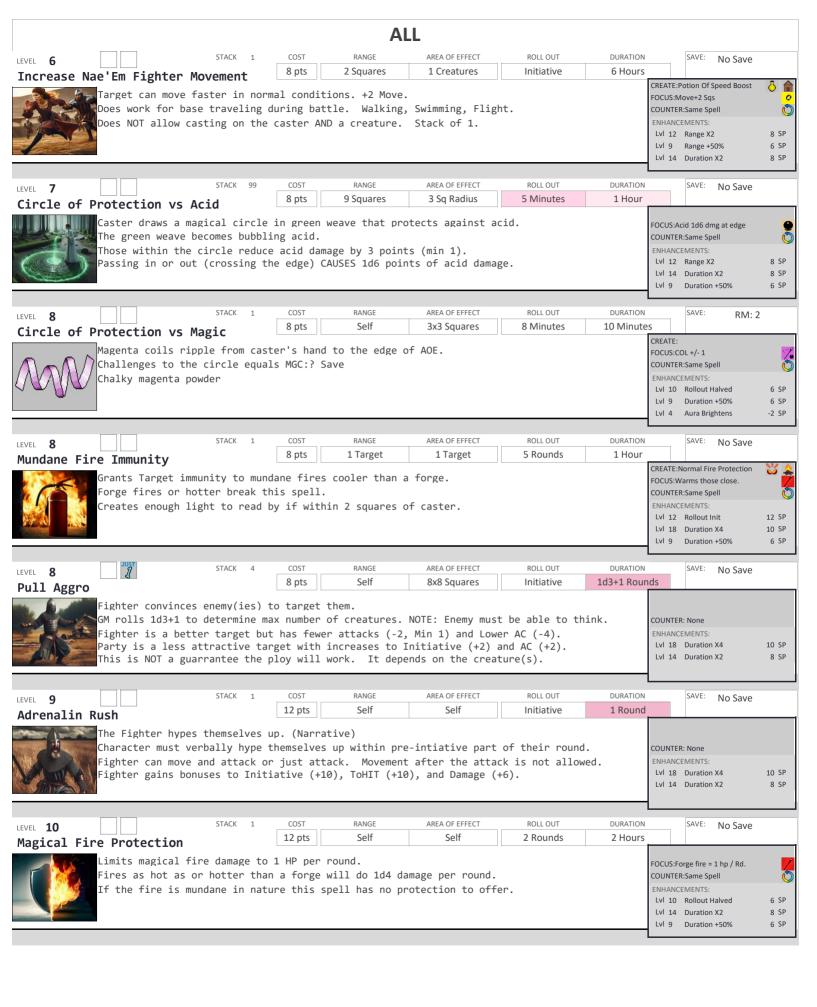
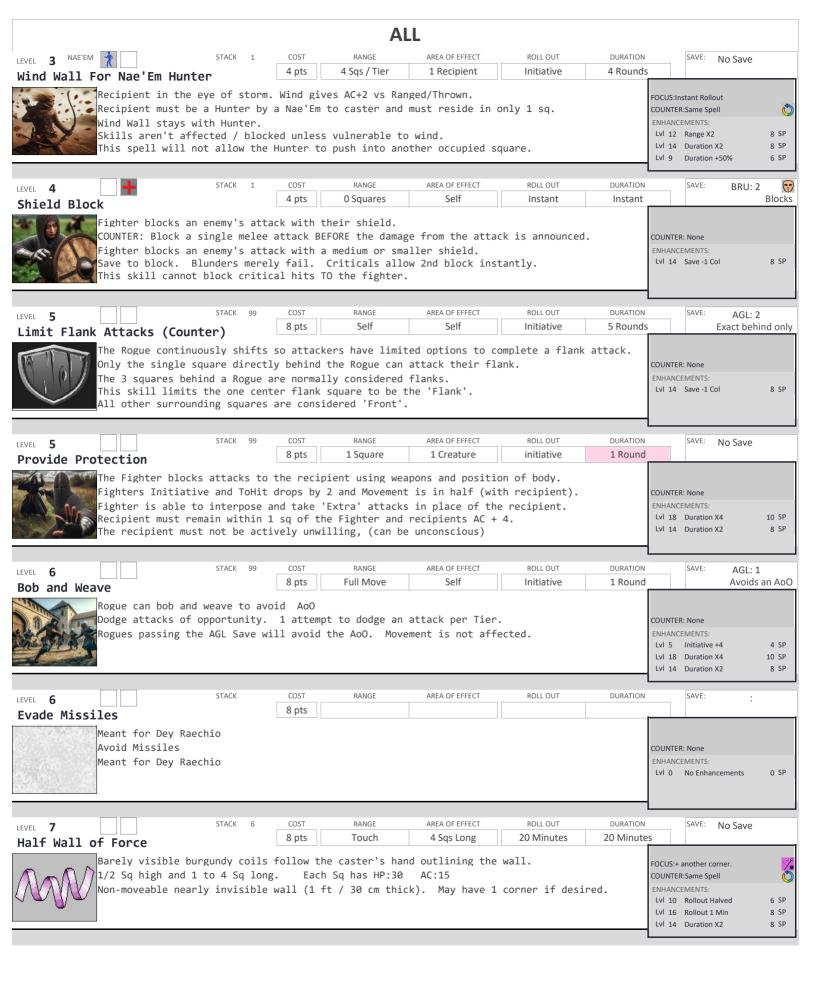




				A	LL				
Battle Act	ions/Prep								
LEVEL 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Protect vs	Ranged and Thr	own	4 pts	Self	1 Battle	1 Minute	3 days		
	Redish blue spark Dodging (+2 AC) v Does not protect	s Ranged and						COUNTER:Same Spo ENHANCEMENTS: Lvl 18 Duration Lvl 14 Duration	X4 10 SP
veve 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
Reduce Fire	Damage		4 pts	Self	Caster	5 Rounds	20 Minute		Damage reduced
	surround the wound Any magical/munda				**			CREATE:Burn Reduction FOCUS:Total of 4 Pt COUNTER:Same Spot ENHANCEMENTS: Lvl 12 Rollout Ir Lvl 14 Duration Lvl 9 Duration	s Reduced. ell iit 12 SP X2 8 SP
LEVEL 3		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Take Point			4 pts	Self	6 Squares	1 Minute	Up To 1 Da	ıy	No Surprise
	Point person inita Point person move Point person acts Point person is no	s to be 30 ft as a scout w	ahead of atching fo	the group, por potentail	oarty gains Init+2 issues.	2 for 1st rd of	battle.	COUNTER: None ENHANCEMENTS: Lvl 20 AOE X4 Lvl 12 AOE X2	20 SP 6 SP
LEVEL 4		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: B	RU/AGL: 2
Assist Anot	her To Disenga	_	4 pts	3 Squares	1 Recipient	Initiative	1 Round		Disengages
	Fighter aids anot REQUEST BEFORE IN Both roll initiat Both Save either No attacks are al	ITIATIVES ARE ive & move du Brute or Agil	ROLLED. ring highe ity Save t	est initiativ o avoid AOO'	ve in a straight i s and are not al	line 1-3 square	S.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhar	icements 0 SP
LEVEL 5		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		
Entangle			8 pts					SAVE:	BRU: 2
9	Caster throws eth			Touch	2x2 Squares	1 Minute	4 Hours	SAVE:	BRU: 2 (in Exited)
	This allows a tra Root/vines/branch If no root/vine/b Save required to	p to be sprun es in area re ranch are in	g hours af ach out an the enviro	The vines ter the cast ad attempt to noment then b	blend & wait for er has left. grab any moving prown ribbons read	their victim.		FOCUS:Aoe: 3x3 COUNTER:Same Spo ENHANCEMENTS: Lvl 12 Rollout Ir Lvl 14 Range At Lvl 4 Aura Brig	Exited Solution 12 SP 3 Sqs 8 SP
IEVEL 5	Root/vines/branch	p to be sprun es in area re ranch are in	g hours af ach out an the enviro	The vines ter the cast ad attempt to noment then b	blend & wait for er has left. grab any moving prown ribbons read	their victim.		FOCUS:Aoe: 3x3 COUNTER:Same Spi ENHANCEMENTS: Lvl 12 Rollout Ir Lvl 14 Range At	Exited Solution 12 SP 3 Sqs 8 SP
LEVEL 5 Point 80 ft	Root/vines/branch If no root/vine/b Save required to	p to be sprun es in area re ranch are in move from squ	g hours af ach out an the enviro are to squ	. The vines ter the cast d attempt to nment then b are until fu	blend & wait for er has left. grab any moving brown ribbons read	their victim. creatures. ch out.	4 Hours	FOCUS:Aoe: 3x3 COUNTER:Same Spi ENHANCEMENTS: LVI 12 Rollout Ir LVI 14 Range At LVI 4 Aura Brig SAVE:	Exited Solution 12 SP 3 Sqs 8 SP
_	Root/vines/branch If no root/vine/b Save required to	p to be sprun es in area re ranch are in move from squ STACK 1 ailly surveys s to be 30 ft as a scout w	g hours af ach out an the enviro are to squ COST 8 pts the area, ahead of atching fo	RANGE Self then continthe group, por potentail	blend & wait for ter has left. Or grab any moving prown ribbons readily out. AREA OF EFFECT Self Division of the party gains Init+2 issues.	their victim. creatures. ch out. ROLL OUT 10 Minutes ead of the part 2 for 1st rd of	DURATION Up To 1 da V. battle	FOCUS:Aoe: 3x3 COUNTER:Same Spi ENHANCEMENTS: LVI 12 Rollout Ir LVI 14 Range At LVI 4 Aura Brig SAVE:	Exited Let 12 SP 3 Sqs 8 SP htens -2 SP SNS: 2 No surprise.
_	Root/vines/branch If no root/vine/b Save required to n Ahead Point person init Point person acts	p to be sprun es in area re ranch are in move from squ STACK 1 ailly surveys s to be 30 ft as a scout w	g hours af ach out an the enviro are to squ COST 8 pts the area, ahead of atching fo	RANGE Self then continthe group, por potentail	blend & wait for ter has left. Or grab any moving prown ribbons readily out. AREA OF EFFECT Self Division of the party gains Init+2 issues.	their victim. creatures. ch out. ROLL OUT 10 Minutes ead of the part 2 for 1st rd of	DURATION Up To 1 da V. battle	FOCUS:Aoe: 3x3 COUNTER:Same Spi ENHANCEMENTS: Lvl 12 Rollout Ir Lvl 14 Range At Lvl 4 Aura Brig SAVE: y COUNTER: None ENHANCEMENTS: Lvl 10 Rollout H Lvl 16 Rollout 1	Exited Let 12 SP 3 Sqs 8 SP htens -2 SP SNS: 2 No surprise. alved 6 SP Min 8 SP
Point 80 ft	Root/vines/branch If no root/vine/b Save required to Ahead Point person init Point person acts Point person is no	p to be sprun es in area re ranch are in move from squ STACK 1 ailly surveys s to be 30 ft as a scout w ot able use a STACK 3 by 4 squares get's movemen swimming and /dashes to a	g hours af ach out an the enviro are to sque cost 8 pts the area, ahead of atching fo ny skills cost 8 pts cost 4 less. climbing walk.	RANGE The roots Tange and attempt to the sare until further continuate the series of	blend & wait for ter has left. grab any moving prown ribbons readily out. AREA OF EFFECT Self Dues to scout a hearty gains Init+2 issues. Chat require a main series and series are series are in the series a	their victim. creatures. ch out. ROLL OUT 10 Minutes ead of the part 2 for 1st rd of intained concen ROLL OUT Initiative	DURATION Up To 1 da V. battle traction.	FOCUS:Aoe: 3x3 COUNTER:Same Spi ENHANCEMENTS: Lvl 12 Rollout Ir Lvl 14 Range At Lvl 4 Aura Brig SAVE: Y COUNTER: None ENHANCEMENTS: Lvl 10 Rollout H Lvl 16 Rollout 1 Lvl 12 AoE X2 SAVE:	Exited all it 12 SP 3 Sqs 8 SP htens -2 SP SNS: 2 No surprise. alved 6 SP Min 8 SP 6 SP RM: 2 Move 1 Sq abbing Roots in 8 SP



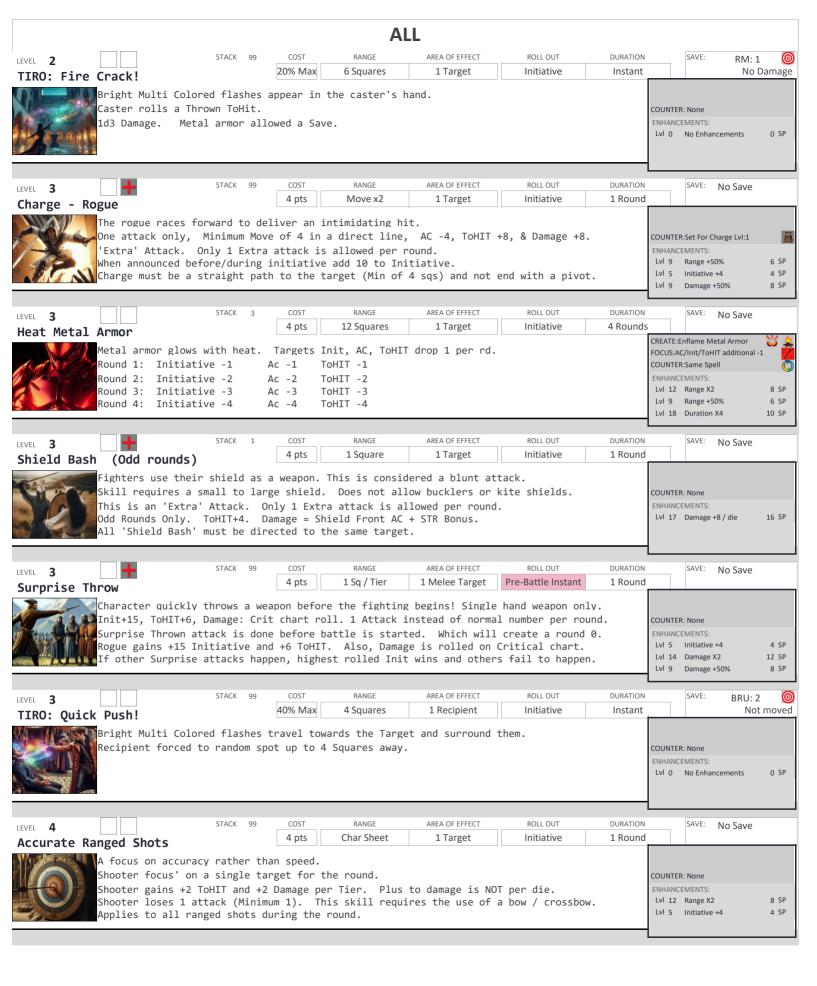
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LEVEL 11		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
Catch Small	Incoming		12 pts						
	Meant for Dey Raed All attcks convert Meant for Dey Raed Using the small a	ced. Thrown/Mi chio				and missile att	acks.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 S	5P
		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2	<u></u>
LEVEL 12	└──└── nimal Protectio		12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour	Can pass th	
CIPCLE OF A	Barely visible ser Animals crossing i Does NOT allow any	oia colored ro into or out of	the circle	e must pass	the MGC Save.	failed.		FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 S Lvl 18 Duration X4 10 S Lvl 9 Duration +50% 6 S	SP
Battle Def	ense								
LEVEL 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Wind Wall		2	4 pts	Self	1 Square	Initiative	4 Rounds	IVO Save	
	Ghostly light brown A single square who Tornado stays with Casting is not after the contract of the contract o	nirlwind provi n caster as th Fected by the	des AC+2 voney move, but tornado un	s Ranged/Thr ut cannot pu less the spe	own attacks. sh into occupied ll is vulnerable			FOCUS:+2 AC vs Rnged/Thrwn COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 S Lvl 14 Duration X2 8 S Lvl 19 Duration +50% 6 S	SP
LEVEL 2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Defend - No	attacks		4 pts	Self	Self	Instant	2 Rounds		
	Fighter fully focu No attacks are all Gain an additional	lowed, but AC+	-1 per Tier	. Base move	is at half speed			COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 S Lvl 9 Duration +50% 6 S	
LEVEL 3		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Disengage			4 pts	Self	2-3 Squares	Initiative	1 Round		
	Fighter skillfully REQUEST BEFORE INI Fighters AC is imp BRU/AGL:2 to avoid No attacks are all	TTIATIVE IS RO proved by 4. d AOO's. Figh	OLLED. Fight	ter moves in e either Bru	a straight line			COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 S	5P
LEVEL 3 NAE'EM	•	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
3	hter vs Ranged	/Thrown	4 pts	8 Squares	1 Recipient	Initiative	4 Hours	IVO Suve	
	Barely visible str Recipient Fighter Gains +2 to AC vs	raw colored sp must have a N	lae'Em with	the caster.				FOCUS:Total AC bonus:+4 COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 S Lvl 14 Duration X2 8 S Lvl 9 Duration +50% 6 S	SP
LEVEL 3		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
TIRO: Armor	of Light		30% Max	Self	Self	1 Minute	4 Hours	110 3000	_
	Solid Multi Colore AC becomes 16. Ima				round Caster.			COUNTER:Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 S	O
									_





