

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>1</b>		1	4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour	No Save

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Melee Weapon Expertise						2 pts	Touch	1 Item	2 Minutes	End of Battle or 24 hr	



LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
NAME	Ranged Weapon Expertise																																																																																																			
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LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SOURCE
<b>1</b>		1	4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 hr	No Save
<b>Thrown Weapon Expertise</b>								


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Take Point						4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	


LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>4</b>		1	4 pts	3 Squares	1 Recipient	Initiative	1 Round	No Save


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LEVEL 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: Brute Exited	
<b>Entangle</b>		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 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE 1 Target	AREA OF EFFECT 1 Target	ROLL OUT 5 Rounds	DURATION 1 Hour	SAVE: No Save	
<b>Mundane Fire Immunity</b>		Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell. Creates enough light to read by if within 2 squares of caster. However, the user of this spell should be aware of the lack of oxygen, A protected person could move about for a short bit in such an environment							CREATE:Normal Fire Protection FOCUS:Warms those close. 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 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 2x2 Squares	ROLL OUT 4 Rounds	DURATION 4 Hours	SAVE: No Save	
<b>Patient and Watchful</b>		Non-obvious continous scanning / monitoring of the surroundings from a standstill. This level of observation ensures nothing will be missed. This cannot be done while focusing on singular issues like traps, locks, disguises. Flank AC = Front AC, lastsuntil end of Duration or end of round 1 in battle.							COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Duration X2 8 SP
LEVEL 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 16 Squares ahead	ROLL OUT 10 Minutes	DURATION Up To 1 day	SAVE: No Save	
<b>Point 80 ft Ahead</b>		Point person initailly surveys the area, then continues to scout a head of the party. Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle Hunter acts as a scout (Point person) watching for potential issues. Hunter is not able use any skills or efforts that require a maintained concentration.							COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 16 AoE X2 16 SP
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Player Party	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save	
<b>Coordinate Group Initiatives</b>		The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.							COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 1 Fighter	ROLL OUT Initiative	DURATION 6 Hours	SAVE: No Save	
<b>Increase Fighter Movement</b>		Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Swimming, Flight. Can be added on top of other multipliers for movement.							CREATE:Potion Of Speed Boost FOCUS:Move+2 Sqs COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE 24 Squares	AREA OF EFFECT Recipient	ROLL OUT 2 Rounds	DURATION 1 Jump	SAVE: No Save	
<b>Move Shadow to Shadow</b>		Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range. Works for the caster only with shadows that the caster can see and in Range. This does allow more options at night when more shadows are available.							FOCUS:No light when cast COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP


LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:									
				8 pts	4 Squares	4x4 squares	Initiative	4 Rounds	Agility Move 1 Sq									
				<p>Inhibits movement by 4 squares. (by 5 sqs with Focus)            Does make the target's movement 4 less. (3 sqs with Focus)            Does also work on swimming and climbing if the roots/vines are in those areas.            Does slow running/dashes to a walk.            Does NOT stop the target's movement entirely, Minimum of 1 square movement.</p>					<p>CREATE: Scroll of Grabbing Roots</p> <p>FOCUS: Move -1 again</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table>	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Duration X2	8 SP
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LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:			
				8 pts	Self	1 Target	Initiative	5 rounds	No Save			
				<p>Fighter coordinates the parties attacks for a better effect. 1 Skill per target.            Fighter successfully directs at least 3 members of their party to attack one target.            The party gains Initiative and ToHIT bonuses of +2 per Tier of the Fighter.            The Fighter loses 1 attack (Min=0), and drops AC by 1.            For the 1st round of this skill the Fighter has an Initiative of 40. (He goes FIRST!!)</p>					<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Attacks +1</td> <td>8 SP</td> </tr> </table>	Lvl 14	Attacks +1	8 SP
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LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:									
				8 pts	2 Squares	2x2 Squares	3 Rounds	4 Hours	No Save									
				<p>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.</p>					<p>FOCUS: Enhancements 1/2 level</p> <p>COUNTER: No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>	Lvl 12	Rollout Init	12 SP	Lvl 14	Duration X2	8 SP	Lvl 16	AoE X2	16 SP
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LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:									
				8 pts	Self	3x3 Squares	8 Minutes	10 Minutes	Skill									
				<p>Magenta coils ripple from caster's hand to the edge of AoE.            Challenges to the circle equals MGC:? Save            Chalky magenta powder</p>					<p>CREATE:</p> <p>FOCUS: COL +/- 1</p> <p>COUNTER: Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <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>Duration +50%</td> <td>6 SP</td> </tr> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 4	Increase Aura	-2 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:						
				8 pts	Self	8 Sq Radius	Initiative	3 Rounds	Skill Draws Aggro						
				<p>Fighter convinces 1d2+2 enemies to target them with an extreme show.            NOTE: Enemy must be able to think. Unthinking things/creatures are not riled.            Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).            Party is a less attractive target with increases to Initiative (+2) and AC (+2).            This is NOT a guarantee the play will work. It depends on the creature(s).</p>					<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table>	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 18	Duration X4	10 SP													
Lvl 14	Duration X2	8 SP													

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:									
				12 pts	Self	Self	2 Rounds	2 Hours	No Save									
				<p>Caster wraps themselves within a protective flame.            Limits magical fire damage to 1 HP per round.            Fires as hot as or hotter than a forge will end the spell.            If the fire is mundane in nature this spell has no protection to offer.</p>					<p>CREATE: Burn Reduction Breakable</p> <p>FOCUS: Forge fire = 1 hp / Rd.</p> <p>COUNTER: Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	11	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts			Instant	3 Rounds	Agility
				<p>Meant for Dey Raechio            All attacks converted. Thrown/Missile attacks=Move:1. AC-4            Meant for Dey Raechio            Using small agile moves &amp; full body grace able to catch thrown/misile attacks.</p>					<p>COUNTER: None</p>

LEVEL	11			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU Can Move	GM
						12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour		

**Protection vs Animals**



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	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle		

**Enchantment of Returning**



Can create a Dagger of Returning. This is for single handed thrown weapons only.  
Make a small weapon or ammo into 'Returning'  
Dagger is returned to the person that threw it.


COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	14	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						16 pts	Self	15 Squares	1 Minute	2 Hours		

**Call & Direct An Attack Bear**



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

LEVEL	16			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						16 pts	Melee	1 Creature	Pre-battle	Instant		

**Quick Ranged Shot (PreBattle)**



Hunter starts a battle with a +15 Init to their bow attack.  
Hunter creates a zero round by with this quick shot.  
Only 1 attack is allowed.  
Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.

COUNTER: None


ENHANCEMENTS:

Lvl 17	Damage +8 / die	16 SP
Lvl 9	Damage +50%	8 SP
Lvl 14	Attacks +1	8 SP

## Battle Defense

LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						4 pts	Self	Self	Initiative	4 Rounds		

**Heat Wave Wall**



Creates a wall of heat that causes damage to those who are attacking via Melee.  
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.  
Casting, Ranged, and thrown attacks will pass through this wall with no issues.  
Note casting which result in melee actions/damage is inhibited by this spell.


FOCUS:No concentration  
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 6	AOE = Self +1	6 SP

LEVEL	1		+	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Self	1 Charge	Instant	1 Round		

**Set for A Charge**




Fighter may mitigate some of the effects of a charging enemy.  
Increases their armor class (AC) by +6 vs the charge attacks ONLY.  
Defender must be using a longsword or larger weapon.  
The Defender may pivot in order to face the charge.

COUNTER: None

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Self	Self	Initiative	4 Rounds		

**Shield Expertise**





Fighter uses a shield to a greater than normal advantage.  
Small & Medium: Use the shield AC +2.  
Does not apply to Buckler or Large shields.  
Can be combined with the 'Shield Bash' skill.



COUNTER: None


ENHANCEMENTS:



Lvl 9	Duration +50%	6 SP
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LEVEL <b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Old AC is used	GM
<b>Wind Wall</b>				4 pts	Self	1 creature (self)	Initiative	4 Rounds		
	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 <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Defend / Withdraw, No Attacks</b>				4 pts	Self	Self	Initiative	2 Rounds		
	Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed. +1 AC per adjacent friendly Fighter. Fighter may withdraw from the opponent without incurring an AoO from that opponent.								COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

LEVEL	3	NAE'EM		<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Protect Fighter vs Ranged/Thrown</b>							4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	
					<p>Recipient Fighter gains +2 to AC vs ranged and thrown attacks.</p> <p>No benefit vs melee.</p> <p>Duration: Lasts to end of battle or 4 hours, whichever is shortest.</p>							
					<div><div>FOCUS:Total AC bonus:+4</div><div>COUNTER:No Counter Available. Lvl:1</div><div>ENHANCEMENTS:</div><div><div>Lvl 12 Range X2</div><div>Lvl 14 Duration X2</div><div>Lvl 9 Duration +50%</div></div><div><div>8 SP</div><div>8 SP</div><div>6 SP</div></div></div>							










LEVEL <b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>TIRO: Armor of Light</b>				30% Max	Self	Self	1 Minute	4 Hours		
	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.								COUNTER:Dispel Magic. Lvl:1	

LEVEL <b>3</b>	<input type="checkbox"/>		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Urgent Disengagement w/ 1 Attack</b>				6 pts	Self	Fighter	Initiative	1 Round		
	Fighter moves in a straight line up to double their basic movement. Fighters AC is improved by 4, front and back. +8 Initiative bonus. Only 1 attack at -4 ToHIT is allowed before movement. The Fighter may be subject to Attacks of Opportunity (AoO). The Fighter may also use an AoO.								COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP	

LEVEL	3	NAE'EM		<input type="checkbox"/>	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												
					<p>Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown.</p> <p>Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq.</p> <p>Wind Wall stays with Hunter.</p> <p>Skills aren't affected / blocked unless vulnerable to wind.</p> <p>This spell will not allow the Hunter to push into another occupied square.</p>								<div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL <b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU +10/Tier Unmoved	
<b>Resist The Push</b>				4 pt	Self	1 Target	Instant	Battle		
	Fighter attempts to stay in the same square. Standard effort to not move is done with comparative BRU Save. This skill gives the resisting Fighter a bonus on the Save of +10/Tier.								COUNTER: None	



LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
					8 pts	Self	Self	Initiative	5 Rounds	Exact behind only	
<b>Limit Flank Attacks (Counter)</b>											
		The Rogue continuously shifts so attackers have limited options to complete a flank attack. Only the single square directly behind the Rogue can attack their flank. The 3 squares behind a Rogue are normally considered flanks. This skill limits the one center flank square to be the 'Flank'. All other surrounding squares are considered 'Front'.								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP	
LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	
					8 pts	0 Squares	Self	Instant	1 Attack	Shield Still Useable	
<b>Shield Block vs Melee</b>											
		Fighter negates a melee attack made against them with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. Fighter blocks an enemy's attack with a small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP	
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
					8 pts	Full Move	Self	Initiative	1 Round	Avoids an AoO	
<b>Bob and Weave</b>											
		Rogue can bob and weave to avoid AoO Dodge attacks of opportunity. 1 attempt to dodge an attack per Tier. Rogues passing the AGL Save will avoid the AoO. Movement is not affected.								COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	6		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
					8 pts						
<b>Evade Missiles</b>											
		Meant for Dey Raechio Avoid Missiles Meant for Dey Raechio								COUNTER: None	
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					8 pts	1 Square	1 Strumos	Initiative	1 Round		
<b>Protect Strumos</b>											
		The Fighter blocks attacks to the Strumos using weapons and position of body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
					8 pts	3 sqs	1 Creature	Initiative	2 Rounds		
<b>Provide Protection</b>											
		The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	
					8 pts	0 Squares	Self	Instant	Up to 2 Rounds		
<b>Shield Block vs Ranged</b>											
		Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the shield. Save for each block. A successful save indicates the specific ranged attack has been blocked. Medium shields can block a number of ranged attacks equal to the Fighter's Tier. Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.								COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP	

LEVEL	7			STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		

### Half Wall of Force



Barely visible burgundy coils follow the caster's hand outlining the wall.  
1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15  
Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.


