical fire dmg to 1 HP/rd. No protection vs mundane fire.

COST	RANGE	ROLL OUT	2 _{RDS}	COLLECTION	OUTCOME
12 pts	Self	2 Rounds		Battle Actions/Prep	Magical
STACK	AoE	DURATION	clock	SAVE	CLASS GROUPS
1	Self	2 Hours		None	DOK



By COPILOT

Details:

GENERAL:

- Protects the caster vs magical fires that are cooler than a forge.
- Fire levels of forge or higher break this spell.
- Due to the flame-like appearance of this spell, caster can be seen as intimidating.

WHAT THIS SKILL DOES DO:

- Limits magical fire damage to 1 HP per round,
 - if the fire is as hot as or hotter than a forge will end the spell.
- Provides enough light that those near the caster can read by.
 - This effect lasts for the Duration of the spell.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the fire is mundane,
 - Normal mundane fires will continue to damage a person 2d6 per round.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.

WHAT THIS SKILL CAN CREATE:

- Casting this spell is one of the basic requirements for a 'Burn Reduction Breakable',
 - More than just this skill is required to create this item.
 - While other classes may be able to use this,
 - Dokour have the advantage when using this creation.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

Creations:



Burn Reduction Breakable

- Mgc/Norm fire dmg -1 per die(min 1), HTH:3.
- DOK: HTH:2.
- Need: Campfire, Cost 12 pts, 4 Hrs. Beetleroot, Limestone, Postash.
- Market: 9 Max, Buy:10 GP, Sell:2 GP.



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Forge fire (and hotter) still does only 1 hp / rd.

HNT

763-1

10 Blunted Bow Shots (Bow Only)

LEVEL

Tier 3

Damage roll Crit (Blunt col). Full then 1/2 (Min 1)

Bow (only) w/blunts.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	As per Weapon	4 Rounds	4 RDS None	HNT

**Details:****GENERAL:**

- Hunter is required to use blunted ammo on all attacks.
- Damage roll Crit (Blunt column). Initially full then 1/2.,
- If HP damage is not indicated then the damage is 1 HP.
- Crossbows deliver too much thrust and does not work well with this skill/ammo.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a bow.
- Requires the Hunter to roll a normal ToHIT.
- Requires the Hunter to use the 'Critical' chart for any sucessful hits,
 - the 'Critical' chart is the blunt arrow damage with a minimum of 1 pt damage.
- Allows the Hunter to use this on all attacks in this round if using blunted ammo.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow use of the critical chart for non-blunt, non-criticals.
- Does NOT apply to the use of a Crossbow.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

10 Brutal Push Forward

LEVEL

Tier 3

Push your opponent back into an open square.

Attk-1 (min 0), Init+4, ToHIT+2. AC-2. Comparison BRU Save.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	1 Square	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Square	1 Round	Brute	FTR

Compare & Move



By COPILOT

Details:

GENERAL:

- This intention must be stated BEFORE initiative is rolled to gain the Init+4.
- Direction of movement is indicated while stating intention.
- Enhancement of 'Attacks +1' results in this effort taking no attack away,
 - normally the effort to push requires the number of attacks be lowered by 1.
 - This Enhancement will NOT allow an addition of an attack beyond the normal number of attacks.
- The opposing skill "Resist The Push" will make this effort more difficult.

WHAT THIS SKILL DOES DO:

- Allows an attempt to push the target straight back 1 square.
- Requires an open and unoccupied square directly behind the target.
- Requires fighter to use one of their attacks as this effort,
 - Minimum attack of zero is possible.
- Requires fighter to pass the Save,
 - Fighters AC drops by 2 and number of attacks drop by 1,
 - Fighters ToHIT +2 and if stated in time Init +4.
 - Target is then pushed back to the open square,
 - Fighter is moved into the square the target had occupied.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the single target occupies more than 1 square.
- Does NOT work if there no open square behind the target.
- Does NOT work verses both magical and mundane barriers which block the push.

Bonds and Connections

- No Nae'Em connection.



Counter:

Resist The Push [Extra]

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

- Not required.

Focus Items and/or Kits:

10 Control Wind Sphere

LEVEL

Tier 3

Directions: N,NE,E,SE,S,SW,W, or NW. **Speed:** 1/4 to x2.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	18 Squares	10 Minutes	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	5x20 Sq Area	12 Hours	Skill	SYL

Disperse Spells



By COPILOT

Details:

GENERAL:

- Caster attempts to control the direction and general speed of the wind current.
 - Opposing currents may hinder the effectiveness of this spell.
- Must roll a Skill Save to get the effort to work.
- Headwinds (opposing) may cause this spell to have less effectiveness.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Influences the direction and speed of the sphere the caster controls.
- Allows attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Allows attempted speed changes from quarter speed to double speed,
 - This is compared to the speed of the currents outside the sphere.
- Creates enough air movement to clear most cloud spells and disperse them.
- Creates enough air movement to blow out unprotected lights (flames),
 - Will blow out small un-protected flame/light sources (uncovered flames, torches, etc)
 - Will NOT blow out **protected** flame/light sources (covered flames, lanterns, etc)
- Beneficial adjustments can be found in

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any attempts of control of weather. (only the wind)
- Does NOT allow any attempts of control regarding air inside living creatures.
- Does NOT blow out **protected** flame/light sources (lanterns, etc)

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save Roll +20	8
16	AoE X2	16

Focus Items and/or Kits:

- Not required.

DOK-SYL-STM-ORX

10 SHRINE: Block Scrying

LEVEL

Tier 3

2

GM rolls Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	15 Squares	Initiative		Light-	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Square	1 Hour	SKL	Scrying blocked	DOK-SYL-STM-ORX

GM

Details:

- Does work on currently active spells
- Does require the caster to place the spell in a single square.



Created by COPILOT

CREATE A SHRINE SPELL

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

ORX- VEN

1033-3

10 Remove Obscure Magic

LEVEL

Tier 3

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts		5 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1		Instant		Skill	ORX- VEN

Sight



By COPILOT

Details:

Most magical items do not have any obscuring magic on them.

The items that do have obscuring magic have one of two types,

- first is the 'Obscure Magic Aura' which makes all Detect Magic spells show the item as low magic.
- second is the 'Obscure Magical Depth' which makes all Detect Magic spells show only 3 aspects.

This spell removes both issues when cast. Even if both issues are present.

Therefore, the casters of Detect Magic can be fooled by the Obscuring.

But if that obscuring is suspected a caster can then use this spell to reveal the truth.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

10 Sense Undead

LEVEL Tier 3

lasdjk

ajsldfj

COST	RANGE	ROLL OUT
12 pts	Self	asdfa
STACK	AoE	DURATION
1	5 Squares/Tier	adfa

COLLECTION	OUTCOME
Shrines	Magical
SAVE	CLASS GROUPS
	VEN



Created by COPILOT

Details:

alsdj

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

- Not required.

10 Speak Language

LEVEL

Tier 3

Can speak an unknown language.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	3 Minutes	Shrines	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS

99



1 Day



None

VEN



By COPILOT

Details:

- Does allow the caster to speak the language of the person touched.
- Does work if a caster touches a willing person who speaks the language.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT allow the caster to automatically pronounce words correctly.
- Does NOT allow the caster to speak the language.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Scroll Of Speak Languages

- Able to speak 1 language w/in hearing. 4 Hrs.
- SOO: Duration: 12 Hours.
- Need: Campfire, Cost 24 pts, 4 Hours.
Amaranth leaves, Ethereal grass, Vellum.
- Market: 9 Max, Buy:30 GP, Sell:11 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows caster to come across as a learned person while using the new language.

10 Create Maidens Breath (Inhalent)

LEVEL

Tier 3

Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil.

Yield of 1d3 items. Effect: Dazed or stunned made better.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
18 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 Vials	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Marigold wine, Hemlock ash, Wild garlic oil,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 servings of tea in 1 bag (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter makes the duration only half as long,
 - Applied by a HUNTER ends the effect (Duration ends).
- A non-Hunter can usually sell this for 5 Silver Pcs,
- Hunter is usually able to sell this for 1 GP.
- Apothecary's selling price ranges from 8 GP up to 15 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Maidens Breath

- Anti- Stun, daze, confusion: Dur: 1/2.
- HNT: Ends (Dur: x0).
- Need: Campfire, 18 Sp Pts, 4 Hours.
Marigold wine, Hemlock ash, Wild garlic oil.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional Bottle (per creation process)

10 Project Astral Image Within PMP

LEVEL

Tier 3

Caster vs others: each seem ghostly yellow to each other.

Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Watch/Scry	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	PMP	4 Hours		None	STM



By COPILOT

Details:

GENERAL:

- The casters body becomes non-responsive and coma like.
- A glowing near transparent image of the caster emerges,
 - The caster is able to hear and see what the image hears and sees,
 - The caster can choose to feel and taste what the image does,
 - Caster vs others: each seem ghostly yellow to each other.
- The image has 50 HP, and an AC of 12, and Move of 12 squares.
 - if hit the image takes damage but does NOT show damage,
 - Caster vs others: each seem ghostly yellow to each other,
 - Others viewing the caster are able to hear the image, if it talks.
- If the image is destroyed or dies the caster drops to -8 HP.

WHAT THIS SKILL DOES DO:

- Allows the caster to create an astral projection in the same PMP.
- Allows the image is able to go through wooden walls (and lesser walls).
- Allows the image to have their Focus Item and one other item,
 - Stats: HP=50, AC=12/12, Move=12, no attacks/spells/skills.
- Puts the caster's body in a non-responsive state that is coma like,
 - disturbing the casters body may 'wake' the caster and end the spell.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than their Focus Item + 1 item.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows a spirit movement of 18 sqs.

DOK-SYL-STM-VEN

10 Determine True Name

LEVEL

Tier 3

Caster attempts to locate clues to find a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Permanent		Unskilled	DOK-SYL-STM-VEN

success



By COPILOT

Details:**GENERAL:**

- Use of this spell will reveal clues about a True Name.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Clues can be found from:
 - Current Nae'Ems (-5 pts each) These are 1 use.
 - Mementos, such as an item's makers mark (-2 pts each)
 - Current Focus Item (-20 pts)
 - Past True Names (-10 pts each) These are 1 use
- Gather all the clues together and subtract from 100 (Minimum of 30),
 - If the caster does NOT roll over the total then Current Nae'Ems and Past True Names are lost.
 - Lost clues can only be found again by going to the source and rolling a Skill Save.
- If the caster has rolled over the total (using a 1d100) then the True Name is revealed,
 - **NOTE: The True Name owner will immediately know what has happened, but not where or who,**
 - When the True Name is revealed.
 - Using true names all magic cast on to the person has it's effect doubled.
 - *Example: 23 HP damage becomes 46 Damage, AC reduction of 2 becomes 4, . . .*
- The age of clues may lower the point values.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT find the True Name itself, only the Clues,
- True Names cannot be found via any single magic spell.

**Bonds and Connections**

- This is a Tae'Em connection with a thing.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save Roll +20	8
18	Range X4	10

**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

EOL-ORX-VEN

10 Ladders & Stairs Of The Mist

LEVEL

Tier 3

483-2

Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.

COST	RANGE	ROLL OUT	5 _{RDS}	COLLECTION	OUTCOME
12 pts	12 Squares	5 Rounds		Traveling (PMP)	Magical
STACK	AoE	DURATION	clock	SAVE	CLASS GROUPS
99	1 Square	1 Hour		None	EOL-ORX-VEN



By COPILOT

Details:

- The Range is the rise in elevation and the 'Lean' is,
- The stairs reach outward at lean of 1 square.
- The ladder reach outward at a 45 degree. Lean = Range.
- Does work in the PMP and Langstrom Planes.
- Does creates a means of egress/deggress via Ladder or Stairs,
- Does allow the caster to choose which method is used (Ladder or Stairs).
- Does NOT have any effect in planes other than PMP and Langstrom.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Breakable of Ladders or Stairs

- Ladder:4x1 sqs angle. Stairs:4 sqs @ 45 angle.
- ORX: Ladder:8x1 sqs angle. Stairs:8 @ 45 angle.
- Need: Orix Focus Item, Cost 36 pts, 24 Hrs.
- Obsidn Shard, Stagnant Sea Wtr, Marigold Wine.
- Market: 9 Max, Buy:60 GP, Sell:9 GP



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
16	AoE X2	16
20	AOE X4	20



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds a hand rails

10 Astral Mental Shield

LEVEL

Tier 3

When in the Astral plane this protects the caster.

+2 AC vs Astral creatures. Caster Save Rolls +20.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	2 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	4 Hours		Skill	STM

Avoid Attack



By COPILOT

Details:

GENERAL:

- Within the Astral plane it is normal that internal thoughts are commonly projected out into the physical Astral world.
- While in the Astral plane this produces a strong yellow glowing field around the caster.

