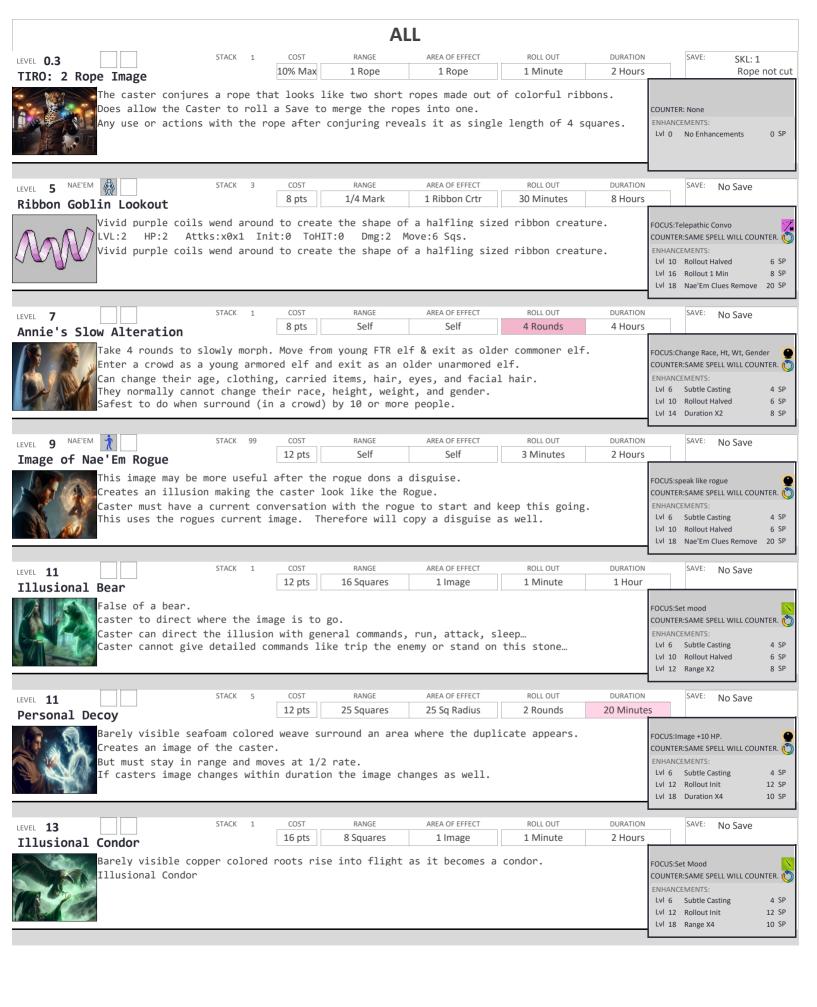
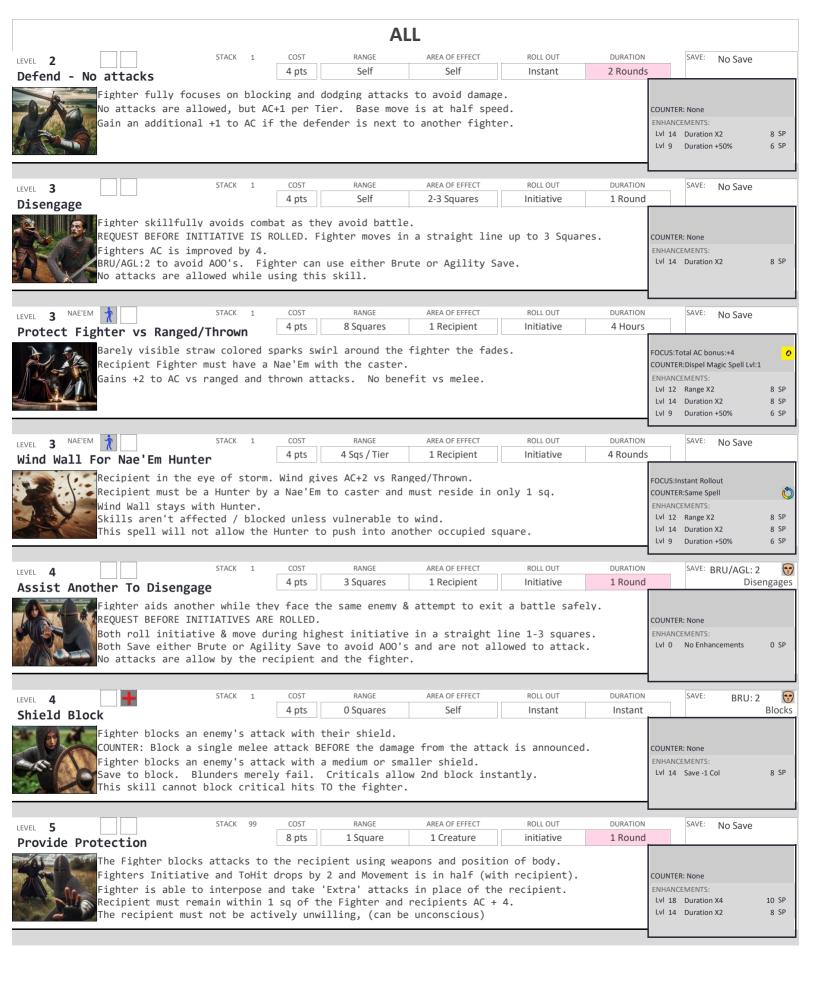
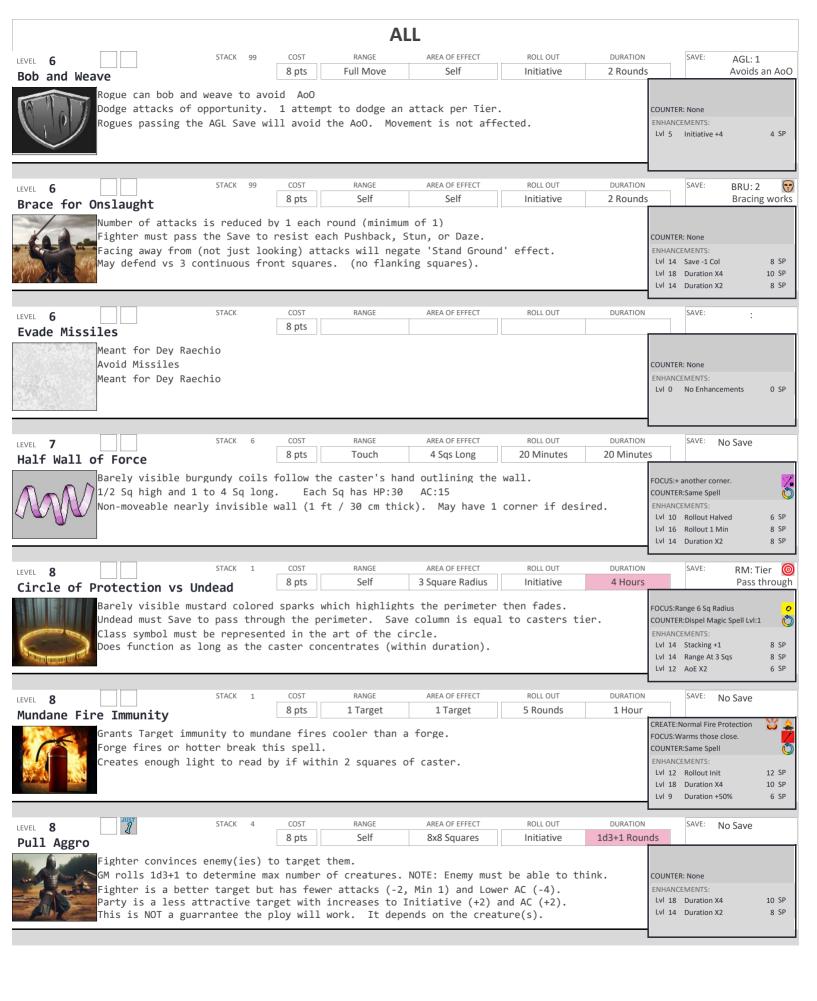
	ALI	L			
LEVEL 4	ost range pts Self	AREA OF EFFECT Within Hearing		Dur / Tier	SAVE: No Save
Fighter maintains a watchful eye f Fighter must maintain concentration Battle does not interrupt this ski Fighter's party gains bonuses to I Fighter has penalties to ToHIT (-2	on for the duration. [11. [nitiative (+2) and w		e round.	ENHANC Lvl 18 Lvl 14	R:No Counter Available. Lvl:1 EMENTS: Duration X4
LEVEL 3	DST RANGE	AREA OF EFFECT		JRATION	SAVE: No Save
The Fighter coordinates the priori Attacks-1. Distribute +6,+4,+0 & Give up one attack to use this ski This skill only affects the Fighte This skill can be reset by a secon	-2 Initiative bonuse ill, but can still us er's party.	s to the group's	classes.	ENHANC	R:No Counter Available. Lvl:1 EMENTS: No Enhancements 0 SP
LEVEL 5	pts RANGE	AREA OF EFFECT 1 Wpn/Armor		IRATION manent	SAVE: SKL: 3 Weapon Repaired
Repair Weapons/Armor Using the Fighters Kit the Fighter Unbroken weapons/armor can be repaired items do not need a Save Repaired items are returned to an Repairing Magic items requires pass	r repairs weapons and aired. 1 item per Ti e to be fixed. intact, yet imperfec	armor. er within the dur t state.	ation.	FOCUS:R COUNTE ENHANC LVI 14	equired <u>B</u>
LEVEL	pts RANGE Self	AREA OF EFFECT Self		Hours	SAVE: No Save
Character can march on without sle Able to walk 3 times the normal di There is a lower likelihood of an After using this skill 8 straight	stance for the given encounter and a high	situation in 20 er likelihood of	hours. surprise.	Lvl 20	R: None EMENTS: Rollout Instant 16 SP Rollout Halved 6 SP
LEVEL 10	DST RANGE	AREA OF EFFECT		JRATION	SAVE: No Save
Honing Melee Weapon Clean and oil while completing mir Weapon gets +1 Dmg thru next battl Undamaged weapons are brought back A weapon with major chips, cracks, This will only work on non-magic w	le for blades, hammer to it's former best breaks, or bends is	s, & axes. Enhanc condition. considered 'dama	erformance. ement to +2.	Lvl 10 Lvl 14	1
Altered Reality	200	ADEA OF SECTOR	DOLL OUT	IDATION .	laur.
LEVEL U.1	Max Self	AREA OF EFFECT Self		Hours	SAVE: No Save
Recipient becomes more attractive Caster lets colorful sparks cover which fade after a moment.					R: None © EMENTS: No Enhancements 0 SP
LEVEL U.1	OST RANGE	AREA OF EFFECT		JRATION Downd	SAVE: RM: 1
TIRO: Pie Fight! Glowing Pie appears as thrown pie The caster makes a throwing gestur flying towards the target		1Target of colorful ligh			R: None EMENTS: No Enhancements 0 SP



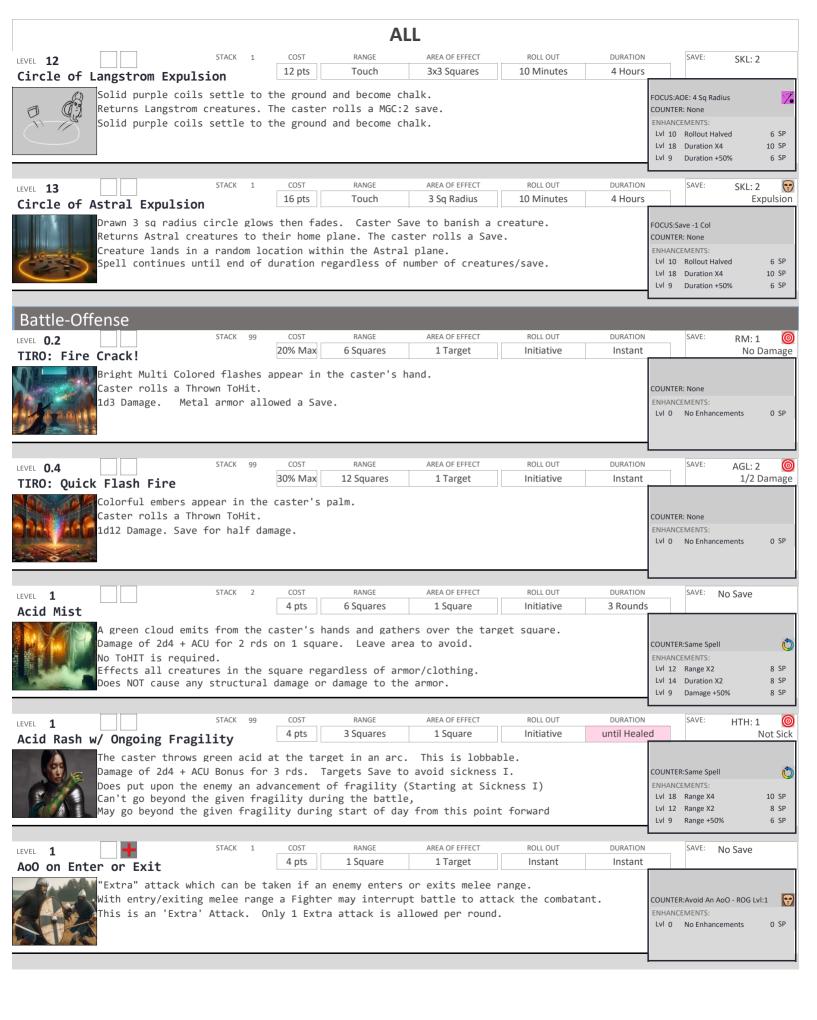
					AL	.L					
LEVEL 13			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		: No Save	
Illusional	Dolphi	า		16 pts	8 Squares	1 Image	1 Minute	2 Hours	5		
	Illusion Barely v	al Dolphin	er colored			asters hand and				SPELL WILL COUI S: • Casting at Init	A SP 12 SP 8 SP
LEVEL 20			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	N SAVE	: No Save	
Mirror A Pe	erson			20 pts	15 Square Radius	1 Person	2 Rounds	1 Hour			
7. C. 3.5	The imag No effec	ge can speak t unless th	e caster ca	wn voice, n also us	move and say e those skills	what the caster /spells and atta nit+2 ToHit+2 Dr	acks.	0.	FOCUS:see and COUNTER:SAME ENHANCEMENT Lvl 6 Subtli Lvl 12 Range Lvl 18 Durat	SPELL WILL COUI S: c Casting x2	A SP 8 SP 10 SP
Battle-Act	ions										
LEVEL 2			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SKL: 1	
Fire Starte	er			4 pts	6 Sqaures	1 Item	Initiative	Instant			Ignite
	Flammabl Objects	e objects t. on Targets	ake 1d1 dama increase Sa	age per ro ve column	ound. Save fo by 1.	the hand to the r objects on Tand the target).	* *		FOCUS:A darker COUNTER: None ENHANCEMENT Lvl 12 Range Lvl 9 Range Lvl 14 Dama	S: X2 : +50%	8 SP 6 SP 12 SP
LEVEL 3			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	N SAVE	: No Save	
Blunder Rer	roll			4 pts	Self	1 Blunder	Instant	Instant			
Cia	Allows R Rogue di	Rogue to att	empt to mit: e first Blu	igate a B	e impact of a lunder roll and rolls aga				COUNTER: None ENHANCEMENT LVI 0 No Er	S:	0 SP
LEVEL 5			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		: No Save	
Converge Or	Fighter This eff Fighter Reduces	coordinates Fort will co targets a s their numbe	ntinue as lo ingle enemy r of attack	ong as the with jee s by one	rs & war cries (Minimum of 0)	1Target ffect. entrates and the to encourage th , ToHIT (-4), ar r) and ToHIT (+2)	he group to at nd AC (-1).		COUNTER: None ENHANCEMENT LVI 0 No En	S:	0 SP
LEVEL 6			STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Attack	ROLL OUT Instant	DURATION		No Save	
Critical Ro	Fighters Before t Note tha 1	s skill and the critical at there are Roll a 10	roll. Roll 2 ways to a 0 on the 1d	pays off l 1d100 + get an ex 100 or	with a critica Lvl +ToHIT to	l success! improve critica		iiistalit	COUNTER: None ENHANCEMENT Lvl 0 No Er	S:	0 SP
LEVEL 7			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		: No Save	
Blunder Cha	Rogue us Allows R The orig	Rogue to mit gnal number	igate a Blu rolled must	nder roll still be	-	different colur Rogue is able t			COUNTER: None ENHANCEMENT Lvl 0 No En	S:	O SP

					A	\LL				
LEVEL 9			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Critical H	Hit - 2nd	Choice		12 pts	Self	Self	Instant	Instant		
	Fighters	luck impro		re choices	when rollir	ng a critical! ll or the reroll			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
LEVEL 10			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Last Ditch	n Effort			12 pts	Self	Self	Initiative	1 Battle	110 Save	
	Pure dete Fighter b Fighter m During sk	ouffers the nust have 3 aill use: E	eir 'Death P 80 HP or les	oint' with s s to use the no effect &	30 points. e skill. 1/2 Healir	fter death. Must If they normally ng while in negat st weak.	y die at -12 it	becomes -4	COUNTER: None ENHANCEMENTS: LVI 20 Rollout Instant	16 SP
Battle-De	efense									
LEVEL 1	+		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2	%
Avoid An A	00 <i>A</i>			4 pts	Self	Movement	Instant	Instant	Avoids a	in AoO
	The number This skil	er of AoO's 1 does NOT	that can b	e dodged is with the Ro	equal to t gues normal	from others. the Rogues Tier. Lattacks in the	` '		COUNTER: None ENHANCEMENTS: LvI 0 No Enhancements	O SP
LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Protect vs	s Ranged	and Thro	wn	4 pts	Self	1 Battle	1 Minute	3 days		
	Dodging (dance aroun Ranged and Melee						COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP
urvei 1	Just		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Set for Ch				4 pts	Self	1 Charge	Instant	Instant	ivo save	
	Fighter t Requires Will doub This is a	a medium s le a shiel n 'Counter	shield or la ld AC & give	rger AND a a bonus+2 Only 1 Coun	weapon the to the AC.	n the aggresser. size of a longsw (Shieldx2)+2. owed per round.	word or larger.		COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements	0 SP
LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Shield Dar	ncing			4 pts			Initiative			
	Meant for AC+2 and xx		On Small Med	ium, Large	shields.				COUNTER: None	
LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Wind Wall				4 pts	Self	1 Square	Initiative	4 Rounds		
	A single Tornado s Casting i	square whi tays with s not affe	caster as tected by the	ides AC+2 v hey move, b tornado un	s Ranged/Th ut cannot p less the sp	e caster. nrown attacks. Dush into occupio Dell is vulnerab Heat Wave Wall.			FOCUS:+2 AC vs Rnged/Thrwn COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50%	8 SP 6 SP



