


-Orix


Altered Reality

LEVEL

5

N/AE/EM





STACK

3

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

1 Ribbon Ctr

ROLL OUT

30 Minutes


DURATION

8 Hours

SAVE

No Save

Ribbon Goblin Lookout



Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.

Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

FOCUS:Telepathic Convo

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

Lvl 14 Attacks = FTR8 SP

Battle Actions/Prep

LEVEL

8

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

3x3 Squares

ROLL OUT

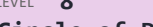
8 Minutes

DURATION

10 Minutes

SAVE:

RM: 2



Circle of Protection vs Magic

Magenta coils ripple from caster's hand to the edge of AOE.

Challenges to the circle equals MGC:? Save

Chalky magenta powder

CREATE:

FOCUS:COL +/- 1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9


Duration +50%


6 SP

Lvl 4

Aura Brightens

-2 SP





Battle Defense

LEVEL

7

STACK

6

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

Half Wall of Force



Barely visible burgundy coils follow the caster's hand outlining the wall.

1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15

Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.

FOCUS:+ another corner.

COUNTER:Same Spell


ENHANCEMENTS:


Lvl 10 Rollout Halved6 SP


Lvl 16 Rollout 1 Min8 SP

Lvl 14 Duration X28 SP

Battle Offense


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2								
Force Pinch						4 pts	8 Squares	1 Square	Initiative	Instant										
		<p>Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)</p>																		
		<div><div>FOCUS:Save +1 Col</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 18</td><td>Range X4</td><td>10 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></div>										Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
Lvl 18	Range X4	10 SP																		
Lvl 9	Range +50%	6 SP																		
Lvl 14	Damage X2	12 SP																		

LEVEL	2	STACK		1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2									
Force Push					4 pts	10 Squares	2 Squares	Initiative	Instant											
		<p>Solid lavender coils extend from caster's hand to push directly from the caster to the target. Direct damage of 1d6 + ACU. Target(s) Save or pushed back.</p> <p>Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHit)</p>																		
		<p>FOCUS: Save Col +1</p> <p>COUNTER: Same Spell</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save +1 Col</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>										Lvl 14	Save +1 Col	8 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP
Lvl 14	Save +1 Col	8 SP																		
Lvl 18	Range X4	10 SP																		
Lvl 9	Range +50%	6 SP																		

LEVEL	7			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:
						8 pts		8 Squares		1 Target		1 Round		5 Rounds			
Hold Civilized Creature  Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk. Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.																	
FOCUS:target can talk. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP																	

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LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
					8 pts	12 Squares	2 Squares	Initiative	Instant	1/2 Damage		



A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)


FOCUS:Save Col +1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Class Specialty

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	6 Minutes	2 Hours		



Violet coils encircles the caster, flashes, then fades away.
-5% to Resist Magic and Skill Saves for this ORIX.
Violet coils encircles the caster, flashes, then fades away.


FOCUS:Total= 10% adjust
COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

Communication

LEVEL	4		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
					4 pts	Touch	200 Characters	20 Minutes	20 Minutes		




Plum colored coils drift to the text and lightly rebounds back to the caster.
Interaction with living text. Very involved spell.
Plum colored coils drift to the text and lightly rebounds back to the caster.

FOCUS:Random Enhancement
COUNTER:None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	7		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		



Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)

CREATE:


FOCUS:Delayed 5 Minutes.
COUNTER:Same Spell

ENHANCEMENTS:

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

Enchantments

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
					8 pts	4 Sqs	1 Item	6 Minutes	Permanent	Comparative		



List of spells that can be affected are in the Full Description list.
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)
Can be used to disrupt permanent magic.
Doesn't affect non permanent spells, except as noted by each spell.


CREATE:Scroll of Dispel Magic (Tem)

FOCUS:Rollout = 2 Rounds
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	1 Minute	2 Hours			




Solid violet coils orbit above the caster's head then fades.
Caster sees through the marble which can be part of an item.

FOCUS:Multi-Vision
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		
























Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.
Reveal of Magic will show a false positive.
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.

FOCUS:Visible to all
COUNTER:Same Spell

ENHANCEMENTS:


Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP

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LEVEL 3	 	STACK 1	COST 4 pts	RANGE 5 Squares	AREA OF EFFECT 1 Sign Post	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
Visible Sign Posts								
	Smokey violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] Smokey violet coils Move Outward To Reveal Any Posts.							COUNTER: Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 4 Aura Brightens -2 SP
LEVEL 4	 	STACK 3	COST 4 pts	RANGE Touch	AREA OF EFFECT 2x1 Sqs (Wall)	ROLL OUT 30 Minutes	DURATION Until Triggered	SAVE: No Save
Triggered Announcements								
	Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less. Redish blue smoke moves from the casters hands to the center spot on the stone.							FOCUS: Facail movements. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
LEVEL 4	 	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Weapon	ROLL OUT 30 Minutes	DURATION 1 Battle	SAVE: SKL: x
Weapon Speed Charm								
	Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Bright plum colored coils encircle the weapon. (A pink oil)							CREATE: FOCUS: Column -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 18 Duration X4 10 SP
LEVEL 5	NAE'EM  	STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Object	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save
Create Ionic Marker								
	Thick purple coils surrounds the item and fades into it. Creates permanent marker Thick purple coils surrounds the item and fades into it.							COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL 6	 	STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: SKL: 1
Release Arcane Script								
	Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.							COUNTER: None
LEVEL 8	 	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 200 Characters	ROLL OUT 1 Hour	DURATION Permanent	SAVE: SKL: 3
Constrain Arcane Script								
	Smokey magenta coils swirl around the script. Write in Arcane Smokey magenta coils swirl around the script.							COUNTER: None
LEVEL 8	 	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 3 Days	DURATION 5 Years	SAVE: No Save
Imbue an Item with								
	Lasts 5 years if within 8 Sqs of caster.							COUNTER: None