WHAT THIS SKILL DOES DO:

- This spell protects the caster from mental attacks from the Astral inhabitants.
- Does protect the caster, but it may also gather interest from Astral creatures.
- Does grant the caster +2 AC versus physical attacks from Astral creatures while in Astral plane..
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT extend its protection to anyone but the caster without the enhancement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save Roll +20	8
16	AoE = 2 Targets	12



Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- AoE to include 1 other person as well.

10 Lose A Tail (Urban)

LEVEL

Tier 3

Avoiding an active pursuer.

Comparitive Skill/Non-Skill Saves.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	3d8 Rounds	Urban Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Urban	30 Minutes	Skill 	ROG

Evasion Is working



By COPILOT

Details:

GENERAL:

- This skill is about avoiding an active pursuer.
- Used in an urban environment to lose an active tail which may take some time to do,
 - The rollout time is used to find ways to mislead any trackers,
 - The duration times is all about leaving the search area and pursuers behind,
- Players can improve the Save by role play and descriptions.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout and Duration,
 - Rollout is the time it takes the Rogue to get far enough away
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Skill & non-Skill Saves,
 - The Rogue using this skill rolls a Skill Save to evade the pursuer(s),
. . . compared to . . .
 - The non-Rogue pursuers use the non-Skill Save in an attempt to catch up and find the Rogue,
 - Another Rogue pursuing would use their Skill Save to try to catch up and find the Rogue,
 - NOTE: a Rogue and non-Rogue group would use the Skill Save +40 (more difficult).
- Results after rollout,
 - Either Rogue has avoided those that were following,
 - Or the Rogue 'thinks' they have avoided the pursuers,
 - Or the Rogue 'thinks' they have NOT avoided the pursuers,
 - or pursuers are noticeably following.

WHAT THIS SKILL DOES NOT DO:

- Does NOT employ any magic,
 - However if magics are involved the GM may need to adjust Saves.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Urban Tracking - ROG

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

10 Walls of Force (4 to 6)

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	12 Squares	5 Min / Wall		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	See Description	4 Hours		None	VEN

[By site/group]

Details:

- Wall stats for each square: HP:30 AC:15,
 - Each wall is places on the edge of a square in/on the battle map.
 - It is a physical structure that will withstand any normal siege methods.
- Each separate length is 2 Squares high by 6 Squares long with a corner,
 - 4 separate lengths allow and must reconnect to enclose.
- Each wall must be a minimum of 1 Square long.
- In the battle grid the wall of force is directly over the gridline itself,
 - not the middle of the square nor the entire square itself.

- ... create a walls that are 2 squares high by 6 Squares long.
 - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm.
- ... requires the end result to be a rectangle.
- ... have a single opening for an entrance,
 - No door is created, only an opening.
- ... When Enhancement of 'Aura Notably Brighton" is used the walls are outlined continuously.

... move once set in place.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Allows for an invisible door over/on the opening.

11 Catch Small Incoming

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT	 NOW	COLLECTION	OUTCOME
12 pts		Instant		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	 3 RDS	SAVE	CLASS GROUPS
		3 Rounds			DEY

[By site/group]

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.

This has an advanced skill at level 14

1. Rogue is able to catch thrown and missile attacks,
 - Using the small agile moves primarily and full body grace secondarily.
 - The Rogues AC is reduced by 4 for the full round.

2. The item must be:

- a Throwing weapon or a projectile shot (Missile Ammo),
- small stones or sticks allowed as well.
- small in size (a Shortsword, 1 Handed Axe, Mace), or smaller
- directed to the square the Rogue is at.

3. If the item has magics on it:

- the magics may have separate effects (fire that burns).

4. This skill converts all attacks in the round to attempts to catch,

-- 1 attempt (attack) is used per Thrown/Missile.

-- Not all attacks in the round MUST be taken, but all are converted,

- No actual attacks can be done in the round.

5. the attempt is done with the Agile Moves:2 Saves:

-- A sucessful Agile Moves:2 Save will catch the item.

-- Items caught can be dropped instantly.

Catch Small Incoming, Adv -ANY attcks converted. Thrown/Missile attacks=Move:1. AC-2

-- Using the small agile moves primarily and full body grace secondarily.

-- The Rogues AC is reduced by 2 for the full round.

2. The item must be:

- a Throwing weapon or a projectile shot (Missile Ammo),
- small stones or sticks allowed as well.
- small in size (a Shortsword, 1 Handed Axe, Mace), or smaller
- directed to the square the Rogue is at.

3. If the item has magics on it:

- the magics may have separate effects (fire that burns).

4. This skill converts all attacks in the round to attempts to catch,

-- any number of attempts (attacks) can be used per Thrown/Missile,

-- Total Attacks are available,

- any and all attacks may be converted to attempts to catch.

5. The attempt is done with the Agile Moves:1 Save:

-- a sucessful Agile Moves:1 Save will catch the item.

-- Items caught can be dropped instantly.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

11 Protection vs Animals

LEVEL

Tier 3

The animal must pass the Save to enter or exit the sphere,

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3x3 Sq Sphere	1 Hour		BRU	SYL

Can Move

GM



By COPILOT

Details:

GENERAL:

- This spell protects the area against aggressive animals,
- In the game 'Animals' are uncivilized creatures found in real life.

WHAT THIS SKILL DOES DO:

- Applies to creatures categorized as 'Animals',
- The Target must pass the Save to enter or exit the sphere,
 - Failing the Save does NOT damage the target, but does stop the target.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on creatures of other categories.
- Does NOT inhibit any attacks that are propelled/thrown into or out of the circle.
- Does NOT allow any part of the 'Animal' to pass over the perimeter.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

11 Adrenaline Rush

LEVEL Tier 3

Move and Attack. . . Or just attack!

Narrative hype. Init & HIT+10. Dmg+6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Round		None	FTR



By COPILOT

Details:**GENERAL:**

- Requires the Fighter to maintain concentration,
 - i.e. the Fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Skill will not continue when/if Fighter's concentration is broken.

WHAT THIS SKILL DOES:

- Allows the fighter to move and use this attack or to just attack,
 - Fighter is not allowed to attack then move.
- Gives the bonuses of,
 - Initiative +10,
 - ToHIT +10,
 - Damage +6.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Fighter to rage an attack then move
 - May move then attack or,
 - May attack without movement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

DOK-STM-SYL-VEN

1030-1

11 Class Power Attack Duel

LEVEL

Tier 3

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.

INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2.4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round	RDS	Skill	DOK-STM-SYL-VEN

By COPILOT

Details:



GENERAL:

- INTERRUPTION (Rollout is Instant) ----- ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK -----
- This skill pauses all action when enacted before any opposing effect can be done.
- Such action might be damage taken or an attack made.
- 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.
- Each time a Duel is started it is

WHAT THIS SKILL DOES DO:

- 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.
- User of this spell forces a duel of a Class Power Attack spell between self and an opposing caster who is using a 'Class Power Attack' spell.
 - This "Duel" is about two powerful damage spells trying to overwhelm each other.
- Round by round the following is done:
 - Each caster must pay the SP to continue.
 - Forcing a duel will happen for at least 1 round.
 - Each spell will have the damage rolled and...
 - The caster who would deliver the most damage wins.
 - The loser delivers 0 damage,
 - The winner delivers ONLY the amount of damage that is above the losers damage rolls.
- Ending the duel within the round,
 - Option 1 one person stops and takes the full damage.
 - Option 3 both decide to stop (and honors the agreement, otherwise its option 1)

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow casters to use non-spell skills during the duel.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



Focus Items and/or Kits:

- Not required.

11 Fire Class Power Attack

LEVEL

Tier 3

Direct Fire Dmg 6d10+ACU. Dmg+ by Enhancement & Focus Staff.

No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
14.4 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Skill	DOK

1/2 Damage

By COPILOT

Details:

GENERAL:

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Fire) may use the spell 'Class Power Attack Duel',
- This Duel must be called out **AFTER** this 'Fire Class Power Attack' is mentioned,
and **BEFORE** the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHit rolled.
- This is a direct stream of Fire,
 - must have a direct and uninterrupted path to the target,
 - cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 6d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
 - Enhancements may help with Damage, Range, and Save roll,
 - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

Class Power Attack Duel Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- 1d10 Additional damage is done.

11 Last Ditch Effort

LEVEL

Tier 3

Refusing to die. Must keep attacking.

Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Battle		None	FTR



By COPILOT

Details:

GENERAL:

- When the fighter is in negatives they will not bleed,
- Binding will not have any effect on them since they do not bleed.
- When the fighter reaches the new point of death they will finally die.
- After the battle is over the fighters natural point of death is reset,
 - at that point the fighter may be dead, out cold, or just weak.
 - based on their current HP.

WHAT THIS SKILL DOES DO:

- Requires the character to have a current HP level of 30 pts or less to enact this skill.
- Allows the fighter to stay conscious and awake below their normal point of death,
 - The fighter gains an extra 30 negative HP,
 - If the fighters normal point of death is -24, then it becomes -54.
- Maintains all normal attacks and fighting abilities/skills.
- Requires the fighter to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES NOT DO:

- Does NOT keep the extra 30 health points once the battle is over,
 - When the points are removed the fighter may be out cold, dead, or just weak,
 - The status of the fighter entirely depends on their health after the points are removed.
- Does NOT have the ability to move more than 2 squares once this has been enacted.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

FTR-HNT-ROG

11 Mounted Melee Attack

LEVEL

Tier 3

Use a trained mount and run them down.

1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Horse	1 Battle		None	FTR-HNT-ROG



By COPILOT

Details:

GENERAL:

- Requires the use of a trained mount.

WHAT THIS SKILL DOES DO:

- Requires the attack to use a single handed full axe, hammer, or blade,
 - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Allows the rider to attack from the mount when moving,
 - due to the movement to and past the target only 1 attack is allowed.
- Allows the rider to stop and attack from atop of the mount,
 - With a max of 2 attacks,
 - The rider may choose to use both attacks on the same target.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,
 - However, any barding on the mount may help.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

11 Channel Ancestor

LEVEL

Tier 3

COST	RANGE	ROLL OUT
STACK	AoE	DURATION

COLLECTION	OUTCOME
Commune	Mundane
SAVE	CLASS GROUPS
Skill	VEN



By COPILOT

Details:

Rollout: one day, requires focus item

Caster channels a specific spell for one day from one of their established Ancestors. The spell is limited to the level of the caster and the Ancestor. If the caster is 11th level and the Ancestor was 15 level, the spell is limited to 11th level. If the Ancestor only attained 6th level, it would be limited to 6th level spells. No other commune spells may be cast while Channeling.

Bonds and Connections**Counter:**

No Counter Available.

Creations:**Enhancements:**

LVL

ENHANCEMENTS

COST

Focus Items and/or Kits:

-- No effect.

11 Shape Of A Hawk

LEVEL

Tier 3

Shifts into a medium sized mundane Hawk.

HP=25, AC=32/27, Attk:x1, Init & ToHIT +0, Dmg=1d8, Fly=20

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	4 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		None	SYL
99	Self	4 Hours			



By COPILOT

Details:

GENERAL:

- About the new shape: Any medium size mundane/common Hawk.
- has heightened senses of sight. (+30 on related Saves),
- Stats: HP=25, AC=32/27, Attk:x1, Init+0, ToHIT:+0, Dmg=1d8, Fly: 120 or burst of 32.
- If the changed form takes more than 25 damage the character then reverts to normal form.
- Once back in normal form the total damage is applied to the characters max HP.
- Any damage taken before changing to this shape is carried into the shape as well.

WHAT THIS SKILL DOES DO:

- Maintains the ability to understand languages they have known previously.
 - But the character is only able to snort, grunt, or wheeze, not talk.
- Shows the altered self as a mundane (non-magical) creature,
 - All items/possessions are kept but not retrievable in the altered form.
 - Only after returning back to the original caster form are items available.
- Continues even if the caster is asleep or unconscious.
- Allows some spells cast prior to casting this spell to continue to be useable,
 - This includes any spells that do not physically alter the caster.
 - Spells that alter the new form, HP Max, types of attacks, or travel mode will not work.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give the caster any of the forms special abilities, attacks, or defenses.
- Does NOT allow the caster (in this form) to cast spells or use tools/weapons.

Bonds and Connections

- No connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

11 Ectoplasmic Cast

LEVEL

Tier 3

Sprains & Broken bones mended in 1 Hour.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 broken bone	Permanent		None	VEN



By COPILOT

Details:

GENERAL:

- Without this spell healing a broken bone can take from 1 to 6 months.
- Without this spell healing a sprain can taken from 1 to 14 days.

WHAT THIS SKILL DOES DO:

- Does heal 'sprains' or 'breaks'.

WHAT THIS SKILL DOES NOT DO:

- Does NOT:
 - affect any non-sprains or breaks.
 - normal battle / gaming damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Range At 3 Sq's	8
16	AoE X2	16
20	AOE X4	20



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- Rollout (mending) becomes 1 Minute.