LEVEL 1			Al	LL					
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	RM: 2
Force Pinch		4 pts	8 Squares	1 Square	Initiative	Instant			
Damage of 1d4	e blue coils waft + ACU. Target Sa e blue coils waft he target. (ve Lose At	tack/Action.		•		ENHANCI Lvl 18 Lvl 9	:Same Spell	10 SP 6 SP 12 SP
LEVEL 1 Heat Wave Wall	STACK 1/Tier	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Sq (1 Target)	ROLL OUT Initiative	DURATION 5 Rounds		SAVE:	SKL: 2 6
Heat wall aro Casting, Rang Note casting	hibiting wall of und Caster delive ed, and thrown at which result in m be Initiative, bu	rs 2d3+ACL tacks will elee actic	J Bonus Fire [L pass through ons/damage is	Damage (Melee). Son this wall with inhibited by thi	no issues.	g.	COUNTER ENHANCI Lvl 18 Lvl 9	ecipient w/in ::Same Spell EMENTS: Duration X4 Duration +50 Damage X2	10 SP
EVEL 1	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: N	o Save
Massive Bludgeoning At Fighters use Every Hit is Ffull damage Bludgeoning co		4 pts area of tical roll away. Aftall or nor	Melee Their weapon. Using the Hareer 30 minutes	Self nd/Foot chart (Dass half of the dams	Initiative mage only).	2 Rounds	COUNTER ENHANCI Lvl 18	:: None	10 SP 8 SP
	STACK OF	7200	DANIGE.	ADEA OF FEFFOR	2011 0117	BURATION		CANE	
LEVEL 1 LOUING THOMAS	STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	Instant		SAVE: N	o Save
A single ToHI The attack is	icks their wrist T+4 for 2d6+ACU B directed to a si merely indicate	onus Thorn	ns (1 Dmg each et via a ToHIT	1).	bonus.		COUNTER ENHANCI Lvl 12	otal +10 ToHIT ::Same Spell EMENTS: Range X2 Range +50%	8 SP 6 SP
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	RM: 1
TIRO: Pie Fight!		20% Max	4 Squares	1 Target	Initiative	1 Round			Blocks Vision
Glowing Pie a	ppears as thrown kes a throwing ge s the target			ut of colorful li	ght appears,		COUNTER		
flying toward							Lvl 0	No Enhance	ments 0 SP
	STAFK OO	COST	RANGE	AREA OF FEFFCT	ROLL OLIT	DURATION	Lvl 0		
LEVEL 2	STACK 99	COST 2 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT	DURATION 4 Hours	Lvi 0		o Save
Attack Defenses Fighter can at This applies thousand the control of the control o	STACK 99 ttack the enemies to basic armor, G agical protection otection is the o	ability trace based is only p	1 Square to protect its d AC, and all part of the de	1 Target self. other non-magica	Initiative	4 Hours	COUNTER	SAVE: N	o Save
Attack Defenses Fighter can a This applies However, if M. If magical pro	ttack the enemies to basic armor, G agical protection	ability trace based is only p	1 Square to protect its d AC, and all part of the de	1 Target self. other non-magica	Initiative	4 Hours	COUNTER	SAVE: N	o Save
Attack Defenses Fighter can at This applies thowever, if M.	ttack the enemies to basic armor, G agical protection otection is the o	2 pts ability trace based is only pnly defens	1 Square to protect its AC, and all part of the de te this skill	1 Target self. other non-magica efense this skill will not work.	Initiative l defenses. can still be	4 Hours	COUNTER	SAVE: N I: None EMENTS: No Enhance	o Save

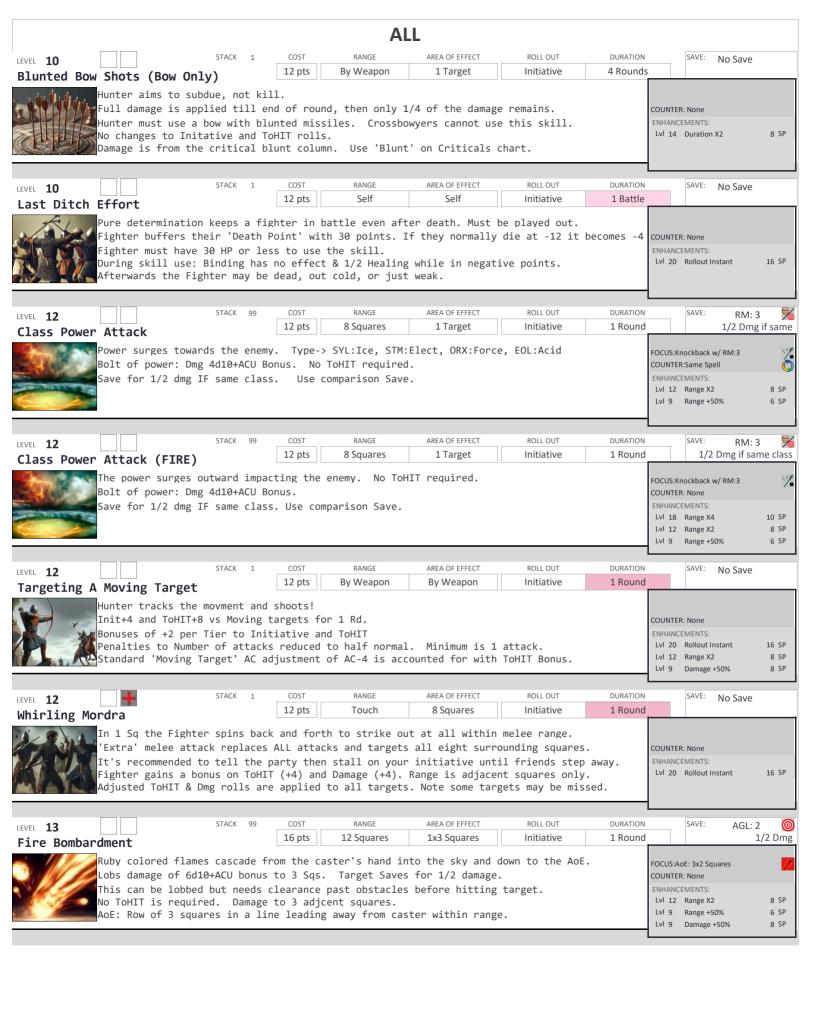
			AL	L			
Barbed Sparks	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 4 sq Triangle	ROLL OUT Initiative	DURATION 5 Round	IVIVI. 1
Can distract or All in AoE must Those that do S	and throws colo temporarily bli Save to not be ave have no visu eate issues seei	nd people folinded for al issues.	or up to 2 this round	rounds. + 1 more.			FOCUS:Save +1 Col
LEVEL 2 Electric Zap	STACK 99		RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Instant	140 Save
Direct damage o	f 1d8+ACU on 1 so the target witho	q. +2 dama	ge if non-A		them. (No ToHIT)		FOCUS:+4 Initiative COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP
LEVEL 2 H	STACK 99	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION	INO Save
Fighter races for This charge must Fighter gains both They have detri	orward and uses to be in a straig onuses to ToHIT ments to Move (mra' Attack. Onl	nt line and (+8), Damag in 4 square	not start e (+8), and s), Number	or stop with a p Movement (X2). of attacks (Max	2), and AC (-4).		COUNTER:Set For Charge LvI:1 ENHANCEMENTS: LvI 12 Range X2 8 SP LvI 5 Initiative +4 4 SP LvI 9 Damage +50% 8 SP
LEVEL 2 STATE BOIT	STACK 99	COST 4 pts	RANGE LO Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	d Spell missed
Magical fire on	t magical fire d ly damages targe can not be lobbe	t, not othe	r people or	items.			CREATE:Flame Bolt Breakable FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2 Sorce Push	STACK 1	COST 4 pts 1	RANGE LO Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION	INIVI. Z
Direct damage of Solid lavender	f 1d6 + ACU.	Target(s) Save or	pushed back	the caster to the		FOCUS:Save Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP
LEVEL 2	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
No ToHIT require Delivers the at No effect on cre	cloud above the ed. Damage: 3d4 tack and damage eatures acclimat ora due to frost	target. Ha + ACU Bonu from above ed to cold	s. Target the target.	Saves for 1/2 Da	Initiative	Instant	FOCUS:+4d4 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Scorching Skin		4 pts	Touch	1 Target	Initiative	3 Round	
Caster must toud 1d6 +ACU damage +4 additional da	lored flames enc ch the target. per round. amage to Undead/ at but not much	(Roll a ToH Living dead	IT)				FOCUS:No Sickness/Disease COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP



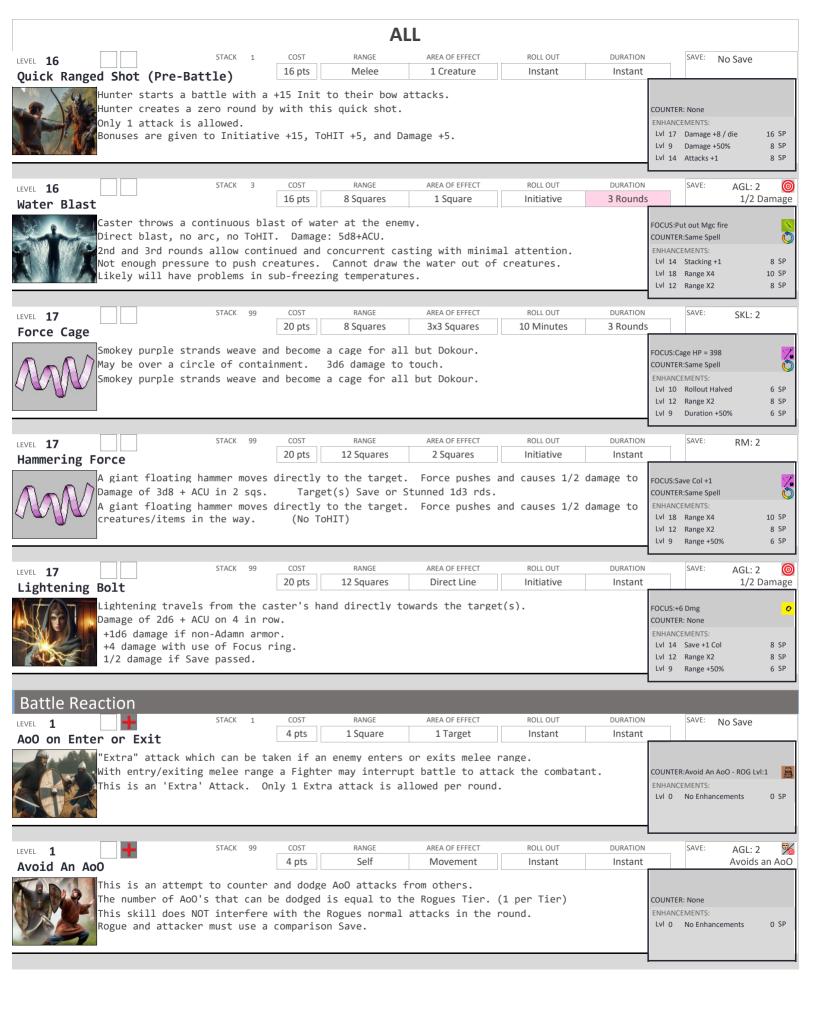
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LEVEL 4	Thrown Attacks	STACK 99	COST 4 pts	RANGE Thrown	AREA OF EFFECT 1 Target	ROLL OUT Pre-Battle Instant	DURATION 1 Round		No Save
	Concentrates on Rogue holds all Thrown attacks ginitiative for the control of the	attacks until a gain a +6 ToHIT these attacks ar	an initati and Damag re set to	ve of 0. ge to a single 0.		end of the round.		COUNTER: None ENHANCEMENTS: Lvl 12 Range X2	8 SP
LEVEL 4 Hunters	Chango	STACK 1	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round		No Save
Hullers	Hunter charges of Charge must be a Hunter gains bor Detriments to Mo	a straight path nuses to ToHIT (ovement (minimum	to the ta (+8), Dama n 4 square	rget and not ge (+8), and s), Number o	end with a pivo), and AC (-4).		COUNTER:Set For Chi ENHANCEMENTS: Lvl 9 Range +50' Lvl 5 Initiative + Lvl 9 Damage +5	% 6 SP 4 4 SP
LEVEL 4	uick Flash Fire	STACK 99	COST 30% Max	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Instant	SAVE:	AGL: 2
	Colorful embers Caster rolls a 1 1d12 Damage. Sav	Thrown ToHit.		alm.				COUNTER: None ENHANCEMENTS: Lvl 0 No Enhanc	ements 0 SP
LEVEL 5	Ranged Shots	STACK 99	COST 8 pts	RANGE by the bow	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 1 Round / T		No Save
	Hunter is able to Delivers each sh The Hunter must Multiple bows ca	not one at a tim identify a spec an get this bene	ne in the cific bow efit with	round using a for this ski separate use	an instant rollo ll and concentra of this skill f	during the round. ut for each shot. te on this skill. or each bow. om another person		COUNTER: None ENHANCEMENTS: Lvl 9 Range +50' Lvl 14 Duration X	
LEVEL 5	stance Crossbow S	STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT	DURATION 4 Rounds		No Save
	Hunter uses flig Damage is reduce	ght bolts with a ed by 2 points (a crossbow with	(Min 1).	Distance is :	increased by 8 s	quares. skill. No changes	to	COUNTER: None ENHANCEMENTS: LvI 12 Range X2 LvI 5 Initiative +	8 SP 4 4 SP
LEVEL 5	 ting Ranged Shots	STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 2 Rounds		No Save
Pelletral	Hunter focus' or This skill only This skill requi	n burying the ar works with bows ires the use of n a hit) gains a	rrows deeps and for a bow and bonus of	ranged attack the ToHIT ha +6 Damage.	rgets the cost o ks. as a penalty of The minimum dam	2.		COUNTER: None ENHANCEMENTS: Lvl 5 Initiative + Lvl 9 Damage +5	
LEVEL 5 Step and	d Shoot	STACK 99	COST 8 pts	RANGE Miss Attack	AREA OF EFFECT Miss Attack	ROLL OUT Initiative	DURATION 1 Round	SAVE:	No Save
N	Meant for Archer Hunter moves 1 s Meant for Archer	sq forward, shoo	ots & cont	inues. Shots	:1+ 1 per Tier			FOCUS:Dmg +2 COUNTER: None ENHANCEMENTS: LVI 0 No Enhanc	ements 0 SP

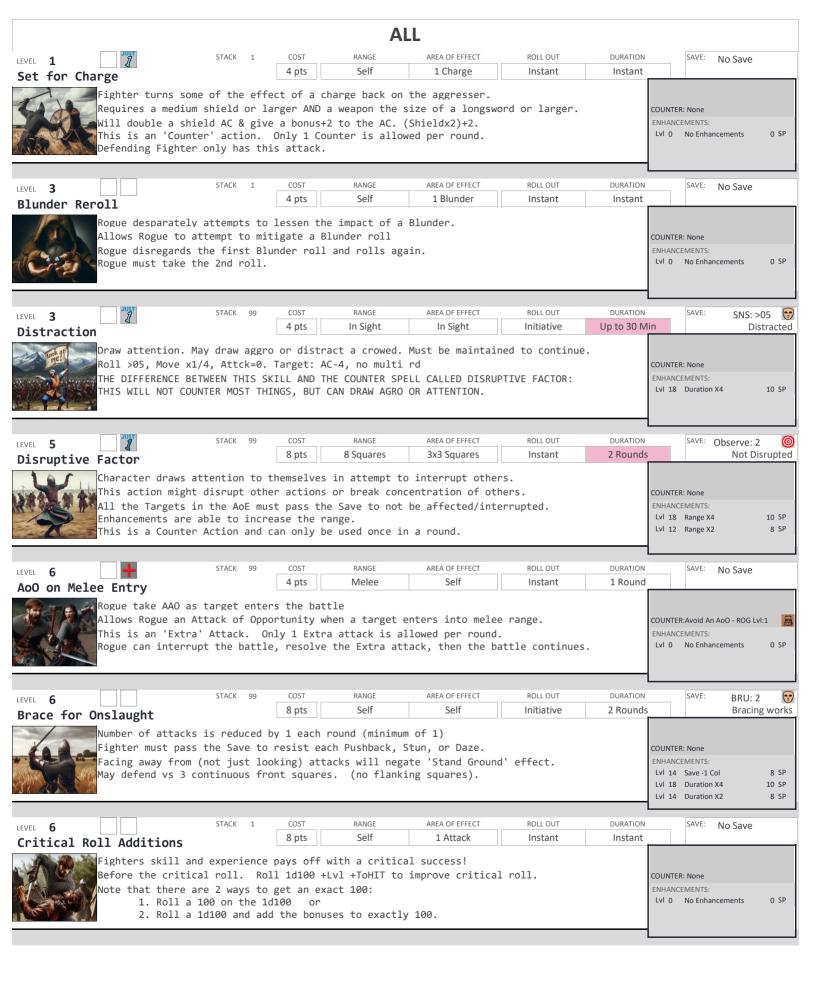
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LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	. [SAVE: No Save	
-	Single Target		8 pts	By Weapon	1 Target	Initiative	5 Attacks			
	Hunter keeps the Each attack held Hunter keeps prey If the target is Each successive a	target in sig gains +2 ToHI in sight and out of sight	T & Dmg. fires a of for an en	Up to a max b carefully aime tire round or	oonus of +10 (5 ed shot. Bow or more the count	crossbow.			MENTS:	8 SP 6 SP 4 SP
LEVEL 6		STACK 99	8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT	5 Attacks		SAVE: No Save	
Held Inrow	- Single Targe Holds a thrown at TOHIT +5 & Dmg +5 If the target is During the wait t Rogue Signals,	tack as they per ATTACK h out of sight/ ime the follo	concentra eld (Max o range for wing non-o	te on a single of +20). Movem a round or mo damaging skill	e target to find ment is cut in h ore this effort	alf of walking. is broken. n the same targe	et:	COUNTER: ENHANCEN LVI O		O SP
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
_	Party to Targe	+	8 pts	By Weapon	By Weapon	Initiative	1 Round		NO Save	
	Hunter is able to Past known party Hunter must annou If not annouced,	target the e members. In ced BEFORE in	itiative - itiative :	+2. All rang roll to gain t	ged attacks in R The Initiative b	d. onus of +2.				6 SP 4 SP
LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: BRU: 2	2 %
Brutal Push	Forward		8 pts	1 Square	1 Square	Initiative	1 Round		Compare	
	From a standstill This skill will p Fighter gains a b 1 less attack (Mi Fighter and targe	ush the targe onus to their n=0), Init+4	t back 1 s Initiation	square, if the ve (+4 if stat d. AC-2, Att	e square is open ed) and ToHIT (+2).		COUNTER: ENHANCEN LVI 14 A	MENTS:	8 SP
LEVEL 7		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: :	
Hold Civili	zed Creature		8 pts	8 Squares	1 Target	1 Round	5 Rounds			
	Barely visible bu Must be in sight. Barely visible bu the recipient.	Target unabl	e to cast	, fight, or ta	ılk.			FOCUS:targ	Same Spell	8 SP
									Range X2 Duration X4 Duration X2	10 SP 8 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	Lvl 18 [Lvl 14 [Ouration X4	10 SP
_		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT	DURATION 2 Rounds	Lvl 18 [Lvl 14 [Duration X4 Duration X2	10 SP
LEVEL 8 Acid Rain	Caster draws thei Damage of 3d6+ACU Caster draws thei Can be used in/as	r hands downw I for 2 rds fr r hands downw	8 pts ard while om above ard while	8 Squares fluttering the target. L fluttering the	1 Square neir fingers. Leave to avoid. neir fingers.	Initiative (No ToHIT)		FOCUS:+2 F COUNTER:S ENHANCEN LVI 12 F LVI 14 E	Duration X4 Duration X2 SAVE: No Save HP Damage Same Spell MENTS:	10 SP
Acid Rain	Damage of 3d6+ACU Caster draws thei	r hands downw for 2 rds fr r hands downw a trap with	8 pts ard while om above ard while	8 Squares fluttering the target. L fluttering the	1 Square neir fingers. Leave to avoid. neir fingers.	Initiative (No ToHIT)		FOCUS:+2 F COUNTER:: ENHANCEN LVI 12 F LVI 14 [Duration X4 Duration X2 SAVE: No Save HP Damage Same Spell MENTS: Range X2 Duration X2	10 SP 8 SP
Acid Rain	Damage of 3d6+ACU Caster draws thei Can be used in/as	r hands downw for 2 rds fr r hands downw a trap with STACK 1 P-Battle) Heapon for ent for a SPECIFI For 12 pts (13	8 pts ard while om above ard while the Rogue: COST 8 pts ire battle C ranged with lvl) to	8 Squares fluttering the target. Lefluttering the skill "Set Lefluttering the skill "	1 Square neir fingers. Leave to avoid. neir fingers. Up Eolas Spell R AREA OF EFFECT By Weapon er battle. on 18, 19, and	(No ToHIT) elease (TRAP)" ROLL OUT 1 Minute	2 Rounds	FOCUS:+2 I FOCUS:+2 I FOCUS:+2 I COUNTER:S ENHANCEN LVI 12 F LVI 14 [LVI 9 [COUNTER: ENHANCEN	SAVE: No Save HP Damage Same Spell MENTS: Range X2 Duration X2 Damage +50% SAVE: No Save	10 SP 8 SP

