

Battle Actions/Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Mundane Fire Immunity	No damage from mundane fires cooler than a forge. Be wary of large fires that have no oxygen in some spots.	1 Target	1 Target	1 Hour	5 Rounds	None	1
6	8 pts	Move Shadow to Shadow	Caster jumps from one shadow to another shadow w/in Range. Caster can jump from one shadow to another within range.	24 Squares	Recipient	1 Jump	2 Rounds	None	99
10	12 pts	Magical Fire Protection	Caster covered by a magical flame. Magical fire dmg to 1 HP/rd. No protection vs mundane fire.	Self	Self	2 Hours	2 Rounds	None	1

Battle Defense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Heat Wave Wall	Creates a wall of heat meant to inhibit aggressors. 2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Self	Self	4 Rounds	Initiative	Resist (Skill/N	1/Tier

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Flash Of Fire!	Flash directed to target to interfere with sight. No ToHit. 1d6 + ACU mgc fire dmg. Save or Blind 4 rds, -4 Init/ToHit.	8 Squares	1 Target	1 Round	Initiative	Agility	99
2	4 pts	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge. Magic fire, will not start fires, Not Lobbable	10 Squares	1 Target	1 Round	Initiative	Agility	99
3	4 pts	Heat Metal Armor	Must be direct to target, no lobbing. Four rounds cumulative: AC/Init/ToHit @ -1.	12 Squares	1 Target	4 Rounds	Initiative	None	3
7	8 pts	Flame Strike	Flames shoot upward from the Caster & down towards the AoE. No ToHit. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	12 Squares	1 Square	1 Round	Initiative	Agility	99
11	2.4 pts	Class Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTAC INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	Skill	99
11	14.4 pts	Fire Class Power Attack	Direct Fire Dmg 6d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
14	16 pts	Dokour Flame Attack	Magical fire damage sent directly w/ no lobbing. Dmg 5d8 +10 +ACU bonus. Focus +4/die. Save for 1/2 dmg.	12 Squares	1 Target	1 Round	Initiative	Resist (Skill/N	99
16	20 pts	Fire Bombardment	Caster lobs magical fire into multiple squares. 5d10 +ACU dmg. Save within each sq for 1/2 dmg.	12 Squares	Row: 1 sq / Tier	1 Round	Initiative	Agility	99

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg. 1 Target per cast. Fire might spread.	6 Sqaures	1 Item	Continuous	Initiative	Resist (Skill/N	99
3	4 pts	Hot Rocks	Rocks heat enough to boil water (@ sea level). Up=Heating. Down=No Heat. After rollout @ full heat.	Touch	9 Stones	12 Hours	2 Minutes	None	3

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18	60 pts	Arcane Removal Burn (2 of 3)	2nd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N	99
End									

Communication									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Hot Conversations	Fire to Fire talking to Nae'Em and those near by. Can pass small non-mgc items. May be overheard.	PMP	2 Fires	20 Minutes	2 Rounds	None	1

Fences and Shelters									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
13	16 pts	Circle of Containment	Inhibits creatures from leaving the circle, not the caster. Those that are inside must Save to exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	Brute	99
15	16 pts	Magma Moat	2 sqs wide surrounding the AOE. Slight sulfur smell. Magical magma dmg 8d6. Submerged = double. Save for 1/2.	Caster	3x3 Sq Island	6 Hours	30 Minutes	AGL	1
End									

Find or Reveal									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Detect Magic	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
8	8 pts	Doknec Tcane Magic (Dispel Magic)	Many spells can be temporarily halted or entirely stopped. List of spells in the Full Descriptions.	Touch	1 Target	Permanent	6 Minutes	Skill	99
10	24 pts	Determine True Name	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

Fragility									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Burn Out Disease/Sickness.	Touch = ToHit vs Prone (touch armor/covering). Dmg/rd= Infected:1d6+ACU. Non Mortal:1d6+ACU+4. Healthy:1d4.	Touch	1 Target	3 Rounds	Initiative	Health	99
End									