EOL-VEN

502-5

11 End Current Dmg Over Time

LEVEL

Tier 3

Stops current Damage Over Time (DoT) upon 1 target.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Healing and Rest
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent		EOL-VEN



By COPILOT

Details:

- Stops current Damage Over Time (DoT) upon 1 target.
- Enacted in next round on casters initiative.
- Does stop current DoT effects on a target or the caster.
- Does NOT heal or cure the target of any diseases.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE = 2 Recipients	10
12	Range X2	8

**Focus Items and/or Kits:**

- Focus orb of crystal is NOT passive.
- Applies d6 healing.

11 Revive Life With A ZAP!

LEVEL

Tier 3

Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	4 Hours		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Body	Permanent		Skill	STM

Alive!



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Allows the recipient to refuse the spell before the caster uses their SP.
- Only works if the creature has been dead for less than 1 month.
- Caster must make a Skill Save with a -40 detriment to the Save roll,
 - Passing the Save Removes 5 HP from the recipient Max HP permanently,
 - Passing the recipient is no longer dead, is alive at 0 HP.
 - Failing the Save takes 1 HP from the Casters Max HP permanently.
 - Failing the recipient is NOT alive, remains dead and can not be raised.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 30 days.
- Does NOT restore the creature to more than 0 HP.
- Does NOT restore undead or living dead.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Dead less than 2 months (up from 1 mo)

11 Summon Life From Death

LEVEL

Tier 3

Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	12 Hours		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Body	Permanent		Skill	NEC

Alive!



By COPILOT

Details:

- When brought back to life the creature has -4 HP.
 - Passing the Save takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
 - Passing the Save gives 1 HP to the Casters Max HP.
- Creates a Nae'Em between the caster and the recipient.
 - This is the ONLY civilized person Nae'Em allowed for the Dokour.
- Does only work if the creature has been dead for less than 25 hours.
- Does require the caster to roll a SKL:3 Save,
 - Passing:
 - Recipient is Alive!
 - Takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).
 - Gives 1 HP to the Casters Max HP.
 - Failing: (1 attempt only)
 - Recipient remains dead,
 - Further Dokour attempts do not bring the recipient back, the recipient is a zombie.
- Does disconnect the recipient from all Nae'Em's and Divine connections,
 - All can be reconnected in the normal way for the world/campagne.
- Does create a Nae'Em connection between the Dokour and recipient.
- Does NOT restore a creature that has been dead for more than 24 hours.
- Does NOT restore the creature to more than -4 HP.
- Does NOT restore undead or living dead.
- Does NOT work on any non-civilized races/creatures.
- Does NOT allow any Nae'Em's or divine connections to remain,
 - After wiping away the connections the Dokour creates a Nae'Em with the recipient.

**Bonds and Connections**

- This is a Nae'Em connection with the recipient.

Counter:

LVL: 1 No Counter Available.

Creations:**Enhancements:**

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- Save column -1 AND Removes 8 HP (not 5) from recipients Max.

DOK-SYL-STM-VEN

627-1

11 Connect To An Arcane Focus Item

LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	4 Days		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE Resist (Skill/Non)	CLASS GROUPS DOK-SYL-STM-VEN
1	1 Item	Permanent			Connected



By COPILOT

Details:

GENERAL:

- Creates a connection between the caster and the Arcane Focus Item.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 2 days.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the item to be of the highest quality.
 - Minimum GP value of 10,000.
- Creates the casters connection to the item provided.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the caster currently is connect to a Focus Item.



Bonds and Connections

- This is an Tae'Em connection with a thing.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

11 Add Signs to Signpost

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS

99 1 Signpost 3 Days None ORX

[By site/group]

Details:

- This can be added to any signpost, regardless if it's invisible or not,
 - Maximum size: 2 feet / 61 cm long by 1 foot / ~30 cm high,
 - single plank of wood a half inch thick.
- The duration of the sign will lengthen to the duration of the sign post to match.

... work on all sign posts, mundane, visible, invisible, etc...
 ... allow up to 8 signs per post.

... Create a sign post.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**

-- Sign & post becomes visible.

HNT

771-1

11 Create Aelenes Tea

LEVEL

Tier 3

Campfire Only: Amaranth & Anise leaves, and Ethereal Grass

Yield of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16.8 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Bag	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Amaranth & Anise leaves, and Ethereal Grass,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- A bag of 1d3 servings of Tea (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter for sound sleep and +2 Skill pts at 6am,
 - Applied by a HUNTER for sound sleep and +4 Skill pts at 6am (additional 2).
- A non-Hunter can usually sell this for 9 to 12 GP,
- Hunter is usually able to sell this for 11 to 18 gp..
- Apothecary's selling price ranges from 50 GP up to 75 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Aelenes Tea



- Serving helps sound sleep and +2 SP @6am.
- HNT: Extra +2 SP @6am.
- Need: Campfire, 16 Sp Pts, 4 Hours.
Amaranth & Anise leaves, and Ethereal Grass.
- Market: 9 Max, Buy:60 GP, Sell:13 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional serving.

HNT

769-1

11 Create Java Meal Spice

LEVEL

Tier 3

Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot**Yield= 1d3 servings. Effect: 24 or 48 hrs awake.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Meal	Used / EOY		None for creation	HNT



By COPILOT

Details:**GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Peppermint Oil, Beetle Shells, Gingerroot,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 servings of tea in 1 bag (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter then alert for 24 hours,
 - Applied by a HUNTER then alert for 48 hours total.
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP.
- Apothecary's selling price ranges from 8 GP up to 14 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:**Java Meal Spice**

- Distinct taste. Alert for 24 hrs.
- HNT: Alert for 48 hrs total.
- Need: Campfire, 24 Sp Pts, 4 Hours. Peppermint Oil, Beetle Shells, Gingerroot.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 2 additional Meals.

11 Triggered Announcement

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	3 Days		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2 Squares	Permanent		None	ORX

[By site/group]

Details:

- Motion is detected by objects/creatures of 2 ft / 0.6 m.
- 3 Days of casting means 16 hours of casting each day for 3 days,
 - The remaining 8 hours must be spent inactive, i.e. sleeping.

... repeat the casters words when motion within 2 sqs is detected.
 ... record emphasis and volume of words as spoken by the caster.
 ... allow up to 30 words.
 ... detect invisible creatures/objects.
 ... remove a casters previous message by creating another message with no words.
 ... stay active until removed or replaced.

... stay hidden when any sort of magical detection is used,
 - But the message can only be known by triggering it.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- If cast on objects with a face the spell will have the image of the object speaking.

11 Eavesdrop on Nae'Em Convo

LEVEL

Tier 3



COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	20 Sq Radius	5 rounds	Watch/Scry	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Convo	5 Min/Tier	Skill	EOL

Able to listen



Created by COPILOT

Details:

- Does block vision of the caster while they listen to a Nae'Em conversation.
- Does require a Save,
 - Failing the Save ends the spell.
 - Passing the Save lets the caster listen while the people in the convo are unaware.
- Does block sight while the spell is active.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

**Bonds and Connections**

- This is a Nae'Emn is a connection to people.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8

**Focus Items and/or Kits:**

- Focus Ring with crystal is NOT passive.
- 20 Minutes added to Duration.

11 Astral Plane Projection

LEVEL

Tier 3

Astral HP/AC/Wpn Dmg/Base Move = ACU x2.

Init/ToHIT/Astral daily SP = ACU. Astral SP Max= ACU x3.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	3 sq Radius	4 Hours 	Planar	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Person / Tier	3 Days 	None	STM



By COPILOT

Details:**GENERAL:**

- In Astral Plane:
 - Interaction with the Astral world is 100% dependant of the caster's Awareness,
 - But casters projection must obey all natural laws of the plane (gravity etc).
- Astral Image:
 - These stats are calculated as Acumen Bonus X1: Init, ToHIT, Daily Astral SP
 - These stats are calculated as Acumen Bonus X2: Astral HP, AC, Wpn Dmg, Base Move
 - These stats are calculated as Acumen Bonus X3: Astral SP
- Recovering Astral HP and Astral SP, must be done within the Astral Plane,
 - Death within the Astral plane expels the caster and sets PMP SP to -10,
 - Caster cannot enter the Astral plane with SP less than 1.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Duration,
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Does put the caster in a non-responsive state that is coma like on the PMP,
- disturbing the casters body may 'wake' the caster and end the spell.
- Caster creates a glowing image in the Astral Plane.
- Caster may take 2 physical items with them into the Astral plane.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to teleport into another plane
 - from the Astral plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than 2 items.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AOE +2	12
16	AoE X2	16

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- May take all items in there class bag.

11 Force Wall

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	6 Sqs Long	1 Hour		None	VEN



Created By COPILOT

Details:

-- Wall stats for each square: HP:50 AC:15
 -- 2 Squares high by Length up to 6 Squares with 1 corner allowed.

... create a wall 2 squares high by 6 Squares long.
 - The wall is invisible.
 ... have a thickness of 1 ft / 30 cm

... move once set in place.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16
18	Duration X4	10

**Focus Items and/or Kits:**

-- Wall thickness becomes 2 ft / 60 cm and HP:80
 AC:16

12 Impersonate A Person

LEVEL

Tier 3

Rogue Alters their look, style, and demeanor. Kit required.

Cost and Rollout is variable based on complexity.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	10 Min/Complexity	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Person	12 Hours	Skill	ROG

GM

Success



By COPILOT

Details:

GENERAL:

- When the Duration has ended the effects will slowly break down and fall away.
- 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.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Added Skill Point costs based on complexity and level,

Change	Skill Point Cost
Cosmetics	+0
Costumes	+4 (How to wear it)
Prosthetic	+10 (Race Change)
Badges/Certificates	+10 (Making it 'official')

- Requires the Player to narrate how the effect will be used.
- Requires the Rogue to have and use their Rogues Kit.

WHAT THIS SKILL DOES NOT DO:

- Does NOT Physically alter the rogue but may have minor use of prosthetics
- Does NOT Mimic racial abilities,
 - special sight
 - special hearing

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save Roll +20	8
18	Duration X4	10



Focus Items and/or Kits:

- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

12 Wake To Battle

LEVEL

Tier 3

Remain sensitive to battle noises.

Save=Instant wakening.

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
12 pts	Self	Next Initiative		Class Specialty	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
1	1 Round	1 Round		Skill -40	FTR

Wakes up



By COPILOT

Details:

GENERAL:

- Will work even if the fighter is exhausted or magically placed into sleep,
- These extreme situations will require the Save to be passed.
- If fighter rallies against magic sleep and there is no battle this will still work.

WHAT THIS SKILL DOES DO:

- Under normal circumstances the Save is not required. (See GENERAL area)
- Allows the fighter to be completely asleep, then stand up and attack,
 - No initiative bonuses or adjustments are allowed, just a straight initiative roll,
 - No AoOs are allowed within this wake up round.
- Allows the fighter to keep all normal ToHIT, Damage, and number of attacks.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow an AoOs within this 'waking' round.
- Does NOT allow the fighter to attack if the waking round is a surprise round from the enemy,
 - but this will still allow the fighter to move up to 2 squares.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

12 Electric Class Power Attack

LEVEL

Tier 3

Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff.

No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Skill	

1/2 Damage

By COPILOT

Details:

GENERAL:

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Electric) may use the spell 'Class Power Attack Duel',
 - This Duel must be called out AFTER this 'Electric Class Power Attack' is mentioned, and BEFORE the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHIT rolled.
- This is a direct stream of Electricity,
 - Must have a direct and uninterrupted path to the target,
 - Cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 4d10 + ACU points of damage without a ToHit.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.
- This has a counter spell called 'Class Power Attack Duel',
 - Which can force this caster into an Electric to Electric duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
 - Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

Class Power Attack Duel Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- 1d10 Additional damage is done.

12 Force Class Power Attack

LEVEL

Tier 3

Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff.

No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
9 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Skill	VEN

1/2 Dmg

Created by COPILOT

Details:

GENERAL:

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Force) may use the spell 'Class Power Attack Duel',
- This Duel must be called out **AFTER** this 'Force Class Power Attack' is mentioned,
and **BEFORE** the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHit rolled.
- This is a direct stream of Force,
 - must have a direct and uninterrupted path to the target,
 - cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 4d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
 - Enhancements may help with Damage, Range, and Save roll,
 - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

Class Power Attack Duel Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- 1d10 Additional damage is done.

12 Ice Class Power Attack

LEVEL

Tier 3

Direct Dmg 5d10+ACU. Dmg+ by Enhancement & Focus Staff.