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Fences and Shelters

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes			
Force Platform													
						Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.						FOCUS: Half Wall COUNTER: Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	


Find or Reveal


LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Not Blinded	
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant			
Detect Magic & Number of Aspects													
						Caster attempts to find out if an items/objects in an area is magical Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.) Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds. Detection will not enact powers/magic. Does give a count of Aspects in the item. Does not reveal the kind of magic.						CREATE: Scroll of Detect Magic FOCUS: No blinding. COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	



LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes			
Orix View Sign Posts													
						Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.						COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP	

LEVEL	5	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	PMP	1 Marker	1 Hour	Instant				
Locate Ionic Marker														
						Purple coils whirl around the caster then point the direction of the marker. Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW) Purple coils whirl around the caster then point the direction of the marker.						FOCUS: SKL:1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP		

Healing and Rest

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	1 Square	1 Target	Initiative	Permanent			
Forced Heal 1d6 HP (+more)													
						Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.						FOCUS: Fragility Save - 1 Column COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP	

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						6 pts	Self	Caster	1 Hour	3 Days			
Triggered Forced Healing 2d8													
						Damage triggers 2d8 rolled. Damage first, then 2x Healing. 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 at any time.						CREATE: Triggered Forced Health Dr 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	

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant				
Assist Another's Healing														
						Barely visible purple coils reach out to join the efforts of the other healing spell. Other caster: Heal x2 then +4 Barely visible purple coils reach out to join the efforts of the other healing spell.						COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP		

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LEVEL	6	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	6 Squares	1 Square	10 Minutes	Permanent		


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LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	PMP	1 Item	Initiative	Instant		

Call/Return Nae'Em Item



Purple coils spin around the casters hand until an item appears.
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.
Purple coils spin around the casters hand until an item appears.

FOCUS:30 lbs / 13.6 Kg			
COUNTER: None			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4 SP	
Lvl 18	Nae'Em Clues Remove	20 SP	
Lvl 4	Aura Brightens	-2 SP	


LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		

Scry to a Nae'Em

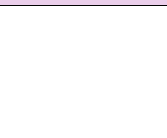


Caster is able to view one of their Nae'Ems from above.
View from 4 squares above, but will lower the view if needed.

COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	PMP	30 Minutes	5 Minutes		


Portal To Nae'Em



portal can't be opened/created unless Nae'Em agrees to the portal.
portal can't be opened/created unless Nae'Em agrees to the portal.
the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP

Planar


LEVEL	1	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
						4 pts						

Langstrom Location (Vae'Em)



creates a 'known' location in the Langstrom.


COUNTER: None		
ENHANCEMENTS:		
Lvl 20	Rollout Instant	16 SP
Lvl 18	Nae'Em Clues Remove	20 SP


LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Worn Garment	1 Minute	1 Week		

Langstrom Cloak Pockets

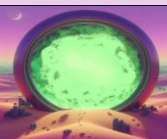


Barely visible lavender wisps spiral around the caster.
Pocket within current cloak/robe
Barely visible lavender wisps spiral around the caster.


FOCUS:Hides magic			
COUNTER: None			
ENHANCEMENTS:			
Lvl 12	Rollout Init	12 SP	
Lvl 9	Range at 1 Sq	6 SP	
Lvl 14	Duration X2	8 SP	


LEVEL	6			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
						8 pts						

Langstrom Portal



Langstrom Portal Open for 30 days

COUNTER:Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 0	No Enhancements	0 SP	

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute		

Langstrom Rupture




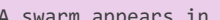
Barely visible wine colored coils swirl and to become a lime green portal.
To random spot in Langstrom. More use = Danger.
Barely visible wine colored coils swirl and to become a lime green portal.

FOCUS:Partial gets SKL:1			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6 SP	
Lvl 16	Rollout 1 Min	8 SP	
Lvl 12	Range X2	8 SP	

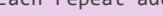
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Summon or Send

	<p>Barely visible plum colored coils extend from casters hand to the item.</p> <p>Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.</p> <p>Barely visible plum colored coils extend from casters hand to the item.</p>	<p>FOCUS: 20 lbs / 4.5 Kg</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <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
Lvl 18	Range X4	10 SP									
Lvl 12	Range X2	8 SP									
Lvl 9	Range +50%	6 SP									

	<p>A swarm appears in a square adjacent to the target.</p> <p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p> <p>Will attack any living target. Even if the target is friendly to the caster.</p> <p>Save to conjure.</p>	<p>CREATE:Beetleroot Granules</p> <p>FOCUS:Save +1 Col</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table> <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
Lvl 12	Range X2	8 SP									
Lvl 9	Range +50%	6 SP									
Lvl 14	Damage X2	12 SP									

Utility or Misc

	<p>Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).</p>
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