FOCUS:+ another corner.  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	1 Battle	1 Minute	3 Days		

### Triggered Shield vs 1



Redish blue sparks dance around the caster. (Redish blue sand)  
-1 ToHIT vs caster if a single attacker SNS:2 Save fails.  
Redish blue sparks dance around the caster. (Redish blue sand)

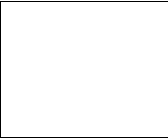
CREATE:  
FOCUS:-1 ToHIT  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL	10			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
						12 pts	Touch	Self	Initiative	1 Battle		

### Minor Defense Bubble



Lavender coils loop around the caster in a ribboned chain-linked bubble.  
Attacks are slowed, thus the impact lessens the damage.  
Lavender coils loop around the caster in a ribboned chain-linked bubble.


FOCUS:Other recipients  
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
						12 pts	Self	3x3 Squares	2 Rounds	10 Minutes		

### Tornado Wall



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:	Skill or non-Skill
						4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier		Target Sees

### Blinding Flashes



Caster throw bright sparkling lights, attempting to partially blind those in the AoE.  
Creates enough sparks to interfere with accurate sight, a Save is required,  
If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save.  
Failing the Save means the target has a -2 to Init and ToHIT.  
Party members that are aware of this spell has been cast can gain a +20 to their Save roll


FOCUS:Save Roll +20  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Duration +50%	6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
						4 pts	8 Squares	1 Target	Initiative	1 Round		Not Blinded

### Flash Of Fire!



Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing.  
Can be directed at a creature for damage or a single square to blind creatures.  
When cast on a creature they take 1d6 +ACU damage and must Save or be blinded.  
When cast only on a square all within 4 squares must Save or be blinded.  
Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

CREATE:Flash Bang!

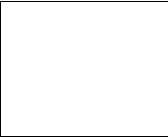
FOCUS:Save roll -20  
COUNTER: None

ENHANCEMENTS:

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

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
						4 pts	8 Squares	1 Square	Next Initiative	1 Round		1d4 + ACU Dmg

### Force Pinch 1d4



Barely visible coils reach out to the target and pinches a sensitive spot.  
Damage of 1d4 + ACU. Target Save Lose Attack/Action.  
Barely visible coils reach out to the target and pinches a sensitive spot.  
Caster must be able to see the target. (No ToHIT)








FOCUS:Save +1 Col  
COUNTER:No Counter Available. Lvl:1
















ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP













LEVEL	2	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	<div></div>
	Force Push	1d6			4 pts	10 Squares	2 Squares	Initiative	1 Round		
	Solid lavender coils extend from caster's hand to push directly from the caster to the target Direct damage of 1d6 + ACU. Target(s) Save or pushed back Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)										FOCUS:Save Col +1 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
LEVEL	2	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Melee Backstab				4 pts	1 Square	1 Target	Initiative	1 Round		
	Rogue takes advantage of a nearby targets flank. ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank. This skill improves the effect of a normal backstab. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.										COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP Lvl 9 Damage +50% 8 SP
LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	<div></div>
	TIRO: Fire Crack!				20% Max	6 Squares	1 Target	Initiative	Instant	Do NOT lose an attack	
	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.										COUNTER: None
LEVEL	3	<div></div> <div></div>	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	<div></div>
	Conjure Native Beetles				4 pts	4 Squares	1 Mark	Initiative	1 Round	HP=25	
	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. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6										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	3	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Heat Metal Armor				4 pts	12 Squares	1 Target	Initiative	4 Rounds		
	Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. Round 1: Initiative -1 Ac -1 ToHIT -1 Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4: Initiative -4 Ac -4 ToHIT -4										CREATE:Enflame Metal Armor FOCUS:AC/Init/ToHIT additional -1 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP
LEVEL	3	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Phage Mist				6 pts	10 Squares	Row: 3 Sqs	Initiative	5 Rounds		
	A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.										COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL	3	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Rogues Charge				4 pts	Move x2	1 Target	Initiative	1 Round		
	The rogue races forward to deliver an intimidating hit. (Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2. Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.										COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Shield Bash (Odd rounds)</b>										
	Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers. This is an 'Extra' effort. Only 1 Extra effort is allowed per round. Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers. The 'Shield Bash' must be directed to the same target that the FTR has already targeted.									COUNTER: None ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP
LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>TIRO: Quick Push!</b>										
	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.									COUNTER: None
LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Accurate Ranged Shots</b>										
	A focus on accuracy rather than speed with a bow or crossbow. Applies to all bow/crossbow shots during the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.									COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP
LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Critical Surprise Throw</b>										
	Quickly throw a weapon before the fighting begins! Single hand weapon only. 1 Attack instead of normal number per round. Surprise Thrown attack is done before battle is started. Creates a round 0. Rogue gains +6 ToHIT. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest Init wins & others fail to happen.									COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Hunters Melee Charge</b>										
	Hunter charges up to an enemy for a melee attack.(Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.									COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP
LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility 1/2 Damage 
<b>TIRO: Quick Flash Fire</b>										
	Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. 1d12 Damage. Save for half damage.									COUNTER: None
LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>CROSSBOW: Long Distance Shots</b>										
	Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares.. Hunter must use a crossbow. Bows cannot be used with this skill. No changes to Initiative and ToHIT rolls.									COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP




LEVEL	7			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health	
	<b>Hold Civilized Creature</b>					8 pts	8 Squares	1 Target	1 Round	5 Rounds		
		Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk. Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.									<b>FOCUS:</b> target can talk. <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	<b>Critical Shot At 19 to 20</b>					8 pts	By Weapon	By Weapon	Initiative	4 hours		
		Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 14 Duration X2 8 SP	
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
	<b>Hail Stones Attack</b>					8 pts	12 Squares	2x2 Squares	Initiative	Permanent	1/2 Damage	
		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									<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP	
LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	<b>Phase Rain (2 Rds)</b>					8 pts	8 Squares	1 Square	Initiative	2 Rounds		
		Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. No ToHIT. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"									<b>FOCUS:</b> +2 HP Damage <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	<b>Static Bolt</b>					8 pts	15 Squares	Direct Line	Initiative	Instant		
		Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must be within the Range.									<b>FOCUS:</b> +2/Tier ToHIT <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	
LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	<b>Whirling Mordra, Rogue Style</b>					8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
		Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike. Single ToHIT roll & single Damage roll are applied to all 8 squares surrounding the Rogue. The ToHIT and Damage will gain bonuses of +4. When each target has differing AC's it is likely not all targets will be hit/damaged. This Skill was created in cooperation with the player "Mordra".									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP	
LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	<b>Desperation Attack</b>					12 pts	Self	Self	Initiative	1 Round		
		Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll. (There is a Strumos spell that can change the formula to 1d20-5 !)									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	



LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
					12 pts	12 Squares	2 Squares	Initiative	Instant	1/2 Damage		

**Force Clap 2d6 Daze 1d2 rds**


 A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)

Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.

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

LEVEL	9		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	self	1 creature	Initiative	Battle			


**Single Focus Attacks**

 Fighter selects one enemy for this battle. Not a group, a single creature. Fighter gains ToHIT Melee bonus +8 to that enemy. Fighter also gains 1 additional attack with that enemy via an enhancement. For 2 rounds after losing focus on that enemy the Fighter has zero additions to the ToHIT. After the 2 Rounds the Fighter regains normal ToHIT bonuses.


CREATE:  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Stacking +1 8 SP  
Lvl 14 Attacks +1 8 SP

LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	By Weapon	As per Weapon	Initiative	4 Rounds			


**Blunted Bow Shots (Bow Only)**

 Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/2 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initiative and ToHIT rolls. Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP

LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
					12 pts	1 Square	1 Square	Initiative	1 Round	Compare & Move		


**Brutal Push Forward**

 From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2). 1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Fighter and target must use a comparison save.



COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Attacks +1 8 SP

LEVEL	11		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	Self	Self	Initiative	1 Round			

**Adrenaline Rush**

 The Fighter hypes themselves up. (Player provides a narrative) Character must verbally hype themselves up within pre-initiative part of their round. Fighter can move and attack or just attack. Movement after the attack is not allowed. Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).


COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 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	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
					14.4 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage		

**Fire Class Power Attack**

 Sends a fire stream directly to the target. No lobbing. Damage of 6d10 + 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 (Fire) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.


FOCUS: +1d10 Damage  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save Roll -20 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 9 Damage +50% 8 SP



LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11		1	12 pts	Self	Self	Initiative	1 Battle	No Save
<b>Last Ditch Effort</b>								
			Pure determination keeps a fighter in battle even after death. Must be played out. Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4 Fighter must have 30 HP or less to use the skill. During skill use: Binding has no effect & 1/2 Healing while in negative points. Afterwards the Fighter may be dead, out cold, or just weak.					COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11		99	12 pts	1 Square	1 Horse	Initiative	1 Battle	No Save
<b>Mounted Melee Attack</b>								
			Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.					COUNTER: None
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		99	12 pts	12 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
<b>Electric Class Power Attack</b>								
			Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + 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 (Electric) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.					FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		99	9 pts	10 Squares	1 Target	Initiative	1 Round	Skill 1/2 Dmg
<b>Force Class Power Attack</b>								
			Sends a flow of force directly to the target. No lobbing. Damage of 4d10 + 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 (Force) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.					FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		99	12 pts	10 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
<b>Ice Class Power Attack</b>								
			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
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		99	12 pts	10 Squares	1 Target	Initiative	1 Rounds	Skill 1/2 Damage
<b>Phage Class Power Attack</b>								
			Sends a stream of Phage directly to the target. No lobbing. Damage of 4d10 + 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 (Phage)) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.					FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		1	12 pts	By Weapon	By Weapon	Initiative	1 Round	No Save
<b>Targeting A Moving Target</b>								
			Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.					COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16	99	20 pts	12 Squares	Row: 1 sq / Tier	Initiative	1 Round	Agility 1/2 Dmg




Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs dmg of 5d10+ACU to 2 Sqs (1 roll for 2 sqs). Each squares Saves separately. Can be lobbed (clearance needed) before hitting target w/o a ToHIT. One set of damage is rolled and applied fully to each of the squares in the AOE AoE is 3 squares. The first square must be within ranged.

COUNTER: None

ENHANCEMENTS:

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16	99	16 pts	15 Squares	ect Line up to 4 targ	Initiative	1 Round	Agility 1/2 Damage



Lightning travels from the caster's hand directly towards the target(s). Bolt may go through persons in a row, but will not pass through Adamantine Body armor. Damage Adjustments: +1d6 damage if non-Adamn armor. +4 damage with use of Focus ring. 1/2 damage if Save passed.


FOCUS:+6 Dmg

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
17	99	20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds	Brute



Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.