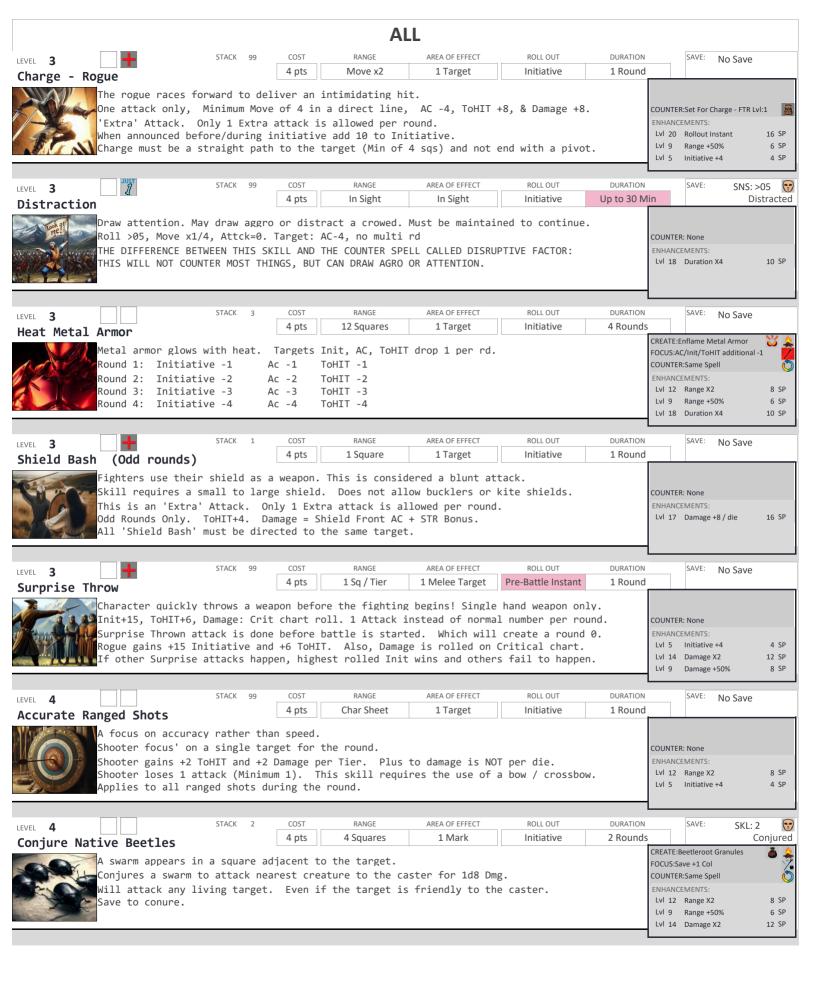


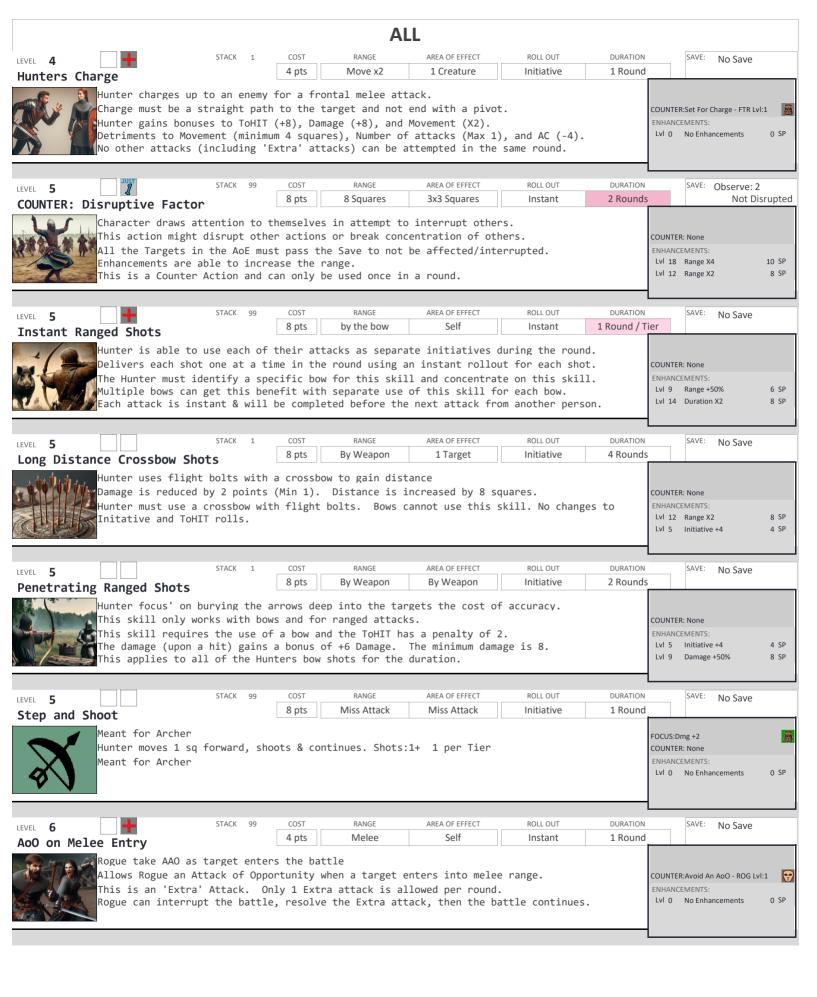
			A	LL					
LEVEL 10	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SA		1: 2
Protection fr Astral plane This inhibits	e flaxen colored om astral influen is a mental plane Astral attacks. l = RM:2. AC bon	sparks surnce while in	round the ca n the Astral	ster Plane.			FOCUS:Total COUNTER: NO ENHANCEME Lvl 18 Du Lvl 14 Du Lvl 9 Du	AC Bonus +4 one NTS: ration X4 ration X2	10 SP 8 SP 6 SP
LEVEL 10 Charged Fencing - Two	STACK 99	COST 12 pts	RANGE 6 Squares	AREA OF EFFECT 2 - 9 Sqs	ROLL OUT Initiative	DURATION 4 Hours	SA	VE: RM No dam	1: 3
Barely visibl Two 3 sqs wal Save to break	e flaxen colored ls that is 2 sqs through. If a p damage when touch	high block: erson makes	ing anyone t	rying to pass.			FOCUS:Invisil COUNTER:Dis ENHANCEME Lvl 18 Du Lvl 14 Du Lvl 9 Du	pel Magic Spell I NTS: ration X4 ration X2	.vl:1 O SP 8 SP 6 SP
LEVEL 10	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Rounds	DURATION 2 Hours	SA	^{VE:} No Sav	е
Limits magica Fires as hot	l fire damage to as or hotter than s mundane in natu	a forge w	ill do 1d4 d	0 1	er.		FOCUS:Forge COUNTER:Sai ENHANCEME Lvl 10 Roi Lvl 14 Du Lvl 9 Du	NTS: lout Halved ration X2	6 SP 8 SP 6 SP
LEVEL 10	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	VE: RIV	1: 2
Attacks are s	s loop around the lowed, thus the i s loop around the	mpact lesse	ens the dama	ge.			FOCUS:Other COUNTER:Sai ENHANCEME Lvl 14 Sai Lvl 18 Rai Lvl 9 Rai	me Spell INTS: ve +1 Col nge X4	8 SP 10 SP 6 SP
LEVEL 10 Tornado Wall	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 3x3 Squares	ROLL OUT 2 Rounds	DURATION 10 Minute		^{VE:} SKI Spell p	.: 1 😯
AC+4 vs Melee All people in Melee attacke	small loose debri /Ranged/Thrown wh the adjacent squ rs: Debri attackers: Does	ich protect ares to the s causes at	ts the caste e casters ta ttackers to	r from attacks.			COUNTER:Sai ENHANCEME Lvl 12 Ro Lvl 14 Du Lvl 9 Du	NTS: lout Init ration X2	12 SP 8 SP 6 SP
Catch Small Incoming Meant for Dey All attcks co Meant for Dey	nverted. Thrown/M	12 pts	RANGE acks=Move:1.	AREA OF EFFECT AC-4	ROLL OUT	DURATION	COUNTER: No		: 0 SP
LEVEL 12 Circle of Animal Prote	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 2x2x2 Sq Sphere	ROLL OUT 2 Minutes	DURATION 1 Hour	SA		.: 2 () pass thru.
Animals cross	e sepia colored r ing into or out o w any part of the	f the circ	le must pass	the MGC Save.	ve failed.		FOCUS:Colun COUNTER:Sai ENHANCEME Lvl 12 Roi Lvl 18 Du Lvl 9 Du	me Spell INTS: lout Init ration X4	12 SP 10 SP 6 SP

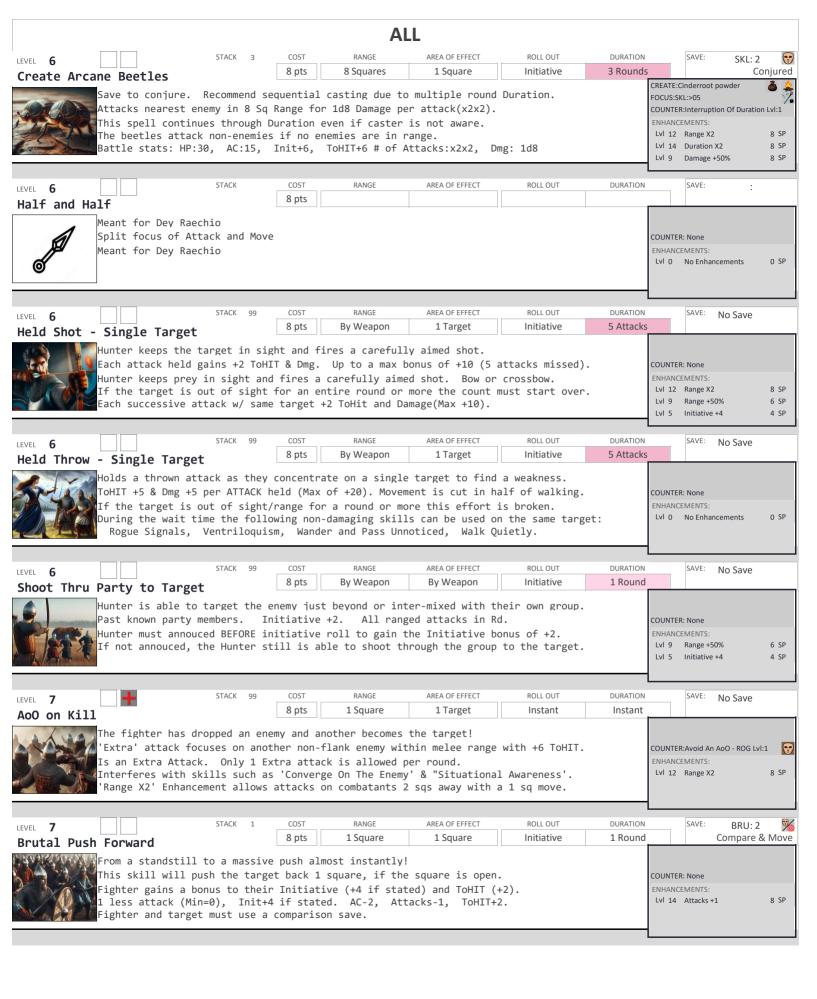


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			A	LL					
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVI	111111.	
Cause Illness		4 pts	4 Squares	1 Square	Initiative	Possibly Da	iys	N	lo Illness
Damage of 1d4+ Target's faile	ACU to 1 sq for d Save indicates	1 round Sicknes	from a direct s I. Use comp	ster points to. spark. No lobbir arison Save. sease I-II, then	ıg.		COUNTER: Non ENHANCEMEN Lvl 18 Rang Lvl 19 Rang	rs: e x4 e +50%	10 SP 6 SP
LEVEL 1	STACK 99	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 4 Rounds		: No Save	6 SP
Must be a direction Does 1d6 + cas	ct path and not ters Acumen bonu d at a creature	lobbed. s in dam	No ToHIT need	ed.			COUNTER: Non ENHANCEMEN Lvl 9 Rang Lvl 14 Dura	rs: e +50% :ion X2	6 SP 8 SP 8 SP
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVI	: RM:	2
Force Pinch		4 pts	8 Squares	1 Square	Initiative	Instant			
Damage of 1d4	+ ACU. Target Sa blue coils waft	ive Lose	Attack/Action. the target and	pinches a sentiv			FOCUS:Save +1 COUNTER:Same ENHANCEMEN Lvl 18 Rang Lvl 9 Rang Lvl 14 Dama	e Spell FS: e X4 e +50%	10 SP 6 SP 12 SP
LEVEL 1	STACK 1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVI	:: SKL:	2
Heat Wave Wall	,	4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		JIL.	Damage
Heat wall aroun Casting, Range Note casting w Duration may be	d, and thrown at hich result in m e Initiative, bu	ers 2d3+A tacks wi melee act it may be	CU Bonus Fire ll pass throug ions/damage is delayed due t	Damage (Melee). So the this wall with inhibited by this ofuel ignition.	no issues. .s spell.		FOCUS:Recipier COUNTER:Same ENHANCEMEN Lvl 18 Dura Lvl 9 Dura Lvl 14 Dama	Spell TS: cion X4 cion +50% age X2	10 SP 6 SP 12 SP
LEVEL 1	STACK 1	4 pts	RANGE Melee	AREA OF EFFECT Self	ROLL OUT Initiative	2 Rounds		: No Save	
Every Hit is to FFull damage in Bludgeoning cal	he flat or blunt reated as a crit	ical rol away. A all or n	l using the Ha fter 30 minute one of the att	nd/Foot chart (Da s half of the dam		··	COUNTER: Non ENHANCEMEN Lvl 18 Dura Lvl 14 Dura Lvl 9 Dura	TS: tion X4 tion X2	10 SP 8 SP 6 SP
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVI	: No Save	
Rose Thorns		4 pts	10 Squares	1 Target	Initiative	Instant		.10 5016	
The caster fli A single ToHIT The attack is	cks their wrist +4 for 2d6+ACU B directed to a si merely indicate	Sonus Tho ngle tar	rns (1 Dmg eac get via a ToHI	h). T roll with a +4	bonus.		FOCUS:Total +1 COUNTER:Same ENHANCEMEN Lvl 12 Rang Lvl 9 Rang	Spell FS: e X2	8 SP 6 SP
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	ςΔ\//	: No Save	
LEVEL 2	STACK I	4 pts	1 Square	1 Target	Instant	1 Round	3,441	- NO Save	
Backstab - Melee		- pt3		1 laiget	Instant				

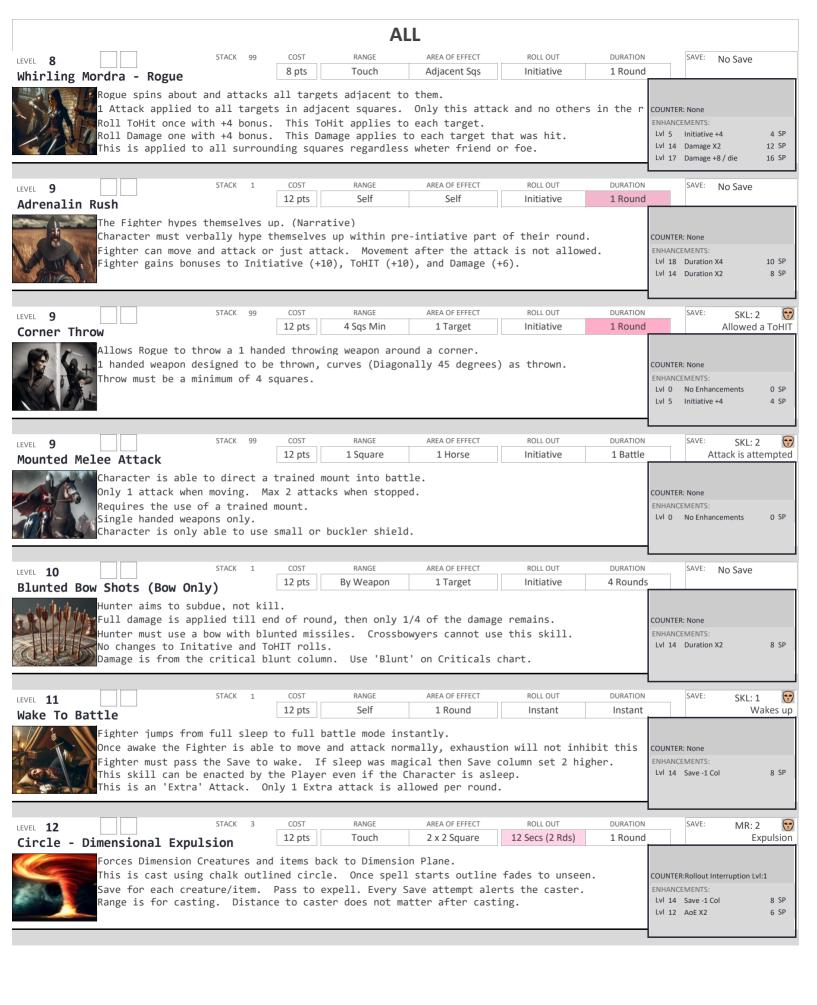
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LEVEL 2		ost RANGE pts Self	AREA OF EFFECT 4 sq Triangle	ROLL OUT	DURATION 5 Rounds	SAVE: RM: 1 OTT Target Sees
Can distract or All in AoE must Those that do Sa	and throws colorfu temporarily blind Save to not be bli ve have no visual	al lights fom their f people for up to 2 r anded for this round	ingertips into the counds. + 1 more.	e AOE.	F(C)	OCUS:Save +1 Col OUNTER: None :NHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP
LEVEL 2		OST RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Direct damage of	colored sparks ra 1d8+ACU on 1 sq. he target without	ece directly to the t +2 damage if non-Ac any arc or lobbing.		em. (No ToHIT)	C E	OCUS:+4 Initiative
LEVEL 2 Fighters Charge		pts RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Fighter races fo This charge must Fighter gains bo They have detrim	be in a straight nuses to ToHIT (+8 ents to Move (min	eir momentum to help line and not start of B), Damage (+8), and 4 squares), Number of Extra attack is all	r stop with a piv Movement (X2). of attacks (Max 2)		E	OUNTER:Set For Charge - FTR LvI:1 ENHANCEMENTS: LvI 12 Range X2 8 SP LvI 9 Damage +50% 8 SP LvI 14 Attacks = FTR 8 SP
LEVEL 2 Flame Bolt		ost RANGE pts 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: AGL: 2 Spell missed
No ToHit. Direct Magical fire onl	y damages target,	2d10 +ACU bonus. Sav not other people or or arc to the target.	items.		FG Cd E	REATE:Flame Bolt Breakable OCUS:Col +1 OUNTER: None NHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2 Sorce Push		pts RANGE 10 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2
Direct damage of Solid lavender c	1d6 + ACU.	caster's hand to push Target(s) Save or p caster's hand to push	ushed back		C	OCUS:Save Col +1 OUNTER:Same Spell :NHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP
LEVEL 2		DST RANGE pts 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT	DURATION Instant	SAVE: RM: 2 0 1/2 Damage
No ToHIT require Delivers the att No effect on cre	loud above the tar d. Damage: 3d4 + ack and damage fro	get. Hail pelts dow ACU Bonus. Target S om above the target. to cold weather/envi	n to a square. aves for 1/2 Dama		F(C)	OCUS:+4d4 OUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2 Scorching Skin		pts RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
Caster must touc 1d6 +ACU damage +4 additional da	h the target. (Ro	ring dead.			C	OCUS:No Sickness/Disease OUNTER:Same Spell :NHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP

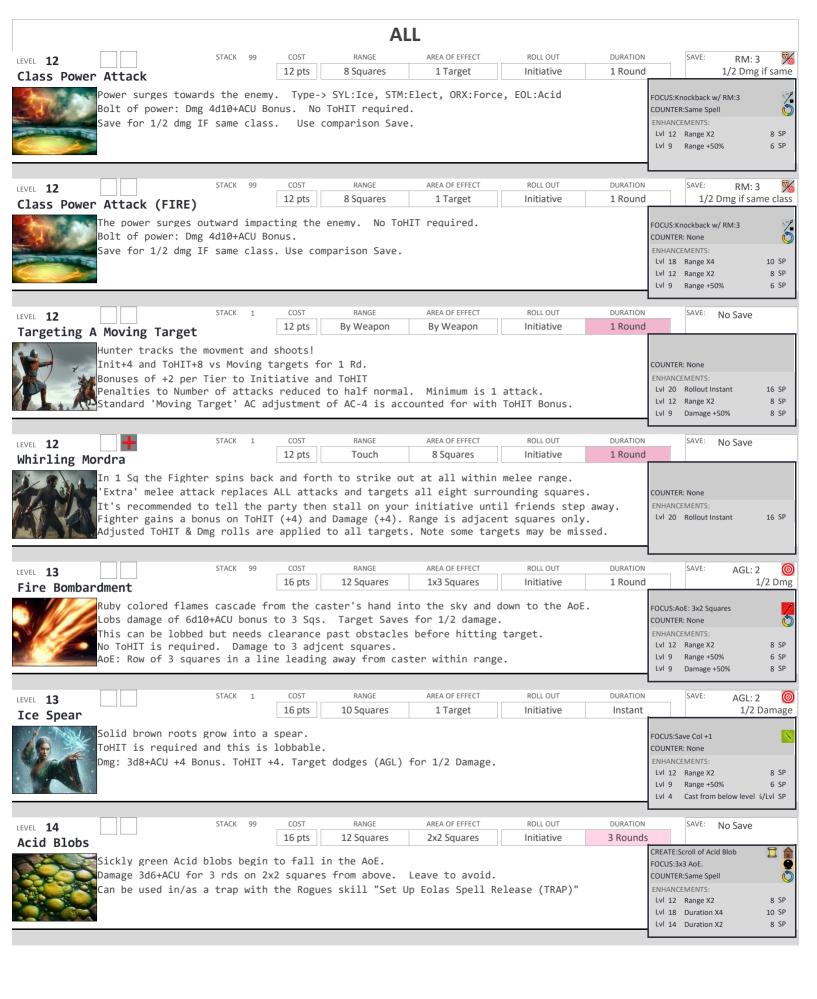


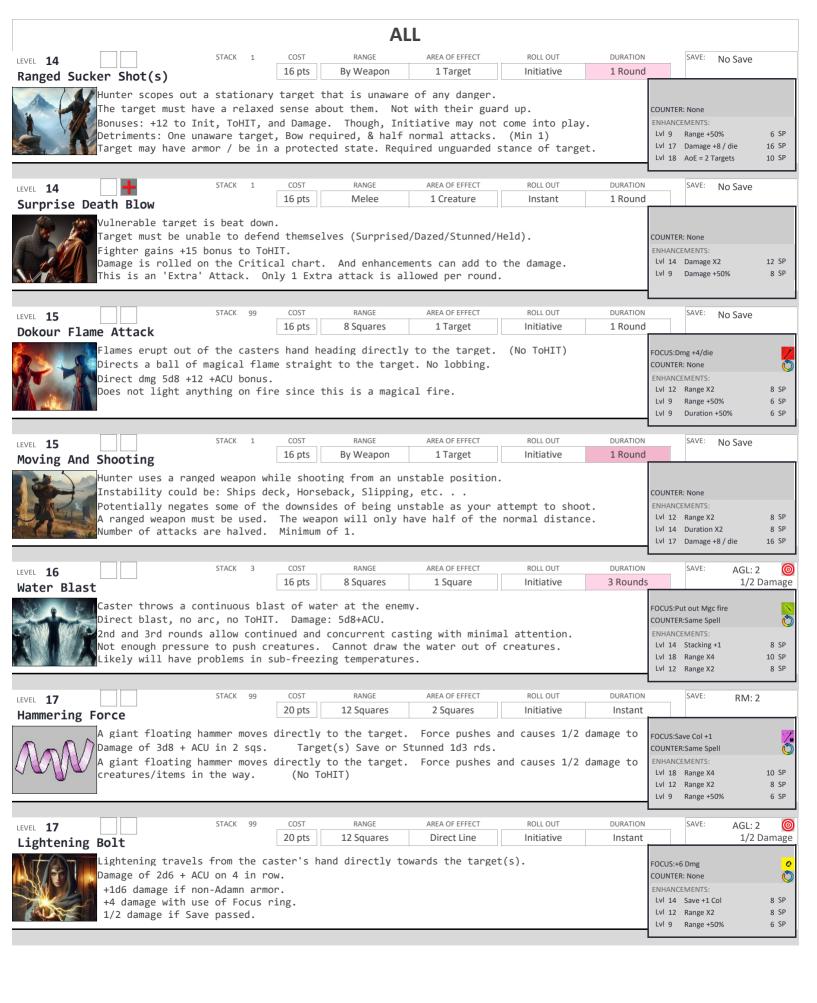


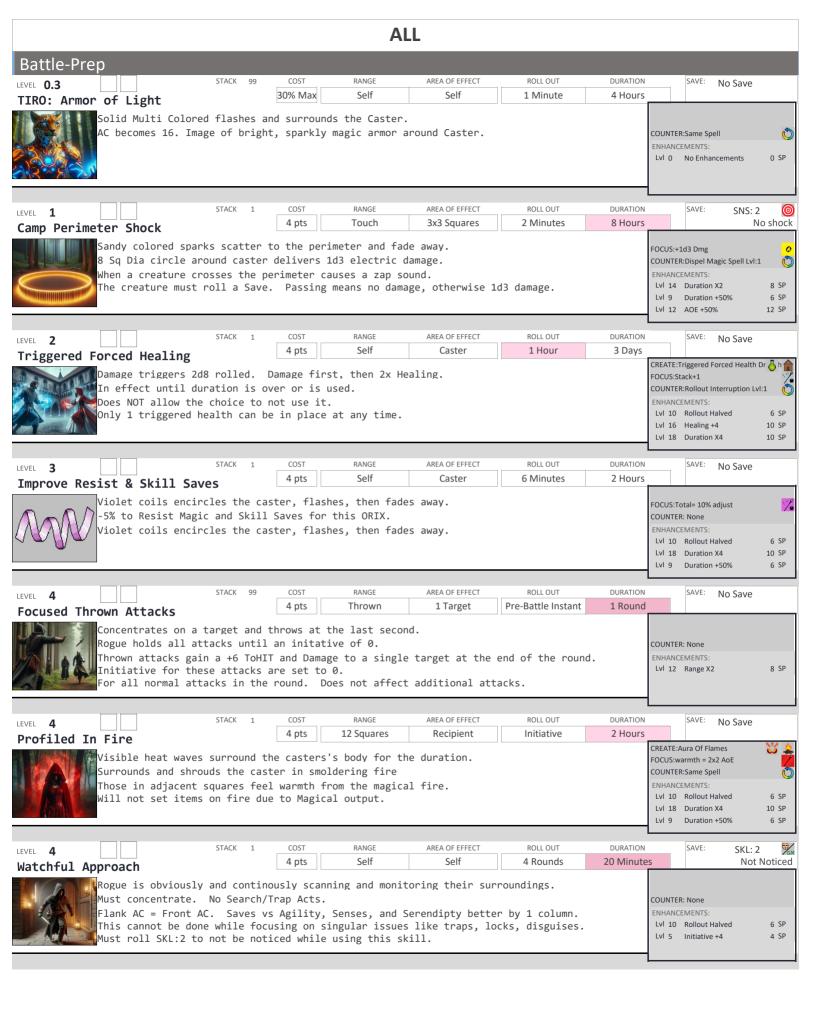


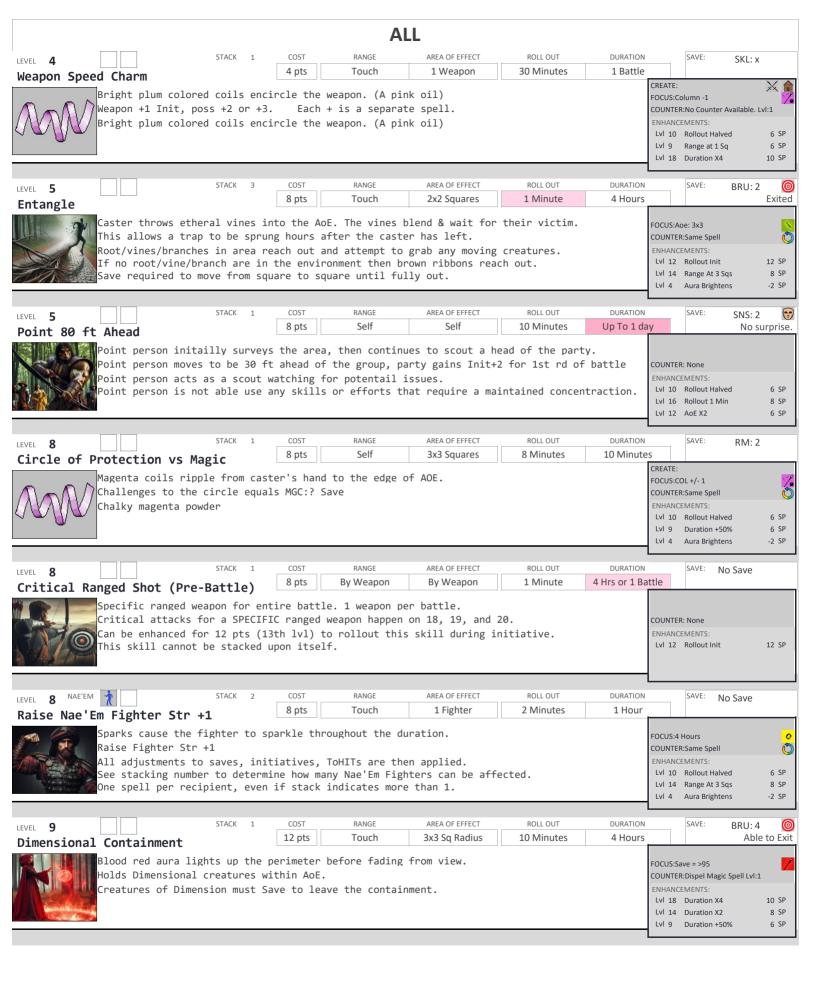
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LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No	o Save
Acid Rain			8 pts	8 Squares	1 Square	Initiative	2 Rounds		
	Damage of 3d6+A Caster draws th	ACU for 2 rds from	om above ard whil	le fluttering the e the target. Le le fluttering the ues skill "Set Up	eave to avoid.	(No ToHIT) Release (TRAP)"		FOCUS:+2 HP Damage COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 Lvl 14 Duration X2 Lvl 9 Damage +509	8 SP 8 SP 8 SP 8 SP
		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	- C
Desperatio	n Attack	STACK 1	8 pts	Self	Self	Initiative	1 Round	JAVE. NO	o Save
	Fighter attacks Fighter can end Roll a 1d20-8 a Then roll 1d20-	d up with a deva and adjust AC. T -8 and adjust th	stating hen roll e ToHITs	attacks that jus -7 adjustment or l 1d20-8 and adju s. Then roll 1d2 ange the formula	up to +12 bon st the Initiat 0-8 and adjust			COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Duration +50	10 SP 8 SP 9% 6 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Flame Stri	ke		8 pts	4 Squares	1 Square	Initiative	1 Round		1/2 Damage
	No ToHIT requir Damage of 4d10	oward from the C red. Can Lob ma +ACU. Target S pes not light th	gical fi aves for	1/2 damage.	wards the AoE.			FOCUS:hurts fire based COUNTER: None ENHANCEMENTS: LvI 12 Range X2 LvI 9 Range +50% LvI 9 Damage +50%	8 SP 6 SP
LEVEL 8 Force Clap		STACK 99	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE:	RM: 2
	Damage of 2d6+A	ACU. Target Sushes directly f	aves or rom the	Daze 1d2 rds.		the target will		FOCUS:Save Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Save -1 Col Lvl 12 Range X2 Lvl 9 Range +50%	8 SP 8 SP 6 SP
LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Hail Stone	Barely visible Damage of 3d6 +	ACU Bonus. Sa effect against h	ves for ot tempe	erature targets.	2x2 Squares	Initiative (N	o ToHIT)	FOCUS:Set AoE to 3x3 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	1/2 Damage 8 SP 6 SP 12 SP
LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No	o Save
Portal To	Nae'Em		8 pts	Self	PMP	30 Minutes	5 Minutes		
	portal can't be the caster and	opened/created one other perso	unless n can pa	Nae'Em agrees to Nae'Em agrees to ass through. Or e either the Nae'	the portal. Nae'Em and on	ne other person c er.	an pass	COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halve	ed 6 SP
LEVEL 8 Static Bol	<u></u>	STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT Direct Line	ROLL OUT Initiative	DURATION Instant	SAVE: No	o Save
	Damage of 1d8 - Sparks travel d		w. +1d8 a dired			(ToHIT Required)		FOCUS:Save +1 Col COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	8 SP 6 SP 12 SP