No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	Skill	SYL

1/2 Damage

By COPILOT

Details:

GENERAL:

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Ice) may use the spell 'Class Power Attack Duel',
- This Duel must be called out AFTER this 'Ice Class Power Attack' is mentioned,
and BEFORE the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHit rolled.
- This is a direct stream of Ice,
 - must have a direct and uninterrupted path to the target,
 - cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 5d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
 - Enhancements may help with Damage, Range, and Save roll,
 - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1

Class Power Attack Duel Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half).

12 Phage Class Power Attack

LEVEL

Tier 3

Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff.

No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	10 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Rounds	Skill	VEN

1/2 Damage

By COPILOT

Details:

GENERAL:

- All Class Power attacks have the possibility of being drawn into a Duel.
- Another caster using the same power (Phage) may use the spell 'Class Power Attack Duel',
 - This Duel must be called out **AFTER** this 'Phage Class Power Attack' is mentioned, and **BEFORE** the damage is rolled.
- The GM may have to make a call if the Class Power Attack proceeds too quickly.

WHAT THIS SKILL DOES DO:

- This spell targets the enemy without a ToHIT rolled.
- This is a direct stream of Phage,
 - must have a direct and uninterrupted path to the target,
 - cannot be lobbed,
 - The target is allowed to attempt a Save for 1/2 damage,
- Delivers 4d10 + ACU points of damage without a required ToHit.
- Added functionality can be found,
 - Enhancements may help with Damage, Range, and Save roll,
 - A Focus Staff may help with Damage.
- This has a counter spell which may force this caster into a magical duel.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Class Power Attacks do not cause incidental damage to non-target items/areas.
- Does NOT allow the attack to be arched around or over obstacles.

Bonds and Connections

- No Nae'Em connection.



Counter:

Duel with same spell.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive.
- 1d10 Additional damage is done.

12 Targeting A Moving Target

LEVEL Tier 3

Hunter has no negatives when shooting at the target.

Number of attacks -1. Minimum of 1. Bow required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
1	By Weapon	1 Round		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter shoots at a moving target.
- Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC.
- Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.

WHAT THIS SKILL DOES DO:

- Requires Hunter to use a bow or crossbow,
- Reduces number of attacks by 1. Minimum of 1.
- Allows the Hunter to ignore any negative adjustments due to movement.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the use of any non-bow weapon with this skill.
- Does NOT allow more than one attack in the round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

12 Whirling Mordra

LEVEL

Tier 3

Attack everyone at once when surrounded.

JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	8 Squares	1 Round		None	FTR



By COPILOT

Details:



GENERAL:

- When using this skill no other attacks may be utilized. (Just 1)
- The 1 Attack roll/damage roll is for all targets,
 - the same ToHit roll may not hit all the different ACs.
- Requires the fighter to maintain concentration,
 - i.e. the fighter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the fighter to use one set of ToHIT & Damage rolls to all 8 surrounding squares.
- Gives the fighter bonuses to those ToHIT and Damage rolls,
 - ToHIT +4 and Damge +4 added on top of all other valid bonuses.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 1 attack,
 - The single attack rolls apply to all the surrounding squares,
 - The fighter does NOT get to apply this full range for each of the attack numbers.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

12 Langstrom Servant: Pucoe Gree

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Creature	8 Hours		None	ORX

[By site/group]

Details:

- The Pucoe Gree will only take instructions from the caster,
 - in the event that instructions are needed.
 - these instructions are the only evidence of communication.
 - They do not seem to communicate in any way otherwise.
- Pucoe Gree:
 - Will only fight against Langstrom inhabitants, if at all.
 - can move/carry the equivalent of 5 lines of inventory,
 - able to move at a rate of

A Pucoe Gree's properties are:

movement is 10 sqs per round
 Carry weight of 5 lines
 AC is 8 front and back
 Battle stats are -8 Ini, -8 ToHit, 1d8-1 Dmg. 0 is possible.

Reaction to anything other than caster's needs:

- 1-8 Don't Move
- 9-12 Step Aside
- 13 Return to Langstrom
- 14-15 Move Towards Issue
- 16-19 Flee
- 20 Attack

DOES

- ... bring out a Pucoe Gree creatures that can easily stay on the green turf of the Langstrom.
- ... pucoe Gree will work to ensure all members of the group do not fall,
 - All fall Saves will be able to try to not fall using an extra Save.
 - All structures the caster makes gain stability and less likely to have issues.
- ... continue even if the caster is out cold or asleep.
- ... allow the Pucoe Gree numbers increase as needed,
 - from a minimum of 3 up to 20,
 - They meld back into the current pod when not needed.
- ... Allow the caster to give specific directions to the Pucoe Gree when needed,
 - For instance the direction to help a specific person before others.

NOT

- ... function outside of the Langstrom.
- ... award any extra benefit with the use of more than one Pucoe Gree,
 - All Pucoe Gree work to the same goal at the same time.

**Bonds and Connections****Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Encourages the Pucoe Gree to protect the caster.

12 Great Healing 5d8 +ACU

LEVEL

Tier 3

Great heavy duty healing!**Heal 5d8 +ACU Bonus.****Range of 8 sqs for Fighters.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	2 or 8 sqs	Initiative	Healing and Rest	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Creature	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- A great Strumos healing spell.

WHAT THIS SKILL DOES DO:

- Heals 5d8 + Acumen Bonus.
- Heals living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter,
 - The spell range becomes 8 Sq.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.
- Does NOT heal issues regarding Fragility.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

SYL-STM-EOL-ORX

397-1

12 Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

Energy from throughout the body is force to an injury.**Roll 2d8+2. Dmg x1. Then Heal x2.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	15 or 22 sqs	Initiative	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	SYL-STM-EOL-ORX

By COPILOT

Details:**GENERAL:**

- Cast from a distance away to shock (w/ damage) then heal.

WHAT THIS SKILL DOES DO:

- Does heal any living creatures.
- Forcibly draws energy from entire body to heal a single wound,
 - Roll 2d8 and add 2 to get a result.
 - Forcibly drawing energy does damage to the target equal to the result.
 - Check to see if the target has any issues (HP below 0?).
 - Lastly, apply twice the result as healing.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring,
 - If the caster has a Focus Ring,
 - Recipients that have a Nae'Em connection with the caster gain +1/Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal undead, living dead, or the dead.
- Does NOT heal creatures that are non-corporeal.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

12 Sleep: Deep Doze

LEVEL

Tier 3

Does not affect very active targets.

Save: Fail=Deep sleep. Pass=Barely awake, Next Save -40.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	4 sqs/Tier	10 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	4 Hours			STM

Tired, but awake.



By COPILOT

Details:

GENERAL:

- Pushes a person to sleep as long as they are not in constant movement.
 - If a Target falls asleep due to this spell the Target cannot wake self.
- Sleep cannot be interrupted by normal external, mundane means.
 - Extra saves may be needed based on situation.

WHAT THIS SKILL DOES DO:

- Gives complete rest to the Target if they continue sleep for 6+ hours,
 - If the target is voluntary the duration is 8-10 hours of uninterrupted (complete rest).
- Allows the Target to roll a Save Roll,
 - Very active targets are not put to sleep, though they might feel a bit tired.
 - Failure means Target falls into a light sleep for 2d6 hours,
 - Success means Target is very tired but awake,
 - However, a success on the roll means subsequent Deep Doze spells have a Save Roll -40.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring,
 - Specifically, 'Subtle Casting' (at 6th level, cost of 4 sp),
 - This makes the spell casting look like normal movements without casting lights,
 - This does NOT make the suddenly tiredness look 'normal'.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on a very active person.
- Does NOT stop an affected Target from being woken up.
- Does NOT create a light that draws attention unless all other areas are dark.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Makes the Save roll harder (-20).

12 Circle of Spiritual Expulsion

LEVEL

Tier 3

X

COST	RANGE	ROLL OUT
12 pts	8 Squares	30 Minutes
STACK	AoE	DURATION
	3x3 squares	4 Hours

COLLECTION	OUTCOME
Shrines	Magical
SAVE	CLASS GROUPS
Skill	VEN

Circle Created 



By COPILOT

Details:

Creates a 3 Sq Radius circle designated by ornated chalk designs.
Once spell starts outline fades to be unseen.

For timing purposes the circle is enacted on initiative 17:

Anybody wishing to jump randomly into the center (to have the random push)

- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

DOES: -- work only on the pmp plane

Once spell starts any creature / item will immediately be teleported Outside:
-- either to the nearest outside area or (if nearest is in question)
-- or to a random location just outside of the circle.

Each teleport outside the AOE is done if the MGC:2 save passes.
-- The caster rolls a MGC:2 save to ensure the teleport works.

Regardless of the distance between the caster and the circle the caster is always aware of the circle enacting (even if the MGC:2 save fails).

Spell continues to power the potential teleport until the duration ends.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Save Roll +20	8
16	AoE X2	16

Focus Items and/or Kits:

12 Find/Follow Wilderness Trail

LEVEL

Tier 3

Attempt to find another Hunters trail.

JUST 1: Comparison Skill used, situation may add modifiers.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Mark	12 Hours			HNT

Find Follow



By COPILOT

Details:



GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Duration refers to how long the Hunter may work this skill before resting.
- When using this skill only one attack may be utilized. (Just 1),
 - While tracking the Hunter can use 1 attack a round and still maintain tracking,
 - The moment this tracking skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

WHAT THIS SKILL DOES DO:

- Requires a comparison Skill Save for this skill:
 - The tracking Hunter rolls a Skill Save and compares the result to
 - the tracked Hunter roll of a Skill Save.
- Modifiers may include:
 - Age of trail (How long it's been since the trail was made)
 - In an unusual or strange environment,
 - Weather,
 - Environment,
 - Actions taken by the tracked (covered trail?)
 - Hard packed areas.
- Does reduce the Hunters movement by half.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work in populated and non-natural environments.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Cover Trail - HNT

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Creations:

- No creations. Usable only as a spell/skill.

Focus Items and/or Kits:

- Not required.

12 Circle of Langstrom Expulsion

LEVEL

Tier 3

Returns Langstrom creatures. The caster rolls a MGC:2 save.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Planar
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	3x3 Squares	4 Hours		None

[By site/group]

Details:

- Once spell starts, outline fades to be unseen.
- Once spell starts, any Langstrom creature/item will immediately be teleported back,
 - either to an Langstrom spot known to the caster,
 - or to a random location in Langstrom plane if the caster doesn't know a Langstrom spot).
- Each teleport back to the Langstrom plane is with a caster's SKL:2 Save.
- Regardless of the distance between the caster and the circle
 - the caster is always aware of the circle enacting (even if the SKL:2 save fails).
- Spell continues to power the potential teleport until the duration ends.

... banish Langstrom creatures and items to their plane.

... banish Langstrom creatures/items if the SKL:2 save by the caster fails.
 ... compel Langstrom creatures to stay within the circle
 (tip: use Circle of Containment!)

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- AoE becomes a 4 Square Radius

EOL-VEN

896-2

12 Portal To A Connecting Soul

LEVEL

Tier 3

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	30 Minutes		Planar	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	PMP	2 Minutes		None	EOL-VEN



By COPILOT

Details:

- First to pass through must be either the Nae'Em or the caster.
- An optional use is to open the portal, have the recipient to come through then go back through.
- Does require the first to pass through must be either the Nae'Em or the caster.
 - Nae'Em/caster and one other person can pass through.
- Does require both the caster and the recipient to agree for the portal to be opened.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- Does require both the caster and the connected person be on the same PMP.
- Does allow two (2) trips through the portal,
 - therefore, an additional person may follow either the caster or recipient through.
- Does NOT allow any passage if some one other than the caster or recipient enters first.
- Portal can't be opened/created unless Nae'Em agrees to the portal



Bonds and Connections

- This is an Nae'Em connection with a person.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Not required.
- Changes number of trips from 2 to 3.

12 Astral Shed

LEVEL

Tier 3

Run-down shed outside, 5 rooms inside. Accommodates 8 ppl.

PMP entry/exit only through door. Windows view Astral.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	1 Minute		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1x1x2 Sqs	8 Hours		None	STM



By COPILOT

Details:

GENERAL:

- The interior design is up to the caster to decide.
- The shed is fully stocked with bedding and firewood, but not food.
- Offers a view of the Astral Plane from its windows,
 - The caster is able to tell what time it is outside,
 - Windows show views of the Astral plane, not the PMP.
- Astral Shed is on the border of the Astral and PMP planes,
 - Space within the shed is PMP space and does not follow Astral rules,
 - Allows creatures of both planes to see the shed,
 - But no creatures of either plane can enter the shed,
 - except by permission of the caster and through the only door.

WHAT THIS SKILL DOES DO:

- Allows up to 8 inhabitants of the shed to enter inside at a time,
 - Contains 8 beds.
 - Allows the inhabitants to bring food and drink inside.
 - Gives all the rest bonuses.
- Allows the caster to know exactly how much time has passed in PMP.
- Continues if the caster is out cold, asleep, etc...
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to take any items within outside.
- Does NOT allow any harmful effects from Astral Plane to enter the shed,
 - Astral projections cannot enter/exit within the shed.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Creates one additional floor with an extra room,
 - with 4 windows (N,S,W,E).

