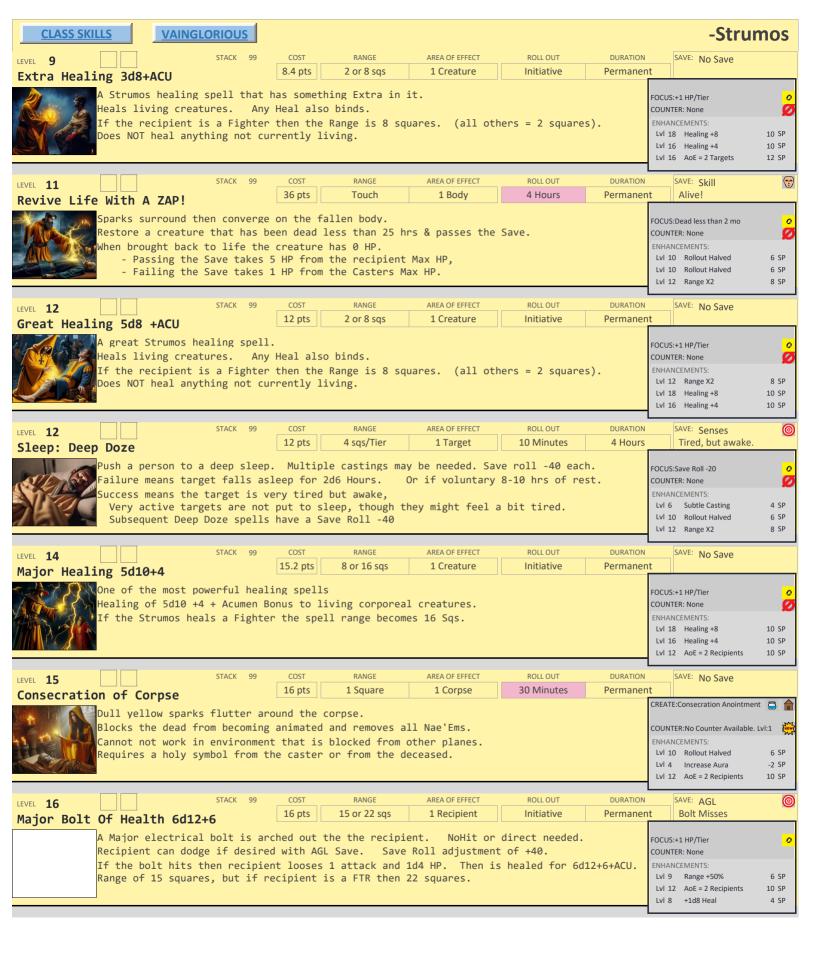




	4						
CLASS SKILLS VAINGLORIOUS						-Stru	mos
EVEL 12 STACK 1	. COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Astral Shed	12 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours		
Run-down-looking wooden she Fully stocked with enough View the Astral plane via PMP and Astral creatures co Space within the shed is PM	food, furni windows, bu an see, but	shings, and fir t no entry/exit cannot force e	ewood for 8 peop except through ntry. Views the	ole. door to PMP. Astral plane,		FOCUS:+ upstairs room. COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant Lvl 14 Duration X2 Lvl 9 Duration +50%	0 20 16 SP 8 SP 6 SP
LEVEL 13 STACK 9	9 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	<u></u>
Circle of Containment	16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle	
A pattern of light enclose. Creatures are able to easi. Can be used in/as a trap w. Does NOT inhibit the Caste	ly enter th ith Rogues	e AoE. Those skill "Set Up S	that are inside pell Release (TF	e must Save to	exit.	FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50% Lvl 16 AoE X2	8 SP 6 SP 16 SP
Find or Reveal							
LEVEL 5 STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Detect Magic	8 pts	2 Squares	1-5 item	5 Minutes	Instant	Sight	
Caster attempts to find our No Magic: No light means no Minor Magic: Dim light (co Major Magic: Bright light Diety Magic: Blazing light	o magic fou andle) shin that dazes	nd in/on item. es if is has lo a character fo	(Best description wer powered efform or 1 round if Sav	ects. ve failed.	rt)	CREATE:Scroll of Detect Magic FOCUS:Save Roll +20 COUNTER:No Counter Available ENHANCEMENTS: Lvl 18 Range X4 Lvl 12 Range X2 Lvl 9 Range +50%	. Lvl:1 10 SP 8 SP 6 SP
STACK 0	2007	DANCE	ADEA OF FEFE	DOLL OUT	DUDATION	CANE: OLDI	ON
EVEL 6 STACK 9 Strsyl Tcane Magic (Dispel Magic	0	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT 2 Minutes	Permaner	SAVE: Skill Varies	GM
Many spells can be temporal Strumos & Sylvan are able The full description has the Also, there is a list in the STACK 9	to Rollout ne list. ne players	this spell out	in 2 minutes (1		cement).	COUNTER:No Counter Available ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 18 Range X4 Lvl 9 Range at 1 Sq SAVE: Unskilled	6 SP 10 SP 6 SP
Determine True Name	24 pts	4 Squares	1 Item	2 Hours	Permaner		•
Caster attempts to locate of 100 minus all Clues: Cur	rent Nae'Em rent Focus ner than re	s (-5 pts) Items (-20 pts) sults from clue	Mementos (- Past True M s then True Name	Names (-10 pts) e revealed.	1 use.	FOCUS:Rollout Halved. COUNTER:No Counter Available ENHANCEMENTS: Lvl 14 Save Roll +20 Lvl 18 Range X4 Lvl 9 Range +50%	8 SP 10 SP 6 SP
Food And Drink							
EVEL 1 STACK 9		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Draw Up Ground Water	4 pts	Touch	2 Skins/Tier	10 Minutes	Permaner	nt	
Easily capture water in representation of the available water the praws on the available water temperate/Tropic Regions: 2 Arctic/Arid Regions: 2 skill Multiples: each repeater	er/moisture 2 skins / T ns spell (m	in the area. ier per spell (ultiples: -1 sk	<pre>(1/4 of a Mark) multiples: -1 sk ins per spell),</pre>			FOCUS:+2 Skins extra COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 16 Rollout 1 Min	6 SP 8 SP