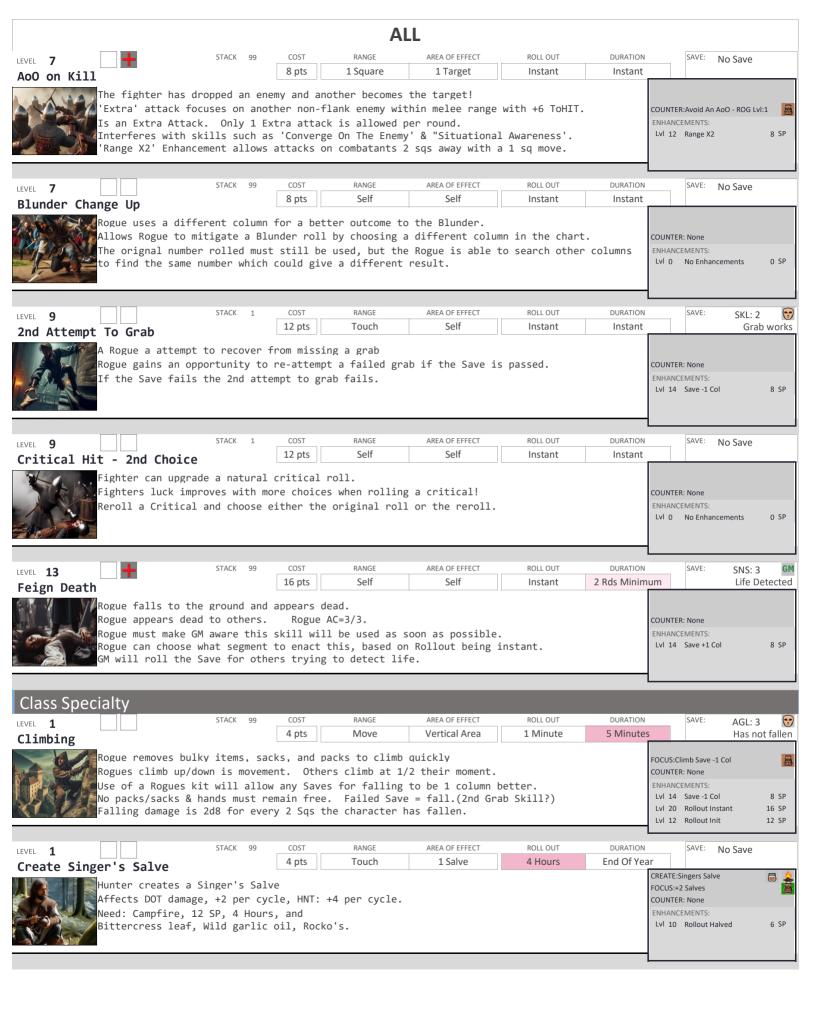
				Al	.L					
LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save	
Desperation	n Attack		8 pts	Self	Self	Initiative	1 Round			
	Fighter attacks in Fighter can end up Roll a 1d20-8 and Then roll 1d20-8 a (There is a Strumo	with a deva adjust AC. T nd adjust th	stating - hen roll e ToHITs.	7 adjustment o 1d20-8 and adj Then roll 1d	or up to +12 bond just the Initiat: 120-8 and adjust	ive.	1.	COUNTER: None ENHANCEMENT Lvl 18 Durati Lvl 14 Durati Lvl 9 Durati	S: on X4 on X2	10 SP 8 SP 6 SP
		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	DM. 2	<u></u>
LEVEL 8 Flame Stril		STACK 33	8 pts	4 Squares	1 Square	Initiative	1 Round	SAVE.	RM: 2 1/2 Da	@ amage
	Flames shoot upwar No ToHIT required. Damage of 4d10 +AC Magical fire does	Can Lob ma U. Target S	gical fir aves for	e to target. 1/2 damage.	cowards the AoE.			FOCUS:hurts fire COUNTER: None ENHANCEMENT Lvl 12 Range Lvl 9 Range Lvl 9 Damag	S: X2	8 SP 6 SP 8 SP
		CTACK 00	T202	DANICE	ADEA OF FEFECT	DOLL OUT	DUDATION	CANE		_
LEVEL 8		STACK 99	8 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	Instant	SAVE:	RM: 2 1/2 Da	omage
Force Clap	A force wall pushe Damage of 2d6+ACU. A force wall pushe be dazed and/or ta	Target S s directly f	aves or D	aze 1d2 rds. aster to the t				FOCUS:Save Col COUNTER:Same ENHANCEMENT Lvl 14 Save - Lvl 12 Range Lvl 9 Range	Spell S: 1 Col X2	8 SP 8 SP 6 SP
_		STACK 1	T200	DANCE	ADEA OF FEFECT	DOLL OUT	DURATION	CAVE	224.0	
LEVEL 8 Hail Stone:	<u></u>	STACK 1	8 pts	8 Squares	2x2 Squares	ROLL OUT Initiative	Instant	SAVE	RM: 2 1/2 Da	amage
	Barely visible rus Damage of 3d6 + AC Has a reduced effe Delivers the attac	U Bonus. Sa ct against h	ves for 1 ot temper	/2 Damage. ature targets.		wn hail. (No ToHIT)	FOCUS:Set AOE t COUNTER:Same ENHANCEMENT Lvl 12 Range Lvl 9 Range Lvl 14 Damag	Spell S: X2 +50%	8 SP 6 SP 12 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save	
Static Bol	t		8 pts	10 Squares	Direct Line	Initiative	Instant			
	Sparks travel from Damage of 1d8 + AC Sparks travel for 1st square of row	U on 3 in ro 3 squares in	w. +1d8 a direct	damage if non- row.		(ToHIT Required)	FOCUS:Save +1 (COUNTER: None ENHANCEMENT LVI 12 Range LVI 9 Range LVI 14 Damag	S: X2 +50%	8 SP 6 SP 12 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save	
_	ordra - Rogue		8 pts	Touch	Adjacent Sqs	Initiative	1 Round			
	Rogue spins about 1 Attack applied t Roll ToHit once wi Roll Damage one wi This is applied to	o all target th +4 bonus. th +4 bonus.	s in adja This To This Da	cent squares. Hit applies to mage applies t	Only this attac each target. o each target th	nat was hit.	s in the r	COUNTER: None ENHANCEMENT Lvl 5 Initiati Lvl 14 Damaş Lvl 17 Damaş	S: ve +4 ge X2	4 SP 12 SP 16 SP
LEVEL 9		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	SILE. Z	•
Mounted Me.	Lee Attack Character is able Only 1 attack when Requires the use o Single handed weap Character is only	moving. Ma f a trained ons only.	x 2 attac mount.	ks when stoppe	ed.	Initiative	1 Battle	COUNTER: None ENHANCEMENT LVI 0 No Eni		o SP

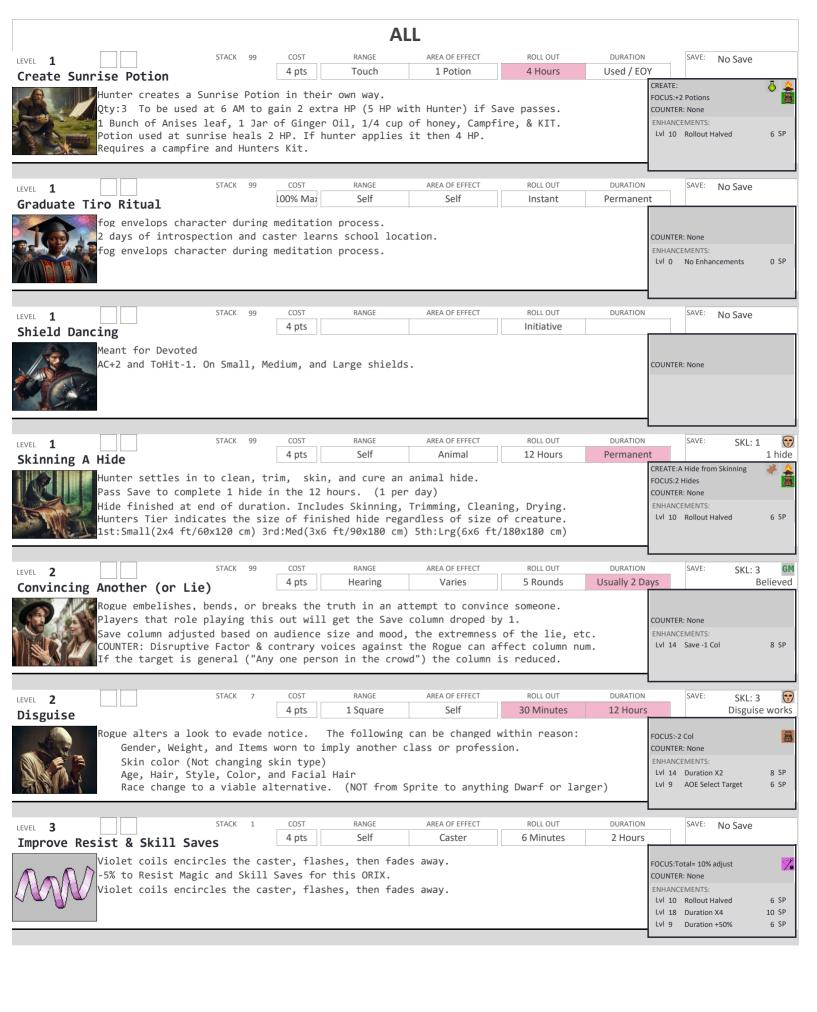


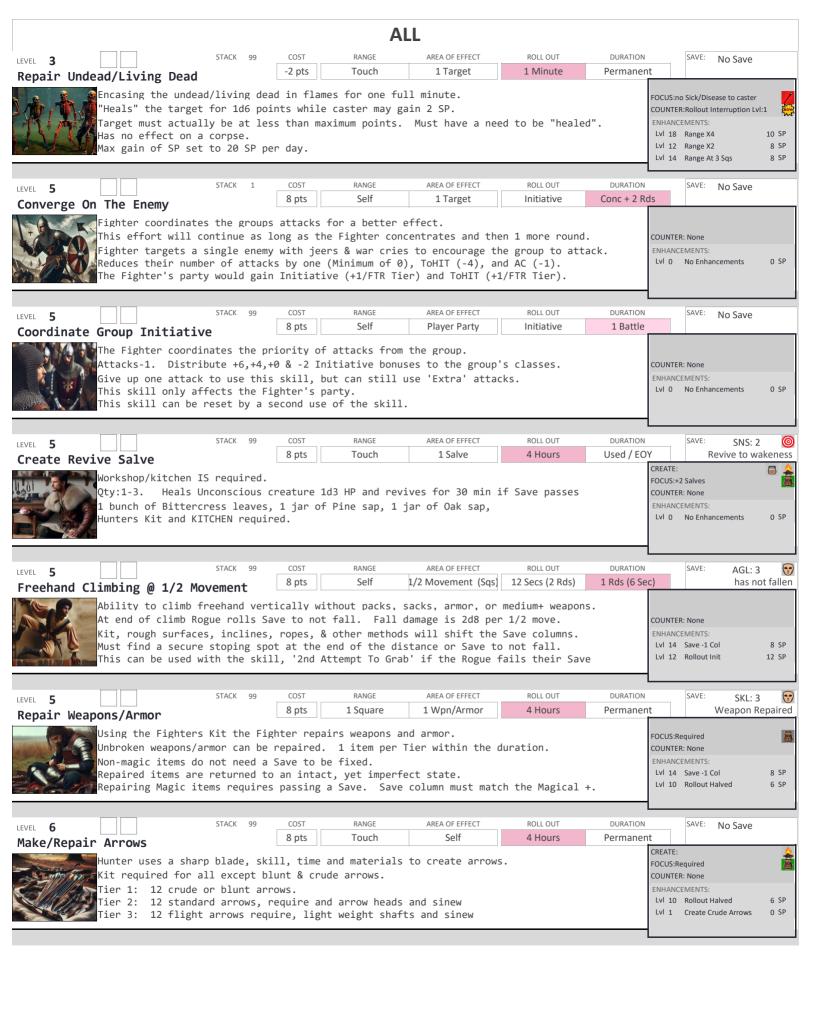
				Al	LL					
LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAV	E: AGL: 2	0
_0			16 pts	10 Squares	1 Target	Initiative	Instant		1/2 Dar	
Ice Spear	Solid brown roots ToHIT is required Dmg: 3d8+ACU +4 B	and this is	lobbable.	dodges (AGL)	for 1/2 Damage.			FOCUS:Save Co COUNTER: Non ENHANCEMEN Lvl 12 Rang Lvl 9 Rang Lvl 4 Cast	e TS: e X2 8	B SP 5 SP
		CTACK 00	T202	DANCE	ADEA OF FEFECT	DOLL OUT	DUDATION	CAV		
LEVEL 14		STACK 99	16 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	3 Rounds		E: No Save	
Acid Blobs	Sickly green Acid Damage 3d6+ACU fo Can be used in/as	r 3 rds on 2x2	to fall i 2 squares	n the AoE. from above.	Leave to avoid.			CREATE:Scroll of FOCUS:3x3 AoE COUNTER:Sam ENHANCEMEN Lvl 12 Rang Lvl 18 Dura Lvl 14 Dura	2 Spell TS: e X2	B SP O SP B SP
LEVEL 14		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAV	E: No Save	
Ranged Suck	en Shot(s)		16 pts	By Weapon	1 Target	Initiative	1 Round			
	Hunter scopes out The target must has Bonuses: +12 to In Detriments: One un Target may have a	ave a relaxed nit, ToHIT, a naware target	sense ab nd Damage , Bow req	out them. Not . Though, Induired, & half	t with their guan itiative may not normal attacks.	come into play. (Min 1)		COUNTER: Non ENHANCEMEN LvI 9 Rang LvI 17 Dam LvI 18 AoE	TS: e +50% 6 age +8 / die 16	5 SP 5 SP 0 SP
LEVEL 14 Surprise De	ath Blow	STACK 1	COST 16 pts	RANGE Melee	AREA OF EFFECT 1 Creature	ROLL OUT Instant	DURATION 1 Round		E: No Save	
	Vulnerable target Target must be un Fighter gains +15 Damage is rolled This is an 'Extra	able to defend bonus to ToHi on the Critica	d themsel IT. al chart.	And enhancer	ments can add to	the damage.		COUNTER: Non ENHANCEMEN Lvl 14 Dam Lvl 9 Dam	TS: age X2 12	2 SP 8 SP
LEVEL 15		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAV	E: RM: 2	0
Dokour Flam	e Attack		16 pts	8 Squares	1 Target	Initiative	1 Round		1/2	Dmg
	Flames erupt out of Directs a ball of Direct dmg 5d8 +1: Does not light an	magical flame 2 +ACU bonus.	e straigh	t to the targe	et. No lobbing.	(No ToHIT)		FOCUS:Dmg +4 COUNTER: Non ENHANCEMEN Lvl 12 Rang Lvl 9 Rang Lvl 9 Dam	e TS: e X2 8 e +50% 6	B SP 6 SP 8 SP
45		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAV	F: No Savo	
LEVEL 15	Shooting	- *	16 pts	By Weapon	1 Target	Initiative	1 Round		E: No Save	
Moving And	Hunter uses a range Instability could Potentially negate A ranged weapon mean Number of attacks	be: Ships ded es some of the ust be used. are halved.	ile shoot ck, Horse e downsid The weap Minimum	ing from an un back, Slipping es of being un on will only H of 1.	nstable position g, etc nstable as your a nave half of the	attempt to shoot. normal distance.		COUNTER: Non ENHANCEMEN Lvl 12 Rang Lvl 14 Dura Lvl 17 Dam	TS: e X2 8 tion X2 8 age +8 / die 16	8 SP 8 SP 6 SP
LEVEL 15 Surprise Ki	lling Blow	STACK	16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAV	: :	
	Surprise required	. Lgswrd+, Tol	Hit+10, H	it=crit+60%,[Dmg+50%			COUNTER: Non ENHANCEMEN LVI 0 No E	TS:) SP