FOCUS:Cage HP = 398

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
17	99	20 pts	12 Squares	2 Squares	Initiative	Instant	Skill



A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds. A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)

FOCUS:Save Col +1


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

## Battle Reaction


LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	1	4 pts	1 Square	1 Target	Instant	1 Round	No Save



"Extra" effort which can be taken if an enemy enters or exits melee range. With entry/exiting melee range a Fighter may interrupt battle to attack the combatant. This is an 'Extra' effort. Only 1 Extra effort is allowed per round.

COUNTER:No Counter Available. Lvl:1


LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	1	4 pts	Self	1 Blunder	Instant	Instant	No Save



Rogue desparately attempts to lessen the impact of a Blunder. Allows Rogue to attempt to mitigate a Blunder roll Rogue disregards the first Blunder roll and rolls again. Rogue must take the 2nd roll.

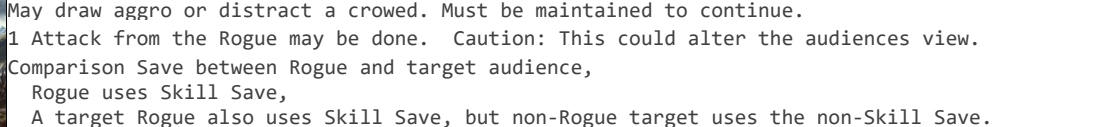
COUNTER: None


LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Self	Movement	Instant	1 Round	Agility Avoids an AoO



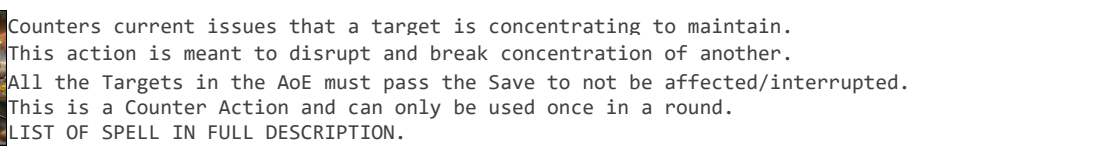
This is an attempt to counter and dodge AoO attacks from others. The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier) This skill does NOT interfere with the Rogues normal attacks in the round. Rogue and attacker must use a comparison Save. Must be called before AoO damage is rolled.

COUNTER: None



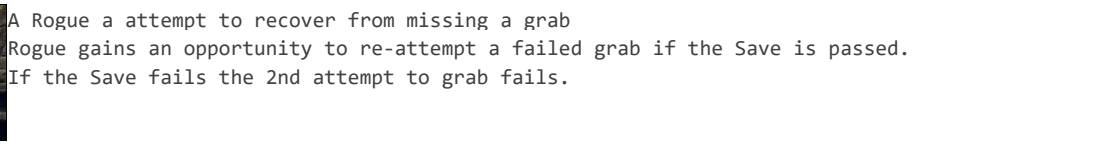
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
				8 pts	8 Squares	2x2 Squares	Instant	2 Rounds	Not Disrupted

## Disrupt Concentration



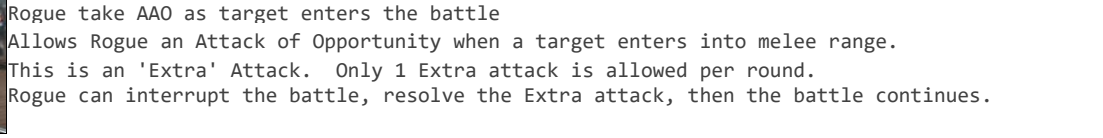
LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2nd Attempt To Grab				8 pts	Touch	Self	Instant	Instant	No Save


## 2nd Attempt To Grab



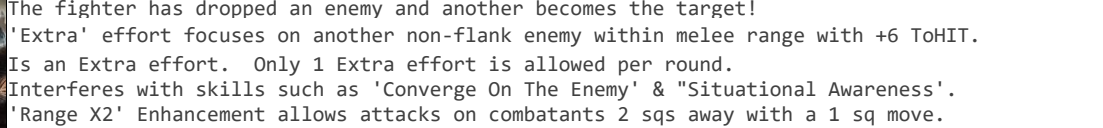
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		99	4 pts	Melee	Self	Instant	1 Round	No Save

**ADD ON PRICE Entry**

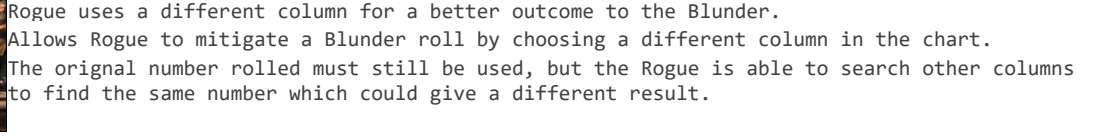


LEVEL	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
AoO on Kill					8 pts	1 Square	1 Target	Instant	Instant	

1

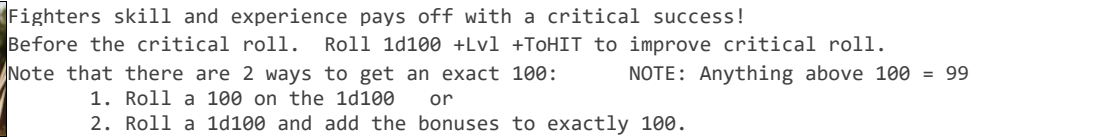


LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Blunder, Change Up			8 pts	Self	Self	Instant	Instant	No Save





LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	1	8 pts	Self	1 Critical	Instant	Instant	No Save

### Critical Role Additions



COUNTER: None

LEVEL **8**  
 STACK 99
 COST 

8 pts
-------

 RANGE 

Self
------

 AREA OF EFFECT 

Self
------

 ROLL OUT 



Initiative
------------

 DURATION 


2 Rounds
----------

 SAVE: No Save

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Critical Hit 2nd Choice			8 pts	Self	Self	Instant	Instant		

LEVEL	13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill vs non-Skill	
					16 pts	Self	Self	Instant	2 Rds Minimum	Life Detected	

## Chants

LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
<b>Chant Of Robustness, End DOT</b>						6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Ends DOT	

LEVEL **1**   STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save

4 pts	Self	Varies	Initiative	4 Hours
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**Light To Calm The Dead**


With a pinch of the fire, the darkness is not bright.


CREATE: Candle Light Powder  


With a twirling of the fingers the caster brings about light!  
 No Focus = Candle power. But with Focus caster can set light equal to a lantern.  
 This spell does stay fixed in relation to the caster, right above their





LEVEL	4	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Nae'Em	2 Rounds	Instant		
<b>Direction to Your Ionic Marker</b>												
						Caster connects to their ancestor to obtain the direction of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)						<b>FOCUS:</b> reveals plane <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes		
<b>Chant Of Rogues Grace, +1/Tier</b>												
						Caster creates a Shrine and invites Rogues to join them. +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration. Rogues may repeat the words & gain another +1 Grace until there are no more to give. The total number of benefits that can be given out is equal to the casters Tier. Disrespecting The Shrine by the caster or recipient will make it fail.						<b>FOCUS:</b> Enhanced @ 1/2 cost <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
						12 pts	Self	5 Squares/Tier	asdfa	adfa		
<b>Sense Undead</b>												
						askldfj ajsljdkjf ajsljdjf						<b>COUNTER:</b> None

LEVEL	20			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	15 Square Radius	1 Person	2 Rounds	20 Minutes		
<b>Mirror A Person</b>												
						Caster creates the image of a person within range which can speak like the original. Image can move as the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2						<b>FOCUS:</b> see and hear <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

<b>Class Specialty</b>												
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Has not fallen
						4 pts	Move	Vertical Area	Initiative	5 Minutes		
						No items in backpack. Can carry items in the Hidden Spaces Rogues climb up/down is movement. Others climb at half walk movement. Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used. Failed Save = fall. (2nd Grab Skill)) Falling damage is 2d8 for every climb (1/2 walk move upwards)						<b>FOCUS:</b> Skill Roll +20 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 14 Save Roll +20 8 SP Lvl 20 Rollout Instant 16 SP Lvl 16 AoE X2 16 SP

LEVEL	1			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						2 pts	Touch	1d3 Wraps	4 hours	Permanent		
<b>Create A Field Bandage</b>												
						Creates 1d3 bandages Bandage will stop bleeding. When applied by a Hunter it will also heal 2 HP. Components are fairly easy to find. Requires a Hunters Kit and a campfire.						<b>CREATE:</b> Field Bandage <b>FOCUS:</b> + 2 HP <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sent & Rcvd
						4 pts	In Sight	In Sight	Next Initiative	30 Minutes		
<b>Rogue To Rogue Signals</b>												
						A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication? Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'.						<b>COUNTER:</b> None

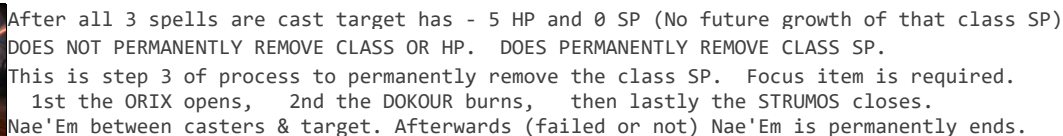
LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99		4 pts	Self	Animal	12 Hours	Permanent	No Save
<b>Skinning A Hide</b>									
			Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day) Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying. Hunters Tier indicates the size of finished hide regardless of size of creature. 1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)						CREATE:A Hide from Skinning FOCUS:2 Hides COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
2		7		4 pts	1 Square	Self	30 Minutes	12 Hours	Skill Disguise works
<b>Basic Disguise</b>									
			Does require "AoE Select Target" Enhancement to disguise another person. Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)						FOCUS:Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 12 AOE +2 12 SP
2		99		4 pts	Hearing	Varies	5 Rounds	Usually 2 Days	Skill Believed
<b>Convincing Another (or Lie)</b>									
			Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column dropped by 1. Save column adjusted based on audience size and mood, the extremeness of the lie, etc. COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.						COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP
2		99		4 pts	6 Sqaures	1 Item	Initiative	Continuous	Resist (Skill/Non)
<b>Fire Starter</b>									
			Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).						FOCUS:A darkened fire bolt. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
2		99		4 pts	Touch	Kindling	10 Minutes	Permanent	No Save
<b>Make Fire with Sticks</b>									
			Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3						FOCUS:COL -1 COUNTER: None
2		99		4 pts	Self	Self	Initiative	20 Minutes	Skill No sound made
<b>Silent Movements</b>									
			Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or armor then no Save is required. Carrying standard packs & Sacks requires a standard Save. Rogue can help the Save roll by +20 by moving at 1/2 speed. Rogue wearing robes or less can help the Save roll by +20.						COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
2		99		4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round	Skill Convincing
<b>Ventriloquism</b>									
			A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.						COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP





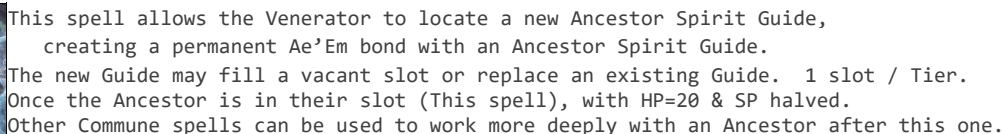


Arcane Removal Open (1 of 3)

