

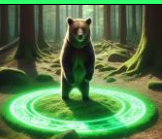



Battle Actions/Prep


LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
Entangle											
				8 pts	2 Squares	2x2 Squares	1 Minute	4 Hours	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 COUNTER:Un-Entangle Spell Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP		


LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
UnEntangle											
				8 pts	2 Squares	2x2 Squares	3 Rounds	4 Hours			
				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 Impedence trap, Some traps and situations may require a Skill Save for the spell to succeed.					FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP		


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

LEVEL	14	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call & Direct An Attack Bear											
				16 pts	Self	15 Squares	1 Minute	2 Hours			
				Calls a bear to be ready for a battle. Requires the caster to fully concentrate on directing the bear when it is attacking. The bear will stay and follow directions via the Nae'Em. HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15					FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP		

Battle Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM
Wind Wall											
				4 pts	Self	1 creature (self)	Initiative	4 Rounds	Old AC is used		
				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	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Wind Wall For Nae'Em Hunter											
				4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds			
				Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.					FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 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			
				A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.					FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1 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:	No Save
				4 pts	10 Squares	1 Target	Initiative	1 Round		

Rose Thorns



Caster rolls a single ToHIT to be used for all thorns for this spell instance.
Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg.
Each spell instance must be directed to a single target.
Caster can lob this spell over and to a target.
Blundered ToHITs are not rolled on the chart and merely miss the target.


FOCUS:Enhancements 1/2 level
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	4 Squares	1 Mark	Initiative	2 Rounds	HP=25	

Conjure Native Beetles




A swarm may appear in a square adjacent to the target (if within AoE/Range).
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.
Skill Save to increase the swarm HP from 15 to 25.
Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

CREATE:Beetleroot Granules
FOCUS:Save Roll +20
COUNTER:No Counter Available. Lvl:
ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

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



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


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

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				2.4 pts	10 Squares	1 Target	Initiative	1 Round		

Class Power Attack Duel




Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.
Duel 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.

COUNTER: None

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage	

Ice Class Power Attack



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 Staff 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.

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

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



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

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle	

Circle of Containment




A pattern of light encloses or marks the AoE. After Rollout the light fades.
Creatures are able to easily enter the AoE. Those that are inside must Save to exit.
Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)".
Does NOT inhibit the Caster from leaving the circle.


FOCUS:Save Roll -20
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 16	AoE X2	16 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
19		1	20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours	No Save

Fort of Thorns




Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50
 Each melee attack to the thorn wall delivers 1d6 damage to the attacker.
 No roof but has a wooden door where the caster places it.
 Fire damages the walls: Mundane 1d4 per round. Magical fire as per the spell.
 This is functional even in non-temperate environments.

FOCUS:Enhancements 1/2 level
 COUNTER:Same Skill. Lvl:1


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Find or Reveal

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	2 Squares	1-5 item	5 Minutes	Instant	Skill Sight

Detect Magic




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 is 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.


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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent	Skill 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/Artic 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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		99	8 pts	Touch	1 Target	2 Minutes	Permanent	Skill Varies

Strsylv Tcane Magic (Dispel Magic)




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).


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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10		99	24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success

Determine True Name




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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	No Save

Draw Up Ground Water




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

Increase Food (x2)



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.

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

STACK 99

COST4 pts


RANGE1 Square

AREA OF EFFECT4 Meals

ROLL OUT10 Minutes

DURATION1 Hour

SAVE: No Save



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

STACK 99

COST12 pts


RANGE4 Squares

AREA OF EFFECT1 Square Cube

ROLL OUT2 Hours

DURATIONPermanent

SAVE: No Save



Each normal container within the AOE is sealed.

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

STACK 99

COST8 pts


RANGECaster

AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATIONPermanent

SAVE: No Save



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.

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

LEVEL 1

STACK 1

COST4 pts


RANGE1 Square

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



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.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 14 Range At 3 Sqs 8 SP

LEVEL 1

STACK 99

COST4 pts


RANGETouch

AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



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

COST8 pts


RANGETouch

AREA OF EFFECTRecipient

ROLL OUT30 Minutes

DURATIONDamage Taken

SAVE: No Save





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 Sqs 8 SP

LEVEL 12

STACK 99

COST12 pts


RANGE15 or 22 sqs

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



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

Light and Darkness

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

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:	No Save
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

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

Nae'Ems

LEVEL	2	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	1 Recipient	2 Days	Permanent			

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

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

Speak With Animals

Spell starts after the rollout & continues as the casters remains in touch.
Speak and understand domesticated animals, large and small.
Domesticated = No Save. Non-Domesticated = Skill Save.
Animal will respond within the limits of their intellect.