12 Tree House

LEVEL

Tier 3

Requires a tree (not a sapling), to start the spell. 60 HP.

When closed blocks most sounds & light. Houses 10 people.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	30 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	4 Sq High Tree	12 Hours		None	SYL



By COPILOT

Details:

GENERAL:

- Room for 10 to sleep with sitting chairs and chests.
- The shelter has 60 HP.

WHAT THIS SKILL DOES DO:

- Requires a tree (not a sapling),
 - The tree must be able to support the caster and their belongings,
 - More space/area is magically created.
- Creates a visible tree house with a retractable ladder.
- Muffles most sounds and lights within the closed house.
 - Those inside may be loud enough for the GM to roll a noise check..
- Continues to end of duration even if the caster is outcold, asleep, etc.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT mute ALL sounds and light from within.
- Does NOT hold people or items after the spell ends.
 - All things will drop to the ground.
- Does NOT harm the tree during or after but actions from the inhabitants can harm the tree.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Pine Seeds of Tree House',
 - While other classes may use this item, the Sylvan have advantages with it.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Pine Seeds of Tree House

- Tree house w/ ladder. Camo. Room for 4.
- SYL: Room for 6.
- Need: Campfire, 24 SP, 24 Hrs.
- Amaranth Root, Coal Lump, Pine Wood.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8

Focus Items and/or Kits:



- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

EOL-ORX

510-5

13 Enchantment of Returning

LEVEL

Tier 4

Creates a Dagger of Returning for 1 battle.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
32 pts	Touch	5 Minutes	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Small Wpn	1 Battle	None	EOL-ORX



By COPilot

Details:

- Make a small weapon into 'Returning' cast on weapon.
 - Only classes that allow use of weapon can take advantage of this magic on the weapon.
- When a critical blunder rolls as wpn dmg this is NOT counted as a 'magic' wpn.
- if a critical or other situation damages the weapon the spell ends.
- This is how an Aspect of returning is initially placed into a permanent magicked weapon.
- However, other spells are needed to ensure the magiced item is permanent.

- Does make a small weapon return to its owner.
 - Read above for specifics.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- Does NOT work on medium or large weapons, as well as two-handed weapons.
- Does NOT enchant weapons that are broken /cracked/damaged weapon.



Bonds and Connections

- This is a Tae'Em connection with a thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

EOL-VEN

13 Phage Blobs

LEVEL

Tier 4

520-5

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2x2 Squares	3 Rounds		None	EOL-VEN



By COPILOT

Details:

- Does deal Bonus damage in a 2x2 area for 3 rounds.
- Does require the PLAYER to attend to the damage on the 2nd round and 3rd round,
 - GM does not automatically run this on subsequent rounds.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- Does NOT makes anyone Poisoned or diseased, nor corrodes anything.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1

Same Skill.

Enhancements:

LVL ENHANCEMENTS COST



Creations:

Scroll of Phage Blob

- Rng:6 Sq, AoE:1 Sq, Dur:2 Rds
- VEN: Rng:10 Sq,
- Need: Kitchen/Lab, Cost 24 pts, 4 Hrs.
Vellum, Cinderroot, Ethereal Grass, Rocko's.
- Market: 9 Max, Buy:60 GP, Sell:20 GP.



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The area is 3x3.

HNT

770-1

13 Ranged Sucker Shot(s)

LEVEL

Tier 4

Take aim and shoot an unaware target. **Bow only.**

Init/ToHIT/Dmg +12. Attks 1/2(Min 1). AoE=1.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	1 Round	None	HNT



By COPILOT

Details:

GENERAL:

- Hunter focuses on a single target.
- Must select target prior to any initiative roll,
- Target must be unaware.
- Hunter may have other skills in play when executing this skill.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a bow.
- Allows the Hunter the following bonuses,
 - Initiative +12
 - ToHIT +12
 - Damage +12
- Reduces the hunters number of attacks in half.
 - Minimum of 1.
- Requires the target to be unaware.
- AOE is 1 target (for all shots in the round),
 - Enhancement 'AOE=2 Targets' allows the Hunter to aim for a 2nd target.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow full number of attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE = 2 Recipients	10
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

13 Feign Death

LEVEL

Tier 4

Rogue falls dead. Rogue is Prone/non-responsive.

INTERRUPT: Comparative Save needed on inspection.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	Instant		Battle Reaction	Mundane
STACK	AOE	DURATION		SAVE	CLASS GROUPS
99	Self	2 Rds Minimum		Skill vs non-Skill	 ROG
				Life Detected	



By COPILOT

Details:

JUST 1

GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
 - Player may time this to match an attack upon them.
 - This skill works on a cursory inspection.
 - The Rogue is in a trance-like state and should show no motion.
 - The Rogue's limbs will stay in whatever position they are initially placed, unless moved.
 - Speed drops to 0.
 - Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Rogue can stop Feign Death at any Round of their choosing past the 2nd round (12 secs),
 - When attempting to wake the Rogue rolls Initiative and wakes on that.
 - Feign Death can also end when Rogue is hit with AoO. (Immediately after the hit)
 - Does present the image of the Rogue as dead.
 - Skill Saving Throw,
 - Compares Rogues Skill save to person that is inspecting,
 - If inspector is a Rogue then GM uses the Skill Save,
 - If inspector is a non-Rogue then GM uses the non-Skill.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the Rogue from taking damage,
 - The Rogues AC becomes 3. (Front:3 Back:3)

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

13 Summon Item (Tae'Em)

LEVEL

Tier 4

Summon a Tae'Em from a Vae'Em that is on the same PMP.

Kinds of Nae'ems: Tae'Em=Thing/Item, Vae'Em=Venue/Location.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Same PMP	Initiative		Summon or Send	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Tae'Em	Instant		None	STM



By COPILOT

Details:

GENERAL:

- Item(s) are drawn to the caster from a Vae'Em.
- Since the items are created by the caster and the location is a Vae'Em to the caster the spell is a Tae'Em spell. Tae'Em is a connection to a thing or object.

WHAT THIS SKILL DOES DO:

- Requires the summoned item,
 - To be on the same PMP as the caster.
 - To be located at a previously designated Vae'Em,
 - To be previously set as a Tae'Em by the caster.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect on items placed on a PMP different than the caster.



Bonds and Connections

- This is an Tae'Em connection with a Thing/Item.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE = 2 Recipients	10
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Allows caster to use 'Subtle Casting' at no cost.

13 Shape Of A Satyr

LEVEL

Tier 4

Morphs into Satyr (Half man, Half Goat)**Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Self	10 Minutes 	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	4 Hours 	None	SYL



By flatia.org

Details:**GENERAL:**

- Does temporarily add 10 HP to the casters max HP while in the altered form.
- Full amount of damage taken is applied to the caster when they leave the altered form.

Example:

- If the caster normally has a max of 42 HP and takes this for then the HP max becomes 52.
- If the caster then takes 48 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 48 damage is applied to 42 max, - therefore, the caster falls to the ground with their HP at -6.

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Does physically change the caster into a Satyr.
- Does allow the character to keep their intellect and personality intact.
- Does allow the character to use skills and speak in this form.
- Does add 50% to casters short distance movements measured in squares, like battle.
 - This can only be done for 1 hour per day.
 - This does not apply to long distance moves measured in marks.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT add 50% movement to long distances,
 - traveling over 1 hour at the increased pace is not allowed.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,
 - Other than that listed above.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Rollout Init	12

**Focus Items and/or Kits:**

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

13 Circle of Astral Expulsion

LEVEL

Tier 4

Circle can be kept going if recast before end of duration.

Caster Saves to expell a creature. Once cast range no issue.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3 Sq Radius	4 Hours		Skill Expulsion	STM



By COPILOT

Details:

GENERAL:

- Creates a 3 Sq Radius circle surrounded by ornate chalk designs.
- Once spell starts, outline fades to be unseen.
- Once spell starts, any Astral creature / item will be teleported to the Astral plane,
 - To a random location in the Astral plane
- Each teleport back to the Astral plane is completed with a caster's Save.
- Regardless of the distance between the caster and the circle
 - the caster is always aware of the circle enacting (even if the Save fails).
- Spell continues to power the potential teleport until the duration ends.

WHAT THIS SKILL DOES DO:

- Does banish Astral creatures and items to their plane,
 - The creatures may not return as long as this circle remains,
 - The spell can be recast at the same spot before end of duration to keep it going.
- Does allow the caster to move out of casting range after circle has been created.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT banish Astral creatures/items if the Save by the caster fails.
- Does NOT compel Astral creatures to stay within the circle
 - (tip: use Circle of Containment!)

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Skill Save gets easier, Save roll +20.

13 Circle, Dimensional Expulsion

LEVEL

Tier 4

Up to 5 creatures can be forced back to Dimension.

Casters use Skill Save, all others use non-Skill Save.

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
16 pts	Touch	12 Secs (2 Rds)	2 RDS	Planar	Magical
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
5	2 x 2 Square	1 Round	1 RDS	Resist (Skill/Non)	DOK

Stay in PMP



By COPILOT

Details:

GENERAL:

- This is cast using chalk outlined circle to designate the perimeter of the circle.
- After the Rollout the outline fades and cannot not be seen,
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires each Dimension creature to Roll a Save,
 - Casters use their Skill Save, all others use non-Skill Saves.
 - Failed Saves indicate the creature is teleported back to Dimension.
 - Creatures are randomly placed 1 to 10 marks from the corresponding spot within Dimension.
- Allows up to 5 creatures per round to be teleported (Stack of 5).

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any non-Dimension creature or item.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll -20	8
16	AoE X2	16

Focus Items and/or Kits:

- Not required.

13 Find Nearest Langstrom Portal

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	1 Hour		Planar	Magical
STACK	AoE	DURATION		SAVE None	CLASS GROUPS ORX



Created by COPILOT

Details:

-- Does not give a distance.
 ... determines where, if within range, a Langstrom Portal might be on an 8 point compass,
 - Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.
 ... the initial direction is given during the entire duration of the spell.
 ... this spell CAN pick up a temporary Langstrom portal i.e. a rupture, as well as a permanent.
 ... only give information regarding the closest portal.

... indicate what kind of Langstrom opening has been found.
 ... update information,
 - If the portal that was found closes this spell still points to the past location

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

**Focus Items and/or Kits:**

-- Indicates how many Marks to the location
 (Providing it's within range.)

DOK-SYL-STM-VEN

13 Circle of Containment

LEVEL

Tier 4

454-1

Inhibits creatures from leaving the circle, not the caster.

Those that are inside must Save to exit.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		Brute	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours			DOK-SYL-STM-VEN



By COPILOT

Details:

GENERAL:

- Initially creates a visible 3 Sq radius perimeter,
 - After Rollout the perimeter is no longer visible.
- Suggested usage is prior to casting a summoning spell.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Inhibits creatures from leaving the circle, except for the caster
 - Creatures attempting to exit the perimeter must roll a Save,
 - On a successful save, the creature may leave,
 - On a failed save, the creature remains contained.
- Continues working (after the rollout),
 - even if the caster is unconscious, dead, or out of range, etc.
- Beneficial adjustments can be found in Enhancements and with a Focus item.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit the Caster from leaving the circle.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1

Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Makes The BRU Save more difficult. Save Roll -20.

14 Call & Direct An Attack Bear

LEVEL

Tier 4

Calls a bear to be ready for a battle.

HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Self	1 Minute		Battle Actions/Prep
STACK	AoE	DURATION	SAVE	CLASS GROUPS
2	15 Squares	2 Hours		None



By Perchance.org

Details:

GENERAL:

- Stats: HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15
- The caster is able to stop the bear from attacking via the Nae'Em.

WHAT THIS SKILL DOES DO:

- Allows the caster to direct which target the bear will attack within AoE,
 - Caster may choose to direct the bear to NOT attack anything if so desired.
- Requires the caster to fully concentrate on directing the bear when it is attacking.
- Requires the caster to instruct the creatures through an Nae'Em.
- Allows the AoE to move with the caster as the caster moves.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the called bear to mix with other bears,
 - except with other bears the caster has called.
- Does NOT allow caster to cast other spells as they concentrate and direct the bear.



Bonds and Connections

- This Is an Fae'Em connection with fauna.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Init	12
14	Duration X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

14 Dokour Flame Attack

LEVEL

Tier 4

Magical fire damage sent directly w/ no lobbing.

Dmg 5d8 +10 +ACU bonus. Focus +4/die. Save for 1/2 dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round		Resist (Skill/Non)	DOK
				1/2 Damage	



By COPILOT

Details:

GENERAL:

- Deals a significant amount of magical fire damage,
- No mundane fire damage.