Healing and Rest									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Heal Fire Damage 2d8	PAIN FREE. Heals fire & smoke damage for living creatures. Heals 2d8 HP of fire damage to living corporeal creatures.	1 Square	Target	Instant	Initiative	None	1
2	4 pts	Healing Flames 1d4 HP per Tier	Caster chooses Tier to apply. Only for the living. Roll 1d4 /Tier Flame dmg x2. Healing x3. Self heal: Save.	Touch	1 Recipient	Permanent	Initiative	None	99
6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	Permanent	2 Hours	Health	1

Light and Darkness									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack

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1	4 pts	Red Light of Dokour	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	6 Hours	Initiative	None	99
1	4 pts	Shadow Cover (AC +1)	Shadow surrounds the caster and their belongings Obvious in daytime, Night (AC +2), Day (AC +1).	Self	1 Suare	1 Hour	Initiative	None	1
3	4 pts	The Darkness	Darkness centers just above caster. Very noticable during the day.	Self	5 Sq Dia Sphere	4 Hours	Initiative	None	1
4	4 pts	Profiled In Fire	Shrouds the recipient in flames. Those in adjacent squares feel warmth from the magical fire.	12 Squares	Recipient	2 Hours	Initiative	None	3
End									

Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N	1

Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	Invoke Temporary Imp	Image of mini caster w/ Nae'Em. Walk:3, Flight:7 @ 4 high. HP:12, SP:0, Attk:sx1x1, Dmg:1d2, Range:1.	8 Squares	PMP	1 day / Tier	1 Hour	Resist (Skill/N	1
4	4 pts	Invoke Imp Partner (Year long)	Image of mini caster w/ Nae'Em. Walk:3, Flight:8 @ 6 high. HP:22, SP:0, Attk:sx1x1, Dmg:1d2+2, Range:1.	30 Squares	PMP	End of Year	24 Hours	None	1
8	6 pts	View Imp Spy	From 2 sqs above or through eyes of casters current Imp. Must be on same plane. Dimension sets range to 400 sqs.	100 Squares	1x2x2 Squares	4 Hours	1 Minute	None	3

End

Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	4 pts	Veil of Shadows	Helps to stay hidden at night. Can intimatedate in daytime. Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:	Caster	4x4 Squares	12 Hours	6 Minutes	Skill	1
5	8 pts	Dimension Quick Portal for 3	Caster 1st & two more. PMP>Dimension = 2d3 dmg. Dimension>PMP = 2d4 dmg.	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	None	1
6	6 pts	Dimension Personal Hideaway	Small flaming Dimensional doorway for caster and 2 friends. 1d4 magical fire damage to pass through entrance/exit.	Self +2 persons	1wx2hx3d Squares	2 Hours	Initiative	None	99
7	8 pts	View Dimension	Caster/party may view into the Dimension, & vice sa versa. Sight Distance: Day=20 sqs. Night=2 sqs.	1 Square	2x2 Sq Perimeter	6 Hours	4 Minutes	None	1
9	12 pts	Dimension Portal	Caster creates a portal to/from Dimension plane. 2d4 Damage INTO or 2d6 Damage OUT of the Dimension plane.	Touch	Portal Structure	2 Minutes	1 Hour	None	1
9	12 pts	Dimensional Containment	Small flames during rollout, but no edge showing for duration. Non-Dimension creatures may enter and exit at will.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	Resist (Skill/N	1
13	16 pts	Circle, Dimensional Expulsion	Up to 5 creatures can be forced back to Dimension. Casters use Skill Save, all others use non-Skill Save.	Touch	2 x 2 Square	1 Round	12 Secs (2 Rd	Resist (Skill/N	5

Summon or Send

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
6	8 pts	Conjure Arcane Beetles	Conjures a swarm of Arcane Beetles by succeeding on the Save. Beetles attack nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	Skill	3