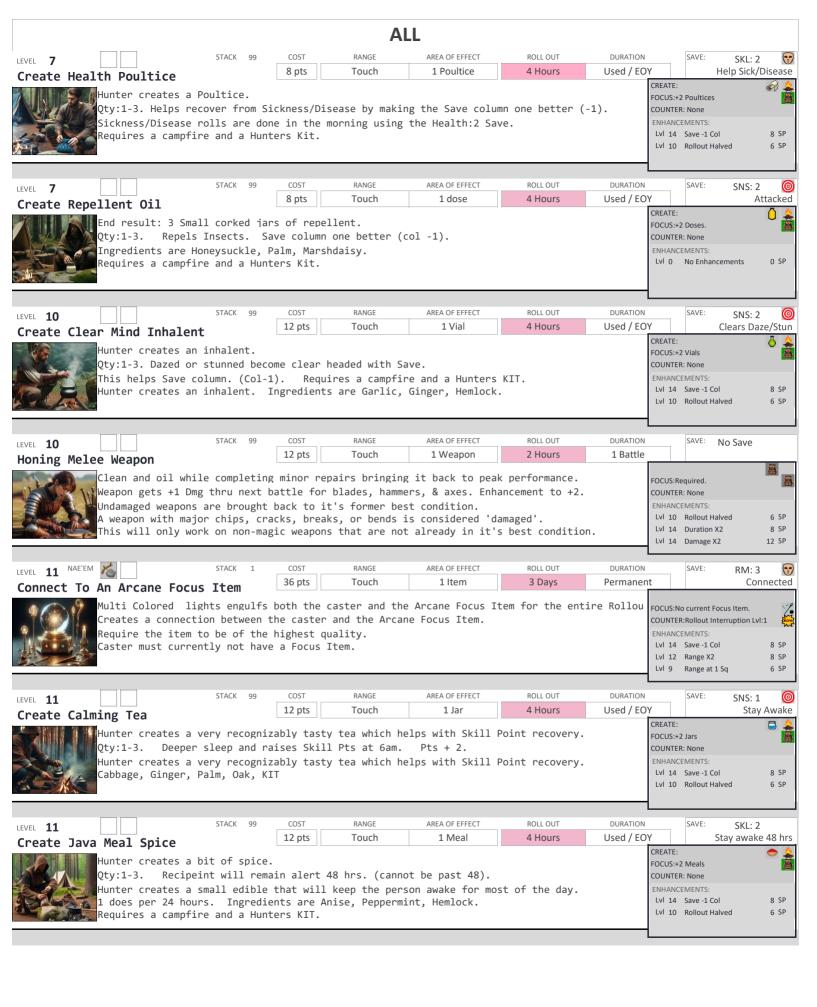


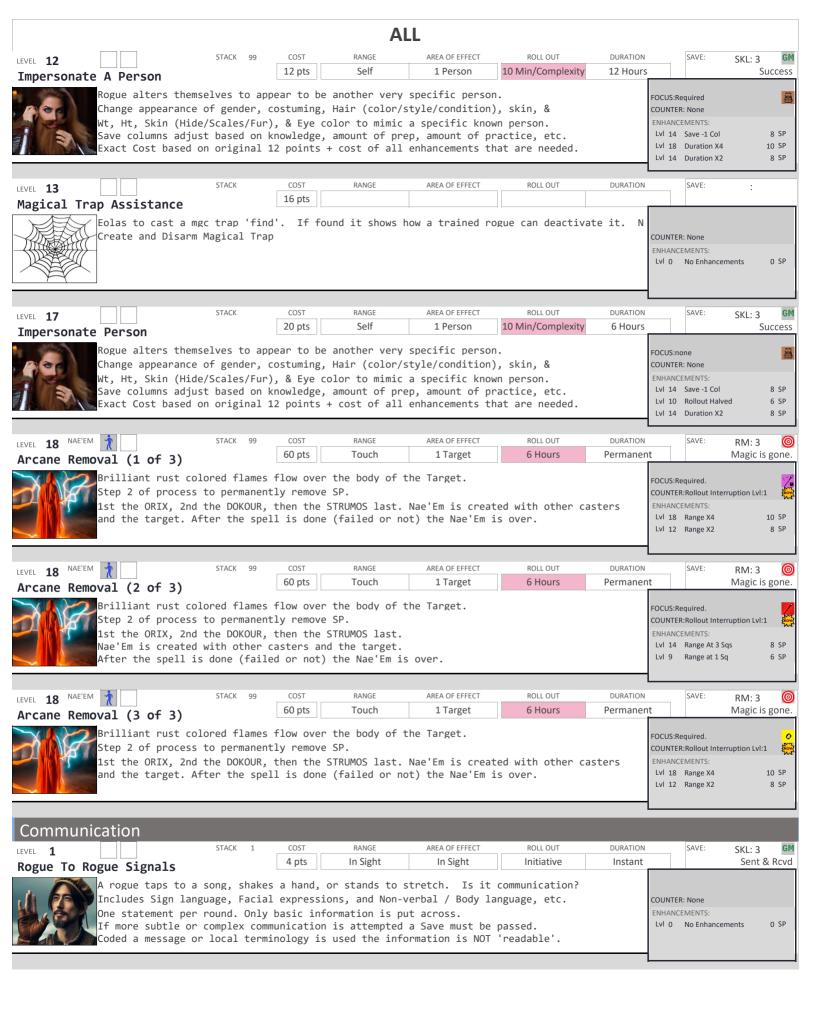


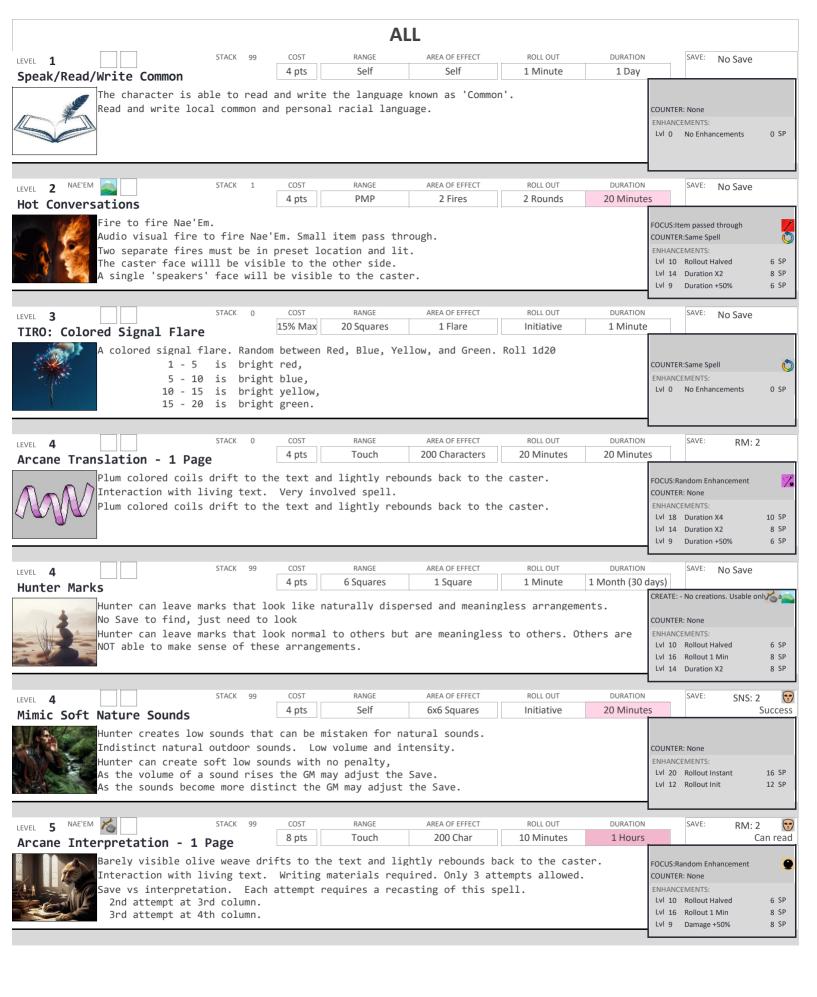


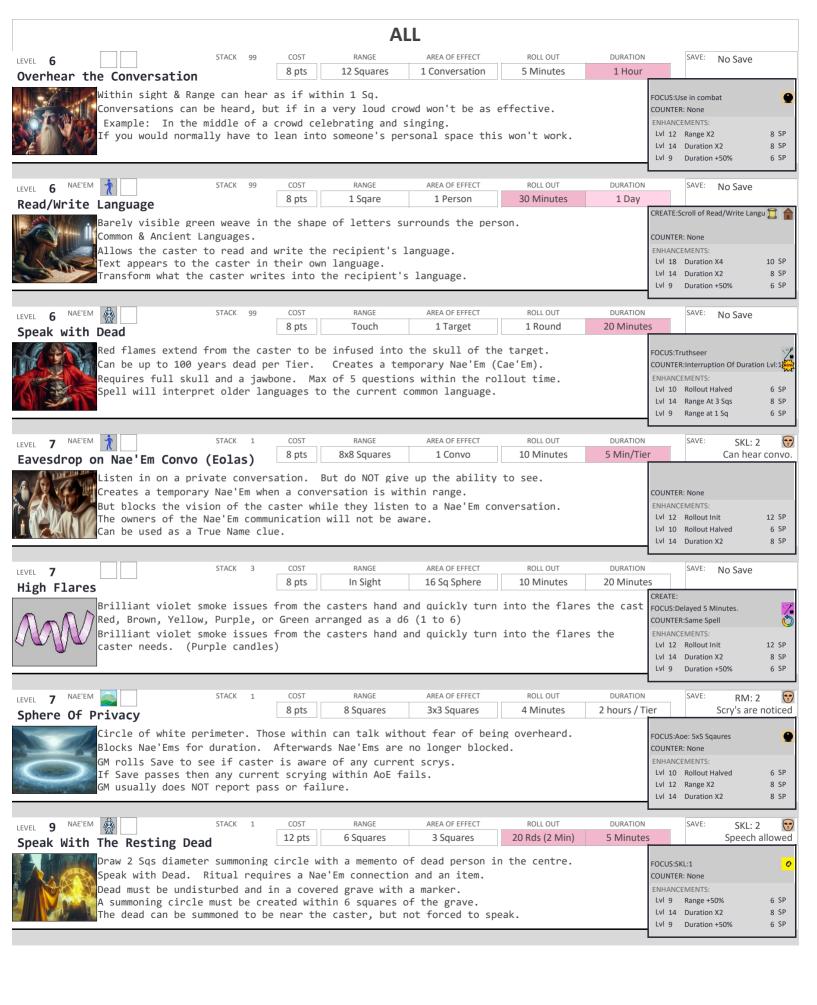


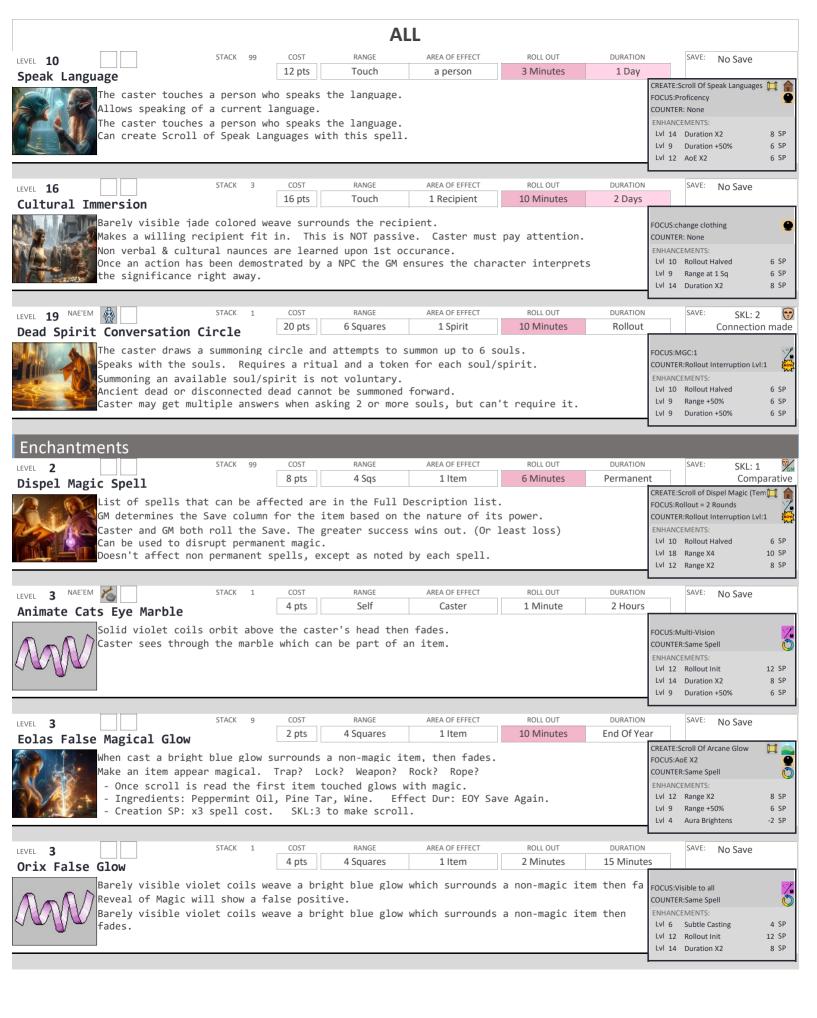


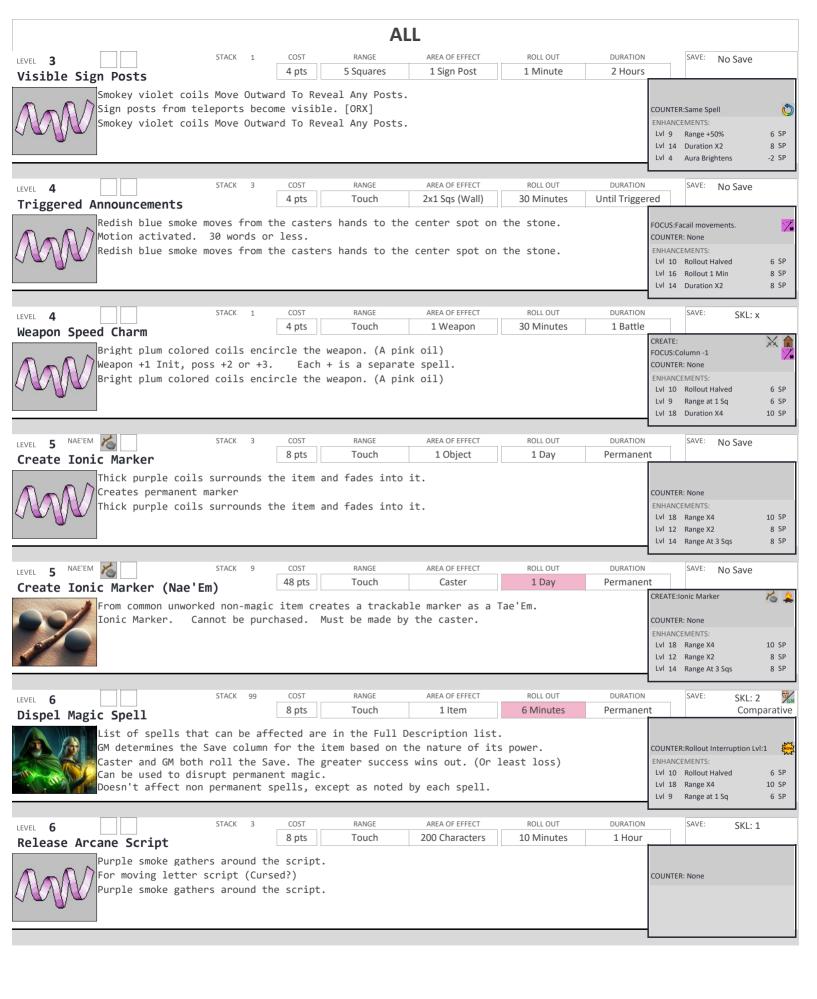




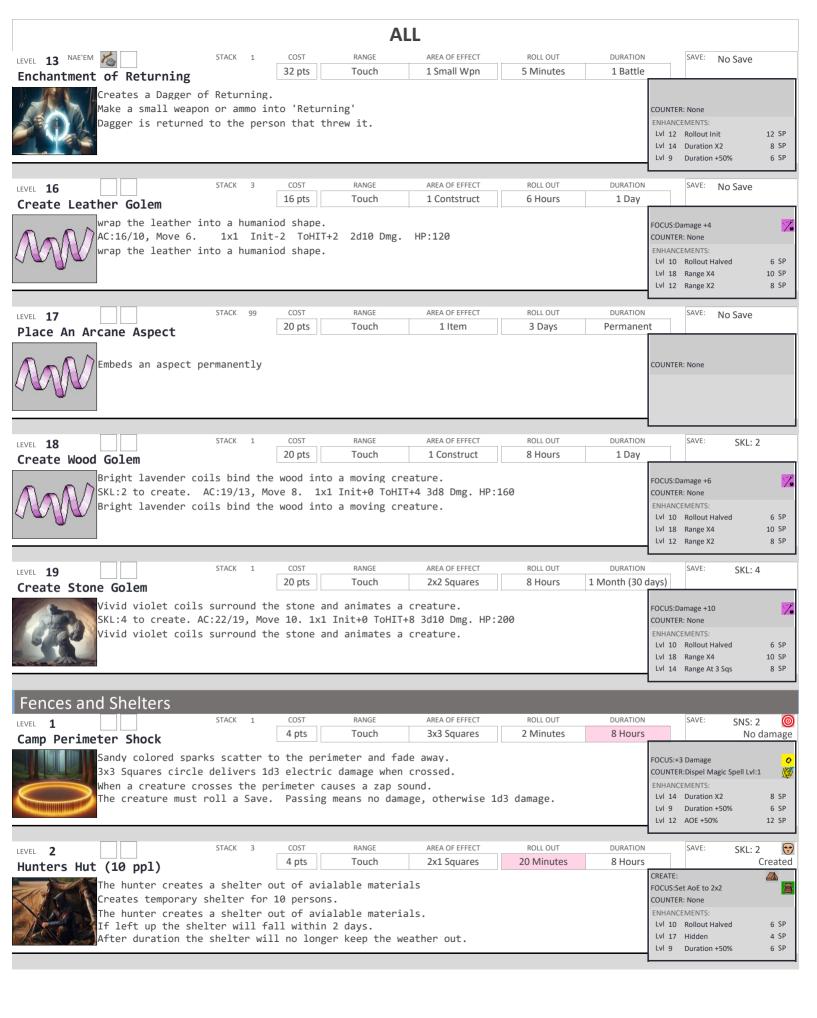


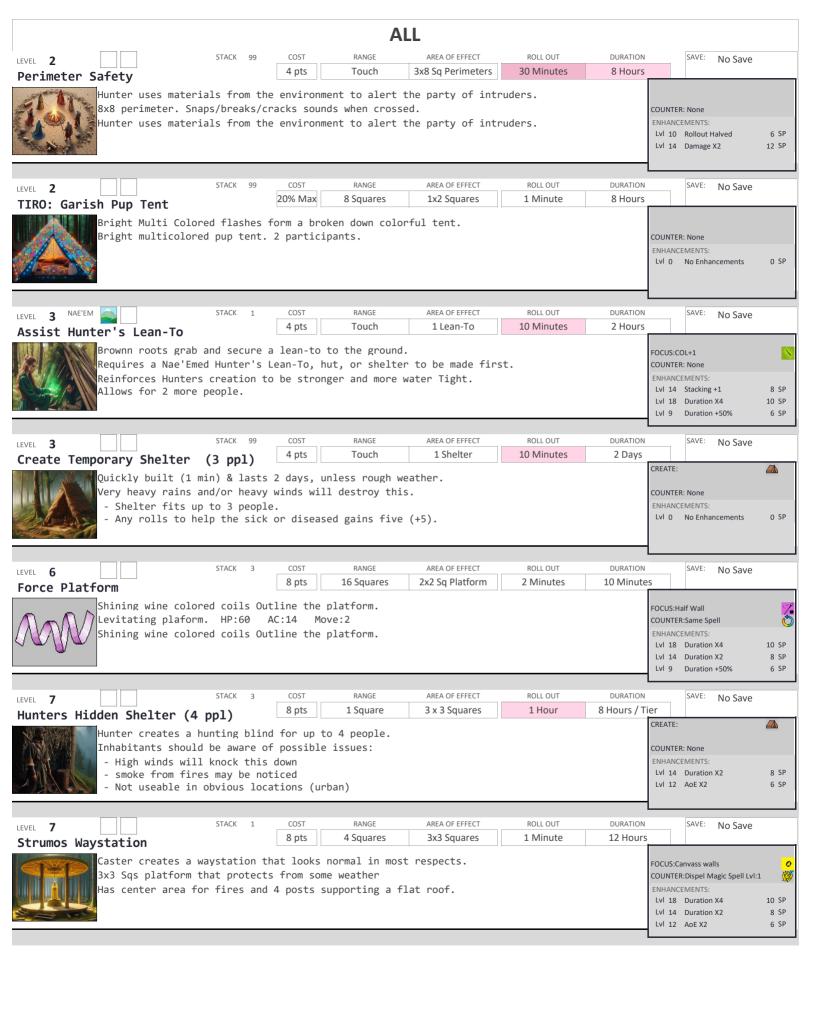


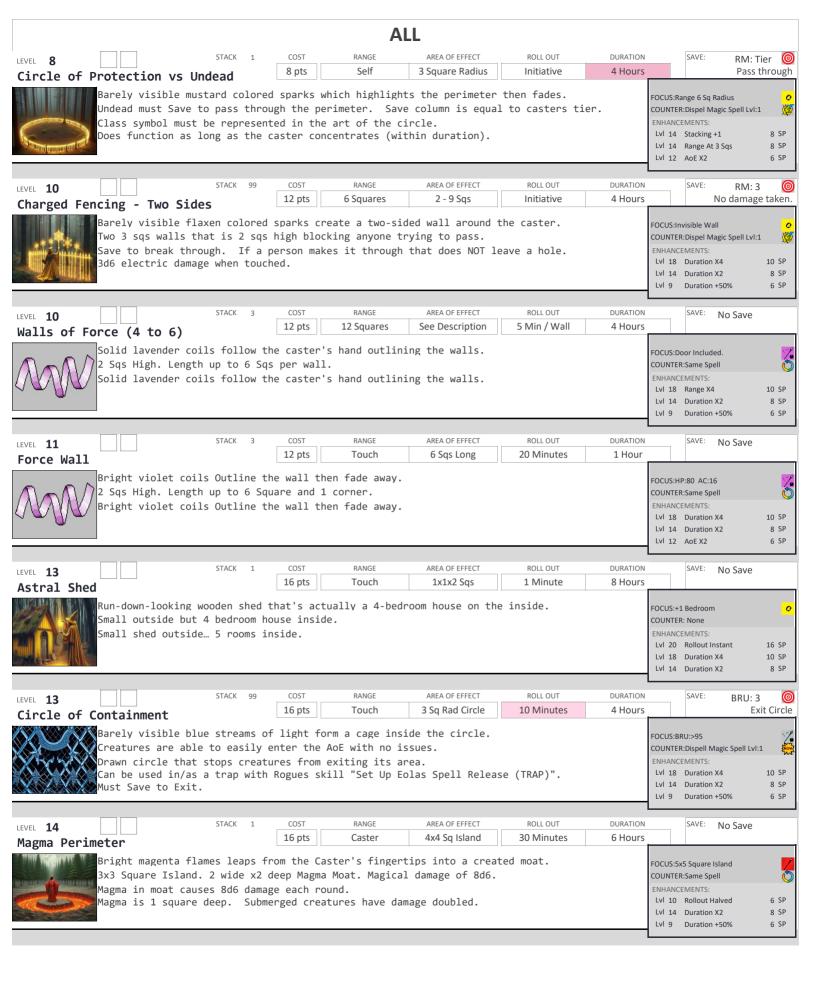


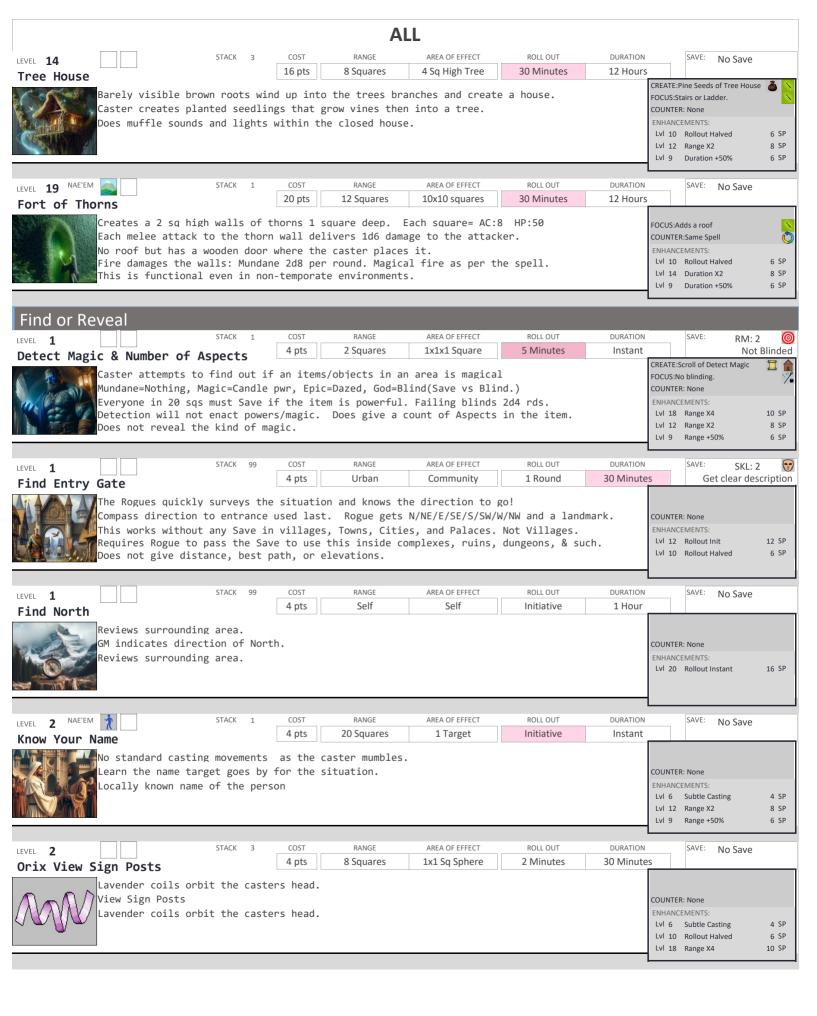


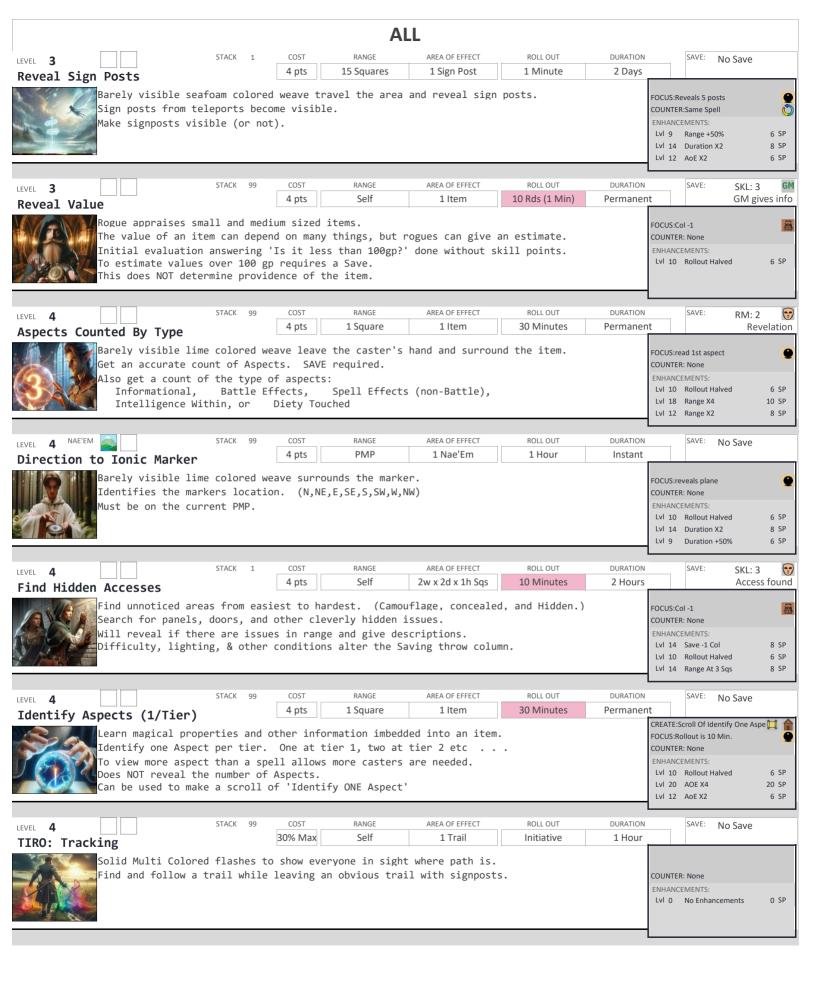


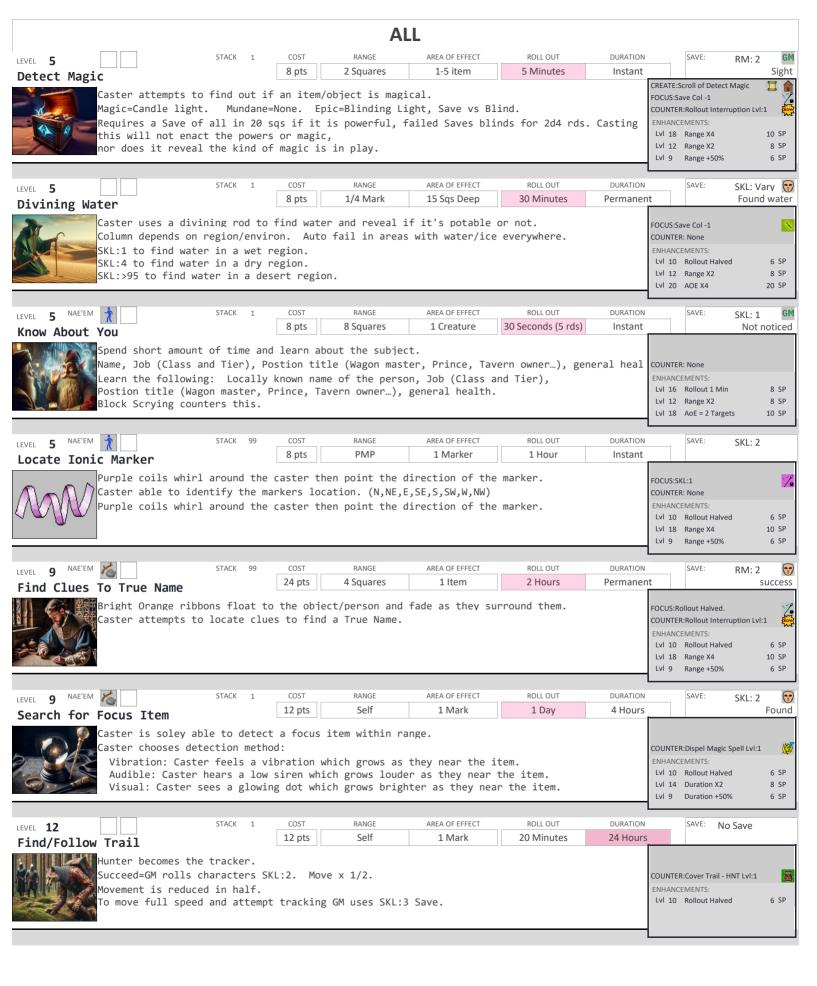


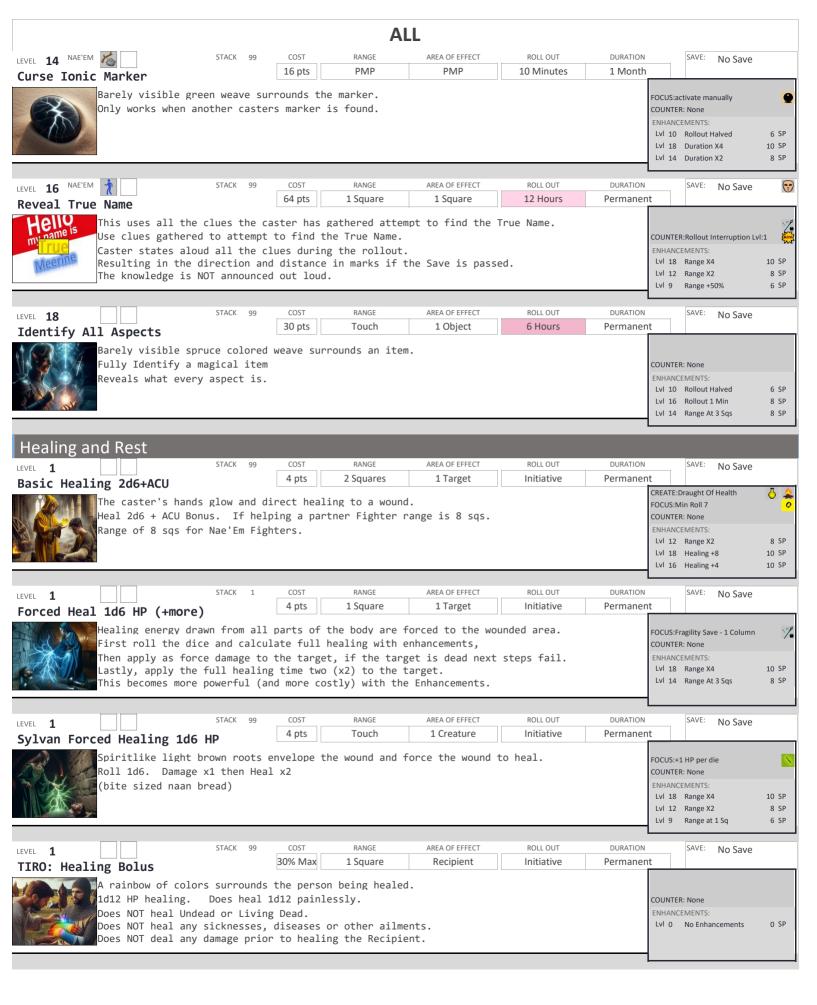


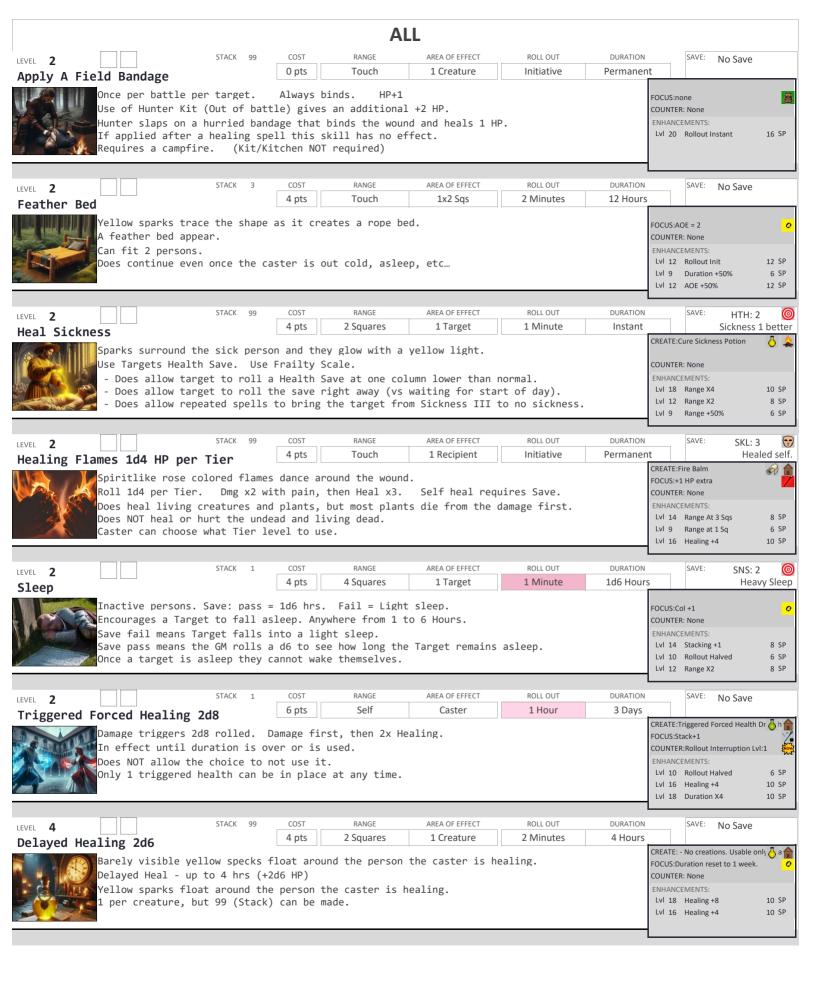


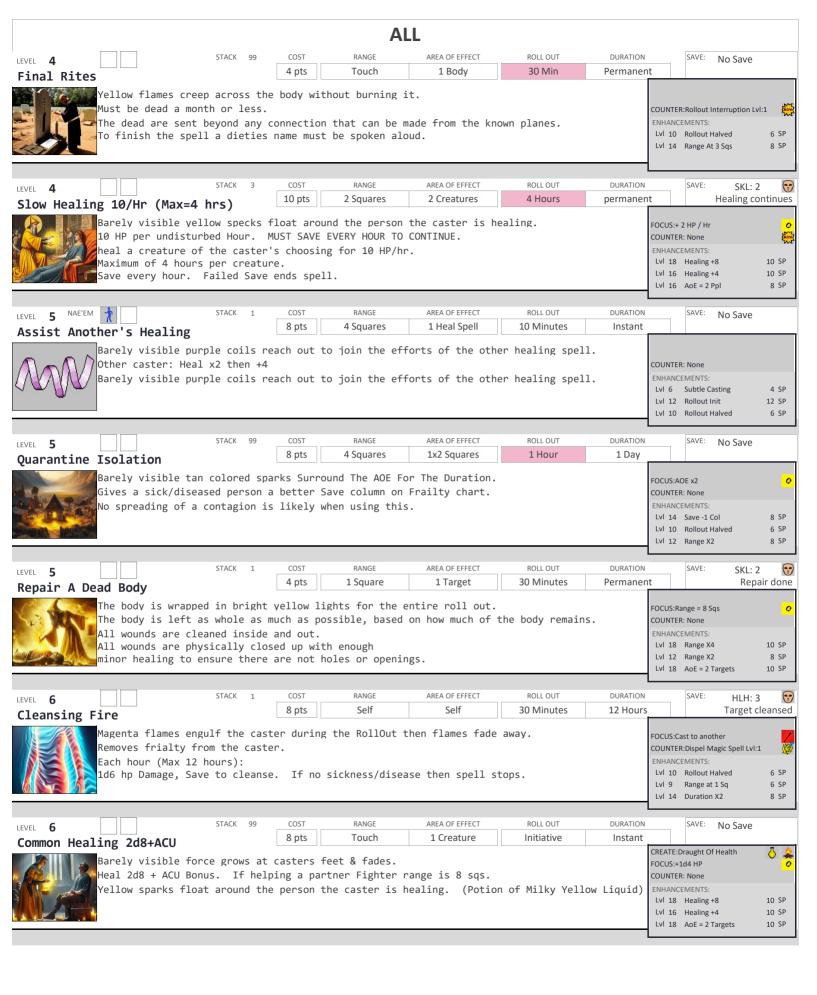


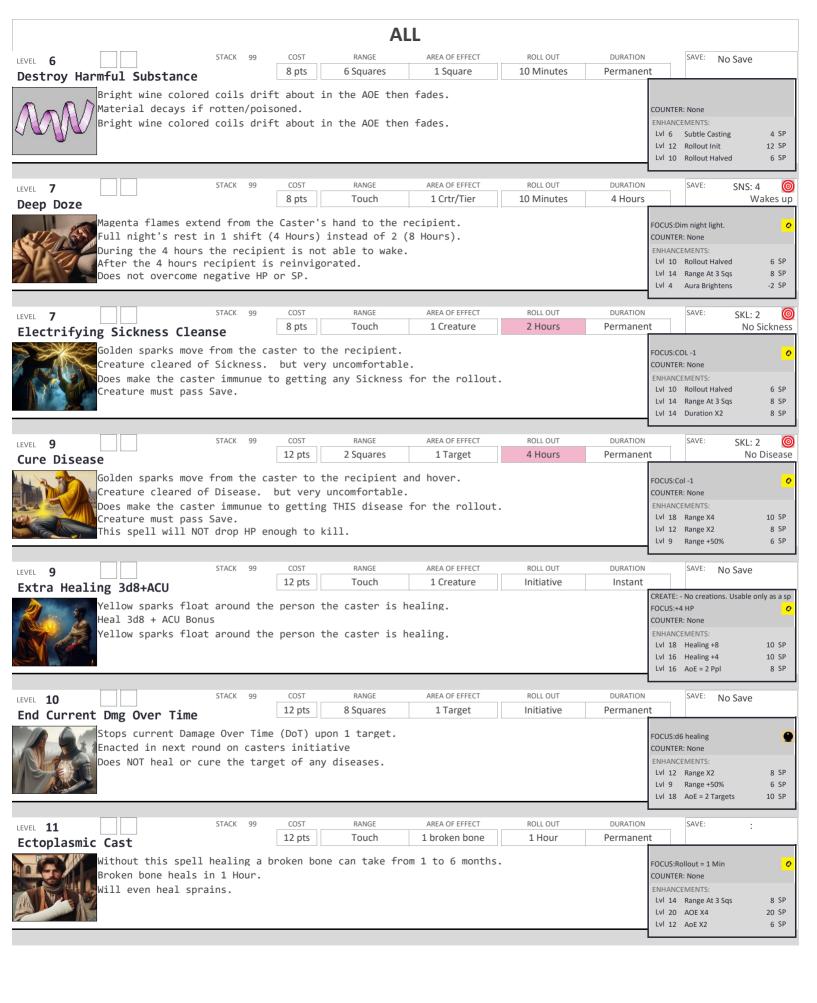


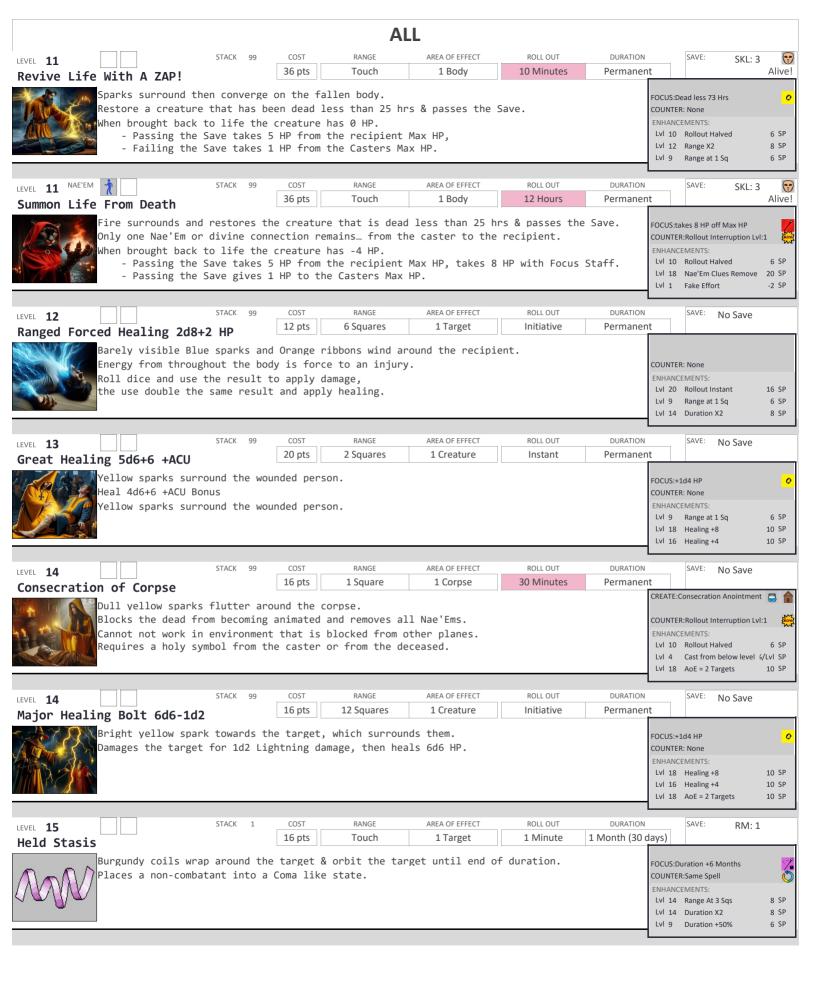


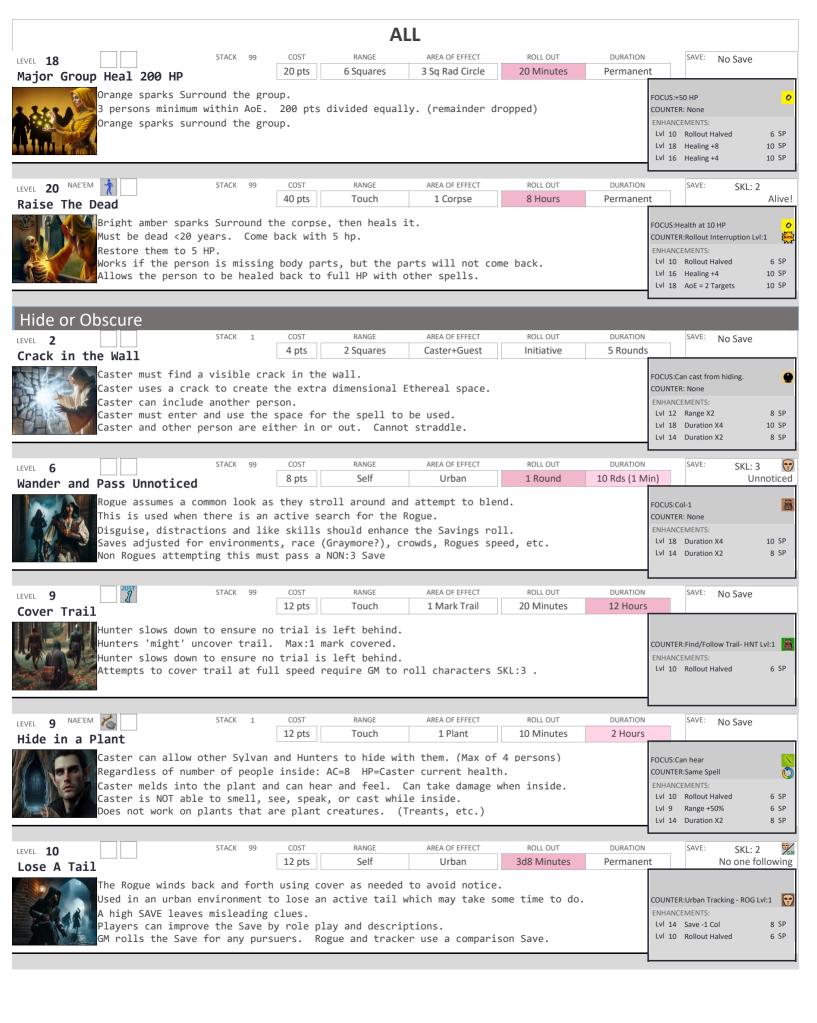