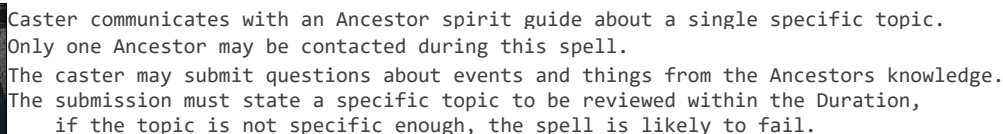


LEVEL	1	NAE'EM
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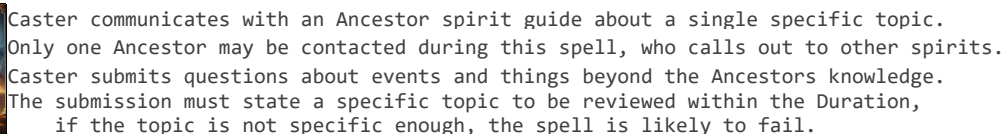
## Petition Ancestor Spirit Guide



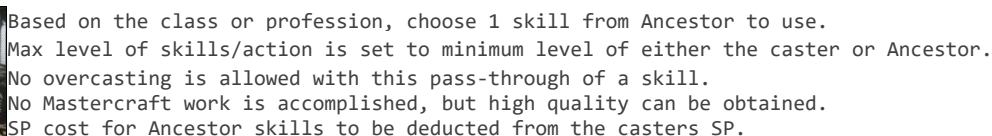
## Converse with Ancestor



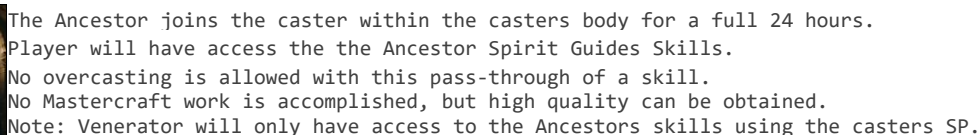
## Request Ancestor To Delve



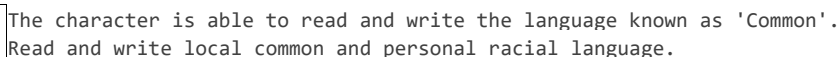
## Use An Ancestor Skill












**Possessed By Ancestor**

LEVEL **1**

## Speak/Read/Write Common





LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	PMP	2 Fires	2 Rounds	20 Minutes	
<b>Hot Conversations</b>											
		A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location. Audio visual fire to fire Nae'Em. Small non-magical items may be passed through. Two separate fires must be in preset locations. S The caster face willl be visible to the other side. A single 'speakers' face will be visible to the caster.									<div>FOCUS:Small item passed COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>
LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)	
<b>Hunter Marks</b>											
		Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.									<div>CREATE: COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP</div>
LEVEL	3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						15% Max	20 Squares	1 Flare	Initiative	1 Minute	
<b>TIRO: Colored Signal Flare</b>											
		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.									<div>COUNTER:Dispel Magic. Lvl:1</div>
LEVEL	4			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
						4 pts	Touch	200 Characters	20 Minutes	20 Minutes	
<b>Arcane Translation, 1 Page</b>											
		Plum colored coils drift to the text and lightly rebounds back to the caster. Interaction with living text. Very involved spell. Plum colored coils drift to the text and lightly rebounds back to the caster.									<div>FOCUS:Random Enhancement COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	6x6 Squares	Initiative	20 Minutes	
<b>Mimic Soft Nature Sounds</b>											
		Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create soft low sounds with no penalty, As the volume of a sound rises the GM may adjust the Save. As the sounds become more distinct the GM may adjust the Save.									<div>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP</div>
LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes	
<b>High Flares</b>											
		Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6) Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)									<div>CREATE: FOCUS:Delayed 5 Minutes. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>
LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
						20 pts	6 Squares	1 Spirit	10 Minutes	Rollout (10 Min)	Summoned
<b>Dead Spirit Conversation</b>											
		The caster draws a summoning circle and attempts to summon up to 6 souls. Speaks with the souls. Requires a ritual and a token for each soul/spirit. Summoning an available soul/spirit is not voluntary. Ancient dead or disconnected dead cannot be summoned forward. Caster may get multiple answers when asking 2 or more souls, but can't require it.									<div>FOCUS:Save roll +20 COUNTER:Consecration of Corpse Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</div>

## Creations

LEVEL

1

STACK

9

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1d3 Salves

ROLL OUT

4 Hours


DURATION

Used / EOY

SAVE:

None for creation

Create Singer's Salve



Hunter creates a Singer's Salve

1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.

Does NOT require a kitchen or lab. Does require basic cooking gear.

Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.

Concoction originally created by the character Reginal "Singer"

CREATE:Singers Salve

FOCUS:+1 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

LEVEL

1

STACK

99

COST

6 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

4 Hours


DURATION

Permanent

SAVE:

No Save

Create/Repair Arrows (24)



Hunter uses a sharp blade, skill, time and materials to create arrows.  
 Kit required for all except blunt & crude arrows.  
 Tier 1: 12 crude or blunt arrows.  
 Tier 2: 12 standard arrows, require and arrow heads and sinew  
 Tier 3: 12 flight arrows require, light weight shafts and sinew

CREATE:Arrows

FOCUS:Fletching

COUNTER: None




ENHANCEMENTS:



Lvl 10 Rollout Halved

6 SP

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		999	2 pts	3 Squares	1 Item	1 Round	Permanent	No Save
<b>Common Duplicate</b>								
	Creates a duplicate of a common low value product. Must be a worked (created) thing that is common. Will not work on items with value over 10 GP or items that are more natural than not. Item must have been worked on enough to be considered 'created', yet low in value. Examples: Meal for 2, simple tools, small bag, copper ring, etc.							CREATE: Scroll of Yield Improvement FOCUS: Taster COUNTER: Same Skill. Lvl: 1  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP


[illegible]

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Animate Cats Eye Marble</b>							4 pts	Self	Caster	1 Minute	2 Hours	
					Solid violet coils orbit above the caster's head then fades.							
					Caster sees through the marble which can be part of an item.							
					FOCUS:Multi-Vision COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP							

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
				4 pts	4 Squares	1 Item	2 Minutes	15 Minutes											
<div>  <div> <p><b>Orix False Glow</b></p> <p>Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades. Reveal of Magic will show a false positive.</p> <p>Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.</p> </div> </div>																			
<div> <div> <p>FOCUS:Visible to all</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 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table> </div>  </div>											Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 14	Duration X2	8 SP
Lvl 6	Subtle Casting	4 SP																	
Lvl 12	Rollout Init	12 SP																	
Lvl 14	Duration X2	8 SP																	

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Visible Sign Posts</b>												
Smoky violet coils Move Outward To Reveal Any Posts.												
Sign posts from teleports become visible. [ORX]												
Smoky violet coils Move Outward To Reveal Any Posts.												
COUNTER: Dispel Magic. Lvl:1												
ENHANCEMENTS:												
Lvl 9	Range +50%										6 SP	
Lvl 4	Increase Aura										-2 SP	
Lvl 14	Duration X2										8 SP	


LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
						12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	



Hunter creates a Revive Salve (Caffiene)  
Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min.  
A stocked Kitchen/Lab is required.  
Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.

CREATE:Revive Salve  
FOCUS:+1 Salve  
COUNTER: None

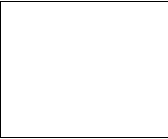
LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered	



Redish blue smoke moves from the casters hands to the center spot on the stone.  
Motion activated. 30 words or less.  
Redish blue smoke moves from the casters hands to the center spot on the stone.

FOCUS:Facail movements.  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 14 Duration X2 8 SP


LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Touch	1 Weapon	30 Minutes	1 Battle	



Bright plum colored coils encircle the weapon. (A pink oil)  
Weapon +1 Init, poss +2 or +3. Each + is a separate spell.  
Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:  
FOCUS:Column -1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 9 Range at 1 Sq 6 SP  
Lvl 18 Duration X4 10 SP


LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
						8 pts	Touch	200 Characters	10 Minutes	1 Hour	



Purple smoke gathers around the script.  
For moving letter script (Cursed?)  
Purple smoke gathers around the script.

COUNTER: None


LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
						12 pts	Touch	1d3 bottles	4 Hours	Used / EOY	



End result: 3 Small corked jars of repellent.  
Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.

CREATE:Repellent Oil  
FOCUS:+1 Bottle  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP


LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	Touch	200 Characters	1 Hour	Permanent	



Smokey magenta coils swirl around the script.  
Write in Arcane  
Smokey magenta coils swirl around the script.

COUNTER: None

LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
						16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY	



Hunter creates a Poultice.  
Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1.  
A stocked Kitchen/Lab is required.  
Ingredients listed as Bees Wax, Seaweed, and Anis Leaves.  
Sickness/Disease rolls are done in the morning using the Health Save.

CREATE:Fragility Poultice  
FOCUS:+1 Poultice  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Touch	1 Item	3 Days	5 Years		


**Imbue an Item with**

Lasts 5 years if within 8 Sqs of caster.

COUNTER: None

LEVEL	10		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
					18 pts	Touch	1d3 Vials	4 Hours	Used / EOY		

**Create Maidens Breath (Inhalent)**

 Hunter creates an inhalent.  
Qty:1d3 Inhalents. Dazed or stunned become clear headed.  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Marigold wine, Hemlock ash, Wild garlic oil.

CREATE:Maidens Breath  
FOCUS:+1 Bottle  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	1 Square	1 Signpost	10 Minutes	3 Days		


**Add Signs to Signpost**

Violet coils attach to the signpost and become a sign.  
20 chars on each Sign. Up to 3 Signs.  
Violet coils attach to the signpost and become a sign.

FOCUS:Visible Sign & Post  
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
					16.8 pts	Touch	1 Bag	4 Hours	Used / EOY		


**Create Aelene's Tea**

 Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.  
Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2.  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass.  
Multiple servings in a small bag.

CREATE:Aelene's Tea  
FOCUS:+1 Serving  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
					24 pts	Touch	1 Meal	4 Hours	Used / EOY		

**Create Java Meal Spice**

 Hunter creates a bit of spice.  
Qty:1d3 doses created. Recipeint will remain alert 48 hrs. (cannot be past 48).  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot.  
Multiple servings in a small bag. Noticable & distinct taste.

CREATE:Java Meal Spice  
FOCUS:+2 Meals  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL	11		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	2 Squares	3 Days	Permanent		

**Triggered Announcement**

Violet coils move to the target then fade into the targeted area.  
Motion activated. 30 words or less. Permanent.  
Violet coils move to the target then fade into the targeted area.


FOCUS:Speaks if a face  
COUNTER: None


LEVEL	16		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	Touch	1 Contstruct	6 Hours	1 Day		


**Create Leather Golem**

wrap the leather into a humaniod shape.  
AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg. HP:120  
wrap the leather into a humaniod shape.