WHAT THIS SKILL DOES DO:

- Delivers 5d8 +10 +Acumen Bonus damage as a magical flame to a single target,
 - Direct line of sight path with no ToHIT required,
 - No lobbing.
- Requires target creature to Roll a Save to resist magic,
 - Casters use their Skill Save, all others use non-Skill Saves,
 - Passing the Save indicates the target takes 1/2 damage.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT apply any mundane damage,
- Does not light anything on fire since this is a magical fire.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- Caster deals an extra 4 Damage per die rolled.

14 Major Healing 5d10+4

LEVEL Tier 4

Healing 5d10 +4 + Acumen Bonus to living corporeal creatures.

If healing a Fighter the spell range becomes 16 Sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15.2 pts	8 or 16 sqs	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	Permanent		None	STM



By COPILOT

Details:

GENERAL:

- One of the most powerful healing spells

WHAT THIS SKILL DOES DO:

- Heals 5d10 +4 + Acumen Bonus.
- Healing only living creatures.
- This healing spell will automatically 'bind' the wound. (Stop bleeding).
- If the Strumos heals a Fighter the spell range becomes 16 Sqs.
- beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life,
 - Non-corporeal creatures.
- Does NOT heal issues regarding Fragility.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE = 2 Recipients	10
16	Healing +4	10
18	Healing +8	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

14 Establish A House

LEVEL

Tier 4

Creates A House the character owns. Can tell if a follower is true.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
48 pts	1 Recipient	1 Month	Shrines	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	VEN-DEV



By Perchance.org

Details:

focus item makes the 'sensing' passive.

Otherwise character must actively work to 'sense' another's level of allegiance.

Only the caster using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses.

Owners may disallow any other members within the house.

Authorities may only disallow other members that are NOT owners or authorities.

Players establishing a House:

- Allow the owner and authorities of the house to know the approximate loyalty of a person.
- Allow the person to be recognized for higher loyalty without revealing specifics.

- Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a positive reputation indicating the person is loyal.
 - the range of 0 indicates the person has been neutral and shows not negative or positive

Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:



- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.



Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items will aid during any 'sensing' of allegiance.

14 Ionic Marker Detector

LEVEL

Tier 4

Locate another casters Ionic Marker.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	10 Minutes		Shrines	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS

None

VEN



By COPILOT

Details:

- Creates a false image of sounds and location for the original caster to see
- Does create a cursed Ion Marker
- Does deliver one of the following effects,
 - Paralyzes the one who uncovered it for 5 minutes,
 - Makes the one who uncovered it acquire diseased I,
 - Saps 15 SP/Mana from the one who uncovered it.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT create an actual Ionic Marker.



Bonds and Connections

- This Is an Tae'Em connection with a thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to activate it prematurely.

14 Bestow House Authority

LEVEL

Tier 4

Keep your House Organized. Can tell if a follower is true.

Creates A House for the character.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		None	ALL



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' another's level of allegiance.
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
 - i.e. the person must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
 - Allow the owner and authorities of the house to know the approximate loyalty of a person.
 - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a positive reputation indicating the person is loyal.
 - the range of 0 indicates the person has been neutral and shows not negative or positive.



Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of allegiance.

15 Moving And Shooting

LEVEL

Tier 4

Reduces shot distance 1/2, can walk full. Bow required.

Reduces # of attks 1/2 (Min 1). Init & ToHit +12.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	 RDS	SAVE	CLASS GROUPS
1	1 Target	1 Round		None	HNT



By COPILOT

Details:

GENERAL:

- Can be used for any unstable footing of the shooter.
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Limits the Hunter to half of their normal attacks. Minimum of 1.
- Requires the Hunter to use a bow.
- Allows the Hunter to shoot up to half the distance of their weapon.
- Gives bonuses of +12 to Initiative and ToHIT.
- Allows the Hunter to walk up to their full range of movement.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the use of any non-ranged weapon.
- Does NOT allow use of this skill while running.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

15 Surprise Death Blow

LEVEL

Tier 4

Most useful in the surprise round. FTR: ToHIT+15, Dmg:Crit.

EXTRA: Target: Surprised, Dazed, Stunned, or Held.

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
16 pts	Melee	Next Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
1	1 Creature	1 Round		None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- Target must be surprised, Daze, Stunned, held or unable to strike and/or block attacks.
- If Instant attacks are possible where they are allowed.

WHAT THIS SKILL DOES DO:

- Limits the fighter to a single attack, other than an AoO attack.
- Requires the fighter to use a weapon that is a longsword or bigger,
 - A weapon considered to be 'Medium' sized or larger.
- Allows significant bonuses to this single attack,
 - ToHIT +15, Damage: use Critical Charge (Blades).

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the fighter to apply this skill to more than one attack per round.
- Except for any AoO that become available.

Example: Find the right situation (surprised, Dazed, Stunned, or Held):

Enemy has AC of 25. Hero surprises him in an alley, thus a Round 0. Call out this skill:

Adjust the ToHIT: Our Hero rolls a ToHit of 17 and adds 15 giving a total ToHit of 32.

Adjust the Damage: Rolls a 93 from 1d100 and the Critical Hit Chart shows 'Max Damage x2',

Calculate the Maximum damage, multiply by 2 per the chart.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12

Focus Items and/or Kits:

- Not required.

15 Surprise Killing Blow

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts			Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
			Agility 	DEY



By Perchance.org

Details:

1. Requirements:
 - Target creature must be surprised,
 - Attacker must have a longsword or better (Blades Only),
2. This skill does the following:
 - Replaces all other attacks for this round,
 - If an AOO is an option that is allowed.
 - Reduces target AC by 10 for this attack,
 - If ToHit is sucessful then:
 - use the Crit Chart(Blades Column) +60% (Max of 100%),
 - calculate the resulting damage and add 50% more damage.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- No effect.

15 Possessed By Ancestor

LEVEL

Tier 4

COST	RANGE	ROLL OUT
STACK	AoE	DURATION

COLLECTION	OUTCOME
Commune	Mundane
SAVE	CLASS GROUPS
Skill	VEN



By COPILOT

Details:

The Ancestor takes control of caster's body. The ancestor is limited to the player character stats and the Ancestor may only use up to 1/2 of their achieved levels. The player still runs the character but uses the Ancestor class and skills.

Bonds and Connections**Counter:**

No Counter Available.

Creations:**Enhancements:**

LVL

ENHANCEMENTS

COST

Focus Items and/or Kits:

-- No effect.

15 Shape Of A Centaur

LEVEL

Tier 4

Shifts into existing half horse, half man

Able to speak & cast.

Move@ 150% Marks.

HP+20.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Self	10 Minutes 	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	6 Hours 	None	SYL



By Vainglorious Team

Details:

GENERAL:

- Does temporarily add 20 HP to the casters max HP while in the altered form.
- Full amount of damage taken is applied to the caster when they leave the altered form.

Example:

- If the caster normally has a max of 42 HP and then the HP max becomes 62.
- If the caster then takes 58 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 58 damage is applied to 42 max, - therefore, the caster falls to the ground with their HP at -16.

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Physically changes the caster into a Centaur.
- Allows the character to keep their intellect and personality intact.
 - Does allow the character to use skills and speak in this form.
- Adds 50% to casters daily long distance movements measured in marks.
 - This does not apply to shorter movement such as battle.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT add 50% movement to short distances that are not measured in Marks, such as battle.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,
 - Other than that listed above.

Bonds and Connections

- No connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

15 Control Water Currents

LEVEL

Tier 4

manage the general direction and speed of water

Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	4x4x4 Sqs	4 Hours		Skill	SYL

393-1



By COPILOT

Details:**GENERAL:**

- Caster attempts to control the direction and general speed of the water current.
- Opposing currents may hinder the effectiveness of this spell.
- Must roll a Skill Save to get the effort to work.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Influences the direction and speed of the sphere the caster controls.
- Allows attempted direction changes by compass directions (N,NE,E,SE,S,SW,W,NW)
- Allows attempted speed changes from quarter speed to double speed,
 - This is compared to the speed of the currents outside the sphere.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any attempts of control of weather.
- Does NOT allow any attempts of control regarding water inside living creat

Bonds and Connections

- No connection.

**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
16	AoE X2	16
18	Range X4	10

Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

15 Consecration of Corpse

LEVEL

Tier 4

Corpse is no longer connected to any thing/body.

Block animation and removes Nae'Ems.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Square	30 Minutes		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Corpse	Permanent		None	STM



By COPILOT

Details:

GENERAL:

- Blocks contact/connection with the dead,
- Stops any attempt to animate,
- Stops all efforts to communicate,
- Eliminates the possibility of bring the dead back to life.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the target to have been dead for a month or less.
- Blocks the dead from becoming
 - animated, Undead, Living Dead, etc.
- Removes any lingering Nae'Ems from the deceased.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on an already animated monster.
- Does NOT allow any form of removal of this spell, it is permanent.
- Does NOT allow the caster to communicate to the target.

WHAT THE CREATION DOES:

- Casting this spell is one of the basic requirements for a 'Consecration Anointment',
 - While other classes may use this item, some casters have advantages with it.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

Consecration Anointment



- Sprinkled over dead. Stops animations & Nae'Ems.
- ALL: All classes are able to full use this.
- Need: Kitchen/Lab, 48 SP, 24 Hrs.
 - Specks, Cinderroot, Ether Grass, Obsidian, Mold.
- Market: 3 Max, Buy:150 GP, Sell:3 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
12	AoE = 2 Recipients	10

Focus Items and/or Kits:

- Not required.

15 Held In Stasis

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	1 Minute		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1 Month (30 days)		Skill	ORX



Created By COPILOT

Details:

- Stasis puts a hold on all gaming stats that may require timing, such as timing based on,
 - damage, sickness, or disease,
 - personal regeneration, or nourishment.
- Stasis is a coma like state which halts progression of health conditions.
- The spell must be cast again to bring the target back to consciousness prematurely.

... place a non-combatant into a stasis like state.
 ... prohibit any method of self powered movement.
 ... allow targets that cannot/will not cooperate to roll a MR:1 to resist the stasis.
 ... enforce the range only during the casting,
 - Once the target is within stasis the caster must remain on the same PMP.
 ... requires the caster to use their Arcane Focus item.

... require the target to be willing or conscious.
 ... automatically allow a recasting again at the end of one casting seamlessly,
 - For the new spell to dovetail a SKL:2 Save must be passed.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
14	Range At 3 Sq's	8

**Focus Items and/or Kits:**

- Adds up to 6 months to the Duration,
 - in 1 month blocks.

15 Create Food For A Family

LEVEL

Tier 4

Create food and water for 1d12+10 meals.

Includes 3 skins of water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	5 Minutes		Food And Drink	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Square	Permanent		None	STM



By COPILOT

Details:

GENERAL:

- Create food and water for 1d12+10 meals.

WHAT THIS SKILL DOES DO:

- Creates a full hot tasty meal and cool clear water.
- Enough for 2d12 + 10 meals.
- Caster chooses type of a simple meal.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the caster to create spoiled or non-nutritional foods.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Range At 3 Sq's	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Improves taste and quality of the food.
- Water can be mild wine or mead.

DOK

15 Magma Moat

LEVEL

Tier 4

2 sqs wide surrounding the AOE. Slight sulfur smell.

Magical magma dmg 8d6. Submerged = double. Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Caster	30 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	3x3 Sq Island	6 Hours			DOK

1/2 dmg &/or Out



By COPILOT

Details:

GENERAL:

- Save required for coming into contact with the magma,
- If a Target fails their save they will take 8d6 damage per round instead of 4d6.
- This is because they have fully landed within the magma.
- Another of the same Save needs to be rolled successfully to escape the magma unassisted.
- When assisted out of the magma the Save roll gains +20.
- There is a slight sulfurous smell associated with this spell.

WHAT THIS SKILL DOES DO:

- Creates a moat of magma 2 square wide by 2 squares deep.
 - This surrounds an area the size of AoE in center.
- Magma causes 8d6 damage upon contact.
- Creates a temporary pit within the environment that is filled with the magma.
- Beneficial adjustments can be found in Enhancements and with a Focus Staff.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for any of the magma to be removed from the moat.
 - Any magma removed actually dissipates with no effect.
- Does NOT start any fires in the environment due to the presence of magma.
 - But does still emit heat enough to warm a group in cold environments.
 - It is uncomfortable in warm environs but no real damage to a group or items.
 - except if the item(s)/person(s) come in direct contact with the magma.
- Does NOT spread beyond the initial AoE, even if more space is dug around the moat.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
16	AoE X2	16



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- AoE to a 5x5 square perimeter for 2 sq wide moat.

16 Quick Ranged Shot (PreBattle)

LEVEL

Tier 4

Hunter shoots first to start a round zero.

