




## Battle Actions/Prep


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	1 Target	1 Target	5 Rounds	1 Hour		
<b>Mundane Fire Immunity</b>												
						<p>Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell. Creates enough light to read by if within 2 squares of caster. However, the user of this spell should be aware of the lack of oxygen, A protected person could move about for a short bit in such an environment</p>						
						<div>CREATE:Normal Fire Protection FOCUS:Warms those close. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</div>						


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


## Battle Defense


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

## Battle Offense


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Not Blinded
						4 pts	8 Squares	1 Target	Initiative	1 Round		
<b>Flash Of Fire!</b>												
						<p>Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing. Can be directed at a creature for damage or a single square to blind creatures. When cast on a creature they take 1d6 +ACU damage and must Save or be blinded. When cast only on a square all within 4 squares must Save or be blinded. Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).</p>						
						<div>CREATE:Flash Bang! FOCUS:Save roll -20 COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP</div>						


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Spell missed
						4 pts	10 Squares	1 Target	Initiative	1 Round		
<b>Flame Bolt</b>												
						<p>Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge. Magical fire only damages target, not other people or items. The flame bolt can not be lobbed or arc to the target.</p>						
						<div>CREATE:Flame Bolt Breakable FOCUS:Target Save -20 COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP</div>						

LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	12 Squares	1 Target	Initiative	4 Rounds		
<b>Heat Metal Armor</b>												
						<p>Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. Round 1: Initiative -1 Ac -1 ToHIT -1 Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4: Initiative -4 Ac -4 ToHIT -4</p>						
						<div>CREATE:Enflame Metal Armor FOCUS:AC/Init/ToHIT additional -1 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP</div>						


LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 1/2 Damage
						8 pts	12 Squares	1 Square	Initiative	1 Round		
<b>Flame Strike</b>												
						<p>Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage. Magical fire does not light things afire.</p>						
						<div>FOCUS:hurts fire based. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP</div>						

## Class Specialty


LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)										
				4 pts	6 Sqaures	1 Item	Initiative	Continuous												
<b>Fire Starter</b>																				
 <p>Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).</p>										<p>FOCUS:A darkened fire bolt.</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> </table>		Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
				4 pts	Touch	9 Stones	2 Minutes	12 Hours												
<b>Hot Rocks</b>																				
 <p>Enchanted natural stones heat to just below a boil when activated. Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil. Will be at full heat after Rollout. Will continue for a maximum of 12 hours. Does 1 damage every round. Spell affects 9 stones. Creation makes 3 stones</p>										<p>CREATE:Box Of Hot Rocks</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table>		Lvl 6	Subtle Casting	4 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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## Communication


LEVEL	2	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
					4 pts	PMP	2 Fires	2 Rounds	20 Minutes												
<b>Hot Conversations</b>																					
 <p>A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. Two separate fires must be in preset locations. S The caster face willl be visible to the other side. A single 'speakers' face will be visible to the caster.</p>										<p>FOCUS:Small item passed</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table>			Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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## Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill										
					8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight										
<b>Detect Magic</b>																				
 <p>Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if is 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.</p>										<p>CREATE:Scroll of Detect Magic</p> <p>FOCUS:Save Roll +20</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> </table>		Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill										
					8 pts	Touch	1 Target	6 Minutes	Permanent											
<b>Doknec Tcane Magic (Dispel Magic)</b>																				
 <p>Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :( The full description has the list. Also, there is a list in the players handbook (Spells chapter).</p>										<p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range at 1 Sq</td> <td>6 SP</td> </tr> </table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 12	Range X2	8 SP																		
Lvl 9	Range at 1 Sq	6 SP																		

## Fragility

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health										
					4 pts	Touch	1 Target	Initiative	3 Rounds	no extra dmg										
<b>Burn Out Disease/Sickness.</b>																				
 <p>Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern. Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4. After 3 rounds removes all mundane (non-magical) Diseases and sicknesses. If Healed by another caster within Duration a Health Save is rolled. If Save fails the healing still works, but another rounds worth of damage is done.</p>										<p>FOCUS:Fragility set to None</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Range At 3 Sqs</td> <td>8 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table>		Lvl 14	Range At 3 Sqs	8 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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Healing and Rest

LEVEL1

STACK1

COST4 pts

RANGE1 Square


AREA OF EFFECTTarget

ROLL OUTInitiative

DURATIONInstant

SAVE:No Save

Heal Fire Damage2d8



Heals fire damage from living creatures.  
Heals 2d8 HP of damage caused by fire.  
Will not heal HP damage that has been caused by any other means.  
Will not heal non-living and/or non-corporeal creatures.

FOCUS:Die -4, Min 1.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 12 Range X28 SP  
Lvl 14 Range At 3 Sqs8 SP  
Lvl 16 Healing +410 SP

LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATIONPermanent

SAVE:No Save

Healing Flames1d4 HP per Tier



Spiritlike rose colored flames dance around the wound.  
Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.  
Does heal living creatures and plants, but most plants die from the damage first.  
Does NOT heal or hurt the undead and living dead.  
Caster can choose what Tier level to use.

