

Battle Actions/Prep

LEVEL 6		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Increase Fighter Movement			8 pts	2 Squares	1 Fighter	Initiative	6 Hours	

Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self).
Does work for base traveling during battle. Walking, Swimming, Flight.
Can be added on top of other multipliers for movement.

CREATE:Potion Of Speed Boost

FOCUS:Move+2 Sqs

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

Battle Defense

LEVEL 3	NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Protect Fighter vs Ranged/Thrown			4 pts	8 Squares	1 Recipient	Initiative	end of Battle or 4 hr		

Recipient Fighter gains +2 to AC vs ranged and thrown attacks.
No benefit vs melee.
Duration: Lasts to end of battle or 4 hours, whichever is shortest.

FOCUS:Total AC bonus:+4

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

Battle Offense

LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill or non-Skill
Blinking Flashes			4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier	Target Sees

Caster throw bright sparkling lights, attempting to partially blind those in the AoE.
Creates enough sparks to interfere with accurate sight, a Save is required,
If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save.
Failing the Save means the target has a -2 to Init and ToHIT.
Party members that are aware of this spell has been cast can gain a +20 to their Save roll

FOCUS:Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Duration +50%	6 SP

LEVEL 2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Electric Zap			4 pts	8 Squares	1 Square	Initiative	1 Round	

Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)
Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor.
Sparks race directly to the target without any arc or lobbing.
No ToHit or Save required.

FOCUS:+4 Initiative

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 12	Range X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Static Bolt			8 pts	15 Squares	Direct Line	Initiative	Instant	

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

FOCUS:+2/Tier ToHIT

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

Fences and Shelters

LEVEL 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
Camp Shock Perimeter			4 pts	Touch	3x3 Squares	2 Minutes	8 Hours	Avoiding the trap

Sandy colored sparks scatter to the perimeter and fade away.
3x3 Squares circle may delivers 1d3+3 electric damage if Save failed.
When a creature crosses the perimeter causes a zap sound regardless wether damage is taken or not.

FOCUS:+3 Damage

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Strumos Waystation			8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours	

Caster creates a waystation that looks normal in most respects.
3x3 Sqs platform that protects from normal weather.
Has center area for fires and posts supporting a flat roof.

FOCUS:Canvass walls


COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

-Strumos

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Cross Perimeter		




Undead are not able to cross the perimeter of the circle.
Living Dead can only cross the perimeter if the target passes a Skill Save
Class symbol must be represented in the art of the circle.

FOCUS:Range +6 Sqs
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 14 Save Roll -20 8 SP
Lvl 12 Range X2 8 SP
Lvl 16 AoE X2 16 SP

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		



Caster attempts to find out if an item/object is magical.
No Magic: No light means no magic found in/on item. (Best description in FULL report)
Minor Magic: Dim light (candle) shines if it has lower powered effects.
Major Magic: Bright light that dazes a character for 1 round if Save failed.
Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic
FOCUS:Save Roll +20
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

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




Many spells can be temporarily halted or entirely stopped by a Dispel Magic.
Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement).
The full description has the list.
Also, there is a list in the players handbook (Spells chapter).

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 9 Range at 1 Sq 6 SP

Food And Drink


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent			



Easily capture water in readied containers as the water sprays up.
Draws on the available water/moisture in the area. (1/4 of a Mark)
Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),
Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	1 Square	4 Meals	10 Minutes	1 Hour			




The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of non rations (& non-cumber food).
Does work on all non-poisoned / non-spoiled food.

FOCUS:Duration = 1 day
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE X2 16 SP

Fragility


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



Sparks directed straight to target the square the caster points to. (No ToHIT)
Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.
Target's failed Save indicates Sickness I.
This can progress through Sickness II and III, to Disease I-II, then to death.

FOCUS:Col +1
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 9 Range +50% 6 SP
Lvl 16 AoE X2 16 SP


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						4 pts	2 Squares	1 Target	1 Minute	Permanent	Sickness 1 better		




Sparks surround the sick person and they glow with a yellow light.
Use Targets Health Save. Use Frailty Scale.
- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.


CREATE:Cure Sickness Potion
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP


-Strumos


LEVEL	5	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Quarantine Isolation												
												
For the Fragility of Disease and Sickness												
<div>FOCUS:AOE x2 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP</div>												




LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non Fragility 0)
Electrifying Spell Effect Cleanse												
												
This spell works to help the victim get past the fragility effect from a spell.												
<div>FOCUS:COL -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Duration X2 8 SP</div>												


Healing and Rest

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Healing 1d8+ACU												
												
Caster's most basic form of healing. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.												
<div>FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP</div>												


LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Feather Bed												
												
Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank and pillow appears. Can fit 1 person. Does continue even once the caster is out cold, asleep, etc... 1 shift of sleep is equal to a full night.												
<div>FOCUS:AOE = 2 COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP</div>												


LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Tired, but aware
Sleep: Light Nap												
												
Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each. Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest. Success means the target is very tired but awake, Moderately active targets get a bonus of +40 to their Save roll, Very active targets get a bonus of +80 to their Save roll.												
<div>FOCUS:Save Roll -20 COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP</div>												

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8												
												
This is a delayed forced healing, triggered by taking damage, In effect until duration is over or is used. Does NOT allow the choice to not use it. Only 1 triggered health can be in place per person at time. Stacking allows multiple persons to have it simultaneously.												
<div>CREATE:Triggered Forced Health Dr.   COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP</div>												

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Consecration: Final Rites												
												
Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.												
<div>COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP</div>												


-Strumos


LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						10 pts	2 Squares	1 Creature	4 Hours	permanent	Healing continues		



Maximum of 4 hours + 1 hour per caster Tier.
Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature.
Save at beginning of every hour. Failed Save ends spell.
MUST SAVE EVERY HOUR TO CONTINUE.
No other concentrated efforts by either caster or recipient.

