




-Orix

Battle Offense


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						4 pts	8 Squares	1 Square	Initiative	Instant		
Force Pinch												
 Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be Damage of 1d4 + ACU. Target Save Lose Attack/Action. Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)												
										FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: 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
						4 pts	10 Squares	2 Squares	Initiative	Instant		
Force Push												
 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 Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)												
										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		


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		
Improve Resist & Skill Saves												
 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		
Arcane Translation - 1 Page												
 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		


Enchantments

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Comparative
						8 pts	4 Sqs	1 Item	6 Minutes	Permanent		
Dispel Magic Spell												
 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		
Animate Cats Eye Marble												
 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		

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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

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: x
					4 pts	Touch	1 Weapon	30 Minutes	1 Battle		



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

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		



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		



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

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		



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

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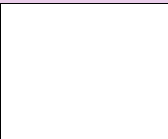
LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8					6 pts	Self	Caster	1 Hour	3 Days		



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	0		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available					pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Orix (Bright White)					4 pts	Self	Varies	Initiative	4 Hours		



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.

CREATE: Brighter by Tier
FOCUS: Brighter by Tier
COUNTER: Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE = 2 Ppl 8 SP


LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Capture/Release Normal Light					4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed at 1 light source per Tier. Light must be less than bonfire brightness.
must be able to see the light source or where the light source will be located at.

CREATE: Stone of Capture/Release L
FOCUS: Item emits a light
COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AoE X2 6 SP


LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi					4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		



Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE: Dust of Darkness
FOCUS: Dur=20 Min (No conc)
COUNTER: Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 14 Range At 3 Sqs 8 SP
Lvl 9 Range at 1 Sq 6 SP


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Send Item to A Nae'Em Location					4 pts	PMP	1 Mid Item	20 Minutes	Instant		



Solid blue coils flashes as a portal opens and swallows the covered object.
Item fits into 1 Sq blanket and not living.
Solid blue coils flashes as a portal opens and swallows the covered object.

FOCUS: Add Ionic Marker
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 1 Cast Without Enough 2 SP
Lvl 4 Aura Brightens -2 SP

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call Bonded Person					4 pts	PMP	1 Recipient	30 Minutes	Instant			




Thick violet coils create a portal.
Teleport a preselected person to the casters side.
Thick violet coils create a portal.

FOCUS: AOE +1
COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP

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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

Summon or Send

LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	AGL:
						4 pts		6 Squares		1 Item		Initiative		Instant			

Call Item (in Sight)



Barely visible plum colored coils extend from casters hand to the item.
Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.
Barely visible plum colored coils extend from casters hand to the item.

FOCUS:20 lbs / 4.5 Kg

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	4			STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 2 Conjured
						4 pts		4 Squares		1 Mark		Initiative		2 Rounds			

Conjure Native Beetles



A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

Utility or Misc

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
						4 pts		Touch		2 Skins/Tier		5 Minutes		Permanent			

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.
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