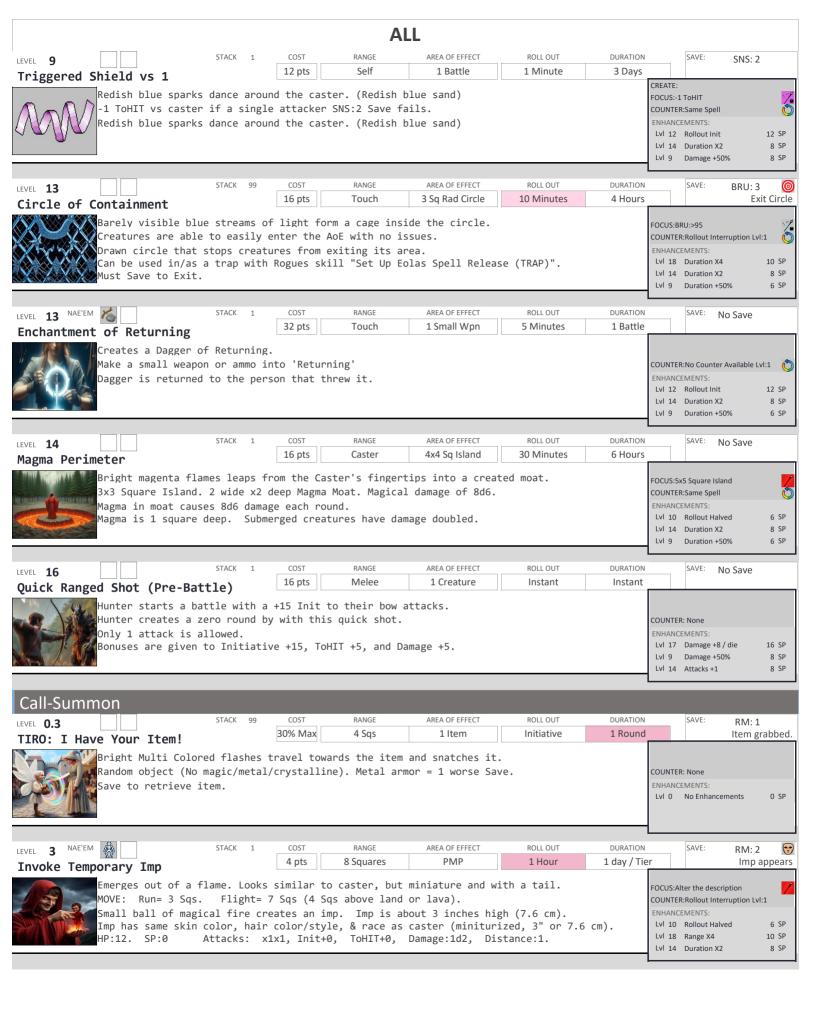


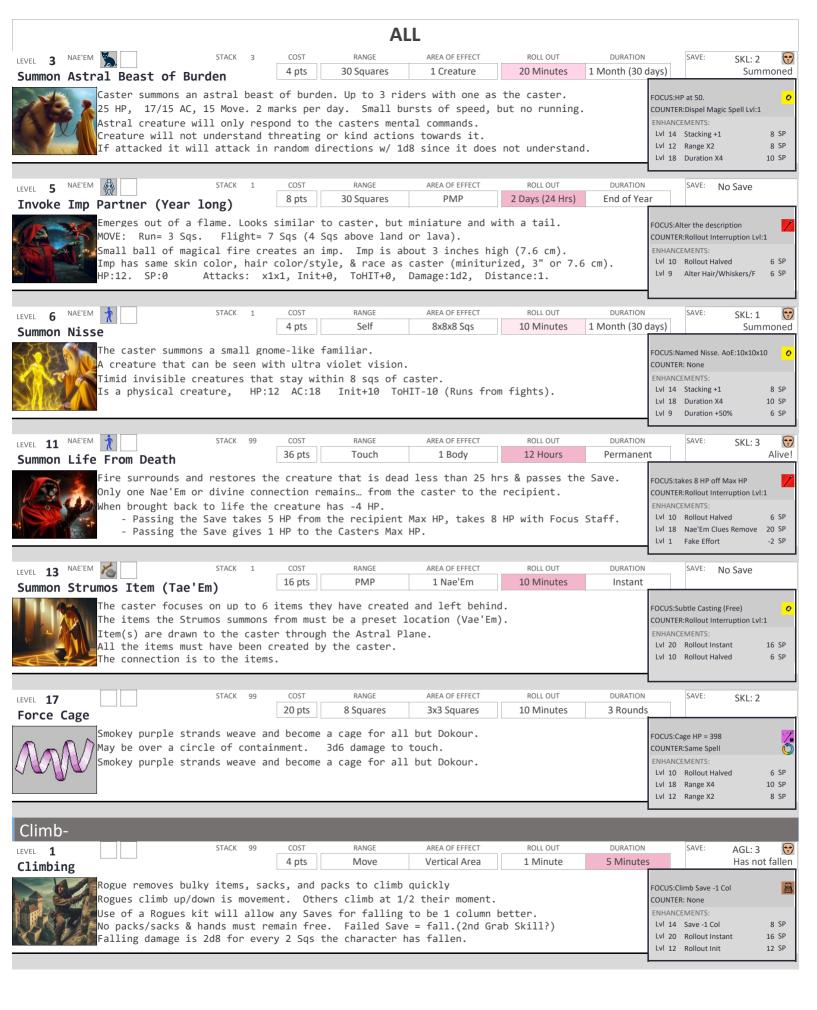




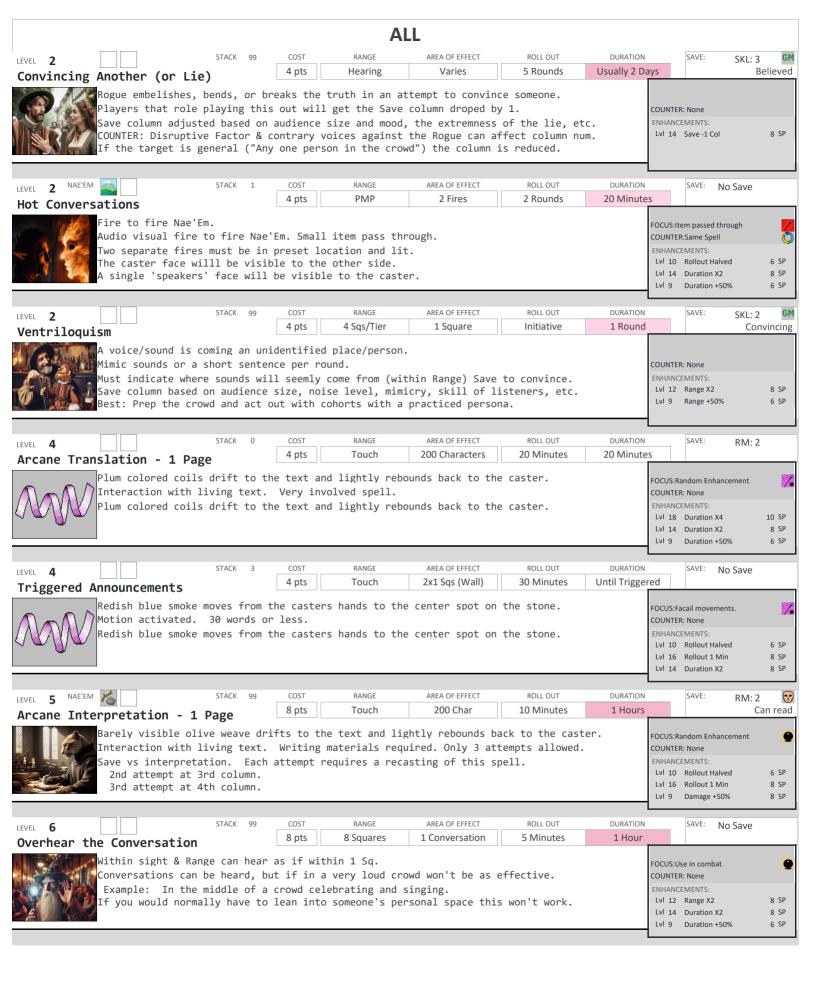


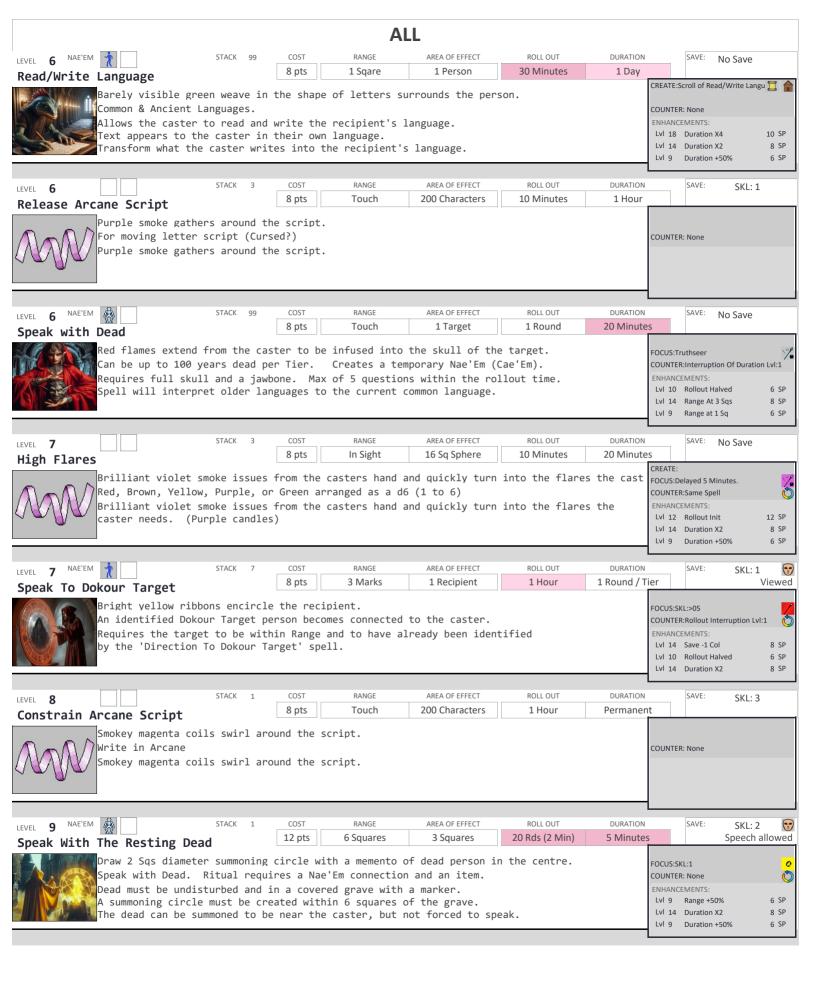


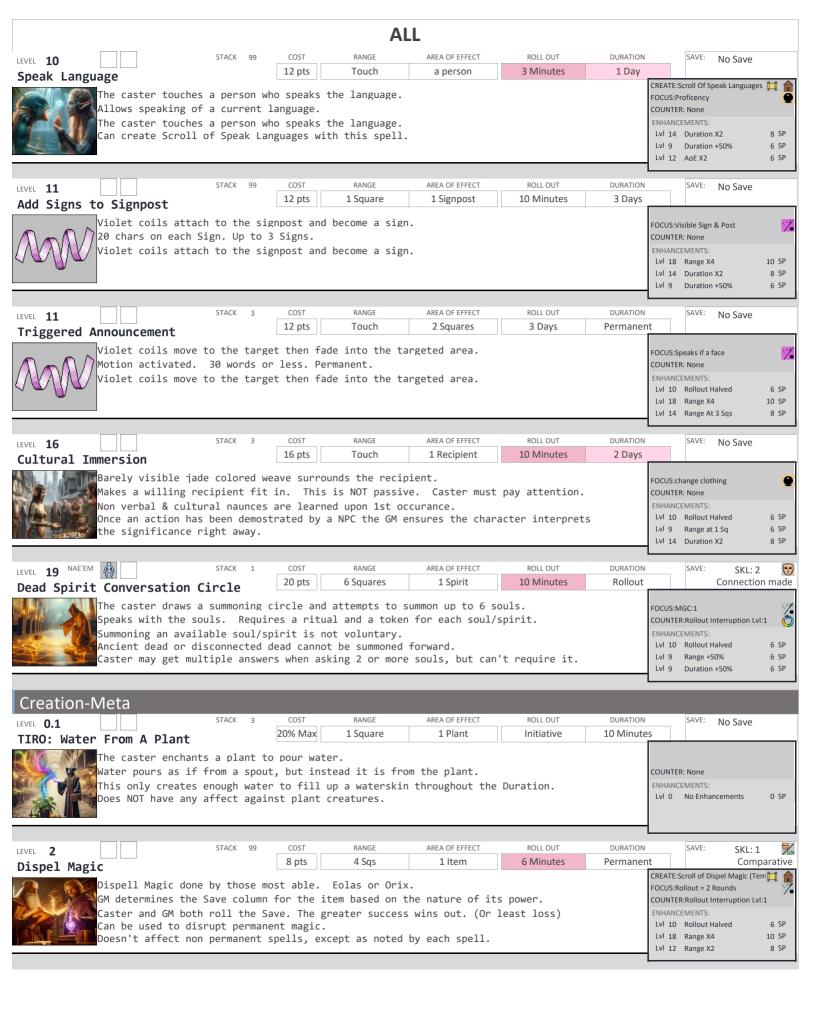




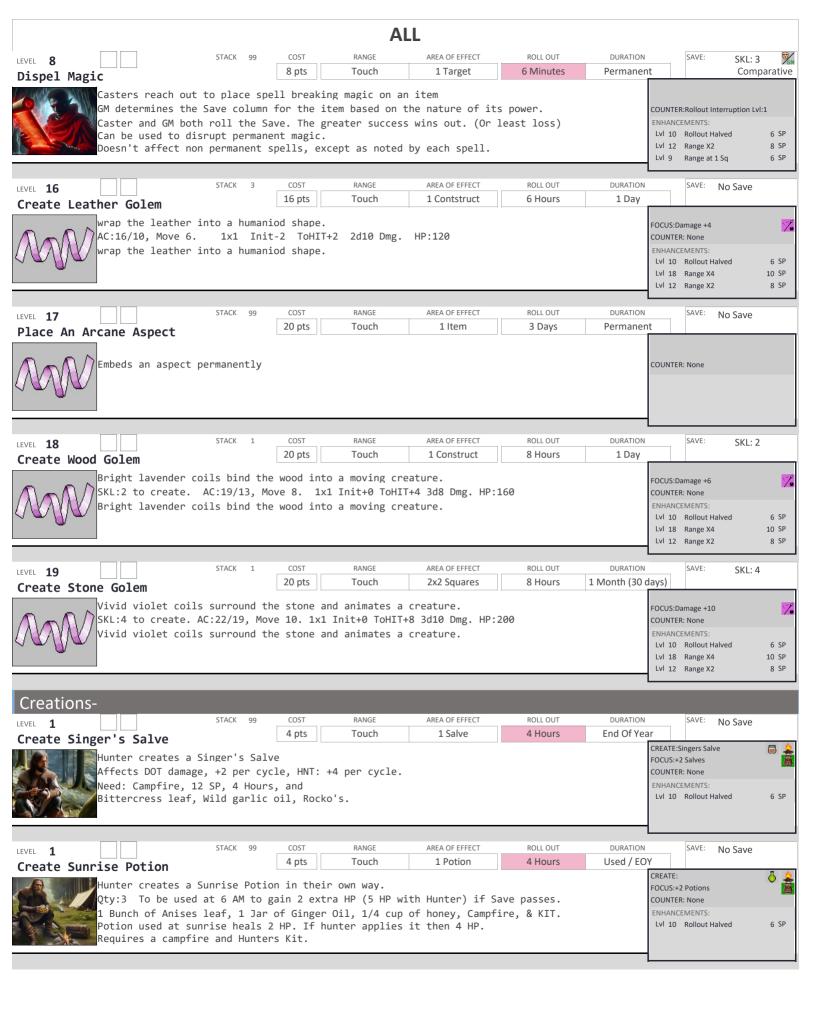
				Al	.L					
LEVEL 5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: AGL: 3	
Freehand Climbing @	1/2 Movemen	nt	8 pts 1,	/2 Movement (Sqs	1/2 Movement (Sqs)	12 Secs (2 Rds)	1 Rds (6 Se	c)	has no	t fallen
At end of o Kit, rough Must find a	climb Rogue ro surfaces, inc a secure stopi	olls Sav clines, ng spot	ve to not ropes, & t at the	fall. Fall of other methods end of the dis	lamage is 2d8 per will shift the tance or Save to	Save columns.		COUNTER: I ENHANCEN LVI 0 N		0 SP
.5.5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SKL: 2	•
2nd Attempt To Grab			12 pts	Touch	Self	Instant	Instant		JIKE. Z	works
A Rogue a a Rogue gains	attempt to rec s an opportuni e fails the 2n	ty to r	re-attemp	t a failed gra	b if the Save is	s passed.		COUNTER: I ENHANCEN LVI 14 S	MENTS:	8 SP
Communication-										
	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
TIRO: Amplify Own Sp			20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		SAVE: No Save	
Amplifies s Amplify eve Doesn't aff	sound out up t en whispers. Fect anyone bu	o a 3 s	Square wi		fied volume. walls/barriers			COUNTER:S ENHANCEN LvI 0 N		O SP
LEVEL 0.3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
TIRO: Colored Signal	Flare		15% Max	20 Squares	1 Flare	Initiative	1 Minute			
A colored s	signal flare.	Random	hetween	Pod Pluo Vol	lau and Chaan	Poll 1d20				
		bright bright bright	red, blue, yellow,	neu, blue, fel	iow, and dreen.	NOTE 1020		COUNTER:S ENHANCEN Lvl 0 N		0 SP
	1 - 5 is 5 - 10 is 10 - 15 is	bright bright bright bright	red, blue, yellow,	RANGE	AREA OF EFFECT	ROLLOUT	DURATION	ENHANCEN Lvl 0 N	MENTS:	0 SP
	1 - 5 is 5 - 10 is 10 - 15 is 15 - 20 is	bright bright bright bright	red, blue, yellow, green.				DURATION 5 Minutes	ENHANCEN LvI 0 N	MENTS: Io Enhancements	0 SP
TIRO: Sloppy Spying Ghostly Mul Caster is t	1 - 5 is 5 - 10 is 10 - 15 is 15 - 20 is STACK	bright bright bright bright	red, blue, yellow, green. COST 25% Max surround es the ef	RANGE 12 Squares the caster for fects of this	AREA OF EFFECT 3x3x3 Sqs the duration.	ROLL OUT Initiative		ENHANCEN LVI 0 N COUNTER: I ENHANCEN	AENTS: No Enhancements SAVE: No Save	O SP
TIRO: Sloppy Spying Ghostly Mul Caster is t	1 - 5 is 5 - 10 is 10 - 15 is 15 - 20 is STACK	bright bright bright bright 99 ashes s chat see	red, blue, yellow, green. COST 25% Max surround es the ef	RANGE 12 Squares the caster for fects of this	AREA OF EFFECT 3x3x3 Sqs the duration. spell.	ROLL OUT Initiative		ENHANCEN. LVI 0 N COUNTER: I ENHANCEN. LVI 0 N	AENTS: No Save None	
TIRO: Sloppy Spying Ghostly Mul Caster is t Others have	1 - 5 is 5 - 10 is 10 - 15 is 15 - 20 is STACK Lti Colored fl the only one to no indication	bright bright bright bright 99 ashes s chat see	red, blue, yellow, green. 25% Max surround es the ef	RANGE 12 Squares the caster for fects of this of multi color	AREA OF EFFECT 3x3x3 Sqs the duration. spell. red magic floatin	ROLL OUT Initiative ng around.	5 Minutes	ENHANCEN. LVI 0 N COUNTER: I ENHANCEN. LVI 0 N	AENTS: Io Enhancements SAVE: No Save None MENTS: Io Enhancements	
LEVEL 0.4 NAE'EM TIRO: Sloppy Spying Ghostly Mul Caster is t Others have LEVEL 1 Rogue To Rogue Signa A rogue tag Includes Si One stateme If more sub	1 - 5 is 5 - 10 is 10 - 15 is 10 - 15 is 15 - 20 is STACK Alti Colored fl the only one to the no indication STACK STACK Als os to a song, ign language, ent per round. ottle or complete or complete.	bright bright bright bright 99 ashes s hat see n beyon 1 shakes Facial Only bex communications	cost 25% Max surround es the effend a lot cost 4 pts a hand, expressi basic infunication	RANGE 12 Squares the caster for fects of this of multi color RANGE In Sight or stands to sons, and Non-vormation is purise attempted	AREA OF EFFECT 3x3x3 Sqs the duration. spell. ed magic floatin AREA OF EFFECT In Sight tretch. Is it derbal / Body lan	ROLL OUT Initiative ng around. ROLL OUT Initiative communication? nguage, etc. passed.	5 Minutes	ENHANCEN. LVI 0 N COUNTER: ENHANCEN. LVI 0 N	AENTS: Io Enhancements SAVE: No Save MENTS: Io Enhancements SAVE: SKL: 3 Sent	O SP
TIRO: Sloppy Spying Ghostly Mul Caster is t Others have LEVEL 1 Rogue To Rogue Signa A rogue tap Includes Si One stateme If more sub Coded a mes	1 - 5 is 5 - 10 is 10 - 15 is 10 - 15 is 15 - 20 is STACK Alti Colored fl the only one to the no indication STACK STACK Als os to a song, ign language, ent per round. ottle or complete or complete.	bright bright bright 99 ashes s hat see n beyon 1 shakes Facial Only bex commun.	cost 25% Max surround es the effend a lot cost 4 pts a hand, expressi basic infunication	RANGE 12 Squares the caster for fects of this of multi color RANGE In Sight or stands to sons, and Non-vormation is purise attempted	AREA OF EFFECT 3x3x3 Sqs The duration. spell. ed magic floatin AREA OF EFFECT In Sight AREA OF BODY lar across. a Save must be p	ROLL OUT Initiative ng around. ROLL OUT Initiative communication? nguage, etc. passed.	5 Minutes	ENHANCEN. LVI 0 N COUNTER: ENHANCEN. LVI 0 N COUNTER: LVI 0 N	AENTS: No Save None MENTS: BAVE: No Save None MENTS: SAVE: SKL: 3 Sent	o SP GM & Rcvd
LEVEL 0.4 NAE'EM TIRO: Sloppy Spying Ghostly Mul Caster is t Others have LEVEL 1 Rogue To Rogue Signa A rogue tag Includes Si One stateme If more sub	1 - 5 is 5 - 10 is 10 - 15 is 10 - 15 is 15 - 20 is STACK Alti Colored fl the only one to the no indication STACK Als os to a song, ign language, ent per round. ottle or complete scage or local	bright bright bright 99 ashes s hat see n beyon 1 shakes Facial Only bex commun.	cost 25% Max surround es the effond a lot cost 4 pts a hand, expression basic infunication mology is	RANGE 12 Squares the caster for fects of this of multi color RANGE In Sight or stands to sons, and Non-vormation is puis attempted used the info	AREA OF EFFECT 3x3x3 Sqs The duration. spell. red magic floatin AREA OF EFFECT In Sight AREA OF BODY largest across. a Save must be permation is NOT	ROLL OUT Initiative ROLL OUT Initiative communication? nguage, etc. passed. 'readable'.	5 Minutes DURATION Instant	ENHANCEN. LVI 0 N COUNTER: ENHANCEN. LVI 0 N COUNTER: LVI 0 N	AENTS: No Save None AENTS: Io Enhancements SAVE: SKL: 3 Sent None MENTS: Io Enhancements	o SP GM & Rcvd
TIRO: Sloppy Spying Ghostly Mul Caster is to Others have THE COMMENT OF THE COMENT OF THE COMMENT OF THE COMMENT OF THE COMMENT OF THE COMMENT OF THE COMME	STACK STACK Alti Colored fl the only one to e no indication STACK ST	bright bright bright bright bright 99 ashes s chat see n beyon 1 shakes Facial Only bex commun. termin	cost 25% Max surround es the ef nd a lot cost 4 pts a hand, expressi basic infunication nology is cost 4 pts and write d persona	RANGE 12 Squares the caster for fects of this of multi color RANGE In Sight or stands to sons, and Non-vormation is puis attempted used the info	AREA OF EFFECT 3x3x3 Sqs The duration. spell. ed magic floatin AREA OF EFFECT In Sight AREA OF WARLE OF BEFECT The state of the	ROLL OUT Initiative ng around. ROLL OUT Initiative communication? nguage, etc. passed. 'readable'. ROLL OUT 1 Minute n'.	DURATION Instant	ENHANCEN LVI O N COUNTER: I ENHANCEN LVI O N COUNTER: ENHANCEN LVI O N	AENTS: No Save None MENTS: Io Enhancements SAVE: SKL: 3 Sent None MENTS: Io Enhancements SAVE: No Save	o SP GM & Rcvd



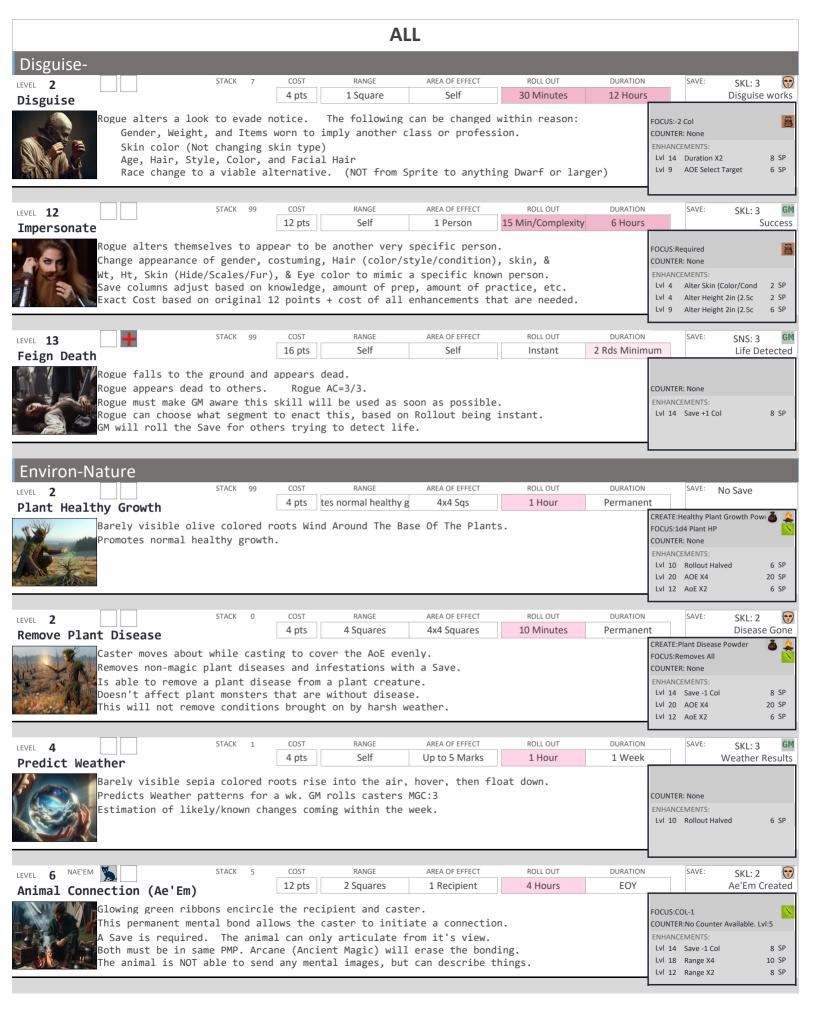


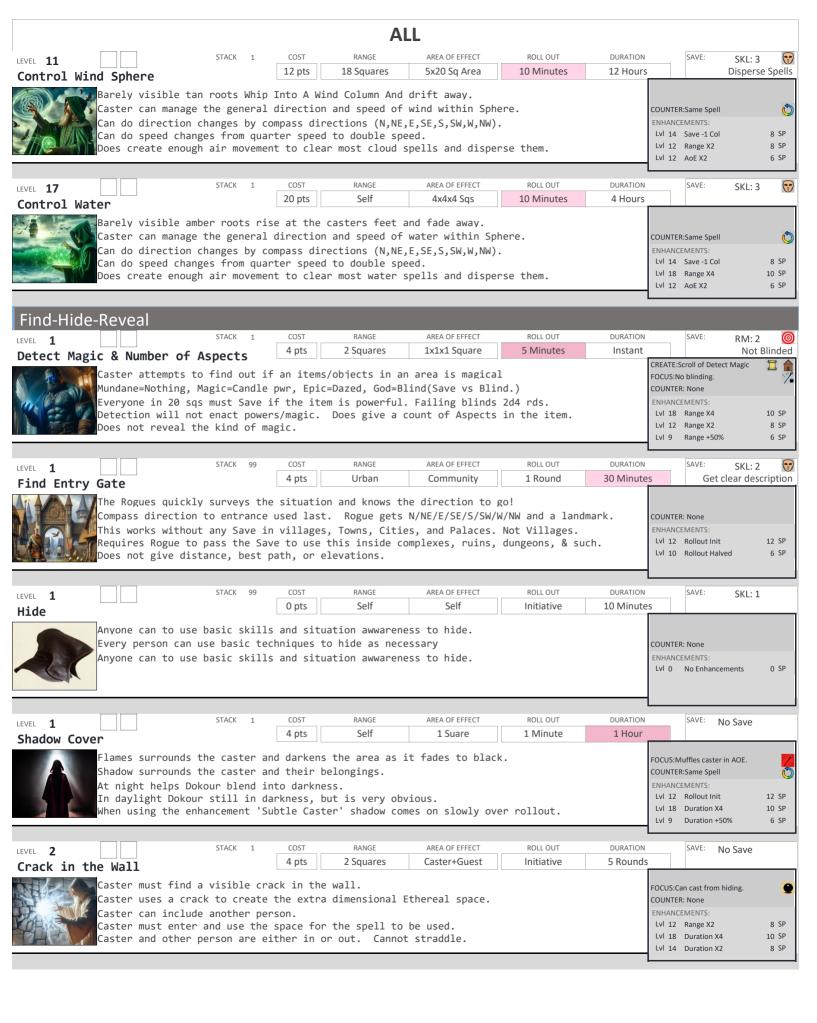


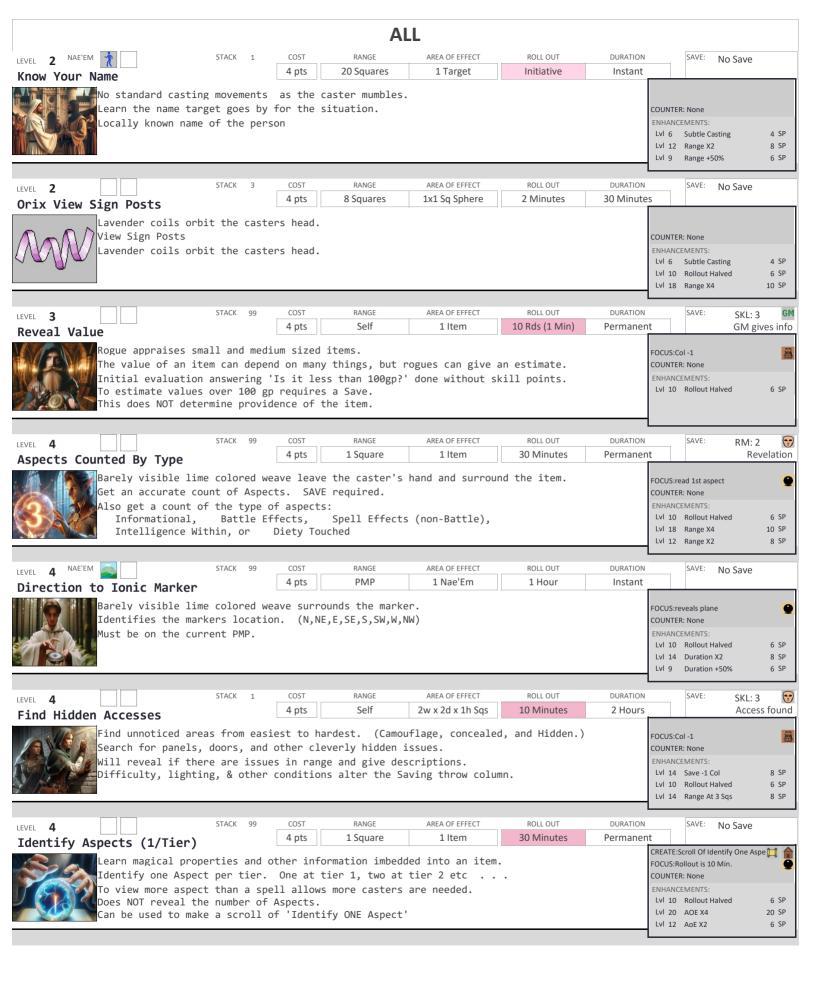


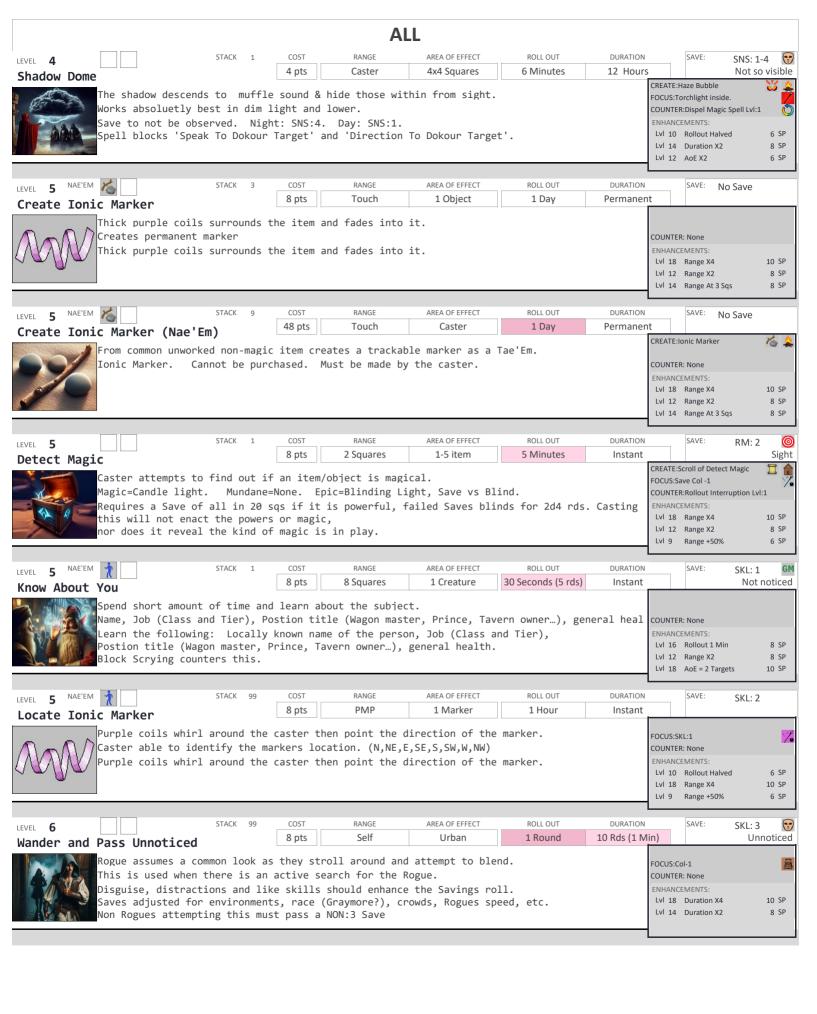


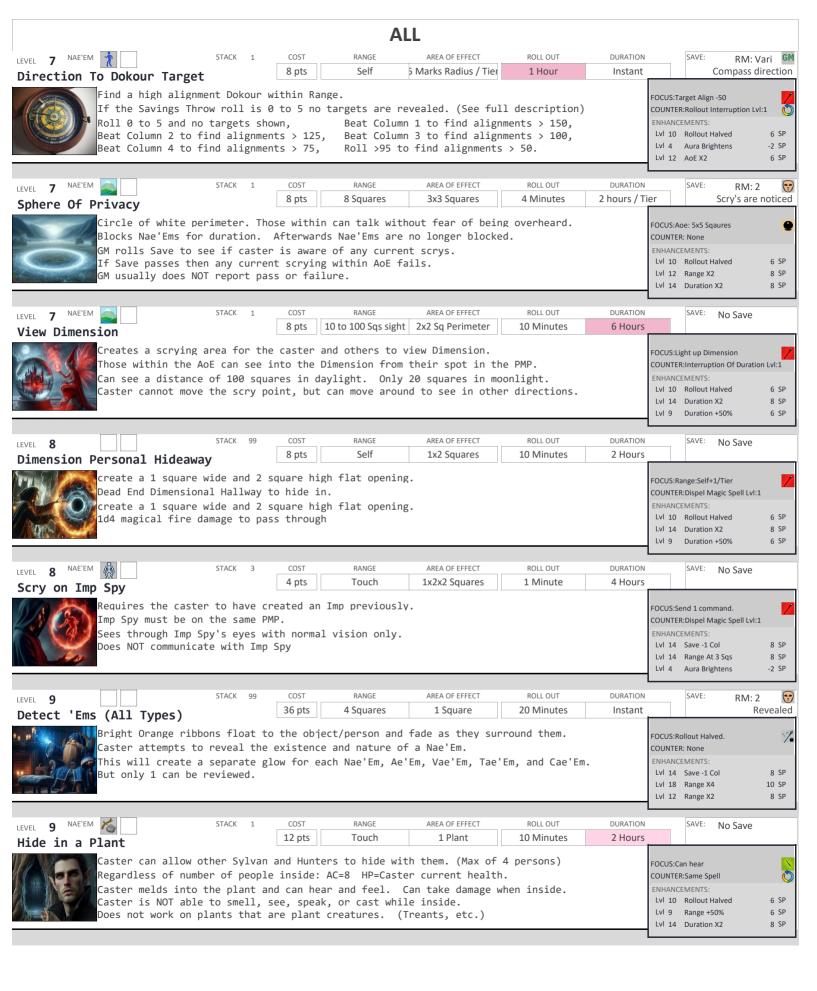


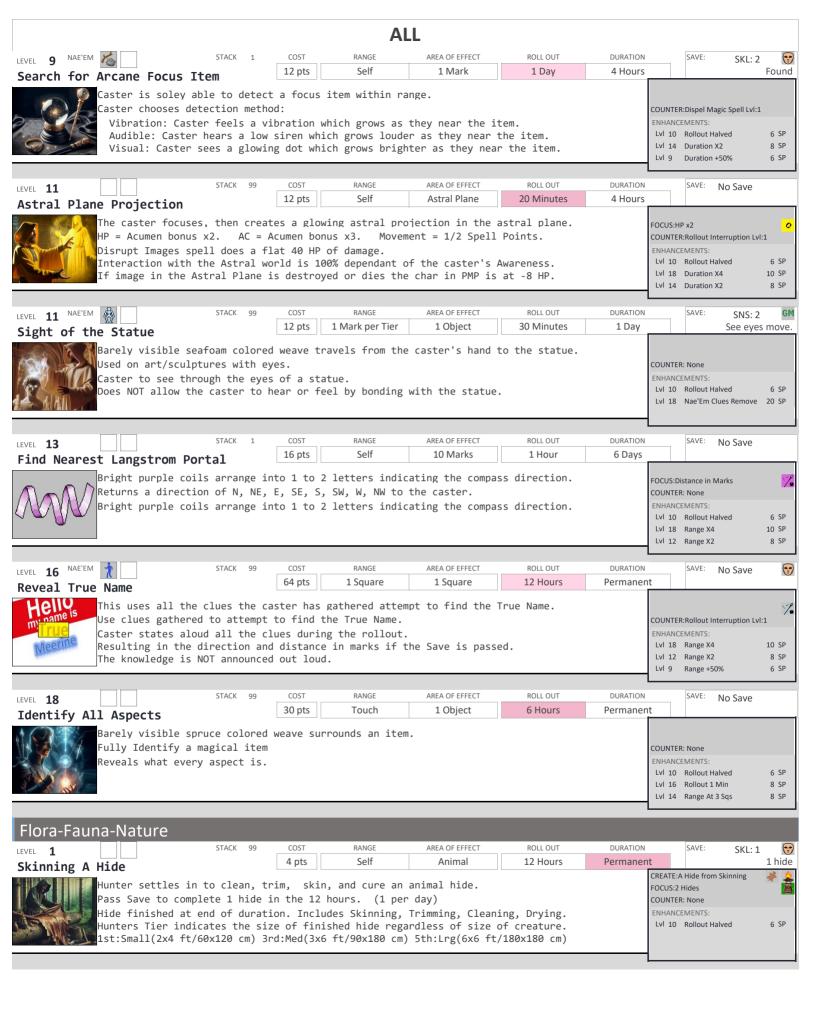


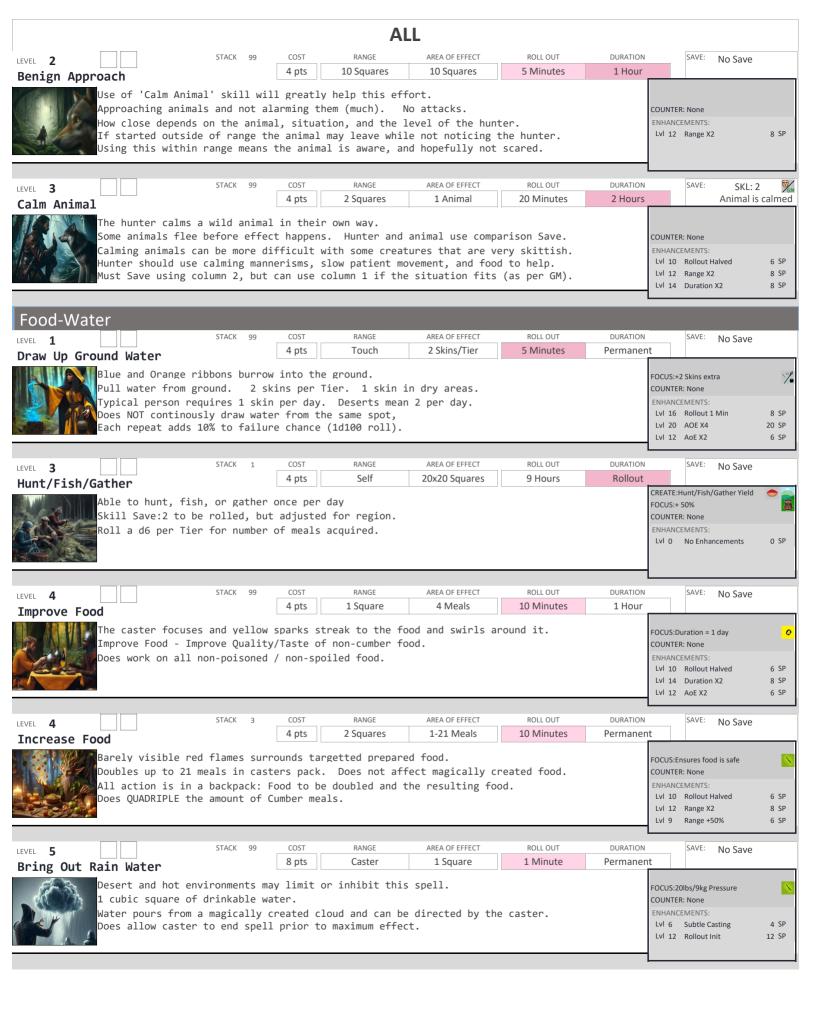


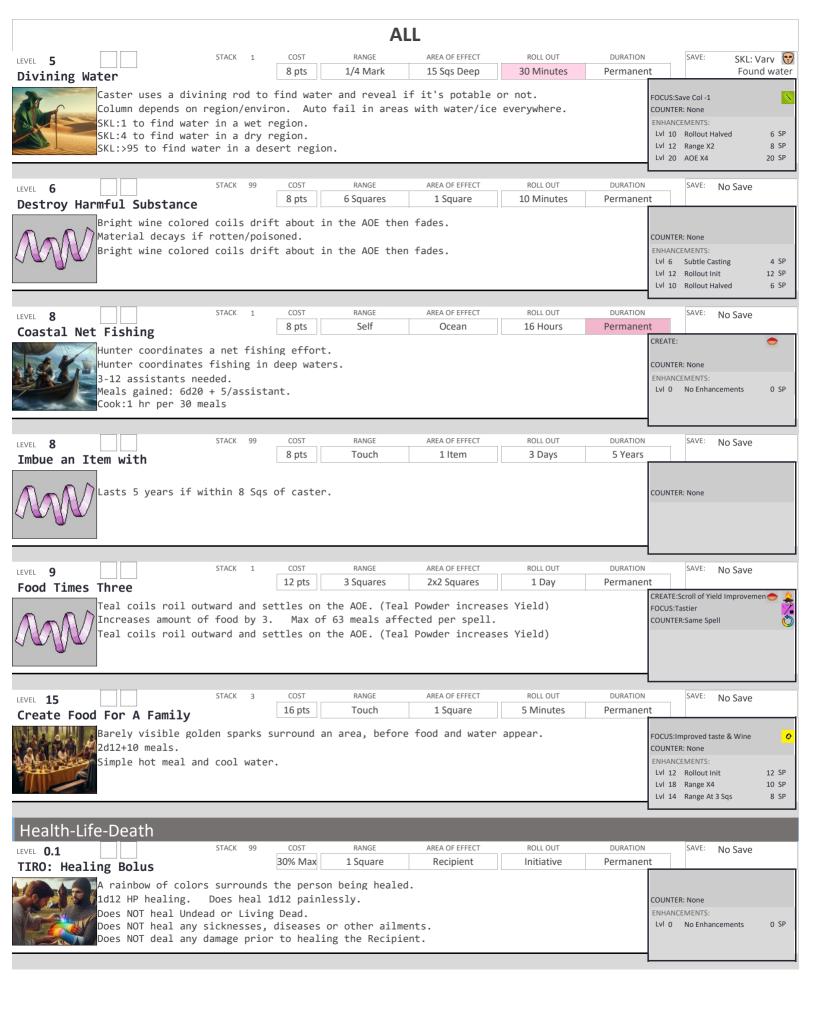


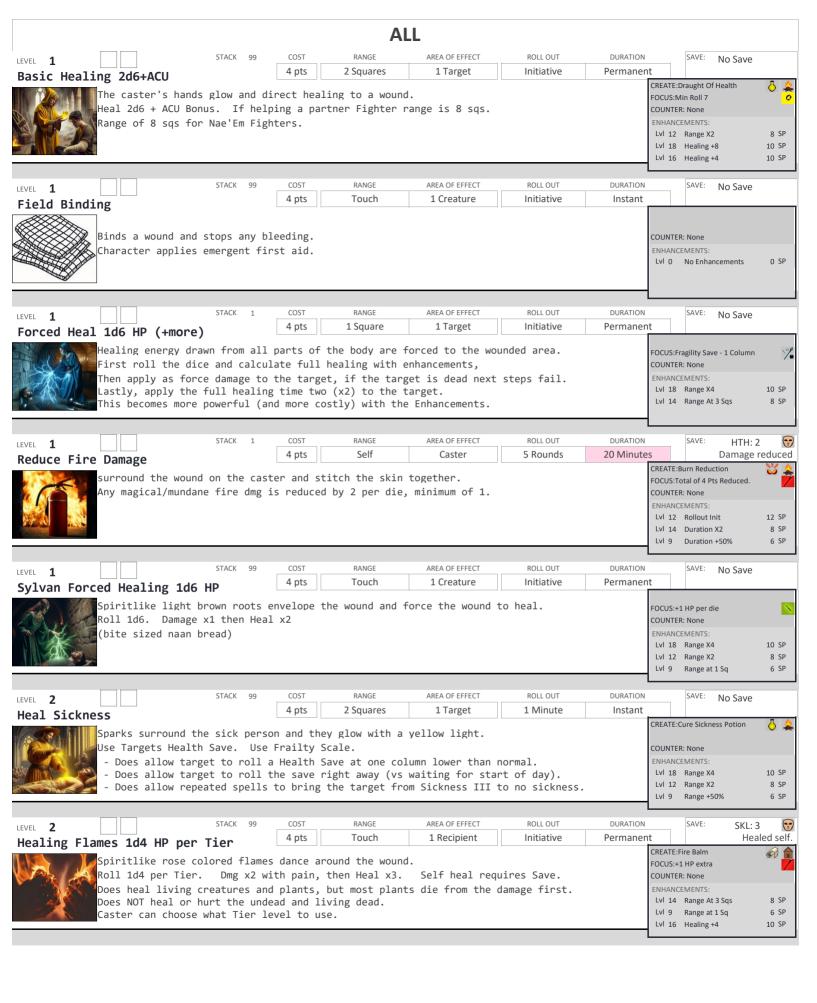


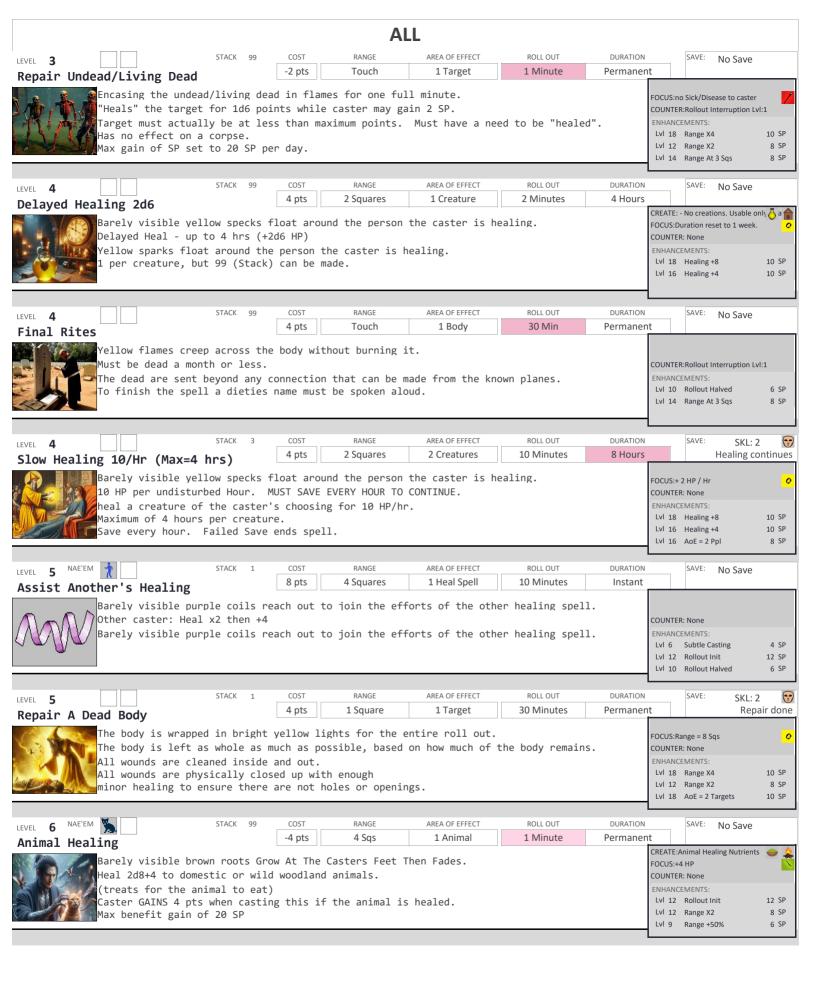