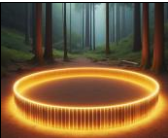
FOCUS:Damage +4  
COUNTER: None


LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	Touch	1 Item	3 Days	Permanent		
											Embeds an aspect permanently	
											COUNTER: None	


LEVEL	18			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
						20 pts	Touch	1 Construct	8 Hours	1 Day		
											Bright lavender coils bind the wood into a moving creature. SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160 Bright lavender coils bind the wood into a moving creature.	
											FOCUS:Damage +6 COUNTER: None	


LEVEL	19			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)		
											Vivid violet coils surround the stone and animates a creature. SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200 Vivid violet coils surround the stone and animates a creature.	
											FOCUS:Damage +10 COUNTER: None	

## Fences and Shelters








LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Avoiding the trap
						4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		
											Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle may delivers 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless wether damage is taken or not.	
											FOCUS:+3 Damage COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 12 AOE +50% 12 SP	

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						3 pts	Touch	1 Shelter	1 Minute	12 Hrs		
											Quickly built (1 min) & lasts 12 hrs, unless rough weather. Very heavy rains and/or heavy winds will destroy this. - Shelter fits up to 2 people.	
											CREATE:Lean-To for 2 ppl COUNTER: None	

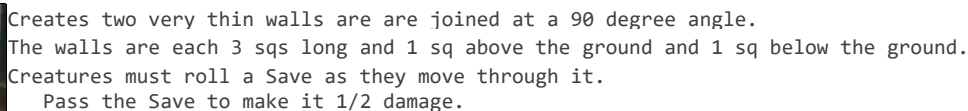
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		
											Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders.	
											COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		
											Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.	
											COUNTER: None	

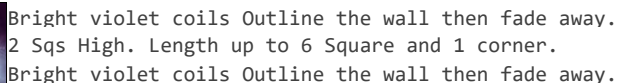


LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	<b>Force Platform</b>					8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes	
		Shining wine colored coils Outline the platform. Levitating platform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.									<div>FOCUS:Half Wall COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>
LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	<b>Hunters Hut (10 ppl)</b>					10 pts	Touch	2x1 Squares	20 Minutes	2 Days	
		The hunter creates a shelter out of avialable materials Creates temporary shelter for 10 persons. Inside= Fragility Max time -1. The hunter creates a shelter out of avialable materials. If left up the shelter will fall within 2 days. After duration the shelter will no longer keep the weather out.									<div>CREATE:Hut FOCUS:Set AoE to 2x2 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 17 Hidden 4 SP Lvl 9 Duration +50% 6 SP</div>
LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	<b>Circle of Protection vs Phage</b>					8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour	
		Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.									<div>FOCUS:Acid 1d6 dmg at edge COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>
LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	<b>Hunters HIDDEN Shelter (5 ppl)</b>					12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier	
		Hunter creates a hidden hut for up to 5 people that has a single entrance/exit. Casual by-passers will not normally notice the shelter. - smoke from fires may be noticed - Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)									<div>CREATE:Hidden Shelter FOCUS:Rollout 1/2 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>
LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	<b>Strumos Waystation</b>					8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours	
		Caster creates a waystation that looks normal in most respects. 3x3 Sqs platform that protects from normal weather. Has center area for fires and posts supporting a flat roof.									<div>FOCUS:Canvass walls COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>
LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
	<b>Circle of Protection vs Undead</b>					8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Cross Perimeter
		Undead are not able to cross the perimeter of the circle. Living Dead can only cross the perimeter if the target passes a Skill Save Class symbol must be represented in the art of the circle.									<div>FOCUS:Range +6 Sqs COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP</div>
LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	<b>Walls of Force (4 to 6)</b>					8 pts	12 Squares	See Description	5 Min / Wall	4 Hours	
		Solid lavender coils follow the caster's hand outlining the walls. 2 Sqs High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.									<div>FOCUS:Door Included. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>

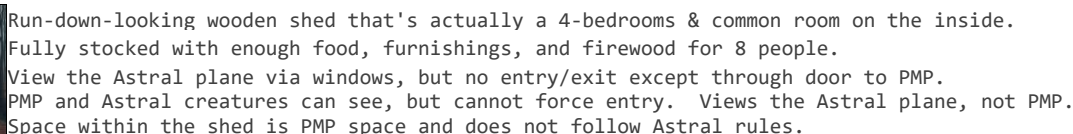
## Charged Fencing, Two Sides



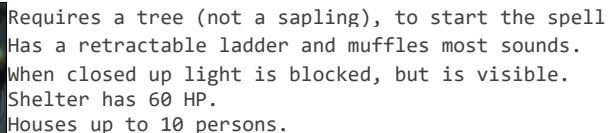
## Force Wall



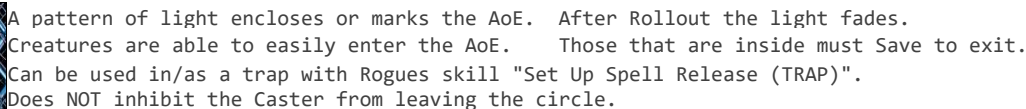
## Astral Shed



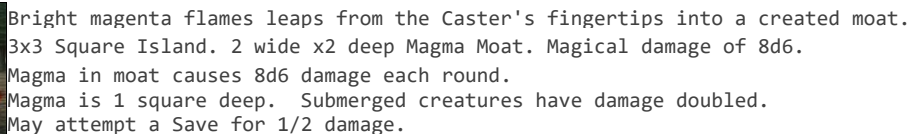
## Tree House



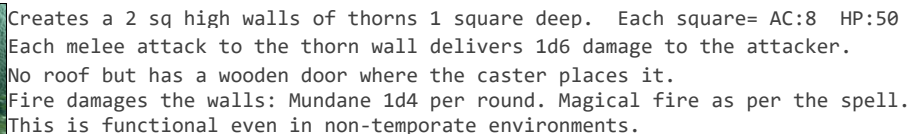
## Circle of Containment



## Magma Moat




## Fort of Thorns



## Find or Reveal

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Urban	Community	Initiative	Instant	




The Rogues quickly surveys the situation and knows the direction to go!  
Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW & a landmark.  
This works without any Save in villages, Towns, Cities, and Palaces. Not Villages.  
Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such.  
Does not give distance, best path, or elevations.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	GM
						4 pts	Touch	Variable	1 Minute	Instant	Issue/Item Found	




Many factors change the Save column, including a general quick search.  
Scanning for 'anything' is possible, but requires a penalty of -30 to the Save Roll.  
This is meant to scan a small area or person for a single item.  
When searching a person the Save Roll is comparative (search vs searched).

COUNTER: No Counter Available. Lvl:

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
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LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes	




Lavender coils orbit the casters head.  
View Sign Posts  
Lavender coils orbit the casters head.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
						4 pts	Touch	1 Item	10 Rds (1 Min)	Permanent	GM gives info	



Rogue appraises small and medium sized items.  
The value of an item can depend on many things, but rogues can give an estimate.  
Initial evaluation answering 'Is it less than 100gp?' done without skill points.  
To estimate values over 100 gp requires a Save.  
This does NOT determine providence of the item.


FOCUS: Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
						8 pts	4 Sqs	1 Target	2 Rounds	Permanent	Varies	



Many spells can be temporarily halted or entirely stopped by a Dispel Magic.  
Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest!  
The full description has the list.  
Also, there is a list in the players handbook (Spells chapter).

CREATE: Scroll of Dispel Magic (Tem)


FOCUS: Rollout = 2 Rounds

COUNTER: No Counter Available. Lvl: 1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						4 pts	Touch	2w x 2d x 1h Sqs	10 Minutes	2 Hours	Access found	



Search in and FOR areas. (Camouflage, concealed, and Hidden.)  
Search for multiple issues within panels, doors, and other items.  
Will reveal if there are issues in range and give descriptions.  
Difficulty, lighting, & other conditions alter the Saving throw column.  
This does not work as well when searching for a specific item (Save Roll - 30)


FOCUS: Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses	
						30% Max	Self	1 Trail	Initiative	1 Hour	Trail located	



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

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



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	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent	Found 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	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				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).

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	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	Touch	1 Target	6 Minutes	Permanent		




Many spells can be temporarily halted or entirely stopped by a Dispel Magic.  
 Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(  
 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 12	Range X2	8 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
				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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				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	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour		

**Improve Food**



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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent		

**Permanently Preserve Food**



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

**Draw Out Rain Water**



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	15	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				16 pts	Touch	1 Square	5 Minutes	Permanent		

**Create Food For A Family**



Barely visible golden sparks surround an area, before food and water appear.  
 2d12+10 meals and 3 skins of water.  
 Simple hot meal and cool water.

FOCUS:Improved taste & Wine

COUNTER: None


ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Range X4	10 SP
Lvl 14	Range At 3 Sqs	8 SP

## Fragility

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health Illness Increased
				8 pts	4 Squares	1 Square	Initiative	Possibly Days		

**Cause Illness**



Sparks directed straight to target the square the caster points to. (No ToHIT)  
 Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.  
 Target's failed Save indicates Sickness I.  
 This can progress through Sickness II and III, to Disease I-II, then to death.

FOCUS:Col +1

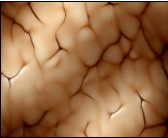
COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP
Lvl 16	AoE X2	16 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health no extra dmg
				4 pts	Touch	1 Target	Initiative	3 Rounds		

**Burn Out Disease/Sickness.**



Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern.  
 Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4.  
 After 3 rounds removes all mundane (non-magical) Diseases and sicknesses.  
 If Healed by another caster within Duration a Health Save is rolled.  
 If Save fails the healing still works, but another rounds worth of damage is done.


FOCUS:Fragility set to None  
 COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sickness 1 better
				4 pts	2 Squares	1 Target	1 Minute	Permanent		

**Aid Poisons (Fragility)**



Sparks surround the sick person and they glow with a yellow light.  
 Use Targets Health Save. Use Frailty Scale.


- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.


CREATE:Cure Sickness Potion


COUNTER: None

ENHANCEMENTS:


Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP


LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	4 Squares	1x2 Squares	1 Day	Permanent			
					For the Fragility of Disease and Sickness					<div>FOCUS:AOE x2</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save Roll +20 8 SP</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div>		


LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Fragility 0	
					8 pts	Touch	1 Creature	30 Minutes	Permanent			
					This spell works to help the victim get past the fragility effect from a spell.					<div>FOCUS:COL -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div>		


LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill No Disease	
					12 pts	2 Squares	1 Target	4 Hours	Permanent			
					Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immune to getting THIS disease for the rollout. Creature must pass Save. This spell will NOT drop HP enough to kill.					<div>FOCUS:Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>		

## Healing and Rest















LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	2 or 8 sqs	1 Target	Initiative	Permanent			
					Caster's most basic form of healing. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.					<div>FOCUS:+1 HP/Tier</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 18 Healing +8 10 SP</div> <div>Lvl 16 Healing +4 10 SP</div>		

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	1 Square	1 Target	Initiative	Permanent			
					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.					<div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div>		


LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	1 Square	Target	Initiative	Instant			
					Heals fire damage from living creatures. Heals 2d8 HP of damage caused by fire. Will not heal HP damage that has been caused by any other means. Will not heal non-living and/or non-corporeal creatures.					<div>FOCUS:Die -4, Min 1.</div> <div>COUNTER:Same Skill. Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> <div>Lvl 16 Healing +4 10 SP</div>		


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Touch	1 Creature	Initiative	Permanent			
					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					<div>FOCUS:Enhancements 1/2 level</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div>		


LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	30% Max	1 Square	Recipient	Initiative	Permanent	No Save
<b>TIRO: Healing Bolus</b>								
			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 
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		3	4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours	No Save
<b>Feather Bed</b>								
			Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank and pillow appears. Can fit 1 person. Does continue even once the caster is out cold, asleep, etc... 1 shift of sleep is equal to a full night.					FOCUS:AOE = 2  COUNTER: None  ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		99	4 pts	Touch	1 Recipient	Initiative	Permanent	No Save
<b>Healing Flames 1d4 HP per Tier</b>								
			Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.					CREATE:Fire Balm  FOCUS:+1 HP extra  COUNTER: None  ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 Healing +4 10 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		1	4 pts	4 Squares	1 Target	1 Minute	1d6 Hours	Senses Tired, but aware
<b>Sleep: Light Nap</b>								
			Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each. Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest. Success means the target is very tired but awake, Moderately active targets get a bonus of +40 to their Save roll, Very active targets get a bonus of +80 to their Save roll.					FOCUS:Save Roll -20  COUNTER: None  ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		9	8 pts	Touch	Recipient	30 Minutes	Damage Taken	No Save
<b>Triggered Forced Healing 2d8</b>								
			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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		99	4 pts	Touch	1 Body	30 Min	Permanent	No Save
<b>Consecration: Final Rites</b>								
			Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.					COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	NAE'EM 	99	4 pts	Touch	1 Body	30 Min	Permanent	No Save
<b>Send The Dead On</b>								
			The Caster is able to converse with the dead as a final part of this spell. Only a small part of the body must remain. Must be dead a decade or less. The dead are sent beyond any connection that can be made from the known planes. The targeted dead move on to the spirit world.					COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP



LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill		
<b>Slow Healing</b>													
	Maximum of 4 hours + 1 hour per caster Tier. Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature. Save at beginning of every hour. Failed Save ends spell. MUST SAVE EVERY HOUR TO CONTINUE. No other concentrated efforts by either caster or recipient.										FOCUS:+1 HP/Tier/Cycle COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 AoE = 2 Targets 12 SP		
LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Assist Another's Healing</b>													
	Barely visible purple coils reach out to join the efforts of the other healing spell. Other caster: Heal x2 then +4 Barely visible purple coils reach out to join the efforts of the other healing spell.										COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 16 Healing +4 10 SP		
LEVEL	5				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
<b>Repair A Dead Body</b>													
	The body is wrapped in bright yellow lights for the entire roll out. The body is left as whole as much as possible, based on how much of the body remains. All wounds are cleaned inside and out. All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.										FOCUS:Range = 8 Sqs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 AoE = 2 Recipients 10 SP		
LEVEL	6				STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health	
<b>Cleansing Fire</b>													
	Magenta flames engulf the caster during the RollOut then flames fade away. Removes frialty from the caster. Each hour (Max 12 hours): 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.										FOCUS:Cast to another COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP		
LEVEL	6				STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Common Healing 2d8+ACU</b>													
	One of the most common healing spells from the Strumos. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.										CREATE:Draught Of Health FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP		
LEVEL	6				STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Destroy Harmful Substance</b>													
	Bright wine colored coils drift about in the AOE then fades. Material decays if rotten/poisoned. Bright wine colored coils drift about in the AOE then fades.										COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP		
LEVEL	9				STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Extra Healing 3d8+ACU</b>													
	A Strumos healing spell that has something Extra in it. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.										FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Targets 12 SP		





LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	Touch	1 broken bone	1 Hour	Permanent		
						Without this spell healing a broken bone can take from 1 to 6 months. Broken bone heals in 1 Hour. Will even heal sprains.						FOCUS:Rollout = 1 Min COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	8 Squares	1 Target	Initiative	Permanent		
						Stops current Damage Over Time (DoT) upon 1 target. Enacted in next round on casters initiative Does NOT heal or cure the target of any diseases.						FOCUS:d6 healing COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Alive!	
						36 pts	Touch	1 Body	4 Hours	Permanent		
						Sparks surround then converge on the fallen body. Restore a creature that has been dead less than 25 hrs & passes the Save. When brought back to life the creature has 0 HP. - Passing the Save takes 5 HP from the recipient Max HP, - Failing the Save takes 1 HP from the Casters Max HP.						FOCUS:Dead less than 2 mo COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP


LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Alive!
						36 pts	Touch	1 Body	12 Hours	Permanent		
						Fire surrounds and restores the creature that is dead less than 25 hrs & passes the Save. Only one Nae'Em or divine connection remains... from the caster to the recipient. When brought back to life the creature has -4 HP. - Passing the Save takes 5 HP from the recipient Max HP, takes 8 HP with Focus Staff. - Passing the Save gives 1 HP to the Casters Max HP.						FOCUS:takes 8 HP off Max HP COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 1 Fake Effort -2 SP



LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	2 or 8 sqs	1 Creature	Initiative	Permanent		
						A great Strumos healing spell. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.						FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	15 or 22 sqs	1 Target	Initiative	Permanent		
						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


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses Tired, but awake.	
						12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours		
						Push a person to a deep sleep. Multiple castings may be needed. Save roll -40 each. Failure means target falls asleep for 2d6 Hours. Or if voluntary 8-10 hrs of rest. Success means the target is very tired but awake, Very active targets are not put to sleep, though they might feel a bit tired. Subsequent Deep Doze spells have a Save Roll -40						FOCUS:Save Roll -20 COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP

LEVEL	14			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Major Healing 5d10+4						15.2 pts	8 or 16 sqs	1 Creature	Initiative	Permanent		
												
One of the most powerful healing spells												
Healing of 5d10 +4 + Acumen Bonus to living corporeal creatures.												
If the Strumos heals a Fighter the spell range becomes 16 Sqs.												
FOCUS:+1 HP/Tier												
COUNTER: None												
ENHANCEMENTS:												
Lvl 18 Healing +8 10 SP												
Lvl 16 Healing +4 10 SP												
Lvl 12 AoE = 2 Recipients 10 SP												


LEVEL	15			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
<b>Consecration of Corpse</b>						16 pts	1 Square	1 Corpse	30 Minutes	Permanent										
				<p>Dull yellow sparks flutter around the corpse.</p> <p>Blocks the dead from becoming animated and removes all Nae'Ems.</p> <p>Cannot not work in environment that is blocked from other planes.</p> <p>Requires a holy symbol from the caster or from the deceased.</p> <p>Must be dead a month or less.</p>																
				<div>CREATE:Consecration Anointment</div> <div>COUNTER:No Counter Available. Lvl:1</div> <div>ENHANCEMENTS:</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 12</td><td>AoE = 2 Recipients</td><td>10 SP</td></tr></table>								Lvl 10	Rollout Halved	6 SP	Lvl 4	Increase Aura	-2 SP	Lvl 12	AoE = 2 Recipients	10 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 4	Increase Aura	-2 SP																		
Lvl 12	AoE = 2 Recipients	10 SP																		

LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Held In Stasis						16 pts	Touch	1 Target	1 Minute	1 Month (30 days)			
													
Burgundy coils wrap around the target & orbit the target until end of duration. Places a non-combatant into a Coma like state.													


LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL									
Major Bolt Of Health 6d12+6						16 pts	15 or 22 sqs	1 Recipient	Initiative	Permanent		Bolt Misses									
											<p>A Major electrical bolt is arched out the the recipient. NoHit or direct needed.</p> <p>Recipient can dodge if desired with AGL Save. Save Roll adjustment of +40.</p> <p>If the bolt hits the recipient loses 1 attack &amp; 1d4 HP, then healed for 6d12+6+ACU.</p> <p>Range of 15 squares, but if recipient is a FTR then 22 squares.</p>										
											<p>FOCUS:+1 HP/Tier</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>AoE = 2 Recipients</td><td>10 SP</td></tr><tr><td>Lvl 8</td><td>+1d8 Heal</td><td>4 SP</td></tr></table>		Lvl 9	Range +50%	6 SP	Lvl 12	AoE = 2 Recipients	10 SP	Lvl 8	+1d8 Heal	4 SP
Lvl 9	Range +50%	6 SP																			
Lvl 12	AoE = 2 Recipients	10 SP																			
Lvl 8	+1d8 Heal	4 SP																			


LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Ultimate Group Heal 200 HP						20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent										
				Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)																
				<div>FOCUS:+1 HP/Tier</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Healing +8</td><td>10 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr></table>								Lvl 10	Rollout Halved	6 SP	Lvl 18	Healing +8	10 SP	Lvl 16	Healing +4	10 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 18	Healing +8	10 SP																		
Lvl 16	Healing +4	10 SP																		

## Hide or Obscure


LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Slow Alteration Into Ancestor						8 pts	Self	Self	4 Rounds	4 Hours		
<div></div> <div>Take 4 rounds to slowly morph. Move from young FTR elf &amp; exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people.</div>												
<div><div>FOCUS:Change Race, Ht, Wt, Gender</div><div>COUNTER:Same Skill. Lvl:1</div><div>ENHANCEMENTS:</div><div><div>Lvl 6</div><div>Subtle Casting</div><div>4 SP</div></div><div><div>Lvl 10</div><div>Rollout Halved</div><div>6 SP</div></div><div><div>Lvl 14</div><div>Duration X2</div><div>8 SP</div></div></div>												

## Illusions


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

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						40% Max	10 Squares	1 Target	Initiative	2 Rounds	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		

**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 

LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	1/4 Mark	1 Ribbon Ctrr	30 Minutes	8 Hours		


**Ribbon Goblin Lookout**




Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.  
LVL:2 HP:2 Attk:sx0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.  
Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

FOCUS:Telepathic Convo   
COUNTER:Dispel Magic. Lvl:1   
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Attacks = FTR 8 SP

## Ionic Markers


LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	Touch	1 Object	1 Day	Permanent		

**Create Ionic Marker**




Thick purple coils surrounds the item and fades into it.  
Creates permanent marker  
Thick purple coils surrounds the item and fades into it.



COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 18 Nae'Em Clues Remove 20 SP


LEVEL	5	NAE'EM			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						48 pts	Touch	Caster	1 Day	Permanent		

**Imbue Ionic Marker (Tae'Em)**




From common unworked non-magic item creates a trackable marker as a Tae'Em.  
Ionic Marker. Cannot be purchased. Must be made by the caster.  
Must have proper scrying spell/device to fully use.


CREATE:Ionic Marker   
COUNTER: None   
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Range At 3 Sqs 8 SP

LEVEL	5	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill -60
						8 pts	PMP	1 Marker	1 Hour	Instant		


**Locate Ionic Marker**




Purple coils whirl around the caster then point the direction of the marker.  
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)  
Purple coils whirl around the caster then point the direction of the marker.

FOCUS:SKL:1   
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP  
Lvl 9 Range +50% 6 SP


## Light-

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	
						12 pts	15 Squares	1 Square	Initiative	1 Hour	Scrying blocked	

**SHRINE: Block Scrying**




Blue and orange weaves surround the caster.  
Require the caster to place the spell in a single Square.  
GM rolls Save.  
If Save passes then any current scrying within AoE fails.  
GM usually does NOT report pass or failure.

COUNTER: None 

## Light and Darkness

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

**Light of Orix (Violet)**



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:

FOCUS:Brighter by Tier


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE = 2 Targets	12 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	12 Hours		

**Light of Strumos Yellow**



With a twirling of the fingers the caster brings about light!  
 No Focus = Candle power. With Focus caster can set power level.  
 This spell does stay fixed in relation to the caster, right above them.  
 Use a Focus item for control of light brightness.

