## -Strumos Battle-Defense 3 NAE'EM ROLL OUT STACK 1 COST RANGE AREA OF EFFECT DURATION SAVE: No Save 4 pts 8 Squares 1 Recipient Initiative 4 Hours Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER: Dispel Magic Spell Lvl:1 ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. 8 SP Lvl 12 Range X2 Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION RM: Tier LEVEL 8 SAVE 4 Hours Pass through 8 pts Self 3 Square Radius Initiative Circle of Protection vs Undead Barely visible mustard colored sparks which highlights the perimeter then fades. FOCUS:Range 6 Sq Radius Undead must Save to pass through the perimeter. Save column is equal to casters tier. COUNTER:Dispel Magic Spell Lvl:1 O Class symbol must be represented in the art of the circle. ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Does function as long as the caster concentrates (within duration). Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: 9 RM: 2 LEVEL 10 2 Minutes Avoid Attack Self 4 Hours 12 pts Self Astral Mental Shield Barely visible flaxen colored sparks surround the caster FOCUS:Total AC Bonus +4 Protection from astral influence while in the Astral Plane. COUNTER: None ENHANCEMENTS: Astral plane is a mental plane and as such attacks are generally mental. Lvl 18 Duration X4 10 SP This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2. Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Ppl 8 SP STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE RM: 3 LEVEL 10 12 pts 6 Squares 2 - 9 Sas Initiative 4 Hours No damage taken. Charged Fencing - Two Sides Barely visible flaxen colored sparks create a two-sided wall around the caster. FOCUS:Invisible Wall Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. O COUNTER: Dispel Magic Spell Lvl:1 ENHANCEMENTS: Save to break through. If a person makes it through that does NOT leave a hole. Lvl 18 Duration X4 10 SP 3d6 electric damage when touched. Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP DURATION 9 SKL: 2 LEVEL 13 16 pts Touch 3 Sq Radius 10 Minutes 4 Hours Expulsion Circle of Astral Expulsion Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. FOCUS:Save -1 Col Returns Astral creatures to their home plane. The caster rolls a Save. COUNTER: None Creature lands in a random location within the Astral plane. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Spell continues until end of duration regardless of number of creatures/save. Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Battle-Offense STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE % HTH: 2 1 4 pts 4 Squares 1 Square Initiative Possibly Days No Illness Cause Illness Sparks directed straight to target the square the caster points to. (No ToHIT) Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. ENHANCEMENTS: Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 12 AnF X2 6 SP RANGE DURATION COST AREA OF EFFECT ROLL OUT STACK 99 SAVE: RM: 1 **6** LEVEL **Target Sees** Self 4 sq Triangle Initiative 5 Rounds 4 pts Barbed Sparks Caster conjures and throws colorful lights fom their fingertips into the AOE. FOCUS:Save +1 Col 0 Can distract or temporarily blind people for up to 2 rounds. COUNTER: None ENHANCEMENTS All in AoE must Save to not be blinded for this round + 1 more. Lvl 18 Duration X4 10 SP Those that do Save have no visual issues. Lvl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. 6 SP Lvl 12 AoE X2

-Strumos							
LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Electric Zap		4 pts	8 Squares	1 Square	Initiative	Instant	No save
Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)  Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.  Sparks race to the target without any arc or lobbing.  No ToHit or Save required.							FOCUS:+4 Initiative
Conjures a swar		rest crea	nture to the ca	AREA OF EFFECT  1 Mark  aster for 1d8 Dmg 5 friendly to the		DURATION 2 Rounds	SAVE: SKL: 2 Conjured  CREATE:Beetleroot Granules FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS:
Save to conure.	0 0	LVEII II	the target 1	s Triendly to the	caster.		Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 8	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Static Bolt		8 pts	10 Squares	Direct Line	Initiative	Instant	
Sparks travel from the caster's hand directly towards the target. (ToHIT Required)  Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.  Sparks travel for 3 squares in a direct row.  1st square of row must be within Range.							FOCUS:Save +1 Col  COUNTER: None  ENHANCEMENTS:  Lvl 12 Range X2 8 SP  Lvl 9 Range +50% 6 SP  Lvl 14 Damage X2 12 SP
40	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3
Class Power Attack	STACK 99	12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same
	Dmg 4d10+ACU Boung IF same class				ROLL OUT	DURATION	COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP  SAVE: AGL: 2
Lightening Bolt		20 pts	12 Squares	Direct Line	Initiative	Instant	1/2 Damage
Lightening travels from the caster's hand directly towards the target(s).  Damage of 2d6 + ACU on 4 in row. +1d6 damage if non-Adamn armor. +4 damage with use of Focus ring. 1/2 damage if Save passed.							FOCUS:+6 Dmg  COUNTER: None  ENHANCEMENTS:  LvI 14 Save +1 Col 8 SP  LvI 12 Range X2 8 SP  LvI 9 Range +50% 6 SP
Battle-Prep							
LEVEL 1	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SNS: 2
Camp Perimeter Shock		4 pts	Touch	3x3 Squares	2 Minutes	8 Hours	No shock
8 Sq Dia circle When a creature	parks scatter to around caster of crosses the per st roll a Save.	delivers rimeter o	1d3 electric d causes a zap so	damage.	i3 damage.		FOCUS:+1d3 Dmg COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP
LEVEL 2	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Triggered Forced Healing		6 pts	Self	Caster	1 Hour	3 Days	NO Save
Damage triggers In effect until Does NOT allow	2 2d8 rolled. Da duration is over the choice to no de health can be	er or is ot use it	used.	ealing.			CREATE:Triggered Forced Health Dr & h FOCUS:Stack+1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP