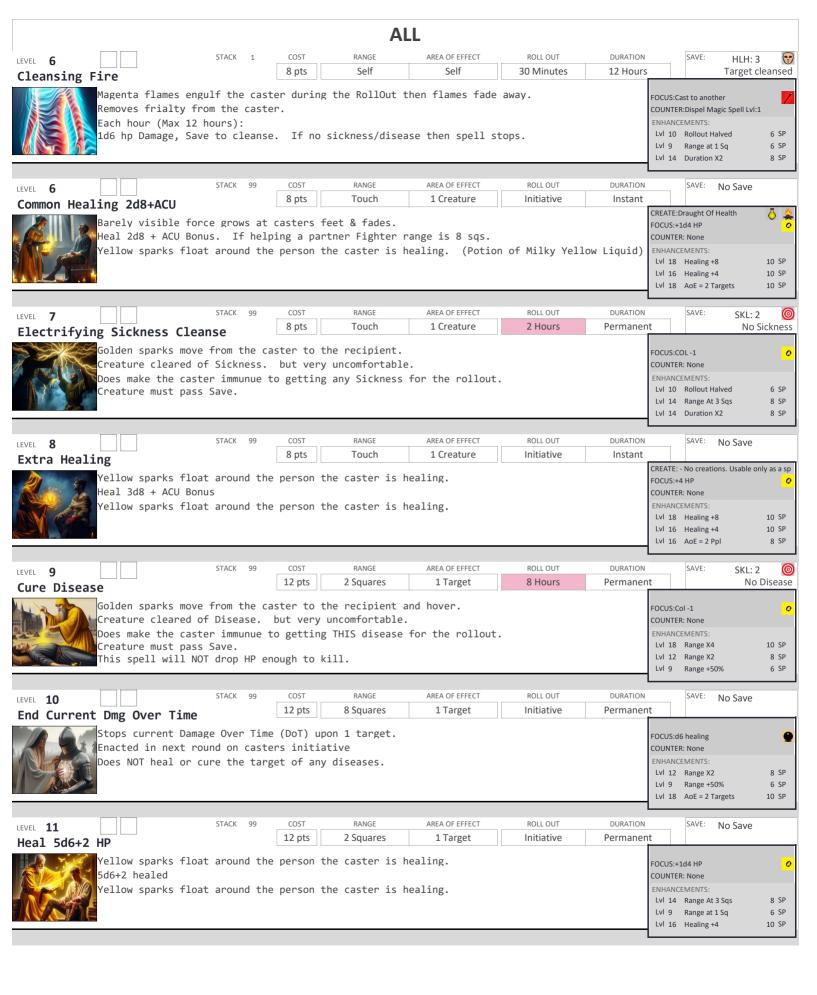


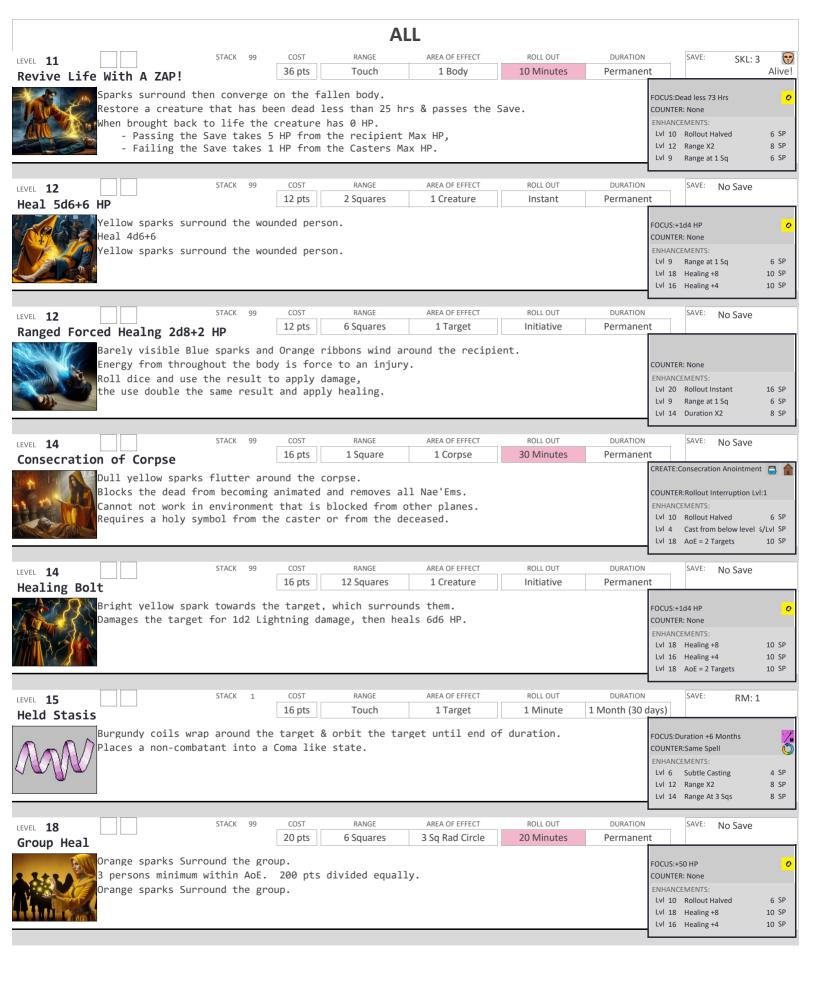


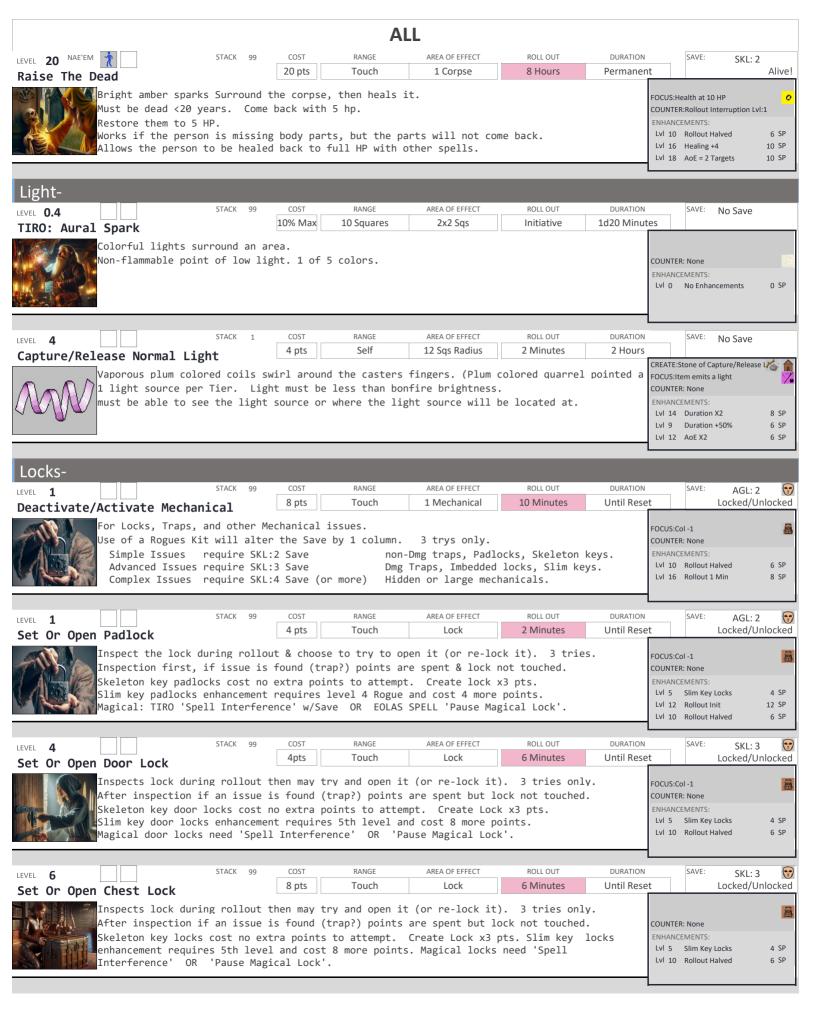




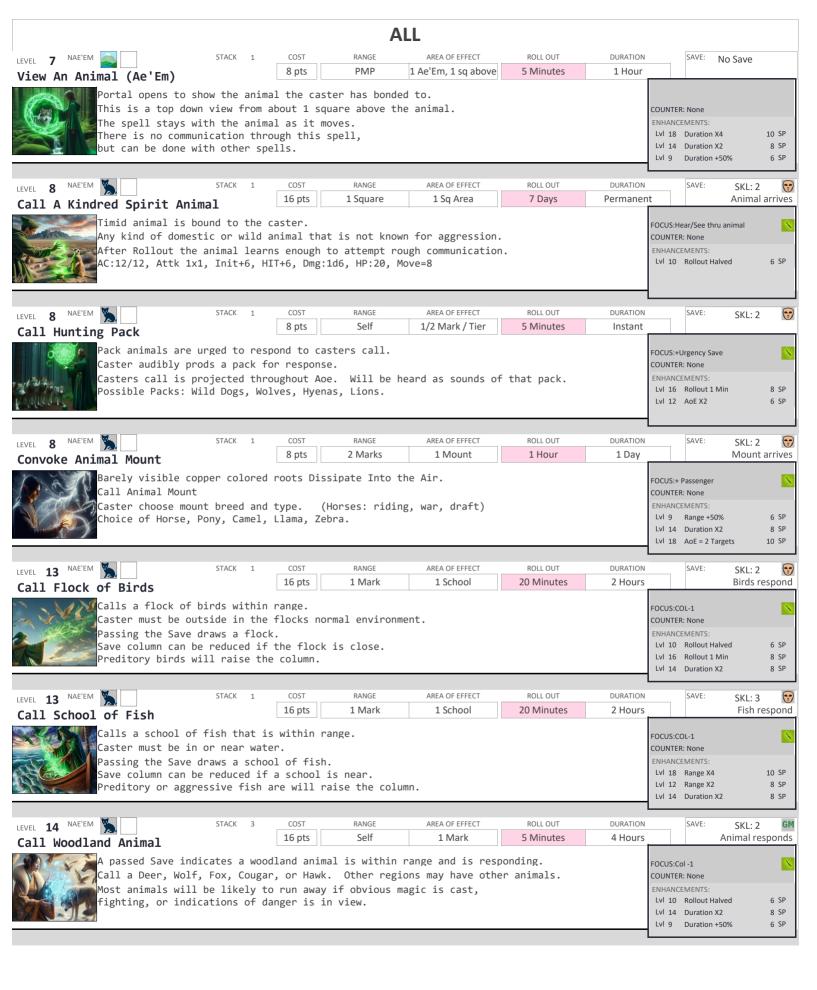


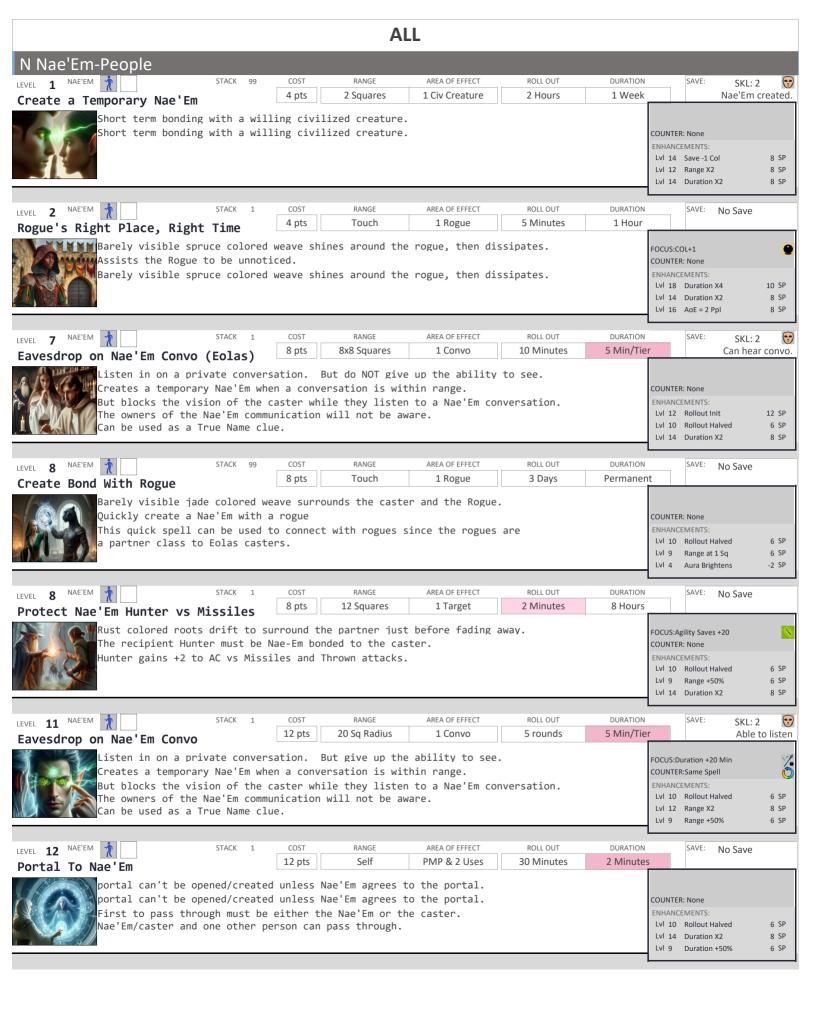


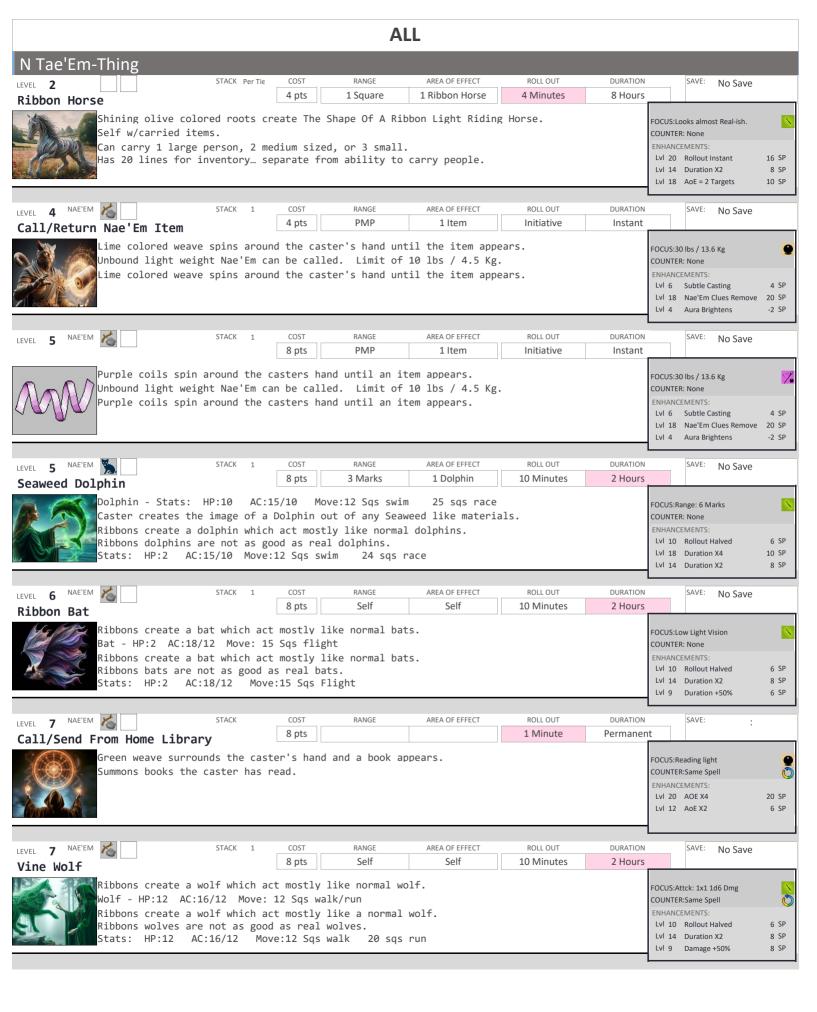


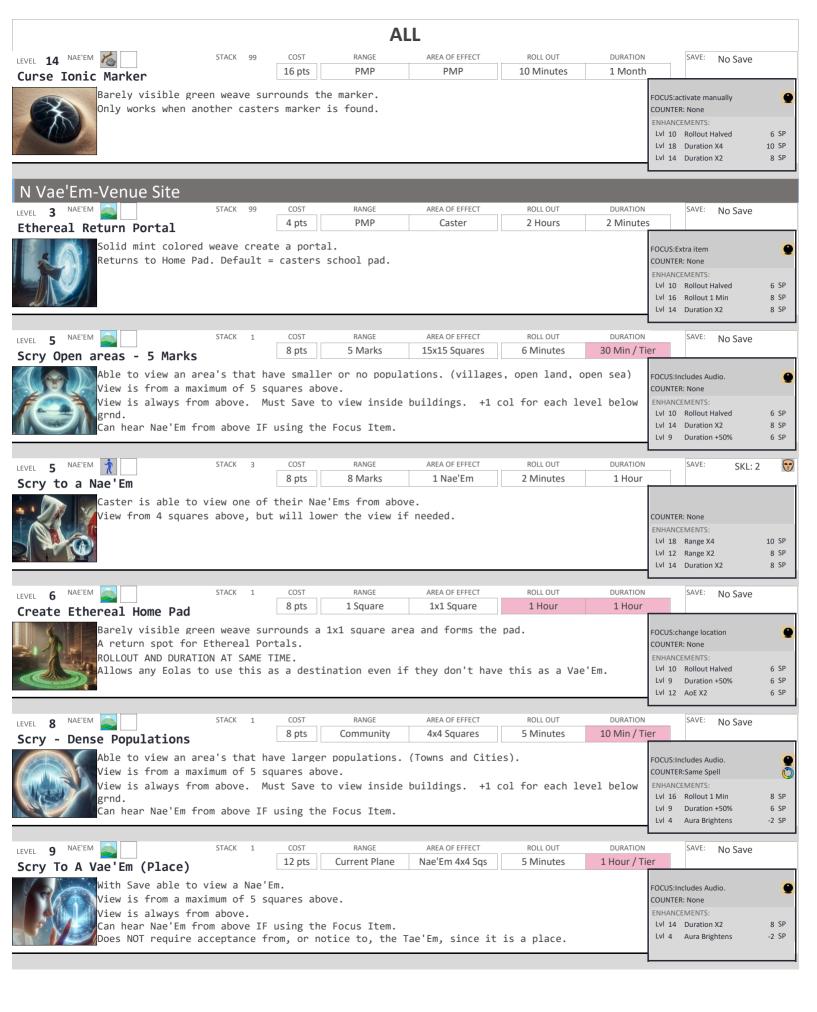


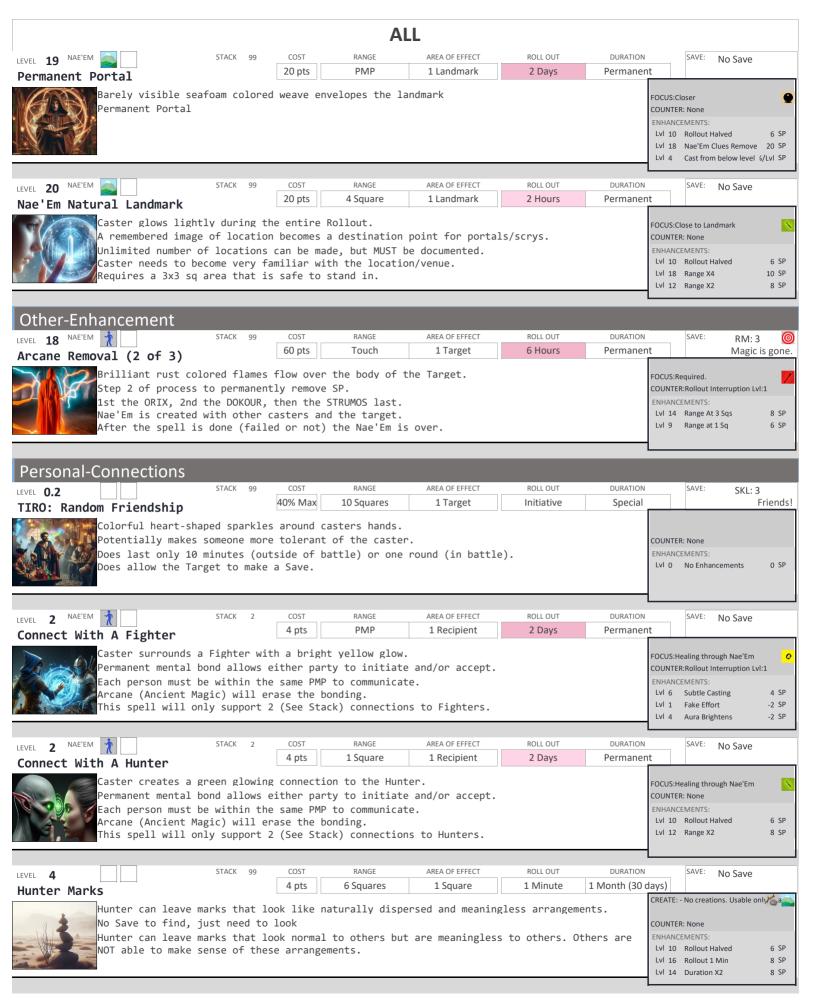


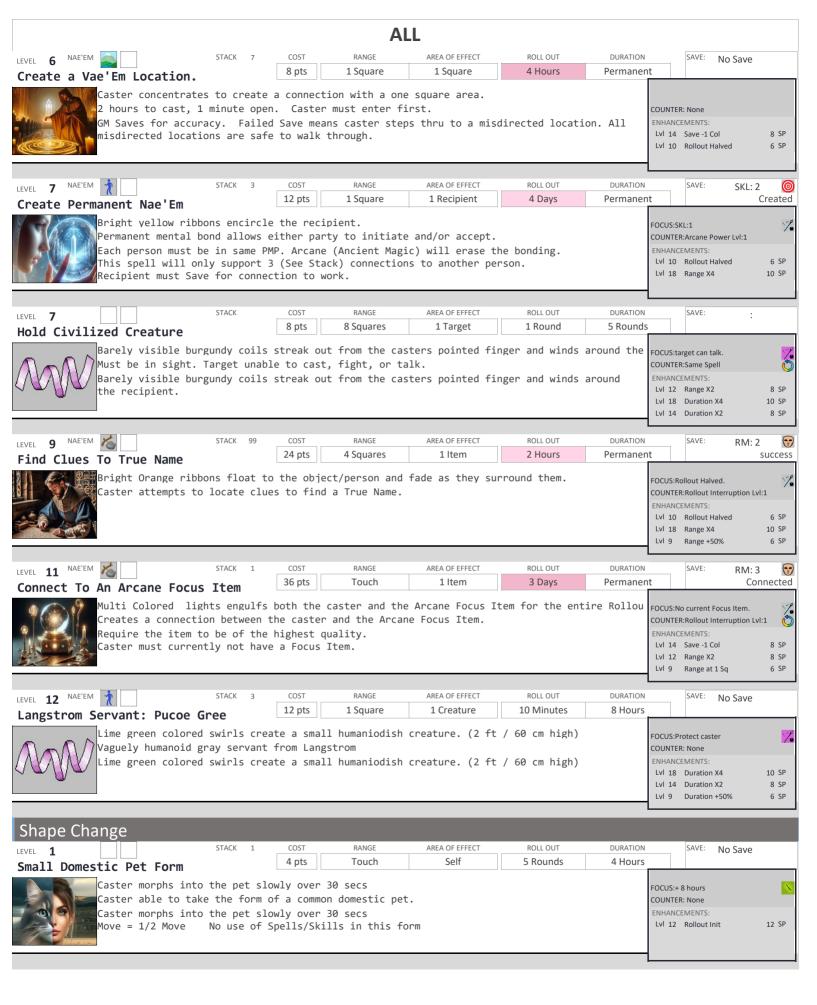