1 Attack. Init+15, if needed. ToHIT & Dmg +5

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
16 pts	Melee	Pre-battle		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Creature	Instant		None	HNT



By COPILOT

Details:

GENERAL:

- Quickly Shoots to potentially start a battle.
- Requires the Hunter to use a bow.

WHAT THIS SKILL DOES DO:

- Allows battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
- Limits the Hunter to 1 attack in the round.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with any weapons except bows.
- Does NOT work more than once per round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Attacks +1	8
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

DOK

531-1

16 Fire Bombardment

LEVEL

Tier 4

Caster lobs magical fire into multiple squares.

5d10 +ACU dmg. Save within each sq for 1/2 dmg.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	12 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Row: 1 sq / Tier	1 Round	Agility	DOK

1/2 Dmg



By COPILOT

Details:

GENERAL:

- AoE: 2 squares in a line leading away from caster within range,
 - The first of the squares must be within the Range.

WHAT THIS SKILL DOES DO:

- Deals Damage = 5d10 + ACU bonus,
- one set of damage is rolled and applied fully to each of the squares in the AOE,
- Therefore, if a single creature is in both squares it may take 2x damage.
- Attack is lobbed, therefore it is an indirect attack.
- Requires the Target(s) to roll a Save for each square they touch,
 - Even though damage is rolled once, a Save is rolled for each square,
 - Success means that the Target takes half damage,
 - Failure means that the Target takes full damage.
- Allows the caster to choose the casting power level,
 - Caster can select to use a lower Tier as applied to the Range.
- Beneficial adjustments can be found in Enhancements.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow for anything to catch on fire.
- Does NOT creatures that live in and around fire.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Range +50%	6
12	Range X2	8

Focus Items and/or Kits:

- Not required.

16 Lightning Bolt

LEVEL

Tier 4

Can go through 3 persons not wearing Adamantine body armor.

Damage: 2d6+ACU. Admn armor -1d6. Save for 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	15 Squares	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Direct Line up to 4 target	1 Round		Agility	STM

1/2 Damage



By COPILOT

Details:

GENERAL:

- Bolt may pass through up to 3 persons in a row.
- Insulation stops all movement of the bolt.

WHAT THIS SKILL DOES DO:

- Delivers damage of 2d6.
- Can go through up to 3 targets,
 - Will NOT go through Adamantine body armor.
 - Will go through and deliver damage to up to 4 targets (in a row),
 - All must be in range,
 - Each is allowed their separate Save for 1/2 damage.
- Damage adjustments are,
 - add +6 damage if the Focus Ring is actively used,
 - Target reduces 1d6 damage when wearing Adamantine body armor,
 - Target reduces damage by 1/2 with a Save.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save Roll -20	8



Focus Items and/or Kits:

- Focus Ring with crystal is NOT passive.
- Causes additional 6 HP damage.

16 Shape Of A Mer Person

LEVEL

Tier 4

Morphs into a mer-creature. Gender as caster chooses.

Able to speak & cast. Swim & breath water. HP+20.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	20 Minutes		Shape Change	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	8 Hours		None	SYL



By COPilot

Details:

GENERAL:

- Does temporarily add 20 HP to the casters max HP while in the altered form.
- Full amount of damage taken is applied to the caster when they leave the altered form.

Example:

- If the caster normally has a max of 42 HP and then the HP max becomes 62.
- If the caster then takes 58 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 58 damage is applied to 42 max, - therefore, the caster falls to the ground with their HP at -16.

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO:

- Does physically change the caster into a Mer-person.
- Does allow the character to keep their intellect and personality intact.
 - Does allow the character to use skills and speak in this form.
- Does allow the character to swim and breath water.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,
 - Other than that listed above.

Bonds and Connections

- No connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the Arcane connection.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

DOK-SYL-STM-EOL-ORX

907-1

16 Major Bolt Of Health 6d12+6

LEVEL

Tier 4

Damages for 1d4, then heals for 6d12+6. Ftr=22 sq range.

Recipient loses 1 attack, but may dodge with Save Roll +40

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	15 or 22 sqs	Initiative	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Recipient	Permanent	AGL	DOK-SYL-STM-EOL-ORX



[By site/group]

Details:

GENERAL:

- Electrical bolt is sent out the the recipient,
- Damages for 1d4, then heals for 6d12+6,
- This also interferes with the recipients ability to fight and cast.
- If the recipient is in the middle of an attack, spell, or skill when this bolt is launched,
- the recipient may have to roll a Save (type based on situation),
- Failing the Save will likely ruin their attack, spell, or skill effort.

WHAT THIS SKILL DOES DO:

- Allows the recipient to attempt to avoid the bolt entirely,
 - Recipient dodges with an Agility Save. The Save Roll gains an adjustment of +40,
 - Passing the Save means the recipient does NOT get the damage or the healing.
- The bolt has a range of 15 squares, but if the recipient is a fighter then the range is 22 sqs.
- Allows the bolt to strike the recipient and then,
 - Causing 1d2 damage,
 - Forcing the recipient to lose 1 attack, (Physical, spell, or skill) (Min 1 attack),
 - If the recipient has expended their attacks for the round they miss an attack next rd.
 - The recipient is healed 6d12+6 HP.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have the bolt continue past if a Save is successful,
- The bolt fizzles out and does not make it to any target.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
8	+1d8 Heal	4
9	Range +50%	6
12	AoE = 2 Recipients	10

Focus Items and/or Kits:

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

16 Create Leather Golem

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	6 Hours		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Construct	1 Day		None	ORX

[By site/group]

Details:

- Creature:
 - 2 Squares high and occupies 1 square,
 - 120 HP and moves at half rate of a standard human, does not tire or need sleep.
- Battle Stats:
 - AC: 16/10, 1x1 Attacks, Init-2, ToHit+2, Damage 2d10 or by weapon.
 - HP at 0 dies (no bleeding).

... animate a humanoid creature out of soft leather,
 - With standard articulation of two limbs.
 ... create a Golem from leather and leather-like materials,
 - Heavy cloth, hides, or monster pelts which do NOT have to be a finished product.

... allow the Golem to think on its own,
 - Each round the caster must verbally direct its actions.
 ... set up a Nae'Em relationship.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST

**Focus Items and/or Kits:**

-- Additional 4 damage.

17

Impersonate Person

LEVEL

Tier 5

For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Self	10 Min/Complexity		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	1 Person	6 Hours		Skill Success	DEY

GM

Details:

- When the Duration has ended the effects will slowly break down and fall away.
- 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.

- Does Adjust based on complexity and level.
- Does alter themselves to appear to be another very specific person.

- Does NOT Allow the height to be adjusted more than 10 inches
- Does NOT Physically alter the rogue but may have minor prosthetics
- Does NOT Mimic racial abilities,
 - special sight
 - special hearing

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

17 Force Cage 3d6 to touch

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	8 Squares	10 Minutes		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 Squares	3 Rounds			VEN



By COPILOT

Details:

- Damage is dealt on any type of physical contact, including melee combat.
- This cage can be used with a Perimeter of Containment to double up on the protection.
- Creates a mish-mash of crossing 'cables' which fences in inhabitants.

... create a physical cage of force,

- the mesh grid will not allow large items/creatures through,
 - taller/wider than 8 inches (20 cm) or
 - longer than 24 inches (60 cm),
 - any small physical creatures passing through still take the damage.
 - the cage has Hit Points of 199 and an AC of 11.
- ... deal 3d6 damage each time there is physical contact.
- ... affect dimensional creatures more,
 - All dimensional creatures must comparison Saves to cross the barrier.
- ... continue to work if placed over another type of magical containment.

... effect Dokour casters.

... range in it's AoE, either 3x3 or Enhanced to 9x9.

... continue of the cage's HP drops below 1.

Bonds and Connections**Counter:**

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8

**Focus Items and/or Kits:**

- Doubles the cages Hit Points to 398 HP

17 Hammering Force 3d8 @ 2sqS

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2 Squares	Instant	Skill		VEN

[By site/group]

Details:

-- The spell shows an image of a giant hammer pounding twice at the target.

... damage to all in the target squares,
 - damage of 3d8 + Acumen Bonus.
 ... Cause each creature in the 2 squares to Save,
 - Failing the Save will stun the creature for 1d3 rounds.

... need 2 Saves (1 for each attack)

Bonds and Connections**Counter:**

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

-- The Target(s) must use the next most difficult Save Column.

17 Ultimate Group Heal 200 HP

LEVEL

Tier 5

3 persons minimum within AoE.

200 HP divided equally. (remainder dropped)

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	6 Squares	20 Minutes	Healing and Rest	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3 Sq Rad Circle	Permanent	None	STM



By COPILOT

Details:**GENERAL:**

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Heals a group of 3 or more persons for 200 HP.
- Equally divides the HP among the group,
 - Remainders of the division are dropped and lost.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.
 - Allows enhancements to increase the base amount to be divided.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work on groups of two or a single person.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Healing +8	10

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive,
- Add +1 Healing per caster Tier.

17 Place An Arcane Aspect

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	3 Days		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Permanent		None	ORX

[By site/group]

Details:

-- The process of putting magic into an item is done by first.

Process of making a permanent magic item is done by obtaining a high quality item, putting an arcane aspect into it using the Focus Item sealing it with permanence. This spell can put the arcane aspects into the item

putting an arcane aspect into it,

Caster casts one of the 'Identify x aspects' to hold the item open for up to 3 days per aspect ID'd.

This may be recast to hold it open for another 3 days per x if needed.

Caster attempts to coax arcane power into the item.

Caster casts the 'Coax Arcane Aspect' spell using a SKL:>99, if the Focus item is used then caster can use Save of SKL:4

to compare to the arcanes SKL:4 Save of 55.

Player rolls the casters SKL:4 / SKL:>99 and notes how close to the SKL:4 / SKL:>99 they came

GM rolls the arcane's SKL:4 of 55 and notes how close to the SKL:4 they rolled.

Passing a Comparison Save happens by being the highest above the required Save.

If both are below the required Save then the one that is below by the least amount passes.

The Caster Passing the save is able to put an arcane aspect into the item.

The Arcane passing means it does not go into the item.

Each aspect needs a single condition and single result

Examples of aspects with conditions and results are:

If the race of 'Mountaineer' holds this then +1 ToHIT

All races that hold this item gains +1 Damage when attacking.

If item held by Wood Elf then HP of the Wood Elf takes damage of 1d12.

This item imbues the holder with raised Serendipity Save of +10.

If Fumble is rolled while holding this item the fumble % roll will be 99.

To make an aspect's result more impactful the caster repeats the same process on the same aspect.

- battle based aspects increment by 1 (from +1 to +2)

- Percent based aspects increment by 5% (from +5% to +10%)

- Spell based aspects are made more powerful by casting the enhancements of the creation spells.

Separate lines that have the same benefit and not combined, only the most significant is used.

The caster continue as long as needed by using one of the 'Identify x Aspect' spells.

The caster must close a session with permanence to seal the item permanently.

If the caster does not close a session with permanence the item's magic will fade after 3 months.

Any session not active will close after 2 days.

Sealing with permanence

1. Creators seal (caster of the 'Identify x aspects' creates a symbol) is required.
2. If the race of 'Mountaineer' holds this then +1 ToHIT
3. All races that hold this item gains +1 Damage when attacking.
4. If item held by Wood Elf then HP of the Wood Elf takes damage of 1d12.
5. This item imbues the holder with raised awareness of +10.
6. If Fumble is rolled while holding this item the fumble % roll will be 99.

Bonds and Connections**Counter:**

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL

ENHANCEMENTS

COST

Focus Items and/or Kits:

18 Arcane Removal Burn (2 of 3)

LEVEL Tier 5

2nd of 3 castings made by remove all SP from a caster.

Class remains, but no SP allowed in that class again.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	1 Square	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		Resist (Skill/Non)	DOK

SP not removed



By COPILOT

Details:

GENERAL:

- Process: (Can be repeated as often as desired)
- 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
- Orix identifies the Arcane connection (6 hours) and break of 10 minutes max,
- Dokour then disconnects the Arcane connection (6 Hours) and break of 10 minutes max,
- Strumos then heals the Arcane connection of the Target class (6 Hours).
- Target rolls a Save after each casting, needs only 1 fail to break the process.
- There is no known way to recover the lost points.
- Does disconnect the target from all Arcane activities of that class,
 - Afterwards the target can make no further advancement within that previous class.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does requires each caster to use their Focus item.
- Does cause a great deal of pain to the target,
 - Target is left with -5 HP, but max HP does not change.
 - Target is left with 0 SP as current and maximum.
- Results mean the target cannot acquire/use Spell/Skill pts for that class again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT remove a class, but there is no known way to recover/restart SP in that class again.
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order,
 - A maximum time of 10 minutes is allowed between each caster.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The disconnection requires a Dokours focus staff.

18 Arcane Removal Close (3 of 3)

LEVEL

Tier 5

3rd of 3 castings made by remove all SP from a caster.

