

Battle Actions/Prep

LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Entangle				8 pts	2 Squares	2x2 Squares	1 Minute	4 Hours	Brute Exited
	Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.	FOCUS:Enhancements 1/2 level							

Battle Defense

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Tornado Wall				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes			

Battle Offense

-Sylvan

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				8 pts	12 Squares	2x2 Squares	Initiative	Permanent		1/2 Damage	
Hail Stones Attack											

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Class Power Attack Duel											

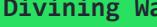
Fences and Shelters

LEVEL	12	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Tree House				12 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours		
	Requires a tree (not a sapling), to start the spell Has a retractable ladder and muffles most sounds. When closed up light is blocked, but is visible. Shelter has 60 HP. Houses up to 10 persons.	CREATE:Pine Seeds of Tree House FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP								

Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		Found water
										

Divining Water



Caster uses a divining rod to find water and reveal if it's potable or not.
 Auto fail in areas with water everywhere.
 Wet/Tropic/Arctic region Save: Skill Roll +20,
 Temperate region Save: Skill Roll +0.
 Desert/Arid region Save: Skill Roll -40.

FOCUS:Enhancements 1/2 level
 COUNTER: None
 ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 12 Range X2 8 SP
 Lvl 20 AOE X4 20 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				8 pts	Touch	1 Target	2 Minutes	Permanent		Varies	
Dispel Magic (Strsyl)											
 <p>Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement). The full description has the list. Also, there is a list in the players handbook (Spells chapter).</p>											
LEVEL	10	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled
				24 pts	4 Squares	1 Item	2 Hours	Permanent		success	
Determine True Name											
 <p>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) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.</p>											
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent			
Draw Up Ground Water											
 <p>Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.</p>											
LEVEL	2		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent			
Increase Food (x2)											
 <p>Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Does not affect magically created food. All action is in a backpack: Food to be doubled and the resulting food. Does QUADRUPLE the amount of Cumber meals.</p>											
LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour			
Improve Food											
 <p>The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (& non-cumber food). Does work on all non-poisoned / non-spoiled food.</p>											
LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent			
Permanently Preserve Food											
 <p>Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.</p>											
LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Caster	1 Square	1 Minute	Permanent			
Draw Out Rain Water											
 <p>Create a cloud to rain water down. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.</p>											

Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	1 Square	1 Target	Initiative	Permanent	No Save
Forced Heal 1d4 per Tier									

Roll 1d4 HP per Tier of the caster.

Healing energy drawn from all parts of the body are forced to the wounded area.

Then apply as force damage to the target, if the target is dead next step fails.

Lastly, apply the full healing times two (x2) to the target.

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Creature	Initiative	Permanent	No Save
Sylvan Forced Healing 1d6 HP									

Roll 1d6. Damage x1 then Heal x2

May knock out or even kill the recipient if the HP is drained too low.

First roll the dice (1d6) and note the result,

Next, apply the rolled result as DAMAGE,

Finally, apply TWICE the amount rolled result as healing to HP

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 14 Range At 3 Sqs 8 SP

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Touch	Recipient	30 Minutes	Damage Taken	No Save
Triggered Forced Healing 2d8									

This is a delayed forced healing, triggered by taking damage,

In effect until duration is over or is used.

Does NOT allow the choice to not use it.

Only 1 triggered health can be in place per person at time.

Stacking allows multiple persons to have it simultaneously.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 18 Range X4 10 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range at 1 Sq 6 SP

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	15 or 22 sqs	1 Target	Initiative	Permanent	No Save
Ranged Forced Healing 2d8+2 HP									

Cast from a distance away to shock (w/ damage) then heal.

Roll dice (2d8+2) and use the result to apply damage,

then use double the same result and apply healing.

If the caster has a Focus Ring,

Recipients that have a Nae'Em connection with the caster gain +1/Tier.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 9 Range at 1 Sq 6 SP

Lvl 14 Duration X2 8 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Varies	Initiative	2 Hours	No Save
Swamp Lights (Greenish)									

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:Calming Green Candle

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds	No Save
Shadow of the Magi									

Stays fixed right above the caster.

Darkness continues for up to 4 rds after the concentration has stopped.

Caster to creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness

FOCUS:Dur=10 rds (No conc)

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

Lvl 16 AoE X2 16 SP

LEVEL	2	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	1 Square	1 Recipient	2 Days	Permanent	No Save
Connect With A Hunter (Nae'Em)									

Permanent mental bond allows either party to initiate and/or accept.

Each person must be within the same PMP to communicate.

