

Battle Actions/Prep

LEVEL	7	STACK	3	COST	8 pts	RANGE	8 Squares	AREA OF EFFECT	2x4 Squares	ROLL OUT	3 Rounds	DURATION	10 Minutes	SAVE:	No Save
UnEntangle Easily clears away natural materials, like roots, vines, branches, or brambles. If no root/vine/branch are in the environment then there are no changes and no SP cost. Often can remove the non-plant materials to clear out an Impediment trap, Some traps and situations may require a SKL Save for the spell to succeed.															

LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU	GM
Sphere:Protection from Animals											
	The animal must pass the Save vs Unskilled to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.	12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour	FOCUS:Enhancements 1/2 level	COUNTER:Same Skill. Lvl:1	 		
Lvl 12 Rollout Init	12 SP	Lvl 18 Duration X4	10 SP	Lvl 9 Duration +50%	6 SP						

Battle Defense

LEVEL	1	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM
				4 pts		Self	1 creature (self)		Initiative	4 Rounds		
											Old AC is used	

Wind Wall



Ghostly light brown roots rise and spiral around the caster.
A single square whirlwind provides AC+4 vs Ranged/Thrown attacks.
Tornado stays with caster as they move, but cannot push into occupied square.
Casting is not affected by the tornado unless the spell is vulnerable to wind.
This can NOT be combined with other spells such as Heat Wave Wall.

FOCUS:Enhancements 1/2 level
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 16 AoE = 2 Targets 12 SP

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

LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	HP=25
				4 pts	10 Squares	1 Mark	Initiative	1 Round			
Conjure Native Beetles											
 <p>A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25.</p> <p>Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6</p>											
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	1/2 Damage
				8 pts	12 Squares	2x2 Squares	Initiative	1 Round			
Hail Stones Attack											
 <p>A white cloud rises over the area, and throws down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a increase effect against heat based targets (+4 damage). Delivers the attack and damage from above the target. No more or less damage vs non-heat based creatures that are heated or on fire</p>											
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				2.4 pts	10 Squares	1 Target	Initiative	1 Round			
Power Attack Duel											
<p>Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.</p>											
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	1/2 Damage
				18 pts	10 Squares	1 Target	Initiative	1 Round			
Ice Power Attack											
 <p>Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Wand can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.</p>											
Fences and Shelters											
LEVEL	12	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours			
Tree House											
 <p>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.</p>											
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Sight
				8 pts	2 Squares	1-5 item	5 Minutes	Instant			
Detect Magic											
 <p>Caster attempts to find out if an item/object is magical. No Magic: No light means no magic found in/on item. (Best description in FULL report) Minor Magic: Dim light (candle) shines if it has lower powered effects. Major Magic: Bright light that dazes a character for 1 round if Save failed. Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.</p>											
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Found water
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent			
Divining Water											
 <p>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/Artic region Save: Skill Roll +20, Temperate region Save: Skill Roll +0. Desert/Arid region Save: Skill Roll -40.</p>											

CREATE:Beetleroot Granules
FOCUS:Save Roll +20
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP
Lvl 9 Damage +50% 12 SP

FOCUS:Enhancements 1/2 level
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP
Lvl 9 Damage +50% 8 SP

FOCUS:Enhancements 1/2 level
COUNTER:Class Power Attack Duel Spell
ENHANCEMENTS:
Lvl 14 Save Roll -20 8 SP
Lvl 9 Range +50% 6 SP
Lvl 9 Damage +50% 8 SP

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

CREATE:Scroll of Detect Magic
FOCUS:Save Roll +20
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

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
Dispel Magic


STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
		8 pts	Touch	1 Target	2 Minutes	Permanent		Varies	

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).
 (Strsyl)

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL 10
NAE'EM


STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled	GM
		24 pts	4 Squares	1 Item	2 Hours	Permanent		success	

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.

FOCUS:Rollout Halved.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

Food And Drink
LEVEL 1
Draw Up Ground Water


STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
		4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent			

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.

FOCUS:+2 Skins extra

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL 2
Increase Non-Magic Food


STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
		4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent			

Barely visible red flames surrounds targetted prepared food.
 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.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL 4
Improve Food


STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
		4 pts	1 Square	Up to 21 Meals	10 Minutes	1 Hour			

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.

FOCUS:Duration = 1 day

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL 4
Permanently Preserve Food


STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
		12 pts	4 Squares	Up To 150 Meals	2 Hours	Permanent			

Requires food to be put into sealed containers.
 Max of 150 meals.

Only mundane foods can be preserved. No magical food or containers.