Class remains, but no SP allowed in that class again.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
60 pts	1 Square	6 Hours	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	Resist (Skill/Non)	STM

SP not removed



By COPILOT

Details:

GENERAL:

- Process: (Can be repeated as often as desired)
- 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
- Orix identifies the Arcane connection (6 hours) and break of 10 minutes max,
- Dokour then disconnects the Arcane connection (6 Hours) and break of 10 minutes max,
- Strumos then heals the Arcane connection of the Target class (6 Hours).
- Target rolls a Save after each casting, needs only 1 fail to break the process.
- There is no known way to recover the lost points.
- Does disconnect the target from all Arcane activities of that class,
 - Afterwards the target can make no further advancement within that previous class.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does requires each caster to use their Focus item.
- Does cause a great deal of pain to the target,
 - Target is left with -5 HP, but max HP does not change.
 - Target is left with 0 SP as current and maximum.
- Results mean the target cannot acquire/use Spell/Skill pts for that class again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT remove a class, but there is no known way to recover/restart SP in that class again.
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order,
 - A maximum time of 10 minutes is allowed between each caster.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- The disconnection requires a Strumos ring.

18 Arcane Removal Open (1 of 3)

LEVEL

Tier 5

1st of 3 castings made by remove all SP from a caster.

Class remains, but no SP allowed in that class again.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
60 pts	1 Square	6 Hours	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	Unskilled	ORX

SP not removed



Created by COPILOT

Details:

GENERAL:

- Process: (Can be repeated as often as desired)
 - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
 - Orix identifies the Arcane connection (6 hours) and break of 10 minutes max,
 - Dokour then disconnects the Arcane connection (6 Hours) and break of 10 minutes max,
 - Strumos then heals the Arcane connection of the Target class (6 Hours).
 - Target rolls a Save after each casting, needs only 1 fail to break the process.
 - There is no known way to recover the lost points.
- Does disconnect the target from all Arcane activities of that class,
 - Afterwards the target can make no further advancement within that previous class.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does requires each caster to use their Focus item.
- Does cause a great deal of pain to the target,
 - Target is left with -5 HP, but max HP does not change.
 - Target is left with 0 SP as current and maximum.
- Results mean the target cannot acquire/use Spell/Skill pts for that class again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT remove a class, but there is no known way to recover/restart SP in that class again.
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order,
 - A maximum time of 10 minutes is allowed between each caster.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- The disconnection requires a Dokours focus staff.

18 Shape Of A Harpy

LEVEL

Tier 5

Changes into a Harpy. (Haggerd vulture-like bird / person)

+30 HP. Can speak, & cast. Can fly & dive (1/min).

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	self	20 Minutes 	Shape Change	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	self	2 Hours 	None	SYL



By Magickstudio-art

Details:

GENERAL:

- Does temporarily add 30 HP to the casters max HP while in the altered form.
- Full amount of damage taken is applied to the caster when they leave the altered form.

Example:

- If the caster normally has a max of 42 HP and takes this for then the HP max becomes 72.
- If the caster then takes 68 damage they have 4 HP left while in the altered form.
- But if the caster reverts back to normal form the entire 68 damage is applied to 42 max, - therefore, the caster falls to the ground with their HP at -16.

- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does physically change the caster into an ugly creature that is a mixed Vulture/Person.
- Does allow the character to keep their intellect and personality intact.
- Does allow the character to use skills and speak in this form, however. . .
 - The characters voice will always have a screech to it, unless
 - The character that uses a focus item may choose to sing without screeching.
- Does allow the Harpy to do a special attacks if/when casting 1 or no spells in the round:
 - Flying: 1 attack per round. Use the "Fist" attack when doing so.
 - Diving: 1 attack per 3 rounds. Init, ToHIT, & Damage +6.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow damage taken in the altered form to be forgiven/less when reverting.
 - It is possible for the caster to revert back and fall unconscious/dead.
- Does NOT give the caster any of the forms special abilities, attacks, or defenses,
 - Other than that listed above.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

18 Create Wood Golem

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Construct	1 Day		Skill	ORX

[By site/group]

Details:

- ... require a passing SKL:2 roll.
- ... animate a humanoid creature out of soft wood,
 - Effectively has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL ENHANCEMENTS COST



Focus Items and/or Kits:

-- Increases damage by 6.

STM-NEC

462-1

19 Dead Spirit Conversation

LEVEL

Tier 5

Speaks with up to 6 souls.

Requires a shrine, ritual, and tokens.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Spirit	Rollout (10 Min)		Skill	STM-NEC

Summoned



By COPILOT

Details:

GENERAL:

- Caster creates a summoning circle, then summons souls/spirits to speak to them.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the caster to have an item associate with each of the summoned.
- Requires the caster to pass a Save to summon the spirit. (Fail: no summon)
- Requires the souls/spirits to rise and meet with the caster, but not to communicate,
 - souls/spirits that have been dead for over 100 years will not be available for this.
 - souls/spirits that have been disconnected from the planes of the living are not available.
- Allows for 10 questions and answers (unanswered questions do not count).
- Allows the caster to ask a single question and wait for an answer,
 - Multiple answers to 1 question is counted as a single question.
 - Repeating the same question is another question.

WHAT THIS SKILL DOES NOT DO:

- Does NOT summon any soul/spirit that has had 'Consecration of Corpse' cast on it.
- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue rolling out the ritual once it's been interrupted.
 - They must end the spell and start over by casting this again.
- Does NOT allow the caster to force the spirit to comply with requests/questions.



Bonds and Connections

- This Is an Cae'Em connection with a construct.



Counter:

LVL: 1 Consecration of Corpse

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save Roll +20	8



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive
- Skill Save is easier, Save roll +20.

19 Create Stone Golem

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Creations	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Squares	1 Month (30 days)		None	ORX



Created by COPILOT

Details:

- ... require a passing SKL:4 roll.
- ... work with natural unworked stone or sculptured stone.
- ... animate a humanoid creature out of stone,
 - Has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

Bonds and Connections

Counter:

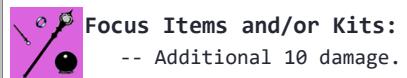
No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------



Focus Items and/or Kits:

- Additional 10 damage.

EOL-VEN

602-2

19 Vae'Em Portal (Ethereal Portal)

LEVEL

Tier 5

Creates a portal for anyone to use.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	PMP	2 Days		Planar	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Landmark	Permanent		None	EOL-VEN



By COPILOT

Details:

- Caster only needs to learn about the location.
 - But the information learned must be indepth, not just a name.
- When resetting a disconnected Nae'Em the Rollout is reduced in half,
 - With this spell the Rollout can become 1 day.
- Does work with a clear description of the location.
- Does require a safe spot to stand that is a minimum of 4x4 Sq's.
- Does require a TRUE NAME of the location.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Does NOT require the caster to have any information prior to learning.

Ethereal pmp portals

Rollout: 10 Min

Duration: 1 min (time it's open)

Time to travel from/to: 2 hrs (regardless of distance)

En point

Astral pmp portals (Normal)

Rollout: 4 hours

Duration: 2 hours (Time it's open) Dispelable

Time to travel from/to: Instant

estimations



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Increase Aura	-2
10	Rollout Halved	6
18	Nae'Em Clues Removed	20



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Set the location within 2 Squares of the landmark.

19 Fort of Thorns

LEVEL

Tier 5

Temporary protected encampment.

Walls 2 sq high x 1 deep. No roof. AC:8 HP:50/sq.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20 pts	12 Squares	30 Minutes 	Fences and Shelters	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	10x10 squares	12 Hours 	None	SYL



By COPILOT

Details:

GENERAL:

- Even workable in non-temporate environments.
- Status:
 - Battle stats of AC:8 and HP:50 per square.
 - Mundane fires cause 1d4 damage to the square on fire.
 - Magical fires cause damage as per the spell description.
 - 4 External thorn walls arranged in rough square (Each: 6L x2H x1D)
 - 1 Internal room of 4x4 squares,
 - The door is 2 squares high and 1 square wide (Placed by caster),
 - Roof and chimney optional.
- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creates a rectangular perimeter wall of thorns around the AoE,
 - The walls are 2 squares high by 1 square deep, and 6 squares long each,
 - Internal area of 4 x 4 squares without a roof.
 - Includes a heavy wooden door to be placed by the caster.
- Causes damage to any creature attacking via melee,
 - 1d6 cutting damage from the thorns.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT inhibit or stop very small creatures, or even gaseous ones.



Bonds and Connections

- This is a Vae'Emn connection with a venue/Location.



Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)

20 Invoke Wraith/Ghoul

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
50 pts	50 Marks	20 Minutes		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2x2 Squares	4 Hrs/Tier		Skill	NEC

Creation Done!



By COPILOT

Details:

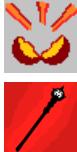
- Does summon either a Wraith or Ghoul.
- Does allow the caster to set a single instruction,
 - This must be a simple instruction the Driven is capable of doing.
- Does send the Wraith/Ghoul back to it's origin point at the end of Duration.
- Does requires the Caster to choose either a Wraith or a Ghoul at the time of casting.
- Remember, if skeletons are engaged into battle they might not stop on command.

**Bonds and Connections**

- This is an Cae'Em connection with a construct.

Counter:

LVL: 1 No Counter Available.

Creations:

- 6 Hrs creates 1 Wraith. Cost:50 pts.
- 6 pch Cinderroot, Grave dirt, Pine ash, fine sand.
- Need corpse,
- Duration: 6 months. Then Ghoul is possible.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- The Stacking Limit becomes 3 instead of 1.

20 Raise The Dead

LEVEL Tier 5

Must be dead <20 years and recipient is revived with 5 HP.

Any missing parts/limbs are still gone.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40 pts	Touch	8 Hours		Partner Cooperations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS

Alive!



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Brings a person who has been dead for less than 20 years back to life with Save .
- Restores them to 5 HP.
- Works if the person is missing body parts, but the parts will not come back.
- Beneficial adjustments can be found in Enhancements and with a Focus Ring.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work if the person has been dead for more than 20 years.
- Does NOT regenerate any missing body parts.



Bonds and Connections

- This is an Nae'Em connection with a person.

Counter:

LVL: 1 No Counter Available.

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE = 2 Recipients	10
16	Healing +4	10



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Heals the person to 10 HP. (Additional 5 HP)

20 Mirror A Person

LEVEL

Tier 5

HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

COST	RANGE	ROLL OUT	2 RDS	COLLECTION	OUTCOME
20 pts	15 Square Radius	2 Rounds		Shrines	Magical
STACK	AoE	DURATION	Hourglass	SAVE	CLASS GROUPS
1	1 Person	20 Minutes		None	VEN



By COPILOT

Details:

- The caster creates an image of a chosen person.
- Does require the caster to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- Does create an image of a chosen person within range.
 - The image can speak in their own voice, move and say what the caster commands it to.
 - but they have no effect unless the caster can also use those skills/spells and attacks.
- The image stats:
 - HP: 20 or persons HP. Whichever is LESS. **Focus Item** will add 15 HP.
 - AC: 10/10
 - Move: 6
 - Battle: Attacks x1x1, Init+2, ToHIT+2, Damage +2.
 - Spells cast must be from the caster, but it will look as if it is cast from the image.
- Does NOT allow the caster to change into an image of a person.
- Does NOT allow the caster to use skills/spells the recipient wouldn't naturally know.
- Does NOT allow the image to use any skills/spells/attacks above their current level (max 20).
- Does NOT allow the image to retain the person's AC and lowers all their stats to 9.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 Same Skill.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Images have 15 more HP each.

20 Vae'Em Natural Landmark

LEVEL

Tier 5

Designate a Vae'Em to portal back to.

Location becomes a destination for portals/scrys.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	PMP	4 Hours		Nae'Em	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3 Squares	Permanent		None	SYL



By COPILOT

Details:

GENERAL:

- Requires the Caster to maintain concentration,
 - i.e. the Caster must stay awake throughout the Rollout,
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Creating a Vae'Em (Venue/Location Nae'Em):
 - There is no Save required.
- When reconnecting to a disrupted Vae'Em,
 - The Save needed requires a Save Roll with an adjustment from -80 to -40,
 - The Save Roll adjustment is easier if,
 - it's been used by the caster recently,
 - it's rarely visited,
 - the player/character can give details about the location.
- Vae'Em must have a safe spot to stand that is a minimum of 3x3 Sq.
- Beneficial adjustments can be found in Enhancements and with a Focus Wand.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work with any site that has been disturbed,
 - Construction,
 - Currently in use, especially if magic is being used at the spot.



Bonds and Connections

- This is a Vae'Em is a connection to Venue/Location.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
10	Rollout Halved	6
16	AoE X2	16



Focus Items and/or Kits:

- Focus Wand with crystal is NOT passive.
- Reduces level of ALL enhancements (in half)