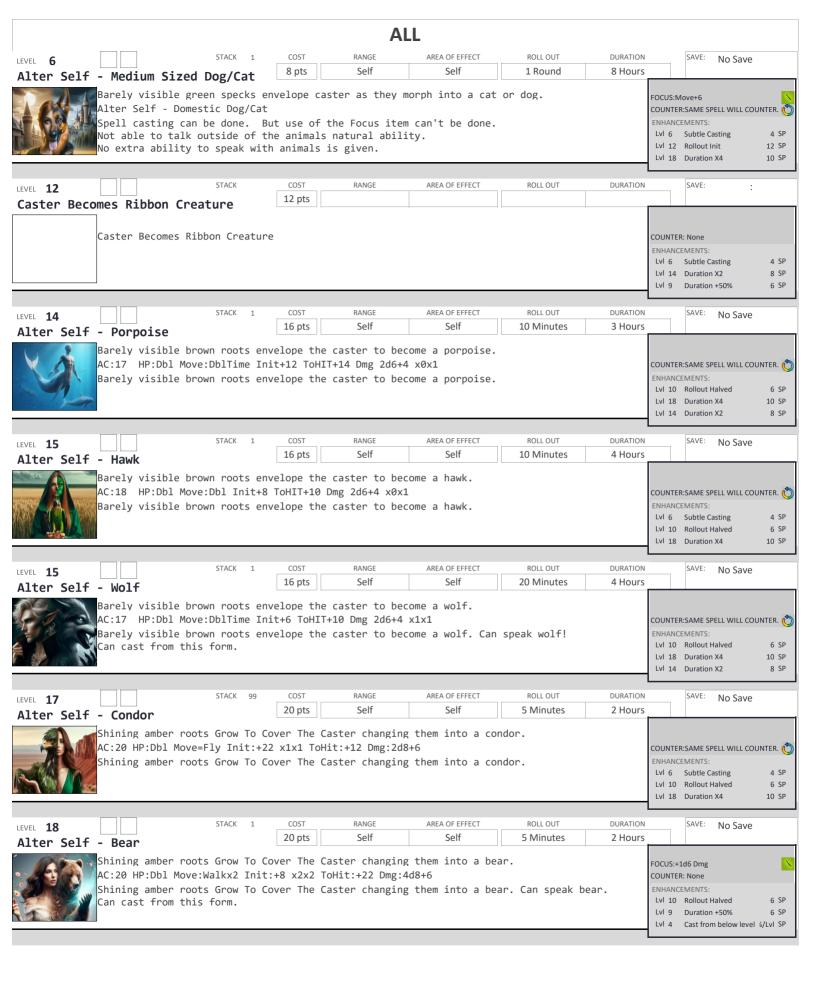


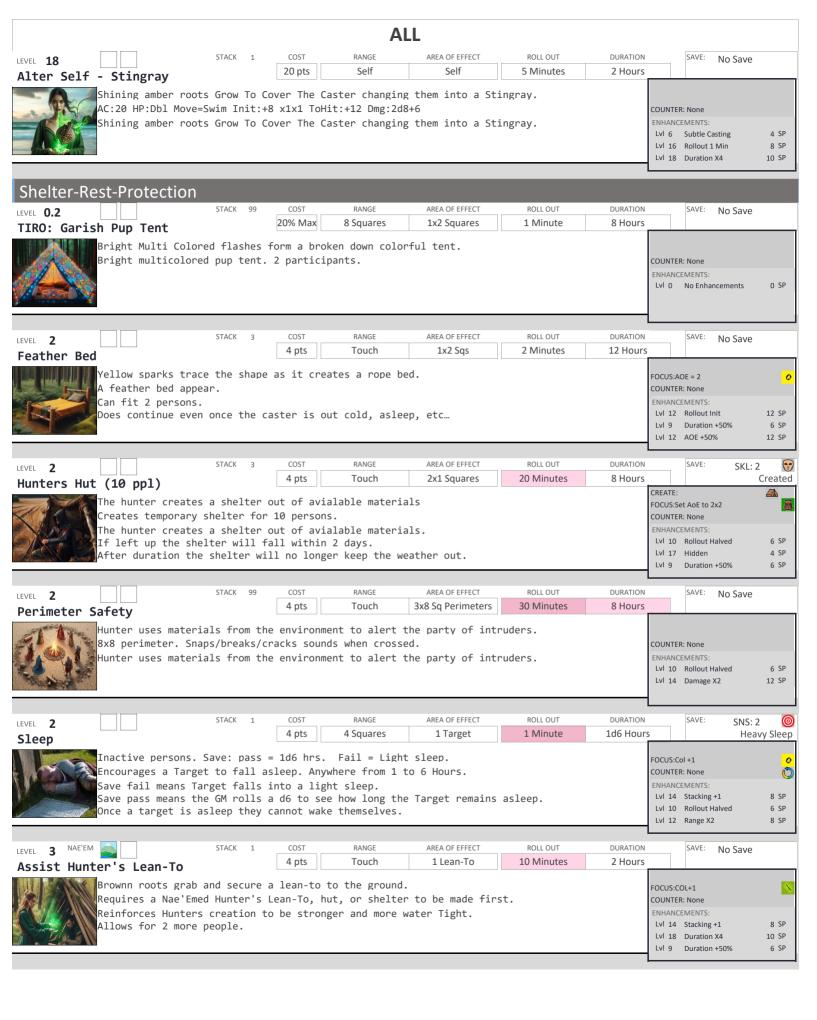


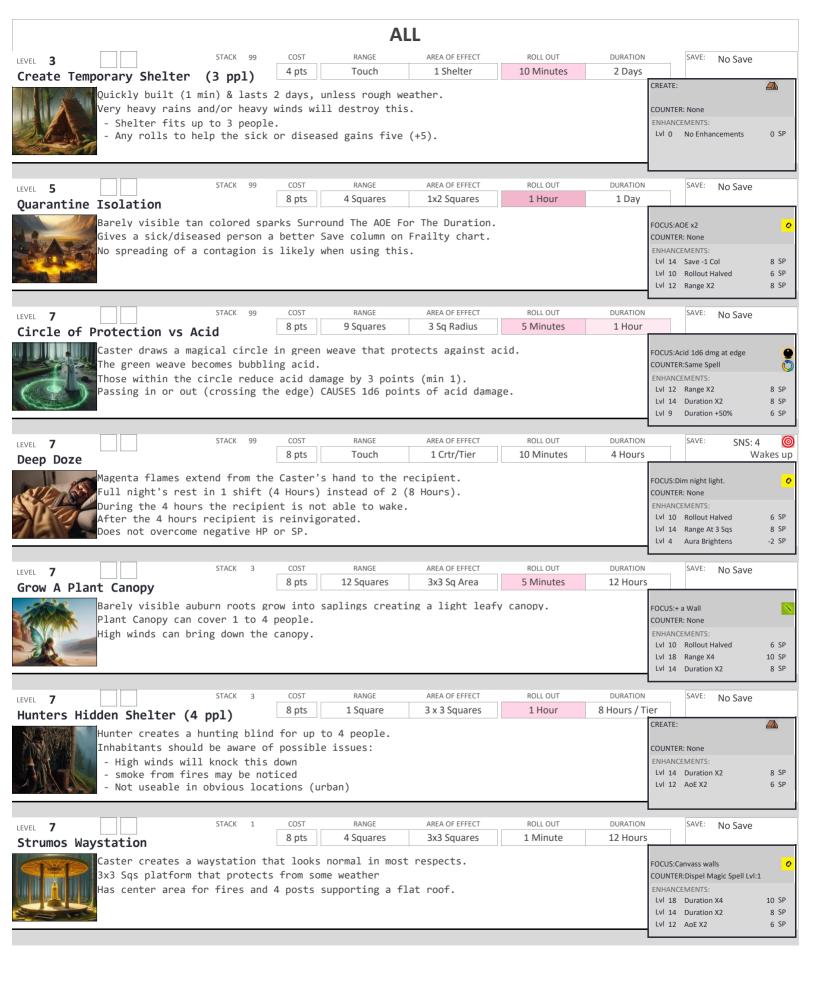


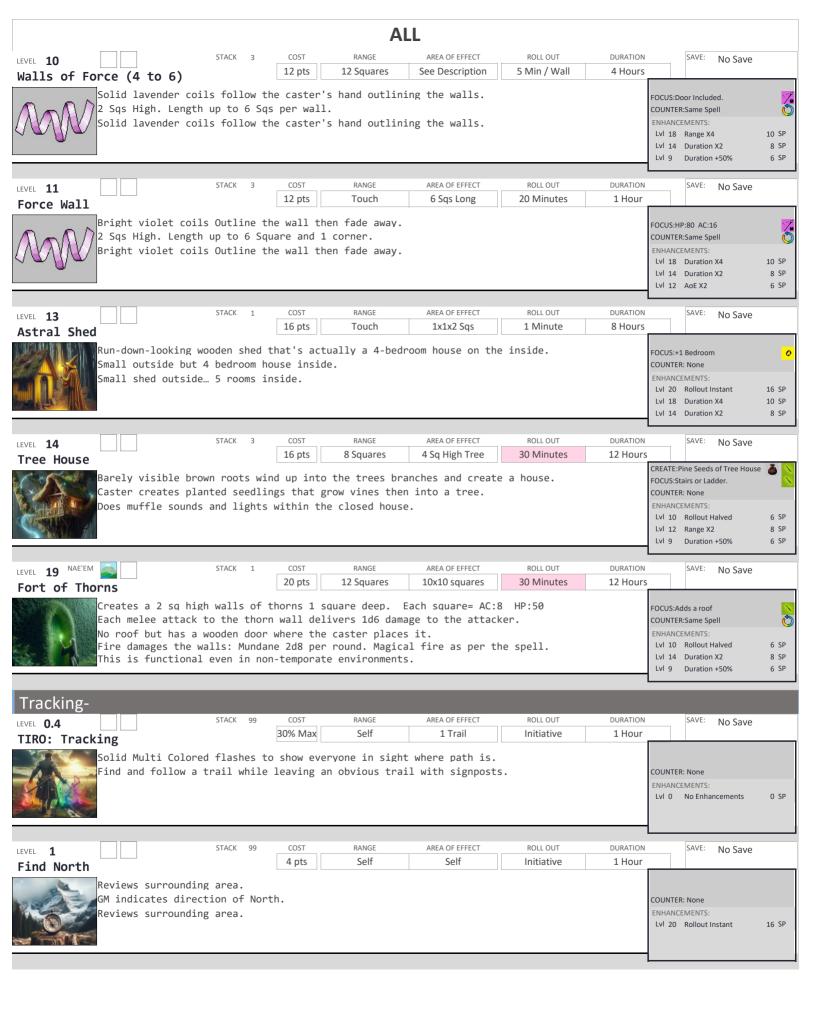




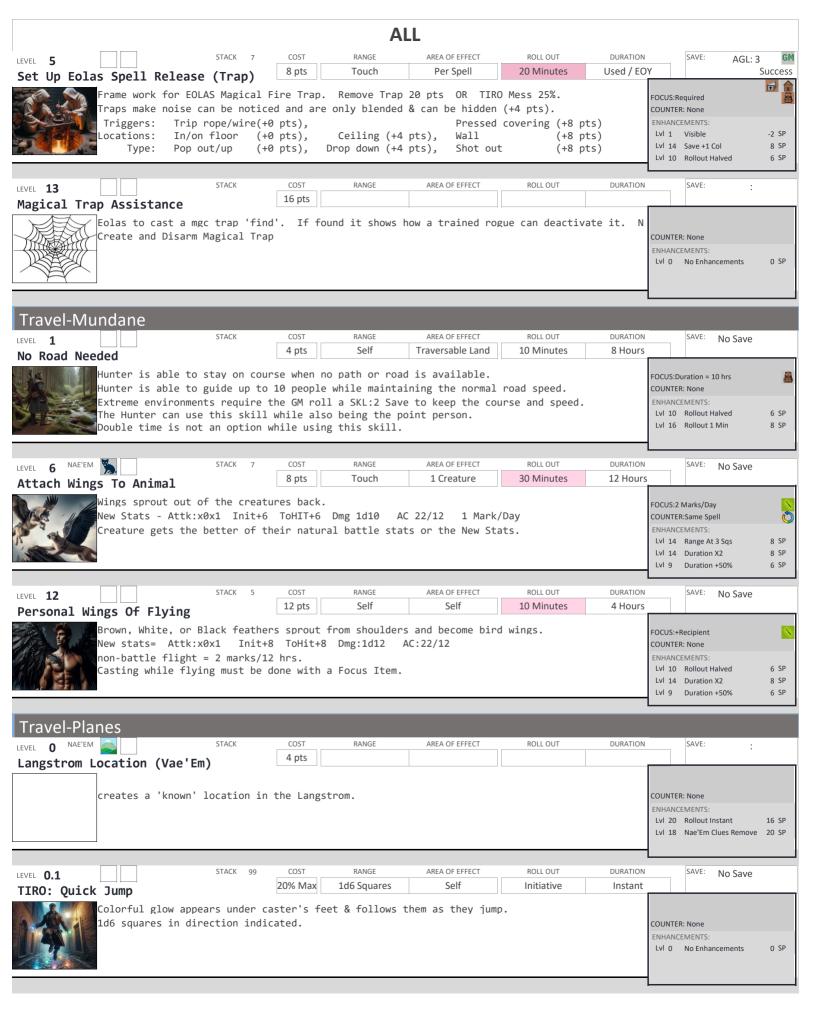


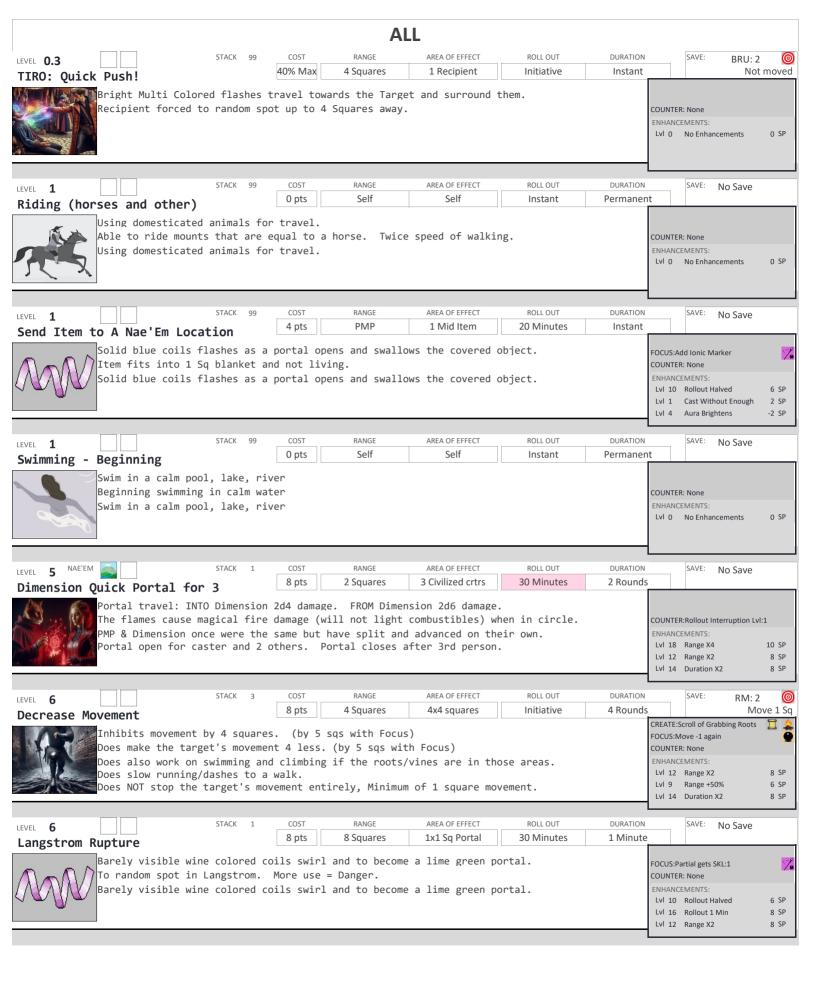


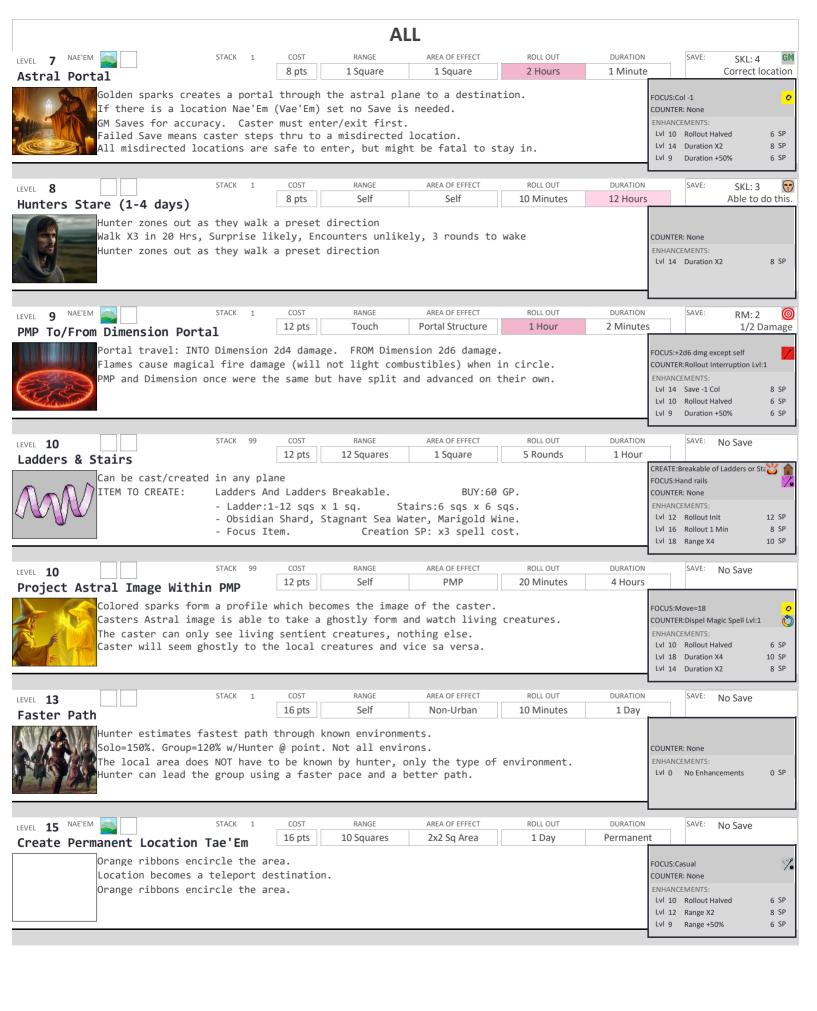


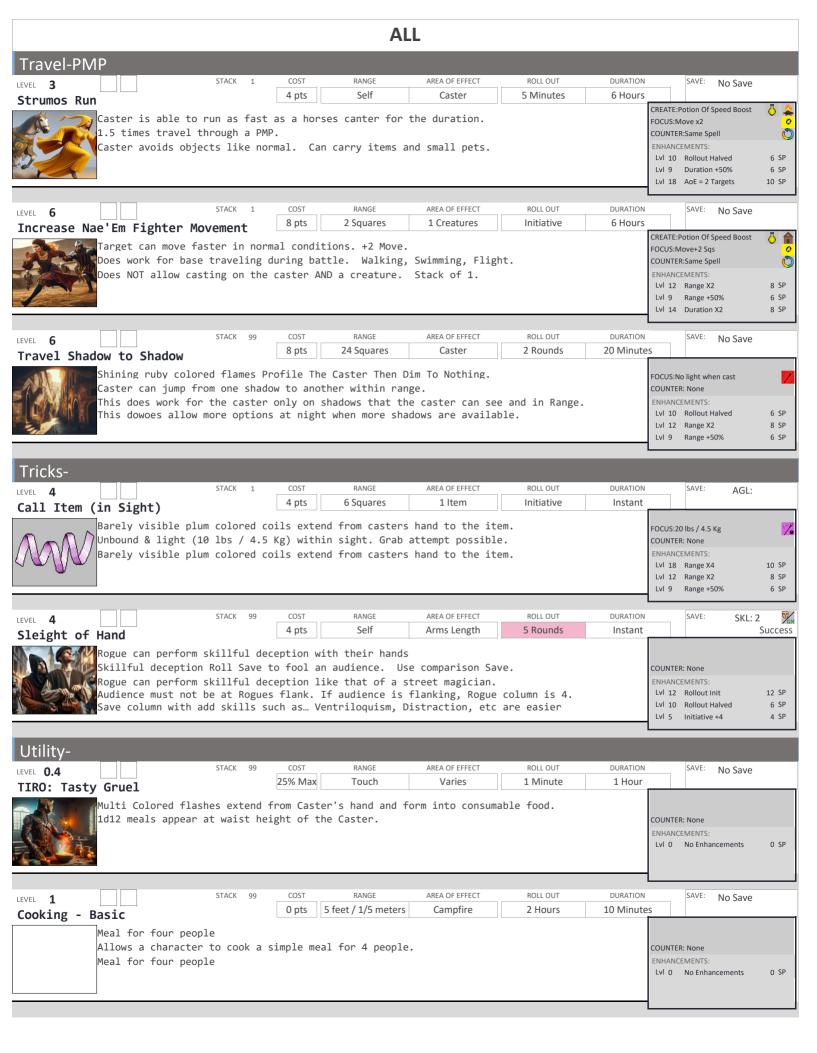


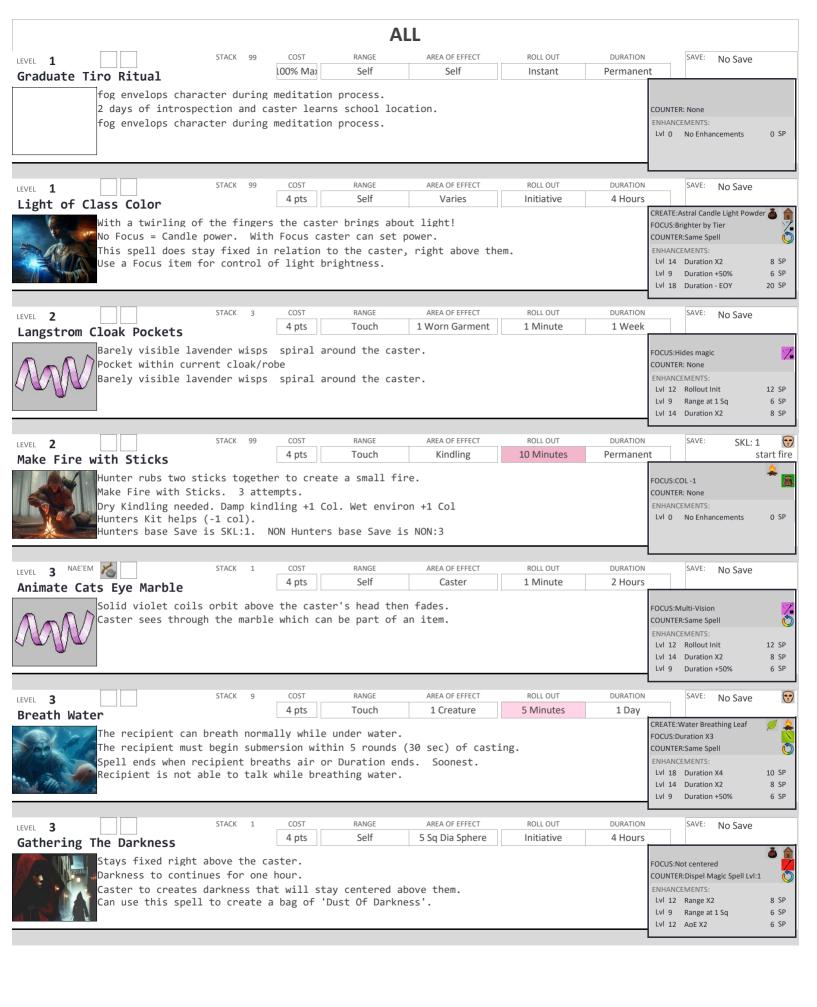