STACK 9 Improve Food	9 COST 4 pts	RANGE 1 Square	AREA OF EFFECT 4 Meals	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: No Save	
The caster focuses and yel. Improve Food - Improve Qua. Does work on all non-poison	lity/Taste	of non rations				FOCUS:Duration = 1 day COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Duration X2 Lvl 16 AoE X2	6 SP 8 SP 16 SP

CLASS SK	ILLS	VAINGLO	RIOUS						-Strur	nos
EVEL 15			STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Create Foo	d For A Fa	mily		16 pts	Touch	1 Square	5 Minutes	Permanen	t	
	Barely visi 2d12+10 mea Simple hot	ls and 3	skins of w	ater.	an area, befor	re food and water	appear.		FOCUS:Improved taste & Wine COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init Lvl 18 Range X4 Lvl 14 Range At 3 Sqs	12 SP 10 SP 8 SP
For ellisor										
Fragility										
LEVEL 1			STACK 99	8 pts	4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	Possibly Da	SAVE: Health Illness Increased	***
Cause Illn	ess			ο μις	4 Squares	1 Square	IIIIIative	FUSSIBIY Da	ys miness mereaseu	
	Damage of 1 Target's fa	d4+ACU to iled Save	1 sq for indicates	1 round Sicknes	from a direct s I.	aster points to. spark. No lobbi sease I-II, ther	ing.		FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 Lvl 9 Range +50% Lvl 16 AOE X2	10 SP 6 SP 16 SP
2			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	7
EVEL 3 Aid Poison:	s (Enagili			4 pts	2 Squares	1 Target	1 Minute	Permanen		•
	Sparks surrouse Targets - Does allo	ound the Health S ow target ow target	ave. Use to roll a to roll t	Frailty Health he save	Scale. Save at one co right away (vs	a yellow light. Dlumn lower than s waiting for sta rom Sickness III	art of day).		CREATE:Cure Sickness Potion COUNTER: None ENHANCEMENTS: LvI 18 Range X4 LvI 12 Range X2 LvI 9 Range +50%	10 SP 8 SP 6 SP
_			STACK OO	T202	DANCE	ADEA OF FEFE	DOLL OUT	DUDATION	CAVE. N. C	
EVEL 5 Quarantine			STACK 99	8 pts	4 Squares	1x2 Squares	ROLL OUT 1 Day	Permanen	SAVE: No Save	
	For the Fra	gility of	Disease a	nd Sickn	ess				FOCUS:AOE x2 COUNTER: None ENHANCEMENTS: LvI 14 Save Roll +20 LvI 10 Rollout Halved LvI 12 Range X2	8 SP 6 SP 8 SP
EVEL 8			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/N	on) 🔘
Electrifyi	ng Spell E	ffect C	leanse	8 pts	Touch	1 Creature	30 Minutes	Permanen		
	,			ictim ge	t past the fra	gility effect fr	rom a spell.		FOCUS:COL -1 COUNTER: None ENHANCEMENTS: LvI 10 Rollout Halved LvI 14 Range At 3 Sqs LvI 14 Duration X2	6 SP 8 SP 8 SP
EVEL 9			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	•
Cure Disea:	se			12 pts	2 Squares	1 Target	4 Hours	Permanen		•
	Golden spar Creature cl	eared of he caster st pass S	Disease. immunue t ave.	but very o gettin			:.		FOCUS:COI -1 COUNTER: None ENHANCEMENTS: LVI 18 Range X4 LVI 12 Range X2 LVI 9 Range +50%	10 SP 8 SP 6 SP
Healing a	nd Rest									
EVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Basic Heal	ing 1d8+AC	:U		4 pts	2 or 8 sqs	1 Target	Initiative	Permanen	T	<u> </u>
	Caster's mo Heals livin If the reci Does NOT he	g creatur pient is	res. Any a Fighter	Heal als then the	Range is 8 so	quares. (all oth	ners = 2 squares).	FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 18 Healing +8	8 SP 10 SP