CREATE:Fire Balm

FOCUS:+1 HP extra

COUNTER:None

ENHANCEMENTS:  
Lvl 14 Range At 3 Sqs8 SP  
Lvl 9 Range at 1 Sq6 SP  
Lvl 16 Healing +410 SP

LEVEL6

STACK1

COST8 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT2 Hours

DURATIONPermanent

SAVE:Health  
Target cleansed

Cleansing Fire



Magenta flames engulf the caster during the RollOut then flames fade away.  
Removes frialty from the caster.  
Each hour (Max 12 hours):  
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS:Cast to another

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 9 Range at 1 Sq6 SP  
Lvl 14 Duration X28 SP

Light and Darkness

LEVEL1

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTVaries

ROLL OUTInitiative

DURATION6 Hours

SAVE:No Save

Red Light of Dokour



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

CREATE:Revealing Red Candle

FOCUS:Brighter by Tier

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 14 Duration X28 SP  
Lvl 9 Duration +50%6 SP

LEVEL1

STACK1

COST4 pts

RANGESelf


AREA OF EFFECT1 Suare

ROLL OUTInitiative

DURATION1 Hour

SAVE:No Save

Shadow Cover (AC +1)



Flames surrounds the caster then darkens the area as it fades to black.  
Shadow surrounds the caster and their belongings. Caster can see out normally.  
At night helps Dokour blend into darkness. Provides protection of AC +2  
In daylight Dokour still in darkness, but is very obvious.  
When using the enhancement 'Subtle Casting' shadow comes on without the flames.

FOCUS:Muffles caster in AoE.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 6 Subtle Casting4 SP  
Lvl 12 Rollout Init12 SP  
Lvl 9 Duration +50%6 SP

LEVEL3

STACK1

COST4 pts

RANGESelf


AREA OF EFFECT5 Sq Dia Sphere

ROLL OUTInitiative

DURATION4 Hours

SAVE:No Save

The Darkness



Stays fixed right above the caster.  
Darkness to continues for 4 hours.  
Caster to creates darkness that will stay centered above them.  
Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 12 Range X28 SP  
Lvl 9 Range at 1 Sq6 SP  
Lvl 16 AoE X216 SP

LEVEL4

STACK3

COST4 pts

RANGE12 Squares


AREA OF EFFECTRecipient

ROLL OUTInitiative

DURATION2 Hours

SAVE:No Save

Profiled In Fire



Visible heat waves surround the casters's body for the duration.  
Surrounds and shrouds the caster in smoldering fire  
Those in adjacent squares feel warmth from the magical fire.  
Will not set items on fire due to Magical output.



CREATE:Aura Of Flames


FOCUS:warmth = 2x2 AoE

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 18 Duration X410 SP  
Lvl 9 Duration +50%6 SP

## Partner Cooperations

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Imp appears		





Emerges out of a flame. Looks similar to caster, but miniature and with a tail.  
MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).  
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).  
Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).  
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	30 Squares	PMP	24 Hours	End of Year			





Emerges out of a flame. Looks similar to caster, but miniature and with a tail.  
MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above lava).  
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).  
Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm).  
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description  
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours			




Caster must have an invoked an Imp which includes a Nae'Em (voice only).  
Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision.  
The caster and Imp must be on the same plane.  
If in Dimension the Range is quadripled to 400 sqs.  
This spell doesn't give any control of the Imp to the caster.


FOCUS:Rollout x 1/2  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP

## Planar

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	Noticed/Seen		





The shadow descends to muffle sound & hide those within from sight.  
Works absolutely best in dim light and darker.  
Save to not be observed.  
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.  
Does NOT block anything if spell is enacted from a breakable.

CREATE:Haze Bubble  
FOCUS:Torchlight inside.  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	2 Squares	3 Civilized ctrs	30 Minutes	2 Rounds			




Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.  
The flames cause magical fire damage (will not light combustibles) when in circle.  
PMP & Dimension once were the same but have split and advanced on their own.  
Portal open for caster and 2 others. Portal closes after 3rd person.  
Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours			




Creates a small Dimensional flaming doorway for the caster and 2 friends.  
Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through.  
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.

FOCUS:Range:Self+1/Tier  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 20	AOE X4	20 SP
Lvl 16	AoE X2	16 SP

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours			



Creates a scrying area for the caster and others to view Dimension.  
Those within the AoE can see into the Dimension from their spot in the PMP.  
Can see a distance of 20 squares in daylight. Only 2 squares in moonlight.  
Caster cannot move the scry point, but can move around to see in other directions.

FOCUS:+5 Sqs Sight  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

Summon or Send

LEVEL6

STACK3

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Skill

8 pts


8 Squares

1 Square

Initiative

3 Rounds

Conjured



Save to conjure. Recommend sequential casting due to multiple round Duration.

Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).

This spell continues through Duration even if caster is not aware.

The beetles attack non-enemies if no enemies are in range.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Ginderrroot powder

FOCUS:Save Roll +40

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12 Range X28 SP

Lvl 14 Duration X28 SP

Lvl 9 Damage +50%8 SP

