

-Dokour

Battle Actions/Prep

LEVEL

1

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT


5 Rounds

DURATION


20 Minutes

SAVE:

HTH: 2





Reduce Fire Damage




surround the wound on the caster and stitch the skin together.

Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.

CREATE:Burn Reduction

FOCUS:Total of 4 Pts Reduced.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Rollout Init

12 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:

No Save

Flash Of Fire!


4 pts

4 Squares

1 Target

Initiative

1 Round





Directs a small ball of magical fire to the target.

Must be a direct path and not lobbed. No ToHIT needed.

Does 1d6 + casters Acumen bonus in damage.

Can be directed at a creature or a single square.

CREATE:Flash Bang!



COUNTER: None

ENHANCEMENTS:

Lvl 9Range +50%6 SP

Lvl 14Duration X28 SP

Lvl 9Damage +50%8 SP

LEVEL

1

STACK

1/Tier

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Sq (1 Target)

ROLL OUT


Initiative

DURATION


5 Rounds

SAVE:

SKL: 2



Heat Wave Wall



Creates an inhibiting wall of heat vs those nearby (Melee).


Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.

Casting, Ranged, and thrown attacks will pass through this wall with no issues.


Note casting which result in melee actions/damage is inhibited by this spell.

Duration may be Initiative, but may be delayed due to fuel ignition.

FOCUS:Recipient w/in 6 sqs



COUNTER:Same Spell



ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL

2

STACK

99

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

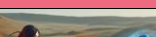
1 Round

SAVE:

AGL: 2

Spell missed

Flame Bolt



No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge.

Magical fire only damages target, not other people or items.

The flame bolt can not be lobbed or arc to the target.

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	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Scorching Skin						4 pts	Touch	1 Target	Initiative	3 Rounds											
<div><div></div><div><p>Ghostly rust colored flames encases the caster's hand.</p><p>Caster must touch the target. (Roll a ToHit)</p><p>1d6 +ACU damage per round.</p><p>+4 additional damage to Undead/Living dead.</p><p>Does radiate heat but not much light</p></div></div>				<div><div>FOCUS:No Sickness/Disease</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><div><table><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table></div></div>									Lvl 14	Range At 3 Sqs	8 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
Lvl 14	Range At 3 Sqs	8 SP																			
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LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		3	4 pts	12 Squares	1 Target	Initiative	4 Rounds	No Save
Heat Metal Armor <div> <p>Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.</p> <p>Round 1: Initiative -1 Ac -1 ToHIT -1</p> <p>Round 2: Initiative -2 Ac -2 ToHIT -2</p> <p>Round 3: Initiative -3 Ac -3 ToHIT -3</p> <p>Round 4: Initiative -4 Ac -4 ToHIT -4</p> </div>								
								CREATE: Enflame Metal Armor FOCUS: AC/Init/ToHIT additional -1 COUNTER: Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP

Class Specialty


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Repair Undead/Living Dead						-2 pts	Touch	1 Target	1 Minute	Permanent											
<div><div></div><div><p>Encasing the undead/living dead in flames for one full minute.</p><p>"Heals" the target for 1d6 points while caster may gain 2 SP.</p><p>Target must actually be at less than maximum points. Must have a need to be "healed".</p><p>Has no effect on a corpse.</p><p>Max gain of SP set to 20 SP per day.</p></div></div>																					
<div><div><div>FOCUS: no Sick/Disease to caster</div><div></div></div><div>COUNTER: Rollout Interruption Lvl:1</div><div><div>ENHANCEMENTS:</div><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 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table></div></div>													Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 14	Range At 3 Sqs	8 SP
Lvl 18	Range X4	10 SP																			
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-Dokour

Communication

LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	2 Fires	2 Rounds	20 Minutes		
Hot Conversations												
 Fire to fire Nae'Em. Audio visual fire to fire Nae'Em. Small item pass through. Two separate fires must be in preset location and lit. The caster face willl be visible to the other side. A single 'speakers' face will be visible to the caster.												
										FOCUS:Item passed through COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		

Healing and Rest


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Healed self.
						4 pts	Touch	1 Recipient	Initiative	Permanent		
Healing Flames 1d4 HP per Tier												
 Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.												
										CREATE:Fire Balm FOCUS:+1 HP extra COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 Healing +4 10 SP		


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	30 Min	Permanent		
Final Rites												
 Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud.												
										COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP		

Light-

LEVEL	-1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts						
No Counter Available												
 DO NOT DELETE !!!! This is a counter												
										COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP		


Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Varies	Initiative	4 Hours		
Light of Dokour Red												
 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: FOCUS:Brighter by Tier COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1 Suare	1 Minute	1 Hour		
Shadow Cover												
 Flames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings. At night helps Dokour blend into darkness. In daylight Dokour still in darkness, but is very obvious. When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.												
										FOCUS:Muffles caster in AOE. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP		

-Dokour

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours		




Stays fixed right above the caster.
Darkness to continues for 4 hours.
Caster to creates darkness that will stay centered above them.
Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered
COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 12	AoE X2	6 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	12 Squares	Recipient	Initiative	2 Hours		



Visible heat waves surround the casters's body for the duration.
Surrounds and shrouds the caster in smoldering fire
Those in adjacent squares feel warmth from the magical fire.
Will not set items on fire due to Magical output.

CREATE:Aura Of Flames


FOCUS:warmth = 2x2 AoE
COUNTER:Same Spell

ENHANCEMENTS:

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

Planar

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1-4 Not so visible
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours		



The shadow descends to muffle sound & hide those within from sight.
Works absolutely best in dim light and lower.
Save to not be observed. Night: SNS:4. Day: SNS:1.
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:Haze Bubble


FOCUS:Torchlight inside.
COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Summon or Send

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Imp appears
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier		




Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description
COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 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		



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	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Ignite
						4 pts	6 Sqaures	1 Item	Initiative	Instant		



Ember strands wind around the hand. Fire jumps from the hand to the target.
Flammable objects take 1d1 damage per round. Save for objects on Targets.
Objects on Targets increase Save column by 1.
No secondary targets are considered. (i.e. wall behind the target).

FOCUS:A darkened fire bolt.

COUNTER: None

ENHANCEMENTS:

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