CLASS S	KILLS	VAINGLORIOUS						-Stru	mos
LEVEL 17		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Ultimate	Group Hea	1 200 HP	20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanen	t	
		earks Surround the g minimum within AoE		divided equa	lly. (remainder	dropped)		FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: LVI 10 Rollout Halved LVI 18 Healing +8 LVI 16 Healing +4	6 SP 10 SP 10 SP
11.1.	10 1		_	_					
	d Darkne	STACK 99	T202	DANCE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE, AL G	
LEVEL 1	Strumos Y		4 pts	Self	Varies	Initiative	12 Hours	SAVE: No Save	
	With a tw No Focus This spel	virling of the finge = Candle power. Wi .l does stay fixed i us item for control	th Focus can n relation	aster can set to the caste	power level.	hem.		CREATE:Healthy Yellow Candle FOCUS:Brighter by Tier COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Duration +50%	10 SP 8 SP 6 SP
		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
LEVEL 3 Shadow of	the Magi		4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Ro		
	Darkness Caster to Keep dark	ed right above the continues for up to creates darkness to creas active by light list actions that do	4 rds afte hat will st tly concent	tay centered trating on th	above them. e spell,			CREATE:Dust of Darkness FOCUS:Dur=10 rds (No conc) COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant Lvl 16 AOE X2	16 SP 16 SP
Nae'Ems									
LEVEL 6 NAE'		STACK 7	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION Permanen	save: No Save	
	Enhanceme Resetting Can be	landing spot for tent: Subtle casting a connection: re-established with re-established with	means casua 1 hour ro	al watcher wi llout at the	<pre>11 not take noti Vae'Em location,</pre>	ce.		FOCUS:Reset Rollout 1/2 COUNTER:No Counter Available ENHANCEMENTS: LvI 6 Subtle Casting LvI 10 Rollout Halved LvI 4 Increase Aura	4 SP 6 SP -2 SP
LEVEL 7 NAE'	EM 🛉	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	rmanent N	ae'Em	16 pts	1 Square	1 Recipient	4 Days	Permanen		
	Caster me Permanent Resetting Can be	entally bonds and st mental bond allows a connection: re-established with re-established with	either par	rty to initia llout when ne	te and/or accept	,		FOCUS:Reset time 1/2 COUNTER:No Counter Available ENHANCEMENTS: LvI 10 Rollout Halved LvI 18 Range X4	6 SP 10 SP
LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Portal To	Nae'Em		12 pts	PMP	Self+1	4 Minutes	5 Minutes	5	
	If the Na First to	Em agrees a portal e'Em does not respo pass through must b caster or Nae'Em o	nd the port e either th	tal will fail ne Nae'Em or				COUNTER: None ENHANCEMENTS: LvI 10 Rollout Halved LvI 12 AOE +2	6 SP 12 SP
LEVEL 8 NAE'I Raise Nae	- 1	stack 2 er Str +1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Fighter	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: No Save	
	Use Chara All adjus See stack	acter sheet to add 1 tments to saves, in ing number to deter per recipient, eve	itiatives, mine how ma	ToHITs are t any Nae'Em Fi	hen applied. ghters can be af		ts.	FOCUS:Duration= 4 hr COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Range At 3 Sqs Lvl 4 Increase Aura	6 SP 8 SP -2 SP