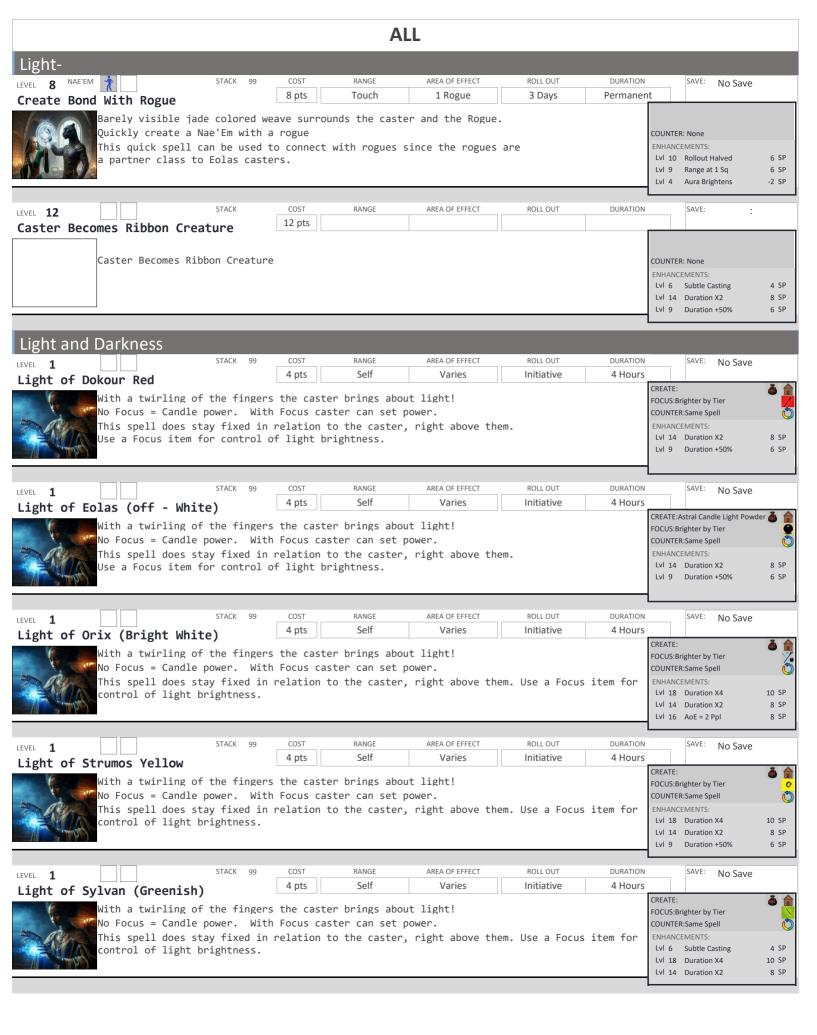


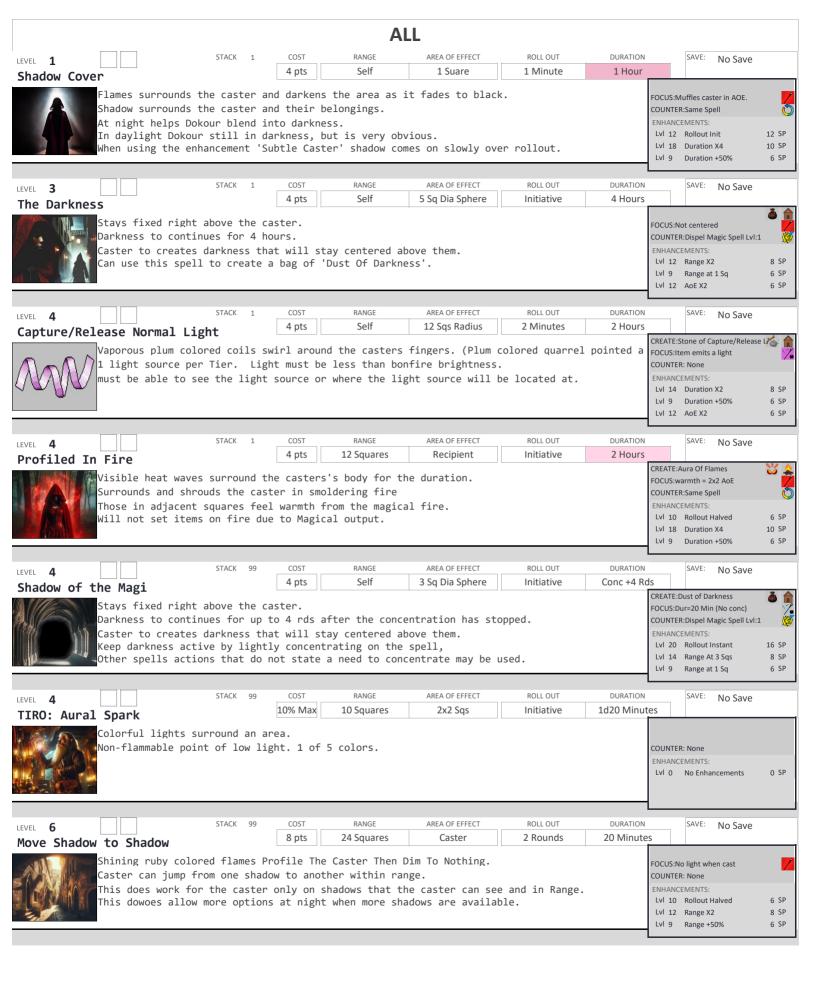




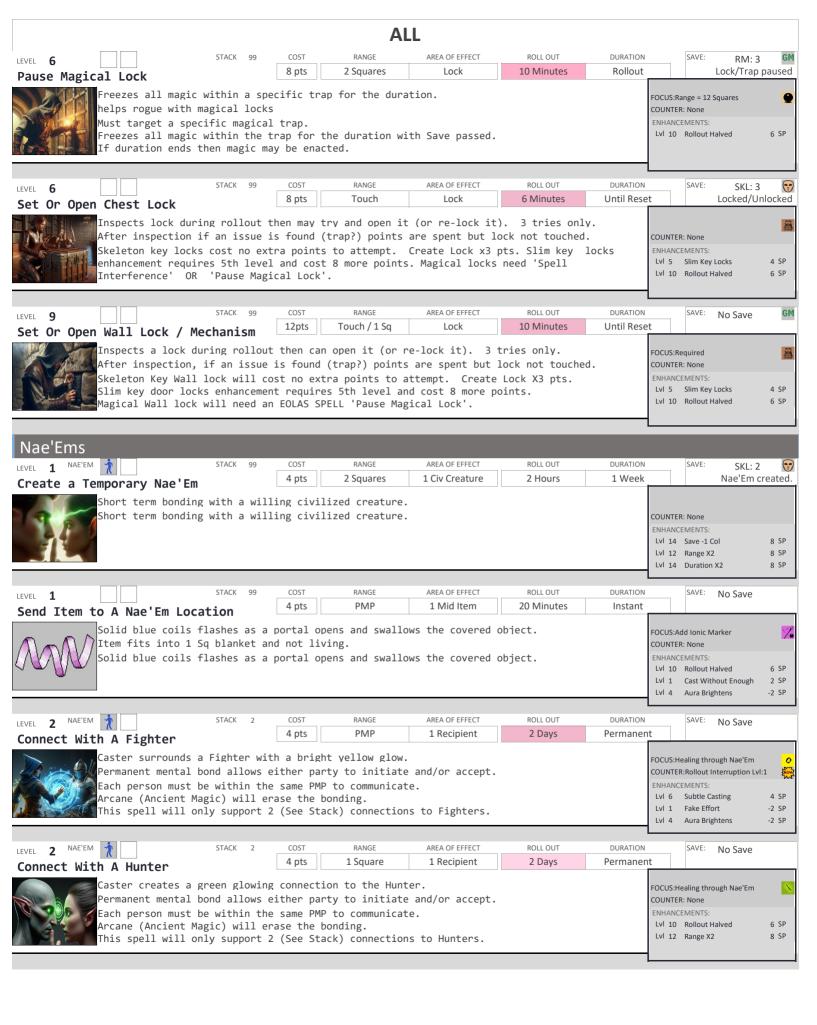


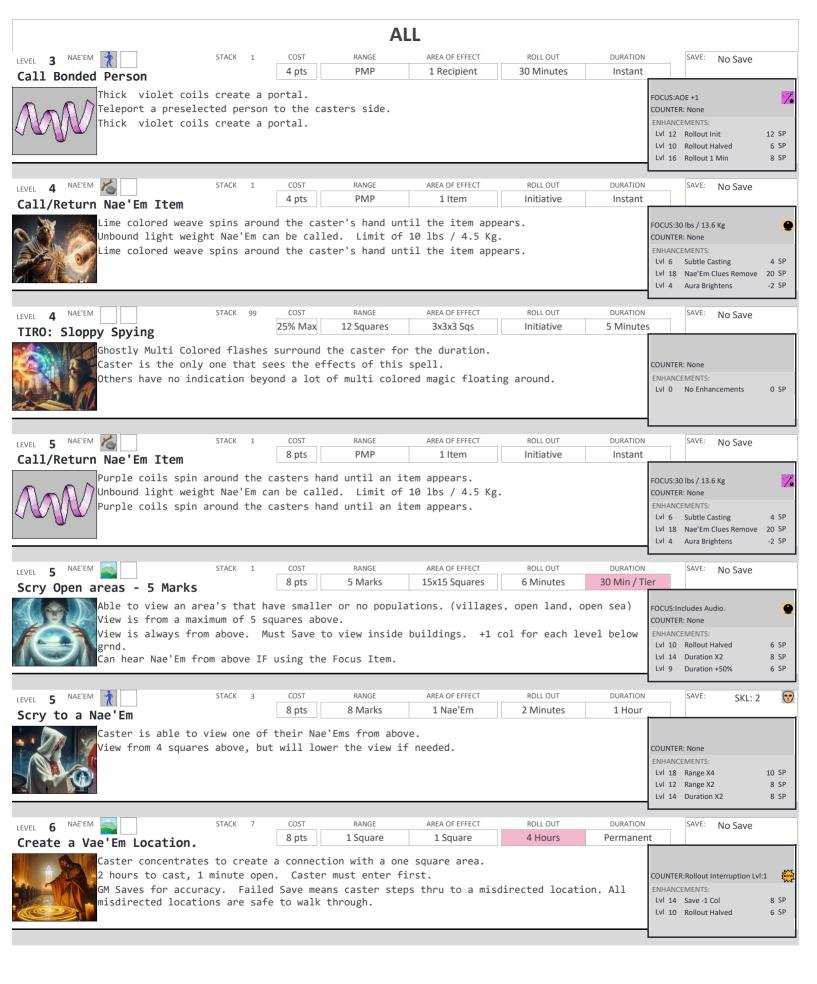


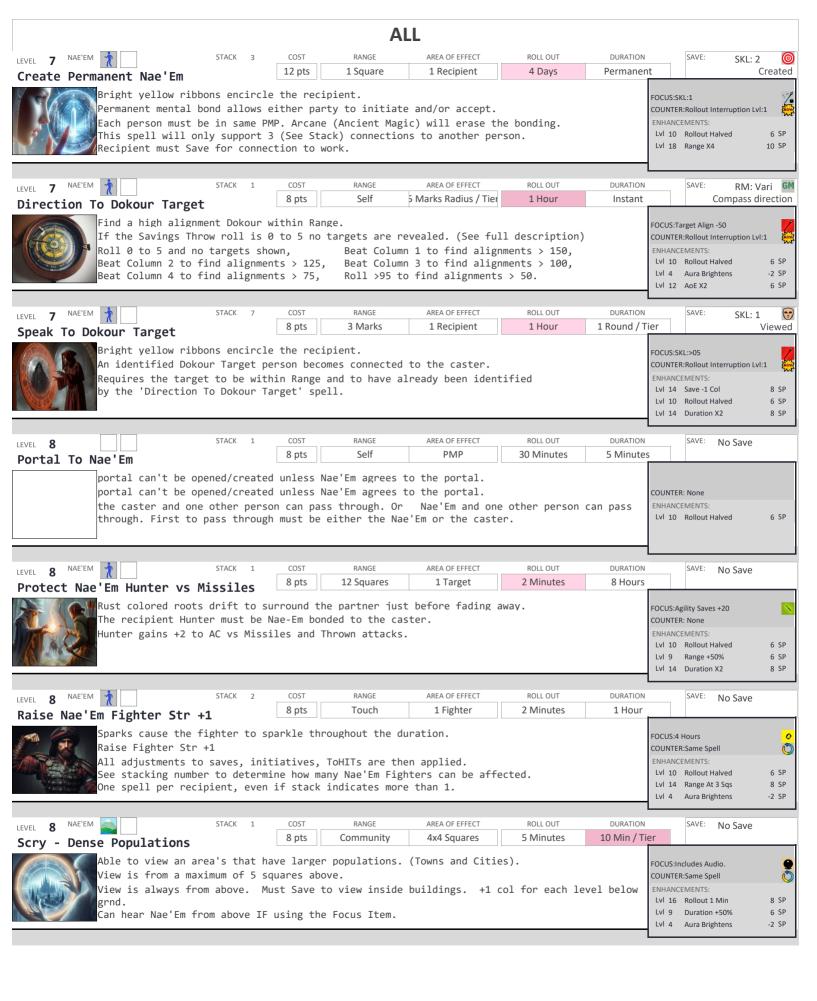


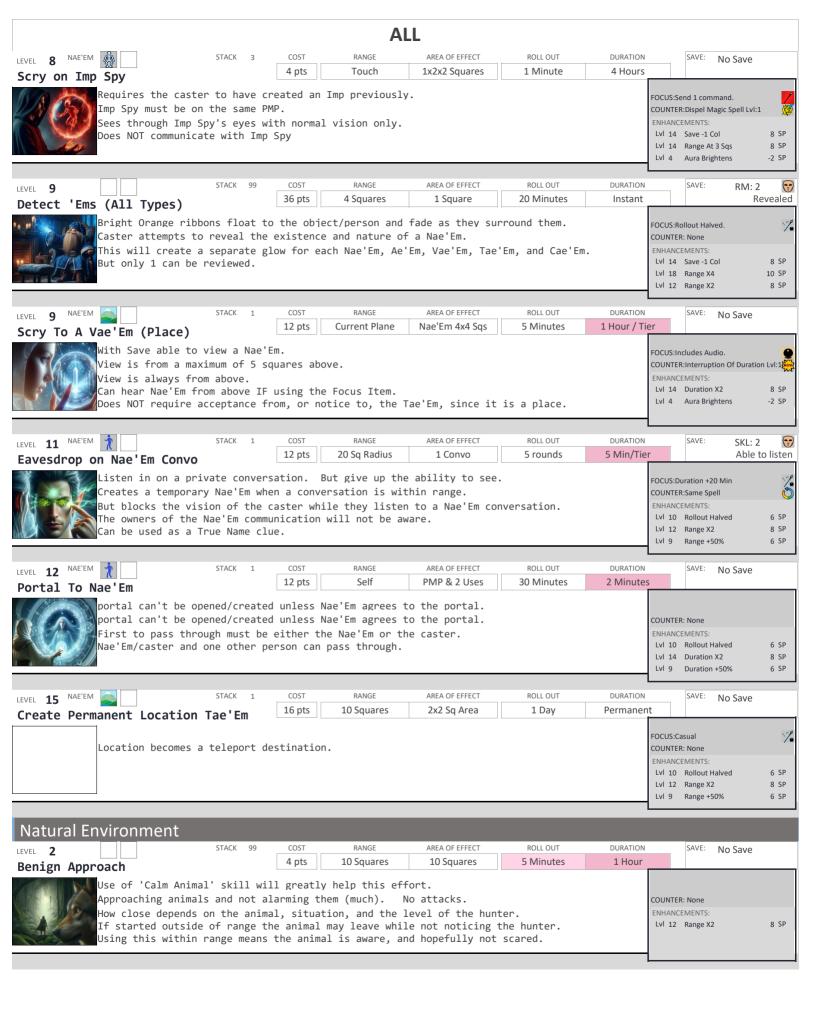


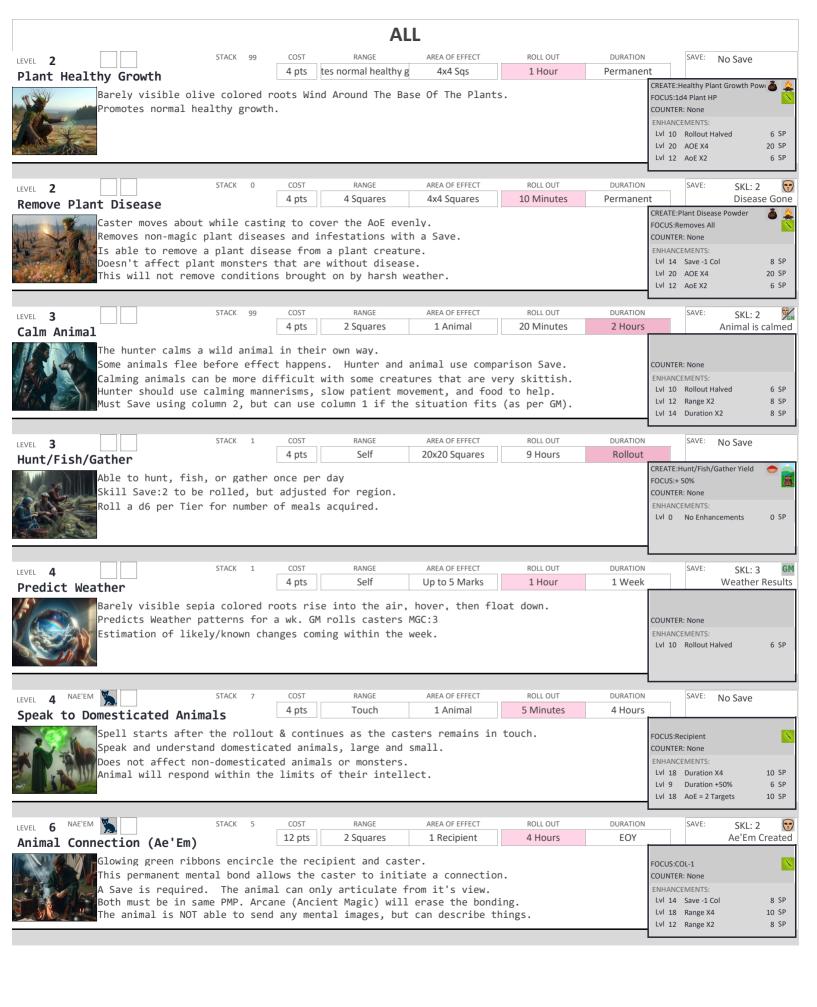


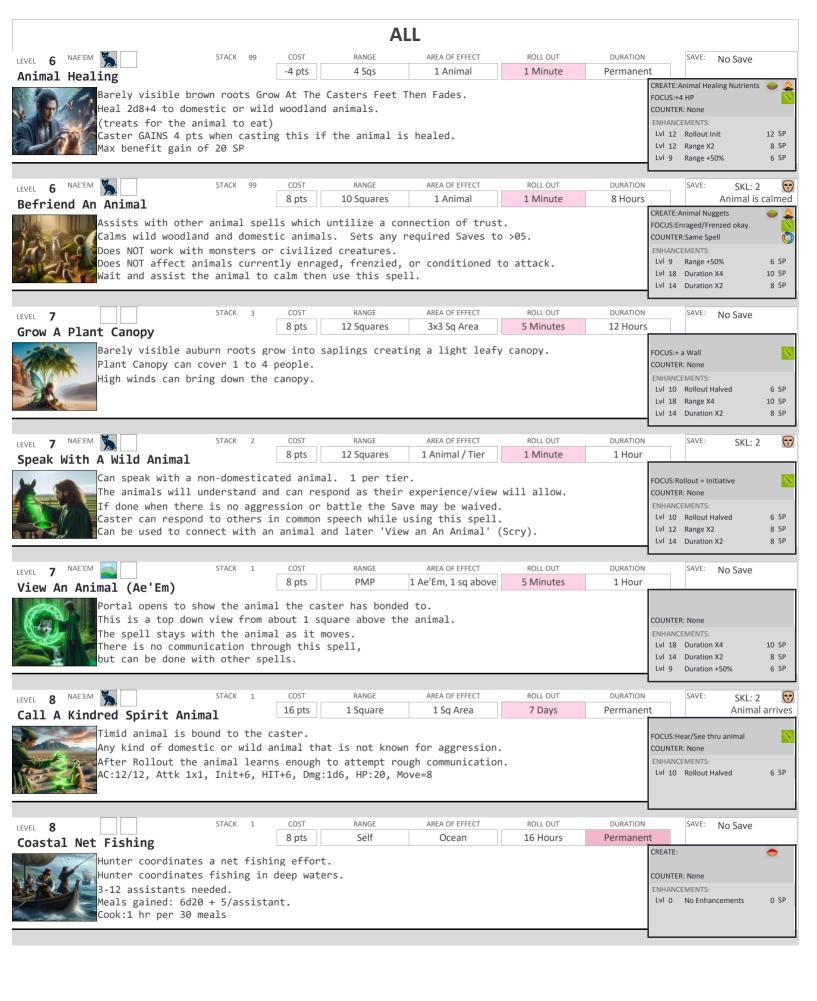


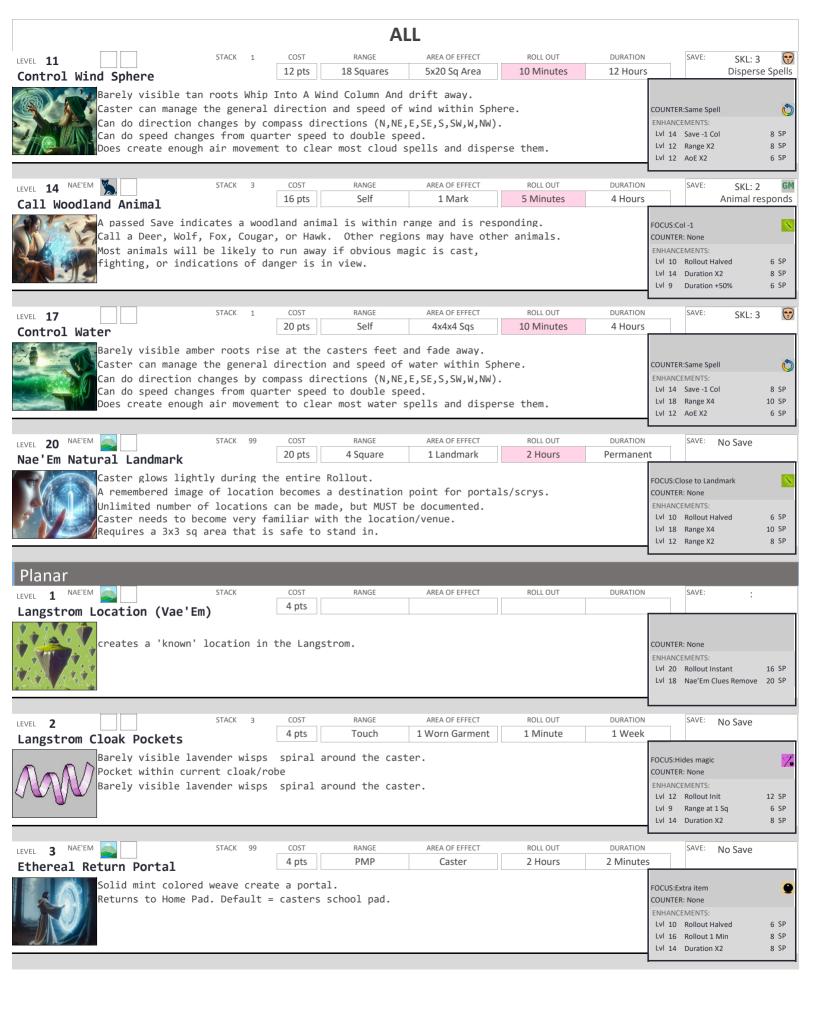




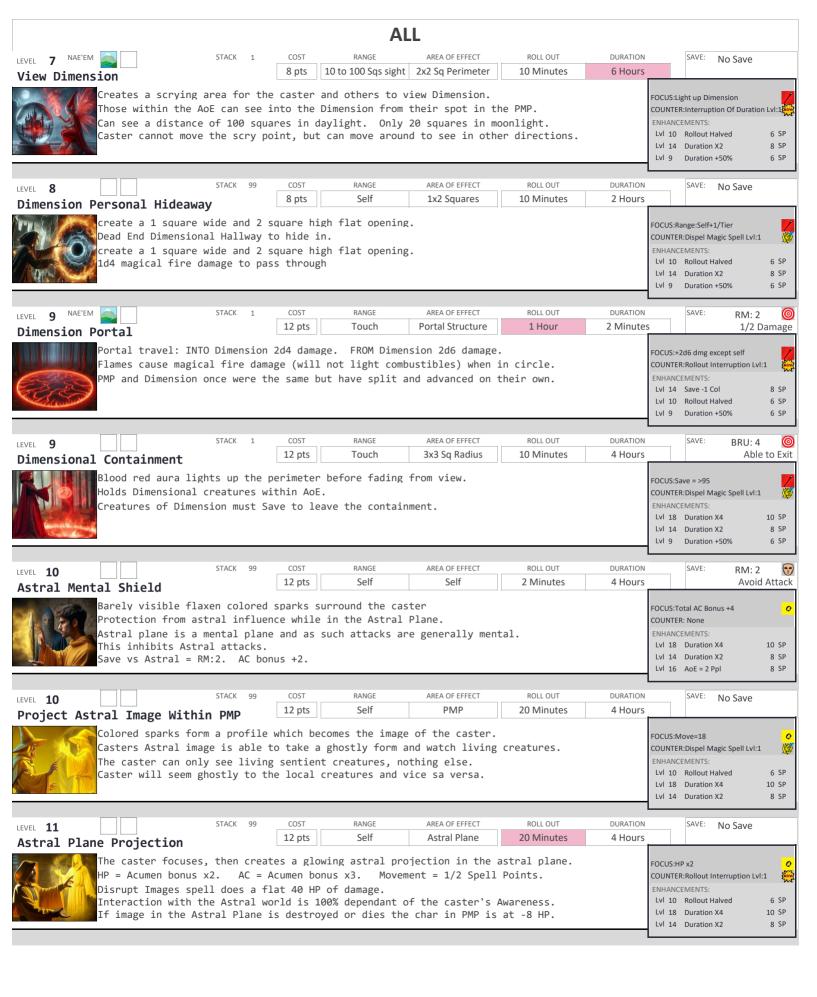


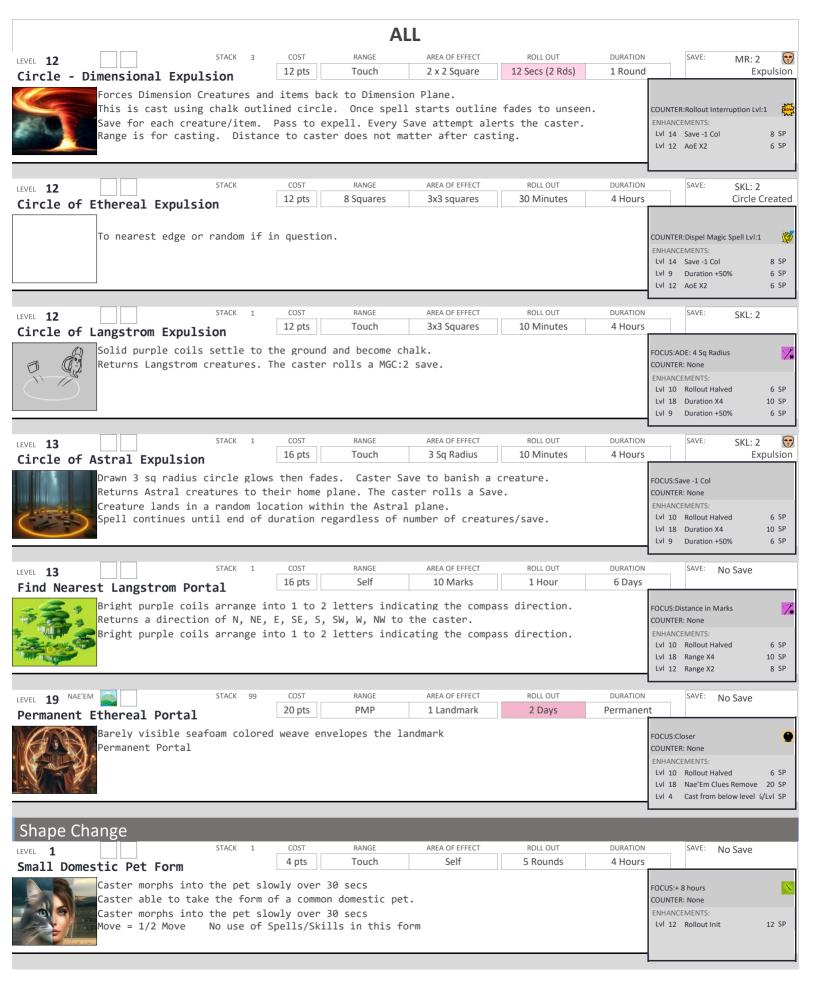


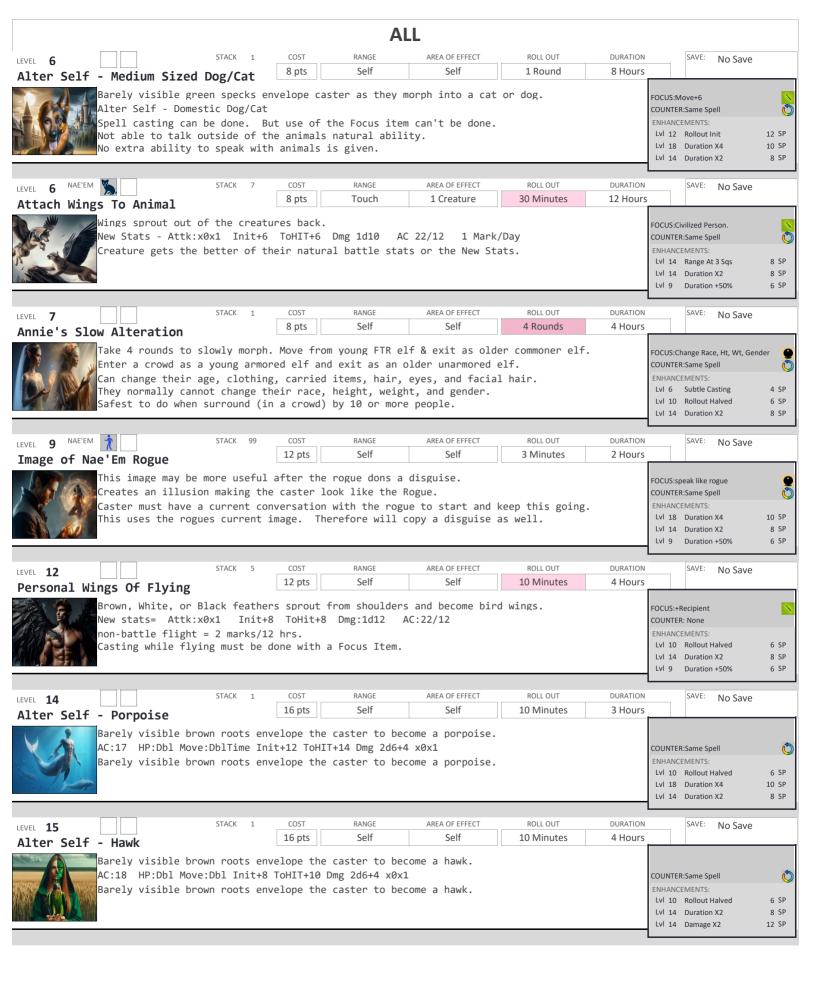




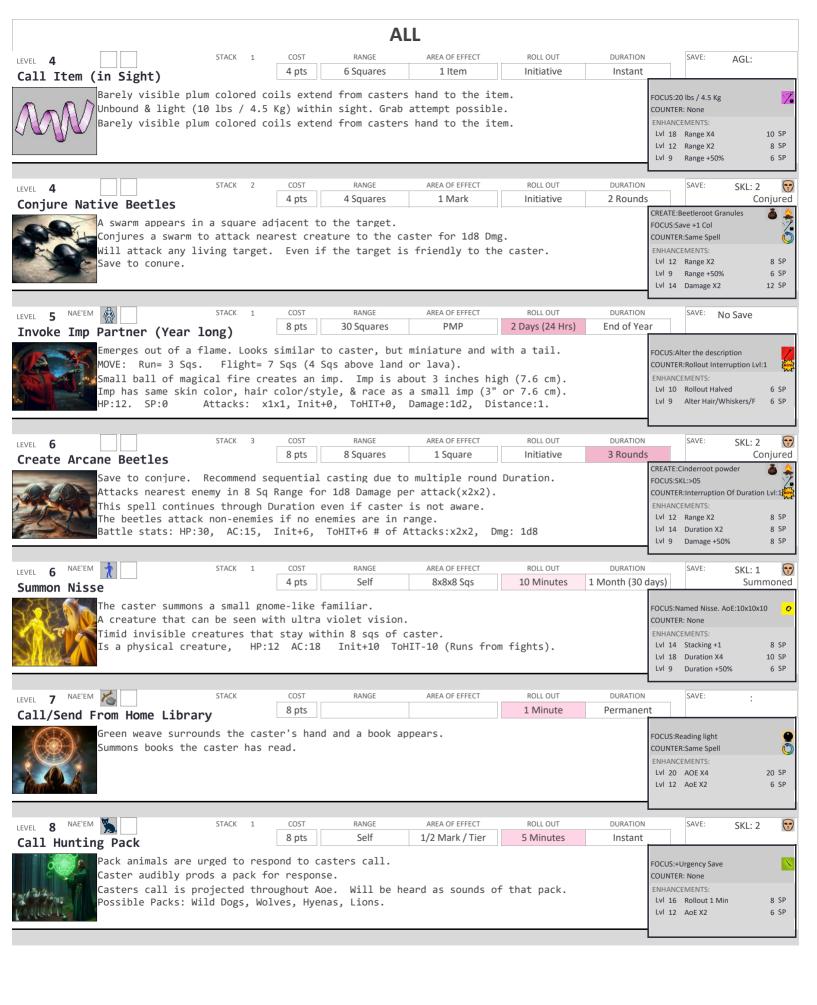


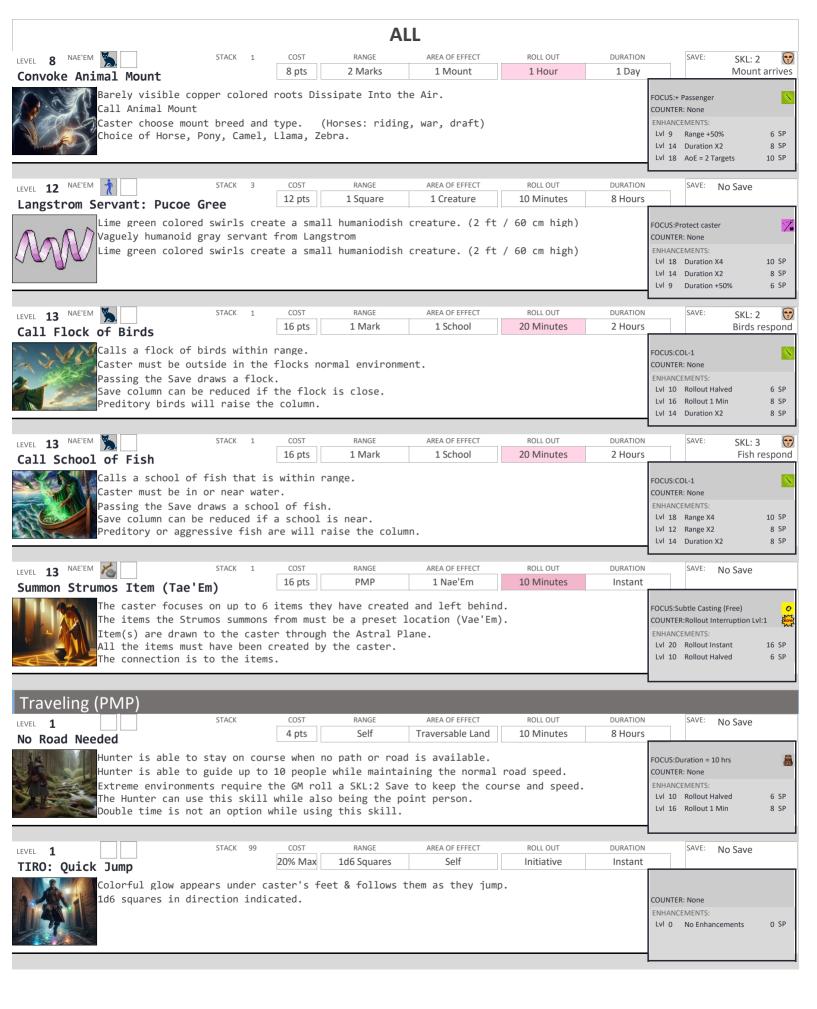


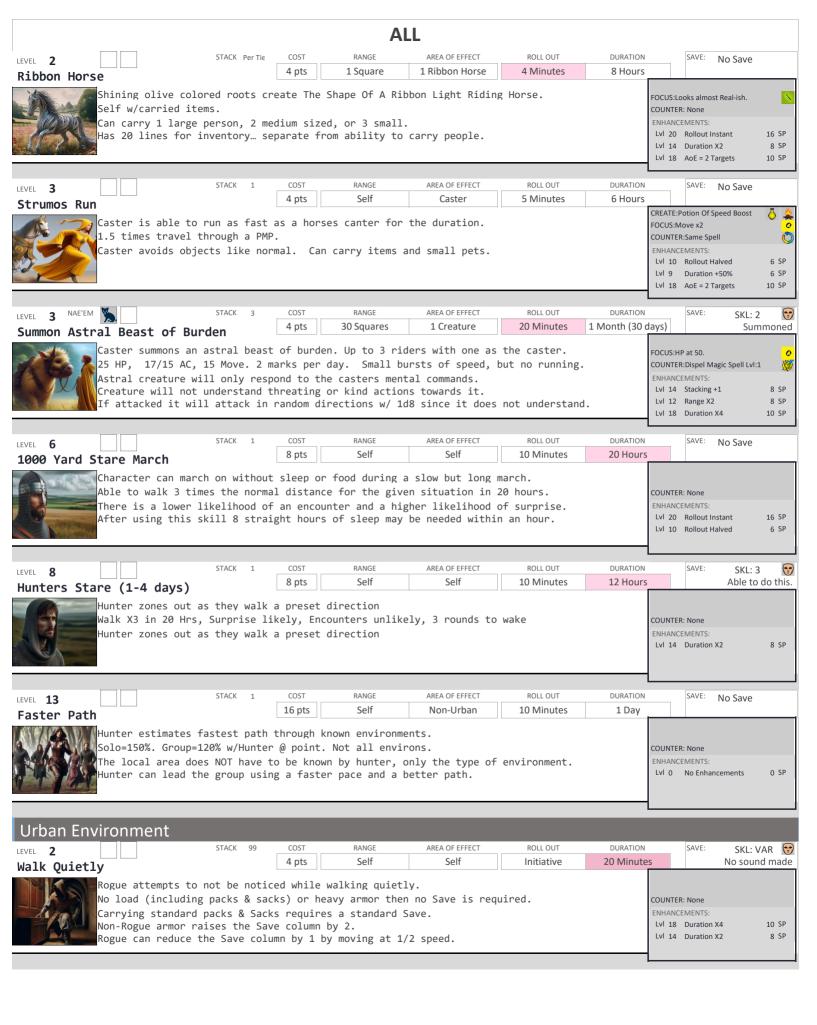


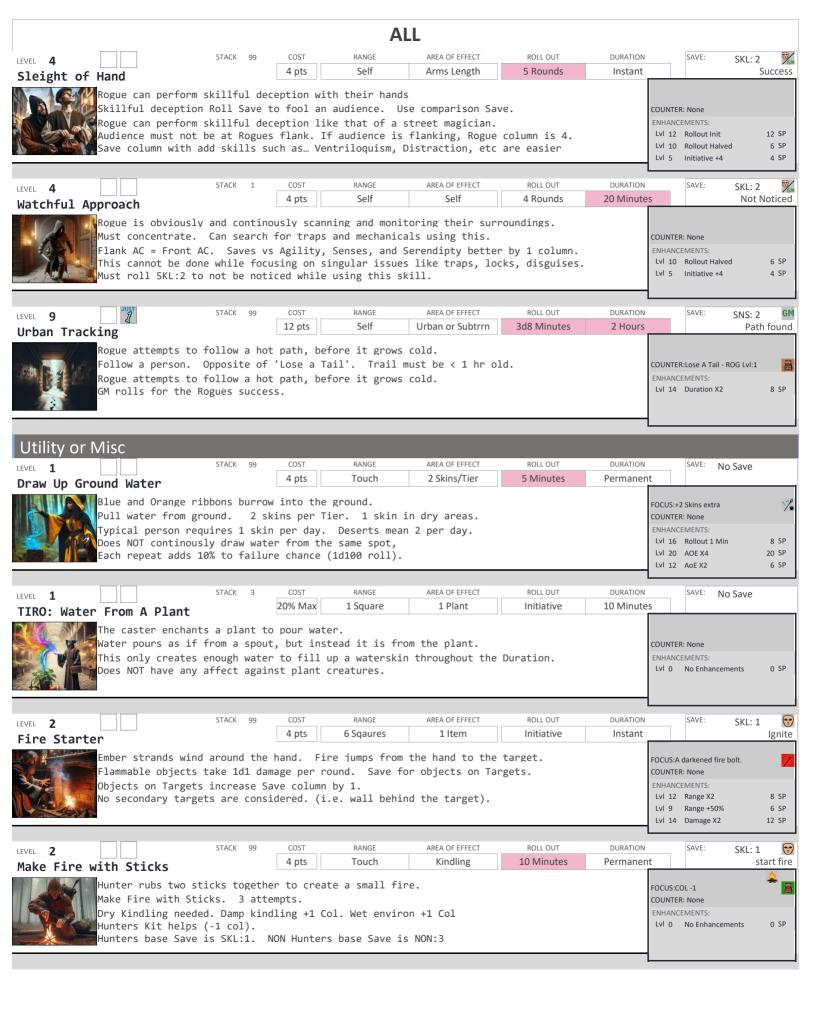


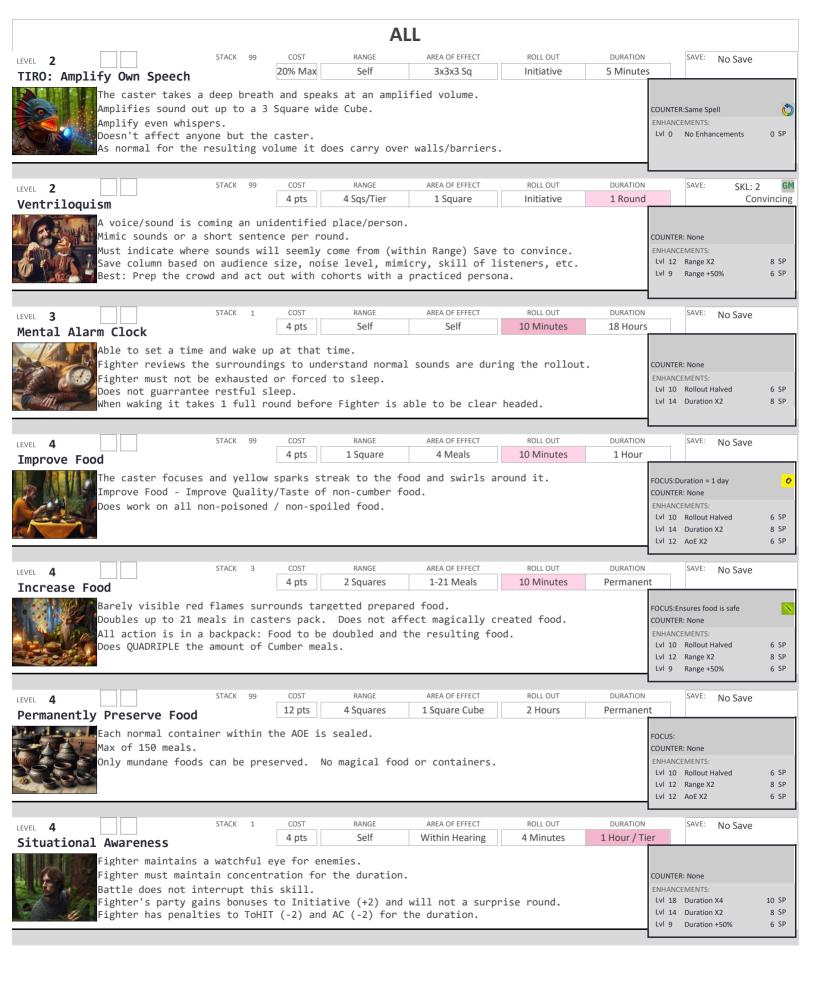












ALL									