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL 5
Draw Out Rain Water


STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
		8 pts	Caster	1 Square	1 Minute	Permanent			

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.
 Must have containers ready

FOCUS:Enhancements 1/2 level

COUNTER:None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 16	AoE X2	16 SP

Healing and Rest

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	1 Creature	Initiative	Permanent		
Basic Forced Healing										
	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 12 Range X2	8 SP								
	Lvl 9 Range at 1 Sq	6 SP								

LEVEL	2	□ □	STACK	9	COST	8 pts	RANGE	Touch	AREA OF EFFECT	Recipient	ROLL OUT	30 Minutes	DURATION	Til Damage	SAVE:	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.																
CREATE:Triggered Forced Health Dr.  																
COUNTER:No Counter Available. Lvl:1																
ENHANCEMENTS:																
Lvl 10 Rollout Halved										6 SP						
Lvl 14 Range At 3 Sq's										8 SP						

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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.	12 pts	15 Squares	1 Target	Initiative	Permanent	FOCUS:Enhancements 1/2 level	COUNTER: None	ENHANCEMENTS:	

Light and Darkness

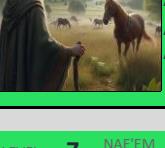
LEVEL	3	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Shadow of the Magi				4 pts		Self		3 Sq Dia Sphere		Initiative		Conc +4 Rds			

Nae'ems

-Sylvan

LEVEL	6	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -20	
Create Animal Ae'Em													
	Glowing green ribbons encircle the recipient and caster. This permanent mental bond allows the caster to initiate a connection. A Save is required. The animal can only articulate from it's view. Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding. The animal is NOT able to send any mental images, but can describe things.	FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP											
LEVEL	7	NAE'EM		STACK	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Create Permanent Nae'Em													
	Caster mentally bonds and stays connected to another person when on the same plane. Permanent mental bond allows either party to initiate and/or accept. Resetting a connection: Can be re-established with 1 hour rollout when next to the Nae'Em, Can be re-established with a 2 day rollout while not near the Nae'Em.	FOCUS:Reset time 1/2 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP											
LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Portal To Nae'Em													
	When Nae'Em agrees a portal can be created. If the Nae'Em does not respond the portal will fail. First to pass through must be either the Nae'Em or the caster. After the caster or Nae'Em one more may follow.	COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 AOE +2 12 SP											
LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
View An Animal (Ae'Em)													
	Portal opens to show the animal the caster has bonded to. This is a top down view from about 1 square above the animal. The spell stays with the animal as it moves. There is limited communication through this spell. 1 word statements. but can be done with other spells.	COUNTER:None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP											
LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
Connect to Focus Item													
	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 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP											
Natural Environment													
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Plant Growth													
	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	
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.	CREATE:Plant Disease Powder FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP											

Partner Cooperations

LEVEL 2	Post Yappy Camp Dog	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 5 squares Radius	ROLL OUT 5 Minutes	DURATION 8 Hours	SAVE: No Save
	1d2+1 small dogs appear and will stay 'on guard' within the AOE.							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
LEVEL 3 NAE'EM 	Direct Rodent	STACK 5	COST 4 pts	RANGE Self	AREA OF EFFECT 20 Squares	ROLL OUT 1 Minute	DURATION 30 Min	SAVE: No Save
	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 small Sized dog. AC:13, HP:15, Attk:x1x1, Dmg:1d4.							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
LEVEL 3 NAE'EM 	Waterproof A LeanTo	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT 10 Minutes	DURATION 12 Hours	SAVE: No Save
	A rodent (appropriate to the environment) appears. They are 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 Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.							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
LEVEL 4 NAE'EM 	Summon Feline Familiar	STACK 1	COST 8 pts	RANGE 1/2 Mile	AREA OF EFFECT Familiar	ROLL OUT 2 Days	DURATION Permanent	SAVE: Skill Nae'Em Kept 
	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.							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP
LEVEL 5 NAE'EM 	Summon Canine Familiar	STACK 1	COST 16 pts	RANGE 1/4 Mile	AREA OF EFFECT Familiar	ROLL OUT 1 Day	DURATION Permanent	SAVE: SKL Familiar Found 
	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.							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
LEVEL 6 NAE'EM 	Summon Equine Familiar	STACK 1	COST 20 pts	RANGE 2 Marks	AREA OF EFFECT Familiar	ROLL OUT 1d4 Days	DURATION Permanent	SAVE: Skill Nae'Em Kept 
	Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Dmg:1d4, HP:80, Move=18 or burst of 30.							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
LEVEL 7 NAE'EM 	Call Corvus	STACK 1	COST 8 pts	RANGE self	AREA OF EFFECT 1 Mark	ROLL OUT 20 Minutes	DURATION 2 Hours	SAVE: No Save
	Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus. This black bird can mingle with any flock of other like birds in the area. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6, Move=18/24.							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

-Sylvan

Shape Change

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Shape Of A Plant				4 pts	Self	1x2 Squares	1 Round	4 Hrs (Min 1 Hr)	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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Shape of A Familiar				8 pts	Self	Self	6 Minutes	4 Hours	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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Dolphin				8 pts	Self	Self	1 Minute	1 Day		
	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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Wolf				8 pts	Self	Self	1 Minute	4 Hours		
	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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Tree				8 pts	Touch	1 tree	10 Minutes	4 Hrs		
	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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Bear				12 pts	Self	Self	5 Minutes	2 Hours		
	As this skill rolls out the Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, x3x3 +8/+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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Hawk				12 pts	Self	Self	4 Minutes	4 Hours		
	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	