





# -Strumos


## Battle Defense

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	8 Squares	1 Recipient	Initiative	4 Hours		
<b>Protect Fighter vs Ranged/Thrown</b>												
 Barely visible straw colored sparks swirl around the fighter the fades. Recipient Fighter must have a Nae'Em with the caster. Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.												
												<b>FOCUS:</b> Total AC bonus:+4 <b>COUNTER:</b> Dispel Magic Spell Lvl:1 <b>ENHANCEMENTS:</b> 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:	HTH: 2 No Illness
						4 pts	4 Squares	1 Square	Initiative	Possibly Days		
<b>Cause Illness</b>												
 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. Use comparison Save. This can progress through Sickness II and III, to Disease I-II, then to death.												
												<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Target Sees
						4 pts	Self	4 sq Triangle	Initiative	5 Rounds		
<b>Barbed Sparks</b>												
 Caster conjures and throws colorful lights fom their fingertips into the AOE. Can distract or temporarily blind people for up to 2 rounds. All in AoE must Save to not be blinded for this round + 1 more. Those that do Save have no visual issues. Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.												
												<b>FOCUS:</b> Save +1 Col <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	8 Squares	1 Square	Initiative	Instant		
<b>Electric Zap</b>												
 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.												
												<b>FOCUS:</b> +4 Initiative <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP

## Fences and Shelters

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 No damage
						4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		
<b>Camp Perimeter Shock</b>												
 Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle delivers 1d3 electric damage when crossed. When a creature crosses the perimeter causes a zap sound. The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.												
												<b>FOCUS:</b> +3 Damage <b>COUNTER:</b> Dispel Magic Spell Lvl:1 <b>ENHANCEMENTS:</b> Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP

## Healing and Rest

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	1 Target	Initiative	Permanent		
<b>Basic Healing 2d6+ACU</b>												
 The caster's hands glow and direct healing to a wound. Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Range of 8 sqs for Nae'Em Fighters.												
												<b>CREATE:</b> Draught Of Health <b>FOCUS:</b> Min Roll 7 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP

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LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Feather Bed					4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		



Yellow sparks trace the shape as it creates a rope bed.  
A feather bed appear.  
Can fit 2 persons.  
Does continue even once the caster is out cold, asleep, etc...

FOCUS:AOE = 2			
COUNTER: None			
ENHANCEMENTS:			
Lvl 12	Rollout Init		12 SP
Lvl 9	Duration +50%		6 SP
Lvl 12	AOE +50%		12 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 Sickness 1 better
	Heal Sickness					4 pts	2 Squares	1 Target	1 Minute	Instant		



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

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Heavy Sleep
	Sleep					4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		



Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.  
Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.  
Save fail means Target falls into a light sleep.  
Save pass means the GM rolls a d6 to see how long the Target remains asleep.  
Once a target is asleep they cannot wake themselves.

FOCUS:Col +1			
COUNTER: None			
ENHANCEMENTS:			
Lvl 14	Stacking +1		8 SP
Lvl 10	Rollout Halved		6 SP
Lvl 12	Range X2		8 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Triggered Forced Healing 2d8					6 pts	Self	Caster	1 Hour	3 Days		



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	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Delayed Healing 2d6					4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		



Barely visible yellow specks float around the person the caster is healing.  
Delayed Heal - up to 4 hrs (+2d6 HP)  
Yellow sparks float around the person the caster is healing.  
1 per creature, but 99 (Stack) can be made.

CREATE:- No creations. Usable only			
FOCUS:Duration reset to 1 week.			
COUNTER: None			
ENHANCEMENTS:			
Lvl 18	Healing +8		10 SP
Lvl 16	Healing +4		10 SP

LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Healing continues
	Slow Healing 10/Hr (Max=4 hrs)					10 pts	2 Squares	2 Creatures	4 Hours	permanent		

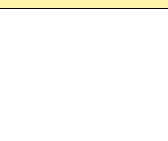


Barely visible yellow specks float around the person the caster is healing.  
10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.  
heal a creature of the caster's choosing for 10 HP/hr.  
Maximum of 4 hours per creature.  
Save every hour. Failed Save ends spell.

FOCUS:+ 2 HP / Hr			
COUNTER: None			
ENHANCEMENTS:			
Lvl 18	Healing +8		10 SP
Lvl 16	Healing +4		10 SP
Lvl 16	AoE = 2 Ppl		8 SP

## Light-

LEVEL	-1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	No Counter Available					10 pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None			
ENHANCEMENTS:			
Lvl 0	No Enhancements		0 SP



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Utility or Misc

LEVEL1

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT2 Skins/Tier

ROLL OUT5 Minutes

DURATIONPermanent

SAVE:No Save



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).

FOCUS:+2 Skins extra

COUNTER:None

ENHANCEMENTS:

Lvl 16	Rollout 1 Min	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AOE X2	6 SP

LEVEL4

STACK99

COST4 pts


RANGE1 Square

AREA OF EFFECT4 Meals

ROLL OUT10 Minutes

DURATION1 Hour

SAVE:No Save



The caster focuses and yellow sparks streak to the food and swirls around it.  
Improve Food - Improve Quality/Taste of 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 12	AOE X2	6 SP