LEVEL 4	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Tasty Gruel		25% Max	Touch	Varies	1 Minute	1 Hour			
Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.							COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements 0 SP		
LEVEL 5	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Bring Out Rain Water		8 pts	Caster	1 Square	1 Minute	Permaner	nt		
Desert and hot environments may limit or inhibit this spell. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.							FOCUS:20lbs/9kg Pressure COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP		
LEVEL 9	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Food Times Three		12 pts	3 Squares	2x2 Squares	12 Hours	Permaner	nt		
Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) Increases amount of food by 3. Max of 63 meals affected per spell. Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)							CREATE:Scroll of Yield Improvemen FOCUS:Tastier COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP		6 SP 10 SP
LEVEL 10	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Ladders & Stairs		12 pts	12 Squares	1 Square	5 Rounds	1 Hour			
Can be cast/created in any plane Ladder: 1-12 sqs x 1 sq Lean. OR Stairs: 6 sqs x 6 sqs Lean.							CREATE:Breakable of Ladders or State FOCUS:Hand rails COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 16 Rollout 1 Min 8 SP Lvl 18 Range X4 10 SP		
LEVEL 11	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	•
Wake To Battle		12 pts	Self	1 Round	Instant	Instant		Wa	akes up
Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher. This skill can be enacted by the Player even if the Character is asleep. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.							COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP		8 SP
LEVEL 15	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Create Food For A Family		16 pts	Touch	1 Square	5 Minutes	Permaner	nt		
Barely visible go 2d12+10 meals. Simple hot meal a			n area, before	food and water	appear.		FOCUS:Improved to COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Lvl 18 Range X Lvl 14 Range A	nit 4	12 SP 10 SP 8 SP
7 Pacic Skills To All									
z - Basic Skills To All	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Cooking - Basic	2.7.01. 33		5 feet / 1/5 meters	Campfire	2 Hours	10 Minute		NO Save	
A basic meal for	up to 10 peop.	le.					COUNTER: None ENHANCEMENTS: LVI 0 No Enha	incements	O SP

