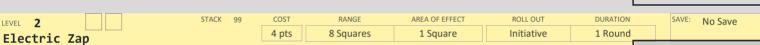
## -Strumos **Battle Defense** STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 NAE'EM 4 pts 8 Squares 1 Recipient Initiative 4 Hours Protect Fighter vs Ranged/Thrown Barely visible straw colored sparks swirl around the fighter the fades. FOCUS:Total AC bonus:+4 Recipient Fighter must have a Nae'Em with the caster. COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. 8 SP Lvl 12 Range X2 Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Offense** STACK 99 ROLL OUT SAVE: RM: 1 0 LEVEL 1 4 pts Self 4 sq Triangle Initiative 5 Rounds **Target Sees Barbed Sparks** Caster conjures and throws colorful lights fom their fingertips into the AOE. FOCUS-Save +1 Col 0 Can distract or temporarily blind people for up to 2 rounds. COUNTER: None All in AoE must Save to not be blinded for this round + 1 more. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Those that do Save have no visual issues. Lvl 9 Duration +50% 6 SP Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2. Lvl 12 AoE X2 6 SP AREA OF EFFECT DURATION STACK 99 ROLL OUT SAVE HTH: 2 LEVEL 1 4 nts 4 Squares 1 Square Initiative Possibly Days No Illness Cause Illness 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. COUNTER: None Target's failed Save indicates Sickness I. Use comparison Save. ENHANCEMENTS: Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Ivl 9 Range +50% 6 SP



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.

RANGE

STACK 2

COUNTER: None ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP

AREA OF EFFECT

ROLL OUT

Lvl 12 AoE X2

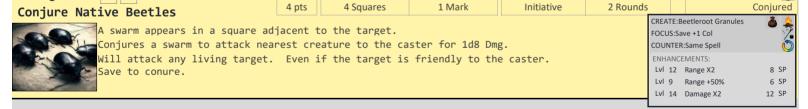
FOCUS:+4 Initiative

DURATION

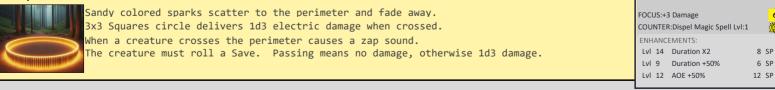
6 SP

9

SKI · 2



Fences and Shelters								
LEVEL 1 STAG	CK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Camp Perimeter Shock		4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		No damage
Conductational analysis are then the the conjunction and fode areas							C:+2 Damago	0



## -Strumos Food And Drink AREA OF EFFECT ROLL OUT COST RANGE DURATION SAVE: No Save 4 pts 2 Skins/Tier 5 Minutes Permanent Draw Up Ground Water Blue and Orange ribbons burrow into the ground. FOCUS:+2 Skins extra Pull water from ground. 2 skins per Tier. 1 skin in dry areas. COUNTER: None Typical person requires 1 skin per day. Deserts mean 2 per day. ENHANCEMENTS: 8 SP Does NOT continously draw water from the same spot, Lvl 16 Rollout 1 Min Lvl 20 AOE X4 20 SP Each repeat adds 10% to failure chance (1d100 roll). Lvl 12 AoF X2 6 SP RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 LEVEL 4 SAVE: No Save 1 Hour 4 pts 1 Square 4 Meals 10 Minutes Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. FOCUS:Duration = 1 day Improve Food - Improve Quality/Taste of non-cumber food. COUNTER: None Does work on all non-poisoned / non-spoiled food. ENHANCEMENTS Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoF X2 6 SP Healing and Rest AREA OF EFFECT ROLL OUT DURATION RANGE STACK 99 No Save 4 nts 2 Squares 1 Target Initiative Permanent Basic Healing 2d6+ACU CREATE: Draught Of Health The caster's hands glow and direct healing to a wound. FOCUS:Min Roll 7 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs. COUNTER: None Range of 8 sqs for Nae'Em Fighters. ENHANCEMENTS: Lvl 12 Range X2 8 SP Lyl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 2 4 pts Touch 1x2 Sas 2 Minutes 12 Hours Feather Bed Yellow sparks trace the shape as it creates a rope bed. FOCUS:AOE = 2 A feather bed appear. COUNTER: None Can fit 2 persons. ENHANCEMENTS: 12 SP Does continue even once the caster is out cold, asleep, etc... Lvl 12 Rollout Init Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP ROLL OUT DURATION AREA OF EFFECT SNS: 2 ര 4 Squares 1 Minute 1d6 Hours **Heavy Sleep** Sleen Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep. FOCUS:Col +1 0 Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours. COUNTER: None Save fail means Target falls into a light sleep. ENHANCEMENTS: Save pass means the GM rolls a d6 to see how long the Target remains asleep. Lvl 14 Stacking +1 8 SP Lvl 10 Rollout Halved 6 SP Once a target is asleep they cannot wake themselves. Lvl 12 Range X2 8 SP AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 6 pts Self 1 Hour 3 Davs Triggered Forced Healing 2d8 CREATE: Triggered Forced Health Dr 👗 Damage triggers 2d8 rolled. Damage first, then 2x Healing. FOCUS:Stack+1 In effect until duration is over or is used. COUNTER:Rollout Interruption Lvl:1 Does NOT allow the choice to not use it. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Only 1 triggered health can be in place at any time. Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP AREA OF FEFE COST ROLL OUT DURATION STACK 99 HTH: 2 Sickness 1 better 4 pts 2 Squares 1 Minute Permanent 1 Target **Heal Sickness** CREATE: Cure Sickness Potion Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. COUNTER: None ENHANCEMENTS: - Does allow target to roll a Health Save at one column lower than normal. Lvl 18 Range X4 10 SP 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. Lvl 12 Range X2 8 SP

6 SP

Lvl 9

Range +50%



## -Strumos

Summon Astral Beast of Burden

STACK 3

4 pts 30 :

AREA OF EFFECT

1 Creature

ROLL OUT

20 Minutes

1 Month (30 days)

SAVE: No Save

10 SP



Caster summons an astral beast of burden. Up to 3 riders with one as the caster.

25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.

Astral creature will only respond to the casters mental commands.

Creature will not understand threating or kind actions towards it.

If attacked it will attack in random directions w/ 1d8 since it does not understand.

30 Squares

FOCUS:HP at 50.

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 14 Stacking +1 8 SP

Lvl 12 Range X2 8 SP

Lvl 18 Duration X4