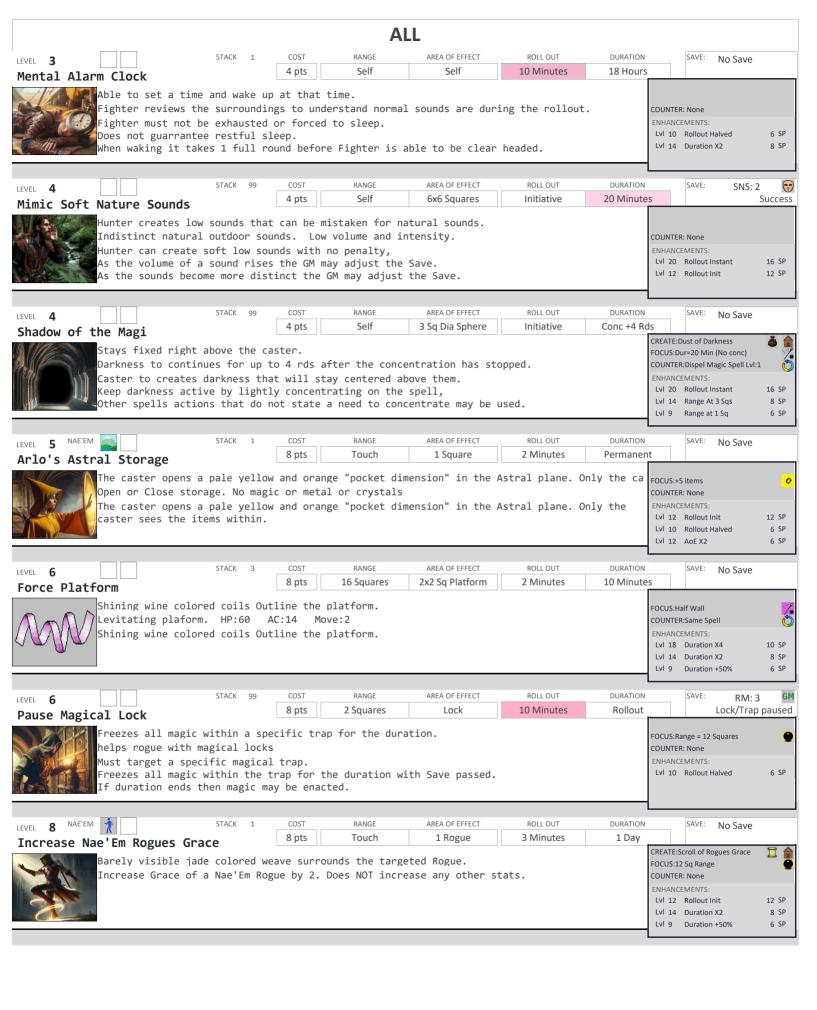












ALL									
LEVEL 15 Surprise Ki	.lling Blow	STACK	cost 16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :	
	Surprise required.	Lgswrd+, To	Hit+10,	Hit=crit+60%,	Dmg+50%			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
LEVEL 17 Impersonate	Person a	STACK	COST 20 pts	RANGE	AREA OF EFFECT	ROLL OUT		COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements	0 SP