Arcane (Ancient Magic) may erase the bonding.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

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LEVEL	4	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Skill
Speak With Animals				4 pts		Touch		1 Animal		5 Minutes		4 Hours				Can communicate

LEVEL	6	NAE'EM		STACK	5	COST	12 pts	RANGE	2 Squares	AREA OF EFFECT	1 Recipient	ROLL OUT	4 Hours	DURATION	SAVE	Skill -20
Animal Connection (Ae'Em)															 Ae'Em Created	

LEVEL	11	NAFEM		STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Connect To An Arcane Focus Item				36 pts		Touch	1 Item		4 Days	Permanent				
	Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. 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.											COUNTER:No Counter Available. Lvl:1		

Natural Environment

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Plant Growth				4 pts	tes normal healthy g	4x4 Squares	1 Hour	Permanent		
	Natural plants will grow as if they were within the best of conditions. Promotes normal healthy growth. Does not heal magically diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.	CREATE:Plant Growth Soil FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP								

LEVEL	2	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone	
Remove Plant Disease  Caster moves about while casting to cover the AoE evenly. Removes non-magic plant diseases and infestations with a Save. Is able to remove a plant disease from a plant creature. Doesn't affect plant monsters that are without disease. This will not remove conditions brought on by harsh weather.											
LEVEL	3	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	2 Sq per Tier	1 Sq cube per Tier	Initiative	Permanent			
Water to Steam (Reversible)  Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.											
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results	
Predict Weather  Barely visible sepia colored roots rise into the air, hover, then float down. Estimation of likely/known changes coming within the week. Predicts Weather patterns for a wk. GM rolls Save for caster, Save passed means info given to the caster is accurate.											
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	2 Sq per Tier	1 Sq cube per Tier	Initiative	Permanent			
Water to Ice (Reversible)  Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.											
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	NAE'EM			6 pts	4 Sq	1 Animal	1 Minute	Permanent			
Animal Healing  Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.											
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours			
Grow A Plant Canopy  Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.											
LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Self	Self	1 Minute	1 Day			
Water Breathing  Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.											

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours	Skill Disperse Spells
 <p>Barely visible tan roots Whip Into A Wind Column And drift away. Caster can manage the general direction and speed of wind within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed. Does create enough air movement to clear most cloud spells and disperse them.</p>									

Partner Cooperations

LEVEL	1	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					1 pt	Self	10 Square Radius	4 Minutes	8 Hours	No Save
Call & Direct Small Assistants  <p>Caster calls small group of natural critters (3d4) to work as a group on single tasks. Example: Gather fire wood, open a door, look/crawl into small areas (non-dangerous). They can lift, push, pull, move a maximum of 20 lbs. The group cannot be set up to do 2 separate and divergent tasks. Caster communicates with the group via a Nae'Em (part of this spell).</p>										FOCUS:Enhancements 1/2 level COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP
Call & Post Yappy Camp Dog  <p>1d2+1 small dogs appear and will stay 'on guard' within the AOE. These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster. Stats: 1-4+1 small Sized dogs. AC:13, HP:15, Attk:x1x1, Init:+0, ToHIT:+0, Dmg:1d4.</p>										FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 16 AoE X2 16 SP
Assist Hunter's LeanTo  <p>Brown roots grab and secure a lean-to to the ground. Requires a Nae'Emed Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.</p>										FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
Call & Direct Rodent  <p>A rodent (appropriate to the environment) appears. They are often not noticed by others. This rodent can join and be accepted by other rodents of the same kind. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.</p>										FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
Summon Feline Familiar  <p>Timid common feline is bound to the caster. Any breed of common house cat that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHIT+6, Dmg:1d6, Move=15.</p>										FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP
Summon Canine Familiar  <p>Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHIT+8, Dmg:1d6, Move=12.</p>										FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP

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LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Nae'Em Kept	
						20 pts	2 Marks	Familiar	1d4 Days	Permanent			
Summon Equine Familiar													
	<p>Riding horse Nae'Em bonds to the caster.</p> <p>A standard light riding horse that is not known for aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt rough communication via the Nae'Em.</p> <p>AC:15/15, Attk 1x1, Init+0, ToHIT+0, Dmg:1d4, HP:10, Move=24 or burst of 30.</p>												
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	self	1 Mark + Rep	20 Minutes	2 Hours			
Call & Direct Corvus													
	<p>Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus.</p> <p>This black bird can mingle with any flock of other like birds in the area.</p> <p>Rodent will stay within the AoE and follow directions via the weak Nae'Em.</p> <p>HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.</p>												
LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Self	1 Wolverine	1 Minute	2 Hours			
Call & Set Wolverine Defender													
	<p>The spell calls a small bear-like weasel to defend the caster.</p> <p>This defender will only attack if they or the caster are physically attacked.</p> <p>Caster must have an Animal Ken Reputation of 1 or higher to cast.</p> <p>Wolverine will stay and follow directions via the weak Nae'Em.</p> <p>Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12</p>												
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	12 Squares	1 Target	2 Rounds	2 Hours			
Protect Hunter vs Missiles													
	<p>Hunter gains +2 to AC vs Missiles and Thrown attacks.</p> <p>No effect vs other kinds of attack.</p>												
LEVEL	9	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	16 Squares	1 Image	1 Minute	2 Hours			
Call & Set Wolf Protector													
	<p>The spell brings a wolf to defend the caster</p> <p>This defender will only attack if they or the caster are physically attacked.</p> <p>Caster must have an Animal Ken Reputation of 1 or higher to cast.</p> <p>Wolf will stay and follow directions via the weak Nae'Em.</p> <p>Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15</p>												
Shape Change													
LEVEL	1	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Self	2 Minutes	8 Hours			
Shape Of A Dog													
	<p>As this skill rolls out the Sylvan morphs into a medium sized common dog.</p> <p>The caster is physically changed into a dog and will not be able to cast spells.</p> <p>The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6.</p> <p>They will be able to hear well (+20 to Saves regarding hearing and smells).</p> <p>They will not be able to speak beyond barking and whining, except with Nae'Em use.</p>												
LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Self	10 Minutes	2 Hours			
Shape Of A Deer													
	<p>Caster Shifts into existing as a medium sized mundane deer (Buck or Doe).</p> <p>Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute)</p> <p>The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6.</p> <p>Loss of points beyond 30 will revert the caster back to normal form with that damage.</p> <p>They will be able to hear well (+20 to Saves regarding hearing and smells).</p>												

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LEVEL 3		Shape Of A Plant	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hrs (Min 1 Hr)	SAVE: No Save
		Caster changes into the shape of a plant that is The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster. Caster melds into the plant and can hear and feel. Can take damage when inside. Caster is NOT able to smell, see, speak, or cast while inside. Does not work on plants that are plant creatures. (Treants, etc.)							COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP
LEVEL 4		Shape of A Familiar	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 6 Minutes	DURATION 4 Hours	SAVE: No Save
		Cast takes a form similar of (same creature type) a current Familiar. Caster keeps their own HP. Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement. Casters are NOT able to use normal speech. Doubles the Range with current Familiars							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP
LEVEL 5		Shape Of A Dolphin	STACK 9	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 1 Day	SAVE: No Save
		Caster becomes a medium sized mundane dolphin. HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min) Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6. Loss of points beyond 40 will revert the caster back to normal form with that damage. They will be able to hear underwater well (+20 to Saves regarding hearing and smells).							FOCUS:Enhancements 1/2 level COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP
LEVEL 7		Shape Of A Wolf	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
		As this skill rolls out the Sylvan morphs into a medium sized mundane wolf. HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute) Loss of points beyond 50 will revert the caster back to normal form with that damage. They will be able to hear howling well (+30 to Saves regarding hearing any howls).							COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP
LEVEL 8	NAE'EM 	Shape Of A Tree	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 tree	ROLL OUT 10 Minutes	DURATION 4 Hrs	SAVE: No Save
		Caster can allow others to hide with them. (1 per Tier) Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round. Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 & HP=caster. Does not work on trees that are also creatures. (Treants, etc.)							FOCUS:Enhancements 1/2 level COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP
LEVEL 9		Shape Of A Bear	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
		As this skill rolls out the Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, x3x3 +4/+8/2d8, Move=15 Loss of points beyond 70 will revert the caster back to normal form with that damage. The Bear has heightened senses of hearing and smell. (+10 on related Saves).							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Duration +50% 6 SP
LEVEL 11		Shape Of A Hawk	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 4 Minutes	DURATION 4 Hours	SAVE: No Save
		Caster Shifts into existing as a medium sized mundane hawk with flight @ 3 x Marks. HP=25, AC=32/27, x1x1 +0/+0/1d8, Fly=20 or dive at 30 (1 per 10 Min) Loss of points beyond 25 will revert the caster back to normal form with that damage. The Hawk has heightened senses of sight. (+30 on related Saves).							FOCUS:Enhancements 1/2 level COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP