

-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:

AGL: 2

Flash Of Fire!

4 pts


8 Squares

1 Target

Initiative

1 Round

Not Blinded





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 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 9

Damage +50%

8 SP

LEVEL

1

STACK 1/Tier

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

Heat Wave Wall

4 pts


Touch

1 Sq : Recipient

Initiative

5 Rounds

1/2 Damage



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

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

3 Rounds

SAVE:

No Save

Scorching Skin



Ghostly rust colored flames encases the caster's hand.

Caster must touch the target. (Roll a ToHIT)

1d6 +ACU damage per round.

+4 additional damage to Undead/Living dead.

Does radiate heat but not much light

FOCUS:No Sickness/Disease


COUNTER:Same Spell


ENHANCEMENTS:


Lvl14Range At 3 Sqs8 SP


Lvl14Damage X212 SP

Lvl9Damage +50%8 SP





LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Conjure Native Beetles				4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured		



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 conjure.


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

LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Heat Metal Armor						4 pts	12 Squares	1 Target	Initiative	4 Rounds		
	Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.											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
Round 1:	Initiative -1			Ac -1		ToHIT -1						
Round 2:	Initiative -2			Ac -2		ToHIT -2						
Round 3:	Initiative -3			Ac -3		ToHIT -3						
Round 4:	Initiative -4			Ac -4		ToHIT -4						

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



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

Communication


LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hot Conversations							4 pts	PMP	2 Fires	2 Rounds	20 Minutes		



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 will 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	
Healing Flames 1d4 HP per Tier				4 pts	Touch	1 Recipient	Initiative	Permanent		Healed self.	



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



Light and Darkness

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

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	 	1	4 pts	Self	1 Suare	1 Minute	1 Hour	No Save



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

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
The Darkness				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

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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

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



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

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


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	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		



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).
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 9	Alter Hair/Whiskers/F	6 SP