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



NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

Lvl 18 Range X4

Lvl 9 Range +50%

10 SP

6 SP



**CLASS SKILLS** -Dokour **VAINGLORIOUS** 

Nae'Ems

LEVEL 11 NAE'EM

36 pts Touch 1 Item

4 Days

Permanent

SAVE: Resist (Skill/Non)

Connect To An Arcane Focus Item



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo Creates a connection between the caster and the Arcane Focus Item.

Require the item to be of the highest quality. Caster must currently not have a Focus Item.

ENHANCEMENTS.

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

**Partner Cooperations** 

LEVEL 3 NAE'EM Invoke Temporary Dimension Imp

4 pts

8 Squares

1 Hour

1 day / Tier

SAVE: Resist (Skill/Non)

Imp appears

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. ENHANCEMENTS:

COUNTER:Dispel Magic. Lvl:1 Lvl 10 Rollout Halved

FOCUS:Alter the description

Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP

NAE'EM

Invoke Imp Partner (Year long)

4 pts 30 Squares

PMP

24 Hours

1 Minute

**End of Year** 

4 Hours

SAVE: No Save

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). Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm). FOCUS: Alter the description COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

SAVE: No Save

Lvl 10 Rollout Halved 6 SP

Lvl 9 Alter Hair/Whiskers/F

6 SP

-2 SP

6 SP

8 SP

16 SP

6 SP

8 NAE'EM View Imp Spy

Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

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.

6 pts

FOCUS:Rollout v 1/2

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14 Save Roll +20

8 SP Lvl 10 Rollout Halved 6 SP

Lvl 4 Increase Aura

Planar

LEVEL 4

4 pts Caster 4x4 Squares

1x2x2 Squares

6 Minutes

12 Hours

SAVE: Skill

Noticed/Seen

Veil of Shadows

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.

CREATE:Haze Bubble FOCUS:Torchlight inside COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 14 Duration X2

Lvl 16 AoE X2

8 pts

2 Squares

3 Civilized crtrs

30 Minutes

2 Rounds

2 Hours

SAVE: No Save

Dimension Quick Portal for 3

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.

6 pts

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

Self +2 persons 1wx2hx3d Squares

COUNTER:Same Skill. Lvl:1 ENHANCEMENTS:

Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP

6 **Dimension Personal Hideaway** 

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

SAVE: No Save

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP Lvl 20 AOE X4 20 SP

Lvl 16 AoE X2 16 SP



8 pts

Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).

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

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

Save to conjure. Recommend sequential casting due to multiple round Duration.

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

8 Squares

1 Square

Conjured

CREATE:Cinderroot nowder

COUNTER:Same Skill. Lvl:1

8 SP

8 SP

8 SP

FOCUS:Save Roll +40

ENHANCEMENTS: Lvl 12 Range X2

Lvl 14 Duration X2

Lvl 9 Damage +50%

3 Rounds

Initiative

6

Coniure Arcane Beetles