CREATE:Healthy Yellow Candle

FOCUS:Brighter by Tier


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	6 Hours		

**Red Light of Dokour**



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:Revealing Red Candle

FOCUS:Brighter by Tier


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Suare	Initiative	1 Hour		

**Shadow Cover (AC +1)**



Flames surrounds the caster then darkens the area as it fades to black.  
 Shadow surrounds the caster and their belongings. Caster can see out normally.  
 At night helps Dokour blend into darkness. Provides protection of AC +2  
 In daylight Dokour still in darkness, but is very obvious.  
 When using the enhancement 'Subtle Casting' shadow comes on without the flames.

FOCUS:Muffles caster in AoE.


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 9	Duration +50%	6 SP

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

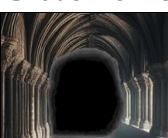
COUNTER:Dispel Magic. Lvl:1

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

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours		

**The Darkness**



Stays fixed right above the caster.  
 Darkness to continues for 4 hours.  
 Caster to creates darkness that will stay centered above them.  
 Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered

COUNTER:Dispel Magic. Lvl:1


ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 16	AoE X2	16 SP



LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours	

**Capture/Release Light (Violet)**



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a 1 light source per Tier. Light must be less than bonfire brightness. must be able to see the light source or where the light source will be located at.

CREATE:Stone of Capture/Release L

FOCUS:Item emits a light


COUNTER: None

ENHANCEMENTS:

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

LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	12 Squares	Recipient	Initiative	2 Hours	

**Profiled In Fire**



Visible heat waves surround the casters's body for the duration. Surrounds and shrouds the caster in smoldering fire Those in adjacent squares feel warmth from the magical fire. Will not set items on fire due to Magical output.

CREATE:Aura Of Flames

FOCUS:warmth = 2x2 AoE


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes	

**TIRO: Aural Spark**




Colorful lights surround an area. Random color of sparks for 1d20 minutes.

COUNTER: None

## Mechanicals

LEVEL	1			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
						20 pts	Touch	1 Square	20 Minutes	Until Triggered	Trap in place

**Create Message Trap**



Creates a single trap that reveals a message when sprung. Requires description of the trigger, Message, and Location. This is the creation of a hidden non-damaging trigger type trap. Enhancements and Rogues Kit's can add 1 column to Save. Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Message Trap

FOCUS:Trap Seen +20


COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 14	Save Roll +20	8 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
						8 pts	Touch	1 Mechanical	10 Minutes	Until Reset	Locked/Unlocked

**Disarm/Arm Locks and Traps**



For Locks, Traps, and other Mechanical issues. Use of a Rogues Kit will alter the Save. 3 trys only. Simple Issues require Skill Save non-Dmg traps, Padlocks, Skeleton keys. Advanced Issues require Skill -20 Save Dmg Traps, Imbedded locks, Slim keys. Complex Issues require Skill -50 Save (or more) Hidden or large mechanicals

FOCUS:Save +20


COUNTER: None

ENHANCEMENTS:

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

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						12 pts	Touch	1x2 Squares	5 Minutes	Until Triggered	

**Create Impedance Trap**



Single trap that covers the AoE with miscellaneous items that impede movement by half. Should have description of the trigger, as well as the specific location. This is the creation of a hidden non-damaging trigger type trap. Enhancements and Rogues Kit's can add 1 column to Save. Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Impedance Trap

FOCUS:Trap Seen +20


COUNTER: None

ENHANCEMENTS:

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

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
						4 SP	Touch	1x1 Square	30 Min	Permanent	Etched IF NEEDED

**Acid Etching**



Speak the title words wanted as they cause an acid mist to sprinkle over the surface. Standard surfaces are of stone, metal, wood, or leather and require no Save. Non-standard surfaces OR Magical surfaces require a RM:3 Save. Although the more powerful the magic the more likely the Resist Magic Save will be higher.

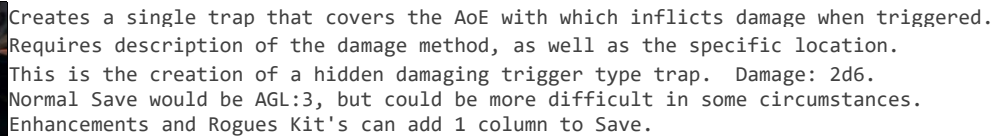
FOCUS:none

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	AoE X2	16 SP

## Create Damaging Trap



LEVEL **1**   STACK

**Send Item to A Nae'Em Location**

Solid blue coils flashes as a portal opens and swallows the covered object.  
Item fits into 1 Sq blanket and not living.  
Solid blue coils flashes as a portal opens and swallows the covered object.

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.



```
Thick violet coils create a portal.
Teleport a preselected person to the casters side.
Thick violet coils create a portal.
```



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.

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.




Purple coils spin around the casters hand until an item appears.  
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.  
Purple coils spin around the casters hand until an item appears.



LEVEL

6

NAE'EM



STACK

5

COST

RANGE


AREA OF EFFECT

ROLL OUT


DURATION

SAVE: Skill -20

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

6

NAE'EM



STACK

7

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Create a Vae'Em Location



Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue]  
Enhancement: Subtle casting means casual watcher will not take notice.  
Resetting a connection:  
Can be re-established with 1 hour rollout at the Vae'Em location,  
Can be re-established with a 2 day rollout while not at the Vae'Em location.

FOCUS:Reset Rollout 1/2

COUNTER:No Counter Available. Lvl:1


ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP

LEVEL

7

NAE'EM



STACK

3

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

8

NAE'EM



STACK

2

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Raise Nae'Em Fighter Str +1



Use Character sheet to add 1 to Strength. It will automatically make the adjustments.  
All adjustments to saves, initiatives, ToHITs are then applied.  
See stacking number to determine how many Nae'Em Fighters can be affected.  
One spell per recipient, even if stack indicates more than 1.

FOCUS:Duration= 4 hr

COUNTER:Same Skill. Lvl:1


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 4	Increase Aura	-2 SP

LEVEL

11

NAE'EM



STACK

1

COST

RANGE


AREA OF EFFECT

ROLL OUT


DURATION

SAVE: Resist (Skill/Non)

Connected



Connect To An Arcane Focus Item




Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou  
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						48 pts	1 Recipient	1 Target	1 Week	Permanent		

**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 Allegiance  
COUNTER: None

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

**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	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	Initiative	1 Hour		

**Find North**




Reviews surrounding area.  
GM indicates direction of North.  
Reviews surrounding area.

COUNTER: None  
ENHANCEMENTS:  
Lvl 20 Rollout Instant 16 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		

**Benign Approach**




Use of 'Calm Animal' skill will greatly help this effort.  
Approaching animals and not alarming them (much). No attacks.  
How close depends on the animal, situation, and the level of the hunter.  
If started outside of range the animal may leave while not noticing the hunter.  
Using this within range means the animal is aware, and hopefully not scared.

COUNTER: None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP

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

**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 Disease Gone
						4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		

**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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav Animal is calmed
						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		








**Calm Animal**



The hunter calms a wild animal in their own way.  
Some animals flee before effect happens. Hunter and animal use comparison Save.  
Calming animals can be more difficult with some creatures that are very skittish.  
Hunter should use calming mannerisms, slow patient movement, and food to help.  
Must Save using column 2, but can use column 1 if the situation fits (as per GM).

COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP



LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	<input type="checkbox"/>	1	4 pts	Self	20x20 Squares	9 Hours	Rollout	Mav Need Skill Sav
<b>Hunt/Fish/Gather</b>								
							Able to hunt, fish, or gather once per day Skill Save to be rolled, but adjusted for region. Roll a d6 per Tier for number of meals acquired.	
							CREATE:Hunt/Fish/Gather Yield FOCUS:+ 50% COUNTER: None	
3	<input type="checkbox"/>		4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
<b>Water to Steam (Reversible)</b>								
							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	
4	<input type="checkbox"/>	1	4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Skill Weather Results
<b>Predict Weather</b>								
							Barely visible sepia colored roots rise into the air, hover, then float down. Estimation of likely/known changes coming within the week. Predicts Weather patterns for a wk. GM rolls Save for caster, Save passed means info given to the caster is accurate.	
							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	
4	<input type="checkbox"/>	1	4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
<b>Water to Ice (Reversible)</b>								
							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	
6	NAE'EM	99	6 pts	4 Sqs	1 Animal	1 Minute	Permanent	No Save
<b>Animal Healing</b>								
							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	
6	<input type="checkbox"/>	3	8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours	No Save
<b>Grow A Plant Canopy</b>								
							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	
7	<input type="checkbox"/>	9	8 pts	Self	Self	1 Minute	1 Day	No Save
<b>Water Breathing</b>								
							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	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Ocean	16 Hours	Permanent		

**Coastal Net Fishing**




Hunter coordinates a net fishing effort.  
Hunter coordinates fishing in deep waters.  
3-12 assistants needed.  
Meals gained: 6d20 + 5/assistant.  
Cook:1 hr per 30 meals

CREATE:

COUNTER: None

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
						12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells

**Control Wind Sphere**



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
						16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours		

**Control Water Currents**



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
						1 pt	Self	10 Square Radius	4 Minutes	8 Hours		

**Call & Direct Small Assistants**



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).

FOCUS:Enhancements 1/2 level


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

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	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
						4 pts	10 Squares	1 Rogue	1 Round	1 Hour		Rogue Helped

**Rogue's Right Place, Right Time**



A spirit advising the caster helps a Rogue be more convincing, less suspicious.  
Caster Passing a Skill Save rolls 1d6 x 5 (5 to 30). Rogue gains it as adj for Saves.  
The caster can send impulse to the Rogue . . .  
Pressing or pushing the Rogue towards a specific direction (1/round), [No pulling]  
indistinct gutteral sounds to the Rogue (1/round). [No words]

FOCUS:Enhancements 1/2 Cost


COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Lean-To	10 Minutes	2 Hours		

**Assist Hunter's LeanTo**

















Brown roots grab and secure a lean-to to the ground.  
Requires a Nae'Em 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.