FOCUS:+1 HP/Tier/Cycle
COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 18 Healing +8 10 SP
Lvl 16 AoE = 2 Targets 12 SP


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						2 pts	1 Square	1 Target	30 Minutes	Permanent	Repair done		



The body is wrapped in bright yellow lights for the entire roll out.
The body is left as whole as much as possible, based on how much of the body remains.
All wounds are cleaned inside and out.
All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.

FOCUS:Range = 8 Sqs
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 12 AoE = 2 Recipients 10 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						6 pts	2 or 8 sqs	1 Creature	Initiative	Permanent			




One of the most common healing spells from the Strumos.
Heals living creatures. Any Heal also binds.
If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares).
Does NOT heal anything not currently living.

CREATE:Draught Of Health
FOCUS:+1 HP/Tier
COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 18 Healing +8 10 SP
Lvl 16 Healing +4 10 SP

Light and Darkness


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Varies	Initiative	12 Hours			



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

CREATE:Healthy Yellow Candle
FOCUS:Brighter by Tier
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds			




Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

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


Nae'Ems


LEVEL	6	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Square	1 Square	4 Hours	Permanent			



Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue]
Enhancement: Subtle casting means casual watcher will not take notice.
Resetting a connection:
Can be re-established with 1 hour rollout at the Vae'Em location,
Can be re-established with a 2 day rollout while not at the Vae'Em location.

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


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





Caster mentally bonds and stays connected to another person when on the same plane.
Permanent mental bond allows either party to initiate and/or accept.
Resetting a connection:
Can be re-established with 1 hour rollout when next to the Nae'Em,
Can be re-established with a 2 day rollout while not near the Nae'Em.



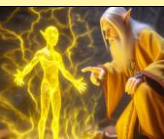

FOCUS:Reset time 1/2
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP

-Strumos



LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	PMP	Self+1	4 Minutes	5 Minutes		
 <p>When Nae'Em agrees a portal can be created. If the Nae'Em does not respond the portal will fail. First to pass through must be either the Nae'Em or the caster. After the caster or Nae'Em one more may follow.</p>											COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 AOE +2 12 SP	



LEVEL	8	NAE'EM			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
							8 pts	Touch	1 Fighter	2 Minutes	1 Hour											
<div><div>Use Character sheet to add 1 to Strength. It will automatically make the adjustments. All adjustments to saves, initiatives, ToHITs are then applied. See stacking number to determine how many Nae'Em Fighters can be affected. One spell per recipient, even if stack indicates more than 1.</div></div>																						
												<div>FOCUS:Duration= 4 hr</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 4</td><td>Increase Aura</td><td>-2 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Range At 3 Sqs	8 SP	Lvl 4	Increase Aura	-2 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 14	Range At 3 Sqs	8 SP																				
Lvl 4	Increase Aura	-2 SP																				

Partner Cooperations



LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
							16 pts	Self	1/2 Mark	10 Minutes	Perm	Summoned		
 <p>A small invisible familiar-like creature that can be seen via ultra violet vision. After the summoning, the Nisse and caster are joined in a Nae'Em. Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring. Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory. Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.</p>														
												FOCUS:Range = 1 Mark		
												COUNTER: None		
												ENHANCEMENTS:		
Lvl 14 Stacking +1												8 SP		
Lvl 18 Duration X4												10 SP		
Lvl 9 Duration +50%												6 SP		


Planar

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Non (if Mgc item)
Arlo's Astral Storage													
							8 pts	Touch	1 Square	2 Minutes	Permanent	Items still there.	
 <p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster can open, close, or view the items within. Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller) Magic items can be found & taken by Astral creatures.Best to not leave magic in there. Non-Skill Save required if magic or crystal left in the area.</p>													
												FOCUS:+5 items COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP	

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
Vae'Em Portal (Astral Style)							8 pts	1 Square	1 Square	4 Hours	2 Hrs		Expected location	
 <p>Creates a portal from and to destinations within the same PMP. A disconnected Vae'Em can be reconnected while on the same plane, At the site of the Vae'Em with a recasting but the rollout is only 4 minutes, or When not at the Vae'Em site the rollout is 4 days</p>												FOCUS: Col-1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		

Traveling (PMP)

LEVEL	3	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Summon Astral Beast of Burden						4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)												
					<p>Caster summons an astral beast of burden. Up to 3 riders with one as the caster. 25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running. Astral creature will only respond to the casters mental commands. Creature will not understand threatening or kind actions towards it. If attacked it will attack in random directions w/ 1d8 since it does not understand.</p>																	
					<p>FOCUS:HP at 50.</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr></table>									Lvl 14	Stacking +1	8 SP	Lvl 12	Range X2	8 SP	Lvl 18	Duration X4	10 SP
Lvl 14	Stacking +1	8 SP																				
Lvl 12	Range X2	8 SP																				
Lvl 18	Duration X4	10 SP																				

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Caster	5 Minutes	8 Hours		
 <p>Caster is able to run as fast as a horses canter for the duration. 2 times travel through the PMP/Astral. (speed of a horse) Caster avoids objects as they travel as per normal. Allows the caster to carry normal inventory (Pack, Class carry, and on body).</p>											CREATE: Potion Of Speed Boost FOCUS: Duration +4 hrs COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP	