CLASS SKILLS VAINGLORIOUS -Dokour Battle Actions/Prep SAVE: No Save 8 pts 1 Target 1 Target 5 Rounds Mundane Fire Immunity CREATE: Normal Fire Protection Grants Target immunity to mundane fires cooler than a forge. FOCUS: Warms those close. Forge fires or hotter break this spell. COUNTER:Same Skill. Lvl:1 Creates enough light to read by if within 2 squares of caster. ENHANCEMENTS: lowever, the user of this spell should be aware of the lack of oxygen, Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP protected person could move about for a short bit in such an environment Lvl 9 Duration +50% 6 SP SAVE: No Save LEVEL 6 24 Squares Recipient 2 Rounds 1 Jump Move Shadow to Shadow Shining ruby colored flames Profile The Caster Then Dim To Nothing. FOCUS:No light when cast Caster can jump from one shadow to another within range. COUNTER: None Works for the caster only with shadows that the caster can see and in Range. ENHANCEMENTS: 4 SP Lvl 6 Subtle Casting This does allow more options at night when more shadows are available. Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP SAVE: No Save 10 Self Self 2 Rounds 2 Hours Magical Fire Protection CREATE:Burn Reduction Breakable Caster wraps themselves within a protective flame. FOCUS: Forge fire = 1 hp / Rd. imits magical fire damage to 1 HP per round. COUNTER:Same Skill. Lvl:1 Fires as hot as or hotter than a forge will end the spell. ENHANCEMENTS: If the fire is mundane in nature this spell has no protection to offer. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Defense** LEVEL 1 SAVE: Resist (Skill/Non) 4 Rounds Self Initiative 4 pts Heat Wave Wall Creates a wall of heat that causes damage to those who are attacking via Melee. FOCUS: No concentration Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. COUNTER: Dispel Magic. Lvl:1 Casting, Ranged, and thrown attacks will pass through this wall with no issues. ENHANCEMENTS: 6 SP Note casting which result in melee actions/damage is inhibited by this spell. Lvl 9 Duration +50% Lvl 14 Damage X2 12 SP Lvl 6 AOE = Self +1 6 SP **Battle Offense** SAVE: Agility LEVEL 1 4 pts 8 Squares 1 Target Initiative 1 Round Not Blinded Flash Of Fire! CREATE:Flash Bang! Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing. FOCUS:Save roll -20 Can be directed at a creature for damage or a single square to blind creatures. COUNTER: None When cast on a creature they take 1d6 +ACU damage and must Save or be blinded. ENHANCEMENTS: 8 SP When cast olny on a square all within 4 squares must Save or be blinded. Lvl 12 Range X2 Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4). Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP SAVE: Agility LEVEL 2 Spell missed Initiative 1 Round 4 pts 1 Target Flame Bolt CREATE:Flame Bolt Breakable Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge. FOCUS:Target Save -20 Magical fire only damages target, not other people or items. COUNTER: None The flame bolt can not be lobbed or arc to the target. ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP 8 SP Lvl 9 Damage +50% AREA OF EFFEC SAVE: No Save 1 Target 4 Rounds 4 pts 12 Squares Heat Metal Armor CREATE:Enflame Metal Armor Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. FOCUS:AC/Init/ToHIT additional -1 Round 1: Initiative -1 Ac -1 ToHIT -1 COUNTER:Same Skill. Lvl:1

Round 2:

Round 3:

Initiative -2

Initiative -3

Round 4: Initiative -4

Ac -2

Ac -3

Ac -4

ToHIT -2 ToHIT -3

ToHIT -4

ENHANCEMENTS:

Lvl 12 Range X2

Lvl 9 Range +50%

Lvl 18 Duration X4

8 SP

6 SP

10 SP



CLASS SKILLS VAINGLORIOUS -Dokour Communication SAVE: No Save LEVEL 2 NAE'EM 4 nts 2 Fires 2 Rounds 20 Minutes **Hot Conversations** A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. FOCUS:Small item passed Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. COUNTER: Dispel Magic. Lvl:1 Two separate fires must be in preset locations. S ENHANCEMENTS: The caster face will be visible to the other side. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP A single 'speakers' face will be visible to the caster. Lvl 9 Duration +50% 6 SP Fences and Shelters SAVE: Brute LEVEL 13 3 Sq Rad Circle **Exit Circle** 16 pts Touch 10 Minutes 4 Hours Circle of Containment χ A pattern of light encloses or marks the AoE. After Rollout the light fades. FOCUS:Save Roll -20 Creatures are able to easily enter the AoE. Those that are inside must Save to exit. COUNTER:Same Skill, Lvl:1 Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". ENHANCEMENTS: Lvl 14 Duration X2 8 SP Does NOT inhibit the Caster from leaving the circle. Lvl 9 Duration +50% 6 SP Lvl 16 AoF X2 16 SP SAVE: AGL LEVEL 15 16 nts Caster 3x3 Sq Island 30 Minutes 1/2 dmg &/or Out Magma Moat Bright magenta flames leaps from the Caster's fingertips into a created moat. FOCUS:5x5 Square Island 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. COUNTER:Same Skill. Lvl:1 Magma in moat causes 8d6 damage each round. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Magma is 1 square deep. Submerged creatures have damage doubled. Lvl 9 Duration +50% 6 SP May attempt a Save for 1/2 damage. Lvl 16 AoF X2 16 SP Find or Reveal ****** SAVE: Skill 5 Minutes Detect Magic CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Roll +20 No Magic: No light means no magic found in/on item. (Best description in FULL report) COUNTER:No Counter Available. Lvl:1 Minor Magic: Dim light (candle) shines if is has lower powered effects. ENHANCEMENTS: Bright light that dazes a character for 1 round if Save failed. Lvl 18 Range X4 10 SP Major Magic: Lvl 12 Range X2 8 SP Blazing light that will blind a char for 4 hrs if Save failed. Diety Magic: Lvl 9 Range +50% 6 SP STACK 99 AREA OF EFFECT SAVE: Skill GM 8 8 pts Touch 1 Target 6 Minutes Permanent Doknec Tcane Magic (Dispel Magic) Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(COUNTER:No Counter Available. Lvl:1 The full description has the list. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Also, there is a list in the players handbook (Spells chapter). Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP LEVEL 10 NAE'EM SAVE: Unskilled 2 Hours 1 Item Permanent 24 pts 4 Squares Determine True Name FOCUS:Rollout Halved.

Caster attempts to locate clues to find a True Name.

100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts)

Current Focus Items (-20 pts) Past True Names (-10 pts) ENHANCEMENTS: Caster rolls 1d100, if higher than results from clues then True Name revealed. Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use. Lvl 9 Range +50% 6 SP Fragility



Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern. Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4. After 3 rounds removes all mundane (non-magical) Diseases and sicknesses. If Healed by another caster within Duration a Health Save is rolled. If Save fails the healing still works, but another rounds worth of damage is done.

Touch

FOCUS:Fragility set to None COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: 8 SP Lvl 14 Range At 3 Sqs Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP

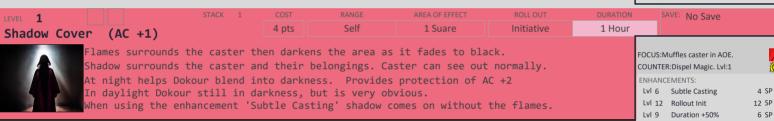
COUNTER:No Counter Available. Lvl:1

SAVE: Health

no extra dmg

3 Rounds

CLASS SKILLS -Dokour VAINGLORIOUS Healing and Rest SAVE: No Save 4 pts 1 Square Target Initiative Heal Fire Damage 2d8 Heals fire damage from living creatures. FOCUS:Die -4. Min 1. Heals 2d8 HP of damage caused by fire. COUNTER:Same Skill. Lvl:1 Will not heal HP damage that has been caused by any other means. ENHANCEMENTS: Will not heal non-living and/or non-corporeal creatures. Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 16 Healing +4 10 SP STACK 99 SAVE: No Save LEVEL 2 1 Recipient Initiative Permanent Healing Flames 1d4 HP per Tier CREATE:Fire Balm Spiritlike rose colored flames dance around the wound. FOCUS:+1 HP extra Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. COUNTER: None Does heal living creatures and plants, but most plants die from the damage first. ENHANCEMENTS: Does NOT heal or hurt the undead and living dead. 8 SP Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq 6 SP Caster can choose what Tier level to use. Lvl 16 Healing +4 10 SP **Light and Darkness** SAVE: No Save 4 pts Red Light of Dokour CREATE:Revealing Red Candle With a twirling of the fingers the caster brings about light! FOCUS:Brighter by Tier No Focus = Candle power. With Focus caster can set power. COUNTER:Dispel Magic. Lvl:1 This spell does stay fixed in relation to the caster, right above them. ENHANCEMENTS: Lvl 14 Duration X2 8 SP Use a Focus item for control of light brightness. Lvl 9 Duration +50% 6 SP SAVE: No Save 1 Hour 4 pts 1 Suare Initiative Shadow Cover (AC +1) lames surrounds the caster then darkens the area as it fades to black. FOCUS: Muffles caster in AOE. Shadow surrounds the caster and their belongings. Caster can see out normally. COUNTER:Dispel Magic. Lvl:1



SAVE: No Save LEVEL 3 5 Sq Dia Sphere 4 Hours The Darkness Stays fixed right above the caster. FOCUS:Not centered COUNTER:Dispel Magic. Lvl:1

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'.

ENHANCEMENTS: Lvl 12 Range X2 8 SP Lyl 9 Range at 1 Sq. 6 SP Lvl 16 AoE X2 16 SP SAVE: No Save

4 pts Recipient Profiled In Fire CREATE: Aura Of Flames Visible heat waves surround the casters's body for the duration.

FOCUS:warmth = 2x2 AoE Surrounds and shrouds the caster in smoldering fire COUNTER:Dispel Magic. Lvl:1 Those in adjacent squares feel warmth from the magical fire. ENHANCEMENTS: Lvl 10 Rollout Halved Will not set items on fire due to Magical output. Lvl 18 Duration X4 Lvl 9 Duration +50%

6 SP

10 SP

6 SP

8 SP

6 SP

Nae'Ems							
LEVEL 11 NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
Connect To An Arcane Foo	cus Item	36 pts	Touch	1 Item	4 Days	Permanent	Connected
Multi Colored 1		both the	caster and t	he Arcane Focus I [.]	tem for the e	ntire Rollo	

reates a connection between the caster and the Arcane Focus Item. COUNTER:No Counter Available. Lvl:1 equire the item to be of the highest quality. ENHANCEMENTS: Lvl 12 Range X2 Caster must currently not have a Focus Item. Lvl 9 Range at 1 Sq

CLASS SKILLS VAINGLORIOUS -Dokour

Partner Cooperations 3 NAE'EM SAVE: Resist (Skill/Non) 1 day / Tier 4 pts 8 Squares 1 Hour Imp appears **Invoke Temporary Dimension Imp** Emerges out of a flame. Looks similar to caster, but miniature and with a tail. FOCUS: Alter the description MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava). COUNTER:Dispel Magic. Lvl:1 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). ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. HP:12. SP:0 Lyl 14 Duration X2 8 SP SAVE: No Save

Invoke Imp Partner (Year long)

STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION

4 pts 30 Squares PMP 24 Hours End of Year

Emerge MOVE: Small

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 lava). Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).

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 a small imp (3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Alter Hair/Whiskers/F 6 SP

LEVEL 8 NAE'EM STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

View Imp Spy

STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

1 Minute 4 Hours

Caster must have an invoked an Imp which includes a Nae'Em (voice only).

Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision.

The caster and Imp must be on the same plane.

If in Dimension the Range is quadripled to 400 sqs.
This spell doesn't give any control of the Imp to the caster.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14 Save Roll +20 8 SP

Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura -2 SP

FOCUS:Rollout x 1/2

CREATE:Haze Bubble

FOCUS:Torchlight inside.

COUNTER:Dispel Magic. Lvl:1

Planar

LEVEL 4 STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: Skill

Veil of Shadows 4 pts Caster 4x4 Squares 6 Minutes 12 Hours Noticed/Seen



The shadow descends to muffle sound & hide those within from sight. Works absoluetly best in dim light and darker.

Save to not be observed.

Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Does NOT block anything if spell is enacted from a breakable.
 ENHANCEMENTS:
 Lvl 10
 Rollout Halved
 6 SP

 Lvl 14
 Duration X2
 8 SP

 Lvl 16
 AoE X2
 16 SP

LEVEL 5 NAE'EM STACK 1 COST RANGE AREA OF EFFECT ROLLOUT DURATION SAVE: No Save

Dimension Quick Portal for 3 8 pts 2 Squares 3 Civilized crtrs 30 Minutes 2 Rounds



Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle.

PMP & Dimension once were the same but have split and advanced on their own.

Portal open for caster and 2 others. Portal closes after 3rd person.

Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 14 Duration X2 8 SP

LEVEL 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

Dimension Personal Hideaway 6 pts Self +2 persons 1wx2hx3d Squares Initiative 2 Hours



Creates a small Dimensional flaming doorway for the caster and 2 friends.

Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through.

Caster may end the spell thus creating a flaming exit,

If duration simply ends the people and contents are dumped into the PMP with no damage.

FOCUS:Range:Self+1/Tier
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 20 AOE X4 20 SP
Lvl 16 AOE X2 16 SP

View Dimension

STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

8 pts 1 Square 2x2 Sq Perimeter 4 Minutes 6 Hours



Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 20 squares in daylight. Only 2 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.

FOCUS:+5 Sqs Sight

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

Lvl 9 Duration +50% 6 SP



This spell continues through Duration even if caster is not aware.

Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

The beetles attack non-enemies if no enemies are in range.

COUNTER:Same Skill. Lvl:1

8 SP

8 SP

8 SP

ENHANCEMENTS: Lvl 12 Range X2

Lvl 14 Duration X2

Lvl 9 Damage +50%