## -Strumos

LEVEL 19 NAE'EM

Dead Spirit Conversation Circle

20 pts

AREA OF EFFECT 6 Squares

ROLL OUT 1 Spirit 10 Minutes DURATION Rollout

SKI:2 Connection made



The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary.

Ancient dead or disconnected dead cannot be summoned forward.

Caster may get multiple answers when asking 2 or more souls, but can't require it.

FOCUS:MGC:1 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

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

## Creation-Meta

LEVEL 6 Dispel Magic STACK 99

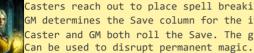
COST 8 pts

RANGE AREA OF EFFECT Touch 1 Item

ROLL OUT 6 Minutes

DURATION Permanent SAVE: SKL: 2

Comparative



Casters reach out to place spell breaking magic on an item GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss)

Doesn't affect non permanent spells, except as noted by each spell.

COUNTER:Rollout Interruption LvI:1 ENHANCEMENTS:

Lvl 9 Range at 1 Sq

SAVE:

SAVE

Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP

## Find-Hide-Reveal

LEVEL 5

STACK

COST 8 nts

RANGE 2 Squares AREA OF EFFECT 1-5 item

AREA OF FEFECT

1 Mark

ROLL OUT 5 Minutes

ROLL OUT

DURATION Instant

Sight

Found

6 SP



Caster attempts to find out if an item/object is magical.

Mundane=None. Epic=Blinding Light, Save vs Blind. Magic=Candle light.

Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic,

nor does it reveal the kind of magic is in play.

STACK 1

CREATE:Scroll of Detect Magic FOCUS:Save Col -1 COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS: Lvl 18 Range X4

Lyl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

LEVEL 9 NAE'EM Search for Focus Item

Caster is soley able to detect a focus item within range.

Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item.

12 pts

Audible: Caster hears a low siren which grows louder as they near the item. Visual: Caster sees a glowing dot which grows brighter as they near the item.

1 Day 4 Hours

SKL: 2

COUNTER: Dispel Magic Spell Lvl:1 ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved 8 SP Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP

LEVEL 11

Astral Plane Projection

COST 12 pts RANGE Self

AREA OF EFFECT **ROLL OUT Astral Plane** 20 Minutes DURATION 4 Hours

Permanent

DURATION

SAVE: No Save



The caster focuses, then creates a glowing astral projection in the astral plane.

HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points. Disrupt Images spell does a flat 40 HP of damage.

Interaction with the Astral world is 100% dependant of the caster's Awareness.

STACK 99

If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.

FOCUS:HP x2 COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

LEVEL 16 NAE'EM

STACK 99

64 pts

1 Square

Touch

AREA OF EFFECT 1 Square

2 Skins/Tier

ROLL OUT DURATION 12 Hours Permanent

5 Minutes

SAVE: No Save

•

Reveal True Name ello

This uses all the clues the caster has gathered attempt to find the True Name. Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout. Resulting in the direction and distance in marks if the Save is passed.

The knowledge is NOT announced out loud.

COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP

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

SAVE:

Food-Water

LEVEL 1 Draw Up Ground Water

Blue and Orange ribbons burrow into the ground.

Pull water from ground. 2 skins per Tier. 1 skin in dry areas.

4 pts

Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continously draw water from the same spot,

Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS: Lvl 16 Rollout 1 Min

No Save

8 SP Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP

