

Battle Defense

LEVEL 3		STACK 99	COST 30% Max	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: No Save
TIRO:Armor of Light								COUNTER:Dispel Magic. Lvl:1

Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.
Caster will keep their AC if it's over 16.

Battle Offense

LEVEL 1		STACK 99	COST 20% Max	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility Vision is clear
TIRO:Pie Fight!								COUNTER: None

Multi colored Pie appears as it is thrown..
Target Saves to NOT block vision.
If Target has blocked vision then AC and ToHIT -4.

LEVEL 2		STACK 99	COST 20% Max	RANGE 6 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: AGL Do NOT lose an attack
TIRO:Fire Crack!								COUNTER: None

Bright Multi Colored flashes appear in the caster's hand.
Caster rolls a Thrown ToHit to deliver 1d3 magic fire damage.
Save or target loses 1 attack this round.

LEVEL 3		STACK 99	COST 40% Max	RANGE 4 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
TIRO:Quick Push!								COUNTER: None

Bright Multi Colored flashes travel towards the Target and surround them.
Recipient forced to move 1d4 sqs directly away from caster.
Direction of random spot is always in a direction roughly opposite of caster.
If there is no room for the recipient to move then spell fails.

LEVEL 4		STACK 99	COST 30% Max	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility 1/2 Damage
TIRO:Quick Flash Fire								COUNTER: None

Colorful embers appear in the caster's palm.
Caster rolls a Thrown ToHit.
1d12 Damage. Save for half damage.

LEVEL 3		STACK 1	COST 15% Max	RANGE 20 Squares	AREA OF EFFECT 1 Flare	ROLL OUT Initiative	DURATION 1 Minute	SAVE: No Save
TIRO:Signal Flares								COUNTER:Dispel Magic. Lvl:1

A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20
1 - 5 is bright red,
6 - 10 is bright blue,
11 - 15 is bright yellow,
16 - 20 is bright green.

LEVEL 2		STACK 99	COST 20% Max	RANGE 8 Squares	AREA OF EFFECT 1x2 Squares	ROLL OUT 1 Minute	DURATION 8 Hours	SAVE: No Save
TIRO:Garish Pup Tent								COUNTER: None

Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

Find or Reveal

LEVEL 4		STACK 99	COST 30% Max	RANGE Self	AREA OF EFFECT 1 Trail	ROLL OUT Initiative	DURATION 4 Hours	SAVE: Senses Trail located
TIRO: Tracking		Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with visible signposts. Brightly painted signposts left every 100 squares, and will stay in place for 2 days. If a path is not found (no path or lost Save) a single signpost is left.	COUNTER: None					

Healing and Rest

LEVEL 1		STACK 99	COST 30% Max	RANGE 1 Square	AREA OF EFFECT Recipient	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
TIRO: Healing Bolus		1d12 HP healing. Does heal 1d12 painlessly. A rainbow of colors surrounds the person being healed. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.	COUNTER: None					

Illusions

LEVEL 1		STACK 99	COST 5.6% Max	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 12 Hours	SAVE: Senses Appears more acceptable
TIRO:Beauty Contestant:2nd Prize		Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.	COUNTER: Dispel Magic. Lvl:1					

LEVEL 2		STACK 99	COST 40% Max	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: Skill No effect
TIRO: Random Friendship		Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster.	COUNTER: None					

LEVEL 3		STACK 1	COST 10% Max	RANGE 1 Rope	AREA OF EFFECT 1 Rope	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
TIRO: 2 Rope Image		The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.	COUNTER: None					

Light and Darkness

LEVEL 4		STACK 99	COST 10% Max	RANGE 10 Squares	AREA OF EFFECT 2x2 Sq's	ROLL OUT Initiative	DURATION 1d20 Minutes	SAVE: No Save
TIRO: Aural Spark		Colorful lights surround an area. Random color of sparks for 1d20 minutes.	COUNTER: None					

Nae'Ems

LEVEL	4	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					25% Max	12 Squares	3x3x3 SqS	Initiative	5 Minutes	No Save

TIRO: Sloppy Spying



Ghostly Multi Colored flashes surround the caster for the duration.

- 1 - 2 Caster is able to taste up to 5 things in the AoE,
- 3 - 4 Caster is able to smell up to 5 things in the AoE,
- 5 - 14 Caster is able to see from above into the AoE,
- 15 - 20 Caster is able to hear what is being done within the AoE.

COUNTER: None



Summon or Send

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					30% Max	4 SqS	1 Item	Initiative	1 Round	Resist (Skill/Non) Item kept.

TIRO: I Have Your Item!



Bright Multi Colored flash travels towards the item and snatches it.

Random object (No magic/metal/crystalline).

Target may attempt a Save to keep item.

COUNTER: None



Traveling (PMP)

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					20% Max	1d6 Squares	Self	Initiative	Instant	No Save

TIRO: Quick Jump



Colorful glow appears under caster's feet & follows them as they jump.

1d6 squares in direction indicated.

COUNTER: None



Utility or Misc

LEVEL	1		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					20% Max	1 Square	1 Plant	Initiative	10 Minutes	No Save

TIRO: Water From A Plant



The caster enchants a plant to pour water.

Water pours as if from a spout, but instead it is from the plant.

This only creates enough water to fill up a waterskin throughout the Duration.

Does NOT have any affect against plant creatures.

COUNTER: None



TIRO: Amplify Own Speech



The caster takes a deep breath and speaks at an amplified volume.

Amplifies caster's voice to range of 1d4+20 Squares.

Amplify even whispers.

Only Amplifies the casters voice.

It does carry over walls/barriers.

COUNTER: Dispel Magic. Lvl:1



TIRO: Tasty Gruel



Multi Colored flashes extend from Caster's hand and form into consumable food.

1d12 meals appear at waist height of the Caster.

COUNTER: None