FOCUS: Enhancements 1/2 level
COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE = 2 Recipients	10 SP

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

Animal Connection (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	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				16 pts	1 Square	1 Recipient	4 Days	Permanent			

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
				12 pts	PMP	Self+1	4 Minutes	5 Minutes		

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	8 pts	RANGE	PMP	AREA OF EFFECT	1 Ae'Em, 1 sq above	ROLL OUT	5 Minutes	DURATION	1 Hour	SAVE:	No Save
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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	36 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	4 Days	DURATION	Permanent	SAVE:	Resist (Skill/Non) Connected
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Connect To An Arcane 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

LEVEL	14	NAE'EM		STACK	99	COST	48 pts	RANGE	1 Recipient	AREA OF EFFECT	1 Target	ROLL OUT	1 Week	DURATION	Permanent	SAVE:	No Save
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Bestow House Authority




Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS: Sense Alliegence		
COUNTER: None		

LEVEL	20	NAE'EM		STACK	99	COST	20 pts	RANGE	PMP	AREA OF EFFECT	3x3 Squares	ROLL OUT	4 Hours	DURATION	Permanent	SAVE:	No Save
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Vae'Em Natural Landmark




Caster glows lightly during the entire Rollout.
A remembered image of location becomes a destination point for portals/scrys.
Unlimited number of locations can be made, but MUST be documented.
Caster needs to become very familiar with the location/venue.
Requires a 3x3 sq area that is safe to stand in.

FOCUS: Enhancements 1/2 level		
COUNTER: None		
ENHANCEMENTS:		
Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 16	AoE X2	16 SP

Natural Environment

LEVEL	2			STACK	99	COST	4 pts	RANGE	tes normal healthy g	AREA OF EFFECT	4x4 Sqs	ROLL OUT	1 Hour	DURATION	Permanent	SAVE:	No Save
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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	4 pts	RANGE	4 Squares	AREA OF EFFECT	4x4 Squares	ROLL OUT	10 Minutes	DURATION	Permanent	SAVE:	Skill Disease Gone
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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











LEVEL	3			STACK		COST	4 pts	RANGE	2 Sqs per Tier	AREA OF EFFECT	1 Sq cube per Tier	ROLL OUT	Initiative	DURATION	Permanent	SAVE:	No Save
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Water to Steam (Reversible)






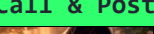
Sylvan uses magic to change Water into Steam. Or Steam into Water.
Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier.
Damage can only be applied to creatures within the AOE. Above or near is a safe area.
If the steam is turned into water the water can captured a single 2 Square cube.
Can be Dispelled by the 'Dispel Magic' spell.



COUNTER: None		
ENHANCEMENTS:		
Lvl 6	Subtle Casting	4 SP
Lvl 20	Rollout Instant	16 SP



LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
	Predict Weather					4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Weather Results	
	Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 Estimation of likely/known changes coming within the week.										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	
LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Water to Ice (Reversible)					4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent		
	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 captured a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP	
LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Animal Healing					6 pts	4 Sqs	1 Animal	1 Minute	Permanent		
	Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.										CREATE:Animal Healing Nutrients FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Grow A Plant Canopy					8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		
	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.										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	7			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Water Breathing					8 pts	Self	Self	1 Minute	1 Day		
	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.										CREATE:Water Breathing Leaf FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP Lvl 6 AOE = Self +1 6 SP	
LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Control Wind Sphere					12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours	Disperse Spells	
	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.										COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP	
LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Control Water Currents					16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours		
	Caster can manage the general direction and speed of water 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.										FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP	

Partner Cooperations

LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save									
Call & Direct Small Assistants						1 pt	Self	10 Square Radius	4 Minutes	8 Hours										
						<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>														
						<div><div><p>FOCUS:Enhancements 1/2 level</p><p>COUNTER:Dispel Magic. Lvl:1</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div><div></div></div>						Lvl 6	Subtle Casting	4 SP	Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP
Lvl 6	Subtle Casting	4 SP																		
Lvl 10	Rollout Halved	6 SP																		
Lvl 9	Duration +50%	6 SP																		

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	5 squares Radius	5 Minutes	8 Hours		
Call & Post Yappy Camp Dog  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.												
												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		STACK	1	COST	4 pts	RANGE	Touch	AREA OF EFFECT	1 Lean-To	ROLL OUT	10 Minutes	DURATION	2 Hours	SAVE:	No Save									
<div><div></div><div><h3>Assist Hunter's LeanTo</h3><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></div></div>																										
<div><div>FOCUS:Enhancements 1/2 level</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><table><tr><td>Lvl 14</td><td>Stacking +1</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table></div>																		Lvl 14	Stacking +1	8 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Stacking +1	8 SP																								
Lvl 18	Duration X4	10 SP																								
Lvl 9	Duration +50%	6 SP																								

LEVEL	3	NAE'EM			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							4 pts	Self	20 Squares	1 Minute	30 Min + Ken		
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	

LEVEL

4

NAE'EM

STACK

1

COST

8 pts

RANGE

1/2 Mile

AREA OF EFFECT

Familiar

ROLL OUT


2 Days

DURATION


Permanent

SAVE: Skill

Nae'Em Kept



Summon Feline Familiar




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			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)										
Summon Canine Familiar							16 pts	1/4 Mile	Familiar	1 Day	Permanent												
 <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>							<div>FOCUS: Nae'Em break= fails </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div><table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 4</td><td>Increase Aura</td><td>-2 SP</td></tr><tr><td>Lvl 9</td><td>Alter Hair/Whiskers/F</td><td>6 SP</td></tr></table></div>								Lvl 10	Rollout Halved	6 SP	Lvl 4	Increase Aura	-2 SP	Lvl 9	Alter Hair/Whiskers/F	6 SP
Lvl 10	Rollout Halved	6 SP																					
Lvl 4	Increase Aura	-2 SP																					
Lvl 9	Alter Hair/Whiskers/F	6 SP																					

LEVEL

6

NAE'EM

STACK

1

COST

20 pts

RANGE

2 Marks

AREA OF EFFECT

Familiar

ROLL OUT


1d4 Days

DURATION


Permanent

SAVE: Skill

Nae'Em Kept



Summon Equine Familiar



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, Init+0, ToHit+0, Dmg:1d4, HP:10, Move=24 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

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call & Direct Corvus



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.

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

LEVEL 8

NAE'EM

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call & Set Wolverine Defender



The spell calls a small bear-like weasel to defend the caster. This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolverine will stay and follow directions via the weak Nae'Em. Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 6 Subtle Casting 4 SP

Lvl 12 Rollout Init 12 SP

Lvl 9 Duration +50% 6 SP

LEVEL 8

NAE'EM

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Protect Hunter vs Missiles



Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 9 Range +50% 6 SP

Lvl 14 Duration X2 8 SP

LEVEL 9

NAE'EM

STACK 3

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Call & Set Wolf Protector



The spell brings a wolf to defend the caster. This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolf will stay and follow directions via the weak Nae'Em. Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 18 Duration X4 10 SP

Lvl 14 Duration X2 8 SP

Shape Change

LEVEL 1

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Dog



As this skill rolls out the Sylvan morphs into a medium sized common dog. The caster is physically changed into a dog and will not be able to cast spells. The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6. They will be able to hear well (+20 to Saves regarding hearing and smells). They will not be able to speak beyond barking and whinnying, except with Nae'Em use.

FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 12 Rollout Init 12 SP

Lvl 10 Rollout Halved 6 SP

Lvl 14 Duration X2 8 SP

LEVEL 2

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Deer



Caster Shifts into existing as a medium sized mundane deer (Buck or Doe). Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute) The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6. Loss of points beyond 30 will revert the caster back to normal form with that damage. They will be able to hear well (+20 to Saves regarding hearing and smells).

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

LEVEL 3

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Plant



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

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

6 Minutes

DURATION

4 Hours

SAVE:

No Save

Shape of A Familiar



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

9

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

1 Minute

DURATION

1 Day

SAVE:

No Save

Shape Of A Dolphin



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

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

4 Hours

SAVE:

No Save

Shape Of A Wolf



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

8 pts

RANGE

Touch

AREA OF EFFECT

1 tree

ROLL OUT

10 Minutes

DURATION

4 Hrs

SAVE:

No Save

Shape Of A Tree



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

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

5 Minutes

DURATION

2 Hours

SAVE:

No Save

Shape Of A Bear



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

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Minutes

DURATION

4 Hours

SAVE:

No Save

Shape Of A Hawk



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

LEVEL

13

STACK

1

COST

16 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

4 Hours

SAVE:

No Save

Shape Of A Satyr



As this skill rolls out the Sylvan morphs into Satyr (Half man, Half Goat)

In this form spells and speech are enabled.

The caster to add 50% to their movement for up to an hour, but only once per day.

Caster gains 10 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%

6 SP

LEVEL15

STACK1

COST16 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION6 Hours

SAVE: No Save



Caster Shifts into existing half horse, half man creature. A Centaur.
In this form spells and speech are enabled.
This form doubles daily travel, but does not increase lesser movements. (Battle moves).
Caster gains 20 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

LEVEL16

STACK1

COST16 pts

RANGETouch

AREA OF EFFECTSelf

ROLL OUT20 Minutes

DURATION8 Hours

SAVE: No Save



Caster morphs into a mer-creature. Gender as caster chooses.
In this form spells and speech are enabled.
This form allows swimming and breathing underwater.
Caster gains 20 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL18

STACK1

COST20 pts

RANGEself

AREA OF EFFECTself

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: No Save



With this skill the caster changes into a Harpy. (Haggerd vulture-like bird / person)
In this form spells and speech are enabled. But speech will always have a screech to it.
Can fly & dive. Diving: 1 per min, No ToHit Bonuses, but additional 8 dmg to "Fist" dmg.
Caster gains 30 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 14

Duration X2

8 SP