FOCUS:Enhancements 1/2 level

COUNTER: None


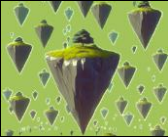












ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP















LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		5	4 pts	Self	20 Squares	1 Minute	30 Min + Ken	No Save
<b>Call &amp; Direct Rodent</b>								
			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.					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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		1	4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Resist (Skill/Non) Imp appears
			Emerges out of a flame. Looks similar to caster, but miniature and with a tail. MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava). Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHit+0, Damage:1d2, Distance:1.					FOCUS:Alter the description COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1	4 pts	30 Squares	PMP	24 Hours	End of Year	No Save
<b>Invoke Imp Partner (Year long)</b>								
			Emerges out of a flame. Looks similar to caster, but miniature and with a tail. MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above lava). Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHit+0, Damage:1d2, Distance:1.					FOCUS:Alter the description COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1	8 pts	1/2 Mile	Familiar	2 Days	Permanent	Skill Nae'Em Kept
<b>Summon Feline Familiar</b>								
			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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	16 pts	1/4 Mile	Familiar	1 Day	Permanent	Resist (Skill/Non)
<b>Summon Canine Familiar</b>								
			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	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	16 pts	Self	1/2 Mark	10 Minutes	Perm	Skill Summoned
<b>Summon Nisse Spirit</b>								
			A small invisible familiar-like creature that can be seen via ultra violet vision. After the summoning, the Nisse and caster are joined in a Nae'Em. Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring. Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHit-10 Move=3 Wt=Inventory. Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.					FOCUS:Range = 1 Mark COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent	Skill Nae'Em Kept
<b>Summon Equine Familiar</b>								
			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
						8 pts	self	1 Mark	20 Minutes	2 Hours	
<b>Call &amp; Direct Corvus</b>  <p>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.</p>											
											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
						8 pts	Self	1 Wolverine	1 Minute	2 Hours	
<b>Call &amp; Set Wolverine Defender</b>  <p>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 &gt;0 HP:50 AC:18/15 Attk:x2x2 Init&amp;ToHit+6 Dmg:1d8+Ken Move:12</p>											
											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
						8 pts	12 Squares	1 Target	2 Rounds	2 Hours	
<b>Protect Hunter vs Missiles</b>  <p>Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.</p>											
											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	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours	
<b>View Imp Spy</b>  <p>Caster must have an invoked an Imp which includes a Nae'Em (voice only). Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision. The caster and Imp must be on the same plane. If in Dimension the Range is quadripled to 400 sqs. This spell doesn't give any control of the Imp to the caster.</p>											
											FOCUS:Rollout x 1/2 COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP
LEVEL	9	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						12 pts	16 Squares	1 Image	1 Minute	2 Hours	
<b>Call &amp; Set Wolf Protector</b>  <p>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 &gt;0 HP:80 AC:18/18 Attk:x2x2 Init&amp;ToHit+8 Dmg:1d10 Move:15</p>											
											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
LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						12 pts	Self	Self	3 Minutes	2 Hours	
<b>Shape of Nae'Em Rogue</b>  <p>This image may be more useful if used after the rogue dons a disguise. Creates an illusion making the caster look like the Rogue as they currently look. Caster must have a current conversation with the rogue to start this going. This uses the rogues current image. Therefore will copy a disguise as well.</p>											
											FOCUS:speak like rogue COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Alive!
						40 pts	Touch	1 Corpse	8 Hours	Permanent	
<b>Raise The Dead</b>  <p>Bright amber sparks Surround the corpse, then heals it. Must be dead &lt;20 years. Come back with 5 hp. Restore them to 5 HP. Works if the person is missing body parts, but the parts will not come back. Allows the person to be healed back to full HP with other spells.</p>											
											FOCUS:Health at 10 HP COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 12 AoE = 2 Recipients 10 SP



## Planar

LEVEL	1	NAE'EM		STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	XX	XX	XX	XX	
<b>Langstrom Location (Vae'Em)</b>  XX creates a 'known' location in the Langstrom. XX											COUNTER: None
LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Touch	1 Worn Garment	1 Minute	1 Week	
<b>Langstrom Cloak Pockets</b>  Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster.											FOCUS:Hides magic COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP
LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Noticed/Seen
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours	
<b>Veil of Shadows</b>  The shadow descends to muffle sound & hide those within from sight. Works absolutely best in dim light and darker. Save to not be observed. Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Does NOT block anything if spell is enacted from a breakable.											CREATE:Haze Bubble FOCUS:Torchlight inside. COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Non (if Mgc items) Items still there.
						8 pts	Touch	1 Square	2 Minutes	Permanent	
<b>Arlo's Astral Storage</b>  The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster can open, close, or view the items within. Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller) Magic items can be found & taken by Astral creatures.Best to not leave magic in there. Non-Skill Save required if magic or crystal left in the area.											FOCUS:+5 items COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	2 Squares	3 Civilized ctrs	30 Minutes	2 Rounds	
<b>Dimension Quick Portal for 3</b>  Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. PMP & Dimension once were the same but have split and advanced on their own. Portal open for caster and 2 others. Portal closes after 3rd person. Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.											COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP
LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM Does not blind
						8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout	
<b>Reveal Origin Plane</b>  Without a Focus Item it reveals only if the object/person is from this current plane. With a Focus Item a color is revealed: Yellow/Orange for Astral. Tan/Brown for Ethereal. Lime Green for Langstrom. Grey for Dimension. White for PMP (w/ pmp name). Blinding white (Save) for Diety planes.											FOCUS:Shows color of Plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						6 pts	Self +2 persons	1wx2hx3d Squares	Initiative	2 Hours	
<b>Dimension Personal Hideaway</b>  Creates a small Dimensional flaming doorway for the caster and 2 friends. Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through. Caster may end the spell thus creating a flaming exit, If duration simply ends the people and contents are dumped into the PMP with no damage.											FOCUS:Range:Self+1/Tier COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP





LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6			8 pts					No Save
<b>Langstrom Portal</b>								
 Langstrom Portal    Open for 30 days								COUNTER:No Counter Available. Lvl:1
6		1	8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute	No Save
<b>Langstrom Rupture</b>								
 Barely visible wine colored coils swirl and to become a lime green portal. To random spot in Langstrom. More use = Danger. Barely visible wine colored coils swirl and to become a lime green portal.								FOCUS:Partial gets SKL:1 COUNTER: None
7	NAE'EM 	1	8 pts	PMP	Self	10 Minutes	Permanent	No Save
<b>Reach To My Home Nook</b>								
 Green weave surrounds the caster's hand and a book appears. Summons an item from the casters preset permanent library. Item must be able to be held in one hand. (Size, wieght, and other limits apply). After rollout the item appears. Caster is not able to access other casters libraries.								FOCUS:Reading light COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP
7	NAE'EM 	1	8 pts	1 Square	1 Square	4 Hours	2 Hrs	Skill Expected location
<b>Vae'Em Portal (Astral Style)</b>								
 Creates a portal from and to destinations within the same PMP. A disconnected Vae'Em can be reconnected while on the same plane, At the site of the Vae'Em with a recasting but the rollout is only 4 minutes, or When not at the Vae'Em site the rollout is 4 days								FOCUS:Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
7		1	8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours	No Save
<b>View Dimension</b>								
 Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 20 squares in daylight. Only 2 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.								FOCUS:+5 Sqs Sight COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
9	NAE'EM 	1	12 pts	Touch	Portal Structure	1 Hour	2 Minutes	No Save
<b>Dimension Portal</b>								
 Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. PMP and Dimension once were the same but have split and advanced on their own.								FOCUS:+2d6 dmg except self COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP
9		1	12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours	Resist (Skill/Non)
<b>Dimensional Containment</b>								
 Initially creates a visible 3 Square perimeter, After Rollout the perimeter disappears from view. Creatures of Dimension must Save to leave the containment. ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp. Non-Dimension creatures may enter and exit at will.								FOCUS:Save roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP


LEVEL 10			STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: Skill Avoid Attack	
<b>Astral Mental Shield</b>		When in the Astral plane this creates strong yellow glowing field around the caster. Protection from Astral influence while in the Astral Plane. Caster Save Rolls +20. +2 AC vsAstral creatures (while in the Astral plane).								FOCUS: AoE +1 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Targets 12 SP
LEVEL 11			STACK 99	COST 12 pts	RANGE 3 sq Radius	AREA OF EFFECT 1 Person / Tier	ROLL OUT 4 Hours	DURATION 3 Days	SAVE: No Save	
<b>Astral Plane Projection</b>		Creates a glowing image of caster on the Astral plane. The plane is based mainly on Acumen. Caster may take 2 physical items with them into the Astral plane. Init, ToHIT, Daily Astral SP are calculated as Acumen Bonus X1 Astral HP, AC, Weapon Damage, Base Move are calculated as Acumen Bonus X2 Astral SP is calculated as Acumen Bonus X3. Projection death resets PMP SP to -10.								FOCUS: Class bag items. COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP Lvl 12 AOE +2 12 SP
LEVEL 12			STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save	
<b>Circle of Langstrom Expulsion</b>		Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save.								FOCUS: AOE: 4 Sq Radius COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL 12	NAE'EM		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 30 Minutes	DURATION 2 Minutes	SAVE: No Save	
<b>Portal To A Connecting Soul</b>		portal can't be opened/created unless Nae'Em agrees to the portal.  First to pass through must be either the Nae'Em or the caster. Nae'Em/caster and one other person can pass through.								COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 13			STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT 3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Skill Expulsion	
<b>Circle of Astral Expulsion</b>		Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save. Circle can be kept going if recast before end of duration.								FOCUS: Save roll +20. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL 13			STACK 5	COST 16 pts	RANGE Touch	AREA OF EFFECT 2 x 2 Square	ROLL OUT 12 Secs (2 Rds)	DURATION 1 Round	SAVE: Resist (Skill/Non) Stay in PMP	
<b>Circle, Dimensional Expulsion</b>		Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Range is for casting. Distance to caster does not matter after casting. Requires each Dimension creature to Roll a Save, Casters use their Skill Save, all others use non-Skill Saves.								COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 16 AoE X2 16 SP
LEVEL 13			STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT 10 Marks	ROLL OUT 1 Hour	DURATION 6 Days	SAVE: No Save	
<b>Find Nearest Langstrom Portal</b>		Bright purple coils arrange into 1 to 2 letters indicating the compass direction. Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster. Bright purple coils arrange into 1 to 2 letters indicating the compass direction.								FOCUS: Distance in Marks COUNTER: None


LEVEL	19	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						20 pts	PMP	1 Landmark	2 Days	Permanent	
<b>Vae'Em Portal (Ethereal Portal)</b>											
											
Enchanted light envelopes the landmark during the rollout. After the rollout a visible portal comes into existence.										FOCUS: Closer COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Increase Aura -2 SP	


## Shape Change


LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	Self	2 Minutes	8 Hours	
<b>Shape Of A Dog</b>											
											
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
						4 pts	Self	Self	10 Minutes	2 Hours	
<b>Shape Of A Deer</b>											
											
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
						4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)	
<b>Shape Of A Plant</b>											
											
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: No Save
						8 pts	Self	Self	6 Minutes	4 Hours	
<b>Shape of A Familiar</b>											
											
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	Self	Self	1 Minute	1 Day	
<b>Shape Of A Dolphin</b>											
											
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
						8 pts	Self	Self	10 Minutes	4 Hours	
<b>Shape Of A Wolf</b>											
											
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	





## Shrines

LEVEL

1

STACK

1

COST

6 pts

RANGE

6 Squares

AREA OF EFFECT

3x3 Sqs

ROLL OUT

4 hours

DURATION

as Rollout

SAVE:

No Save

Caster creates a Shrine and reveals the current words of respect.  
1d4 to all that have spoken the words of respect aloud anytime within the Duration.  
Recipients may repeat the words & gain another heal until there are no more to give.  
The total number of heals that can be given out is equal to the casters Tier.  
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%

6 SP

Lvl 12

AOE +50%

12 SP

LEVEL

5

NAE'EM

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

200 Char

ROLL OUT

10 Minutes

DURATION

1 Hour

SAVE:

Resist (Skill/Non)  
Can read

Arcane Interpretation, 1 Page

Barely visible olive weave drifts to the text and lightly rebounds back to the caster.  
Interaction with living text. Writing materials required. Only 3 attempts allowed.  
Save vs interpretation. Each attempt requires a recasting of this spell.  
2nd attempt at 3rd column.  
3rd attempt at 4th column.

FOCUS:Random Enhancement

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Rollout 1 Min

8 SP

Lvl 9

Damage +50%

8 SP

LEVEL

5

NAE'EM

STACK

1

COST

8 pts

RANGE

AREA OF EFFECT

ROLL OUT

5 Minutes

DURATION

Permanent

SAVE:

Skill  
Sight

Obscure Magic Aura

COUNTER: None

LEVEL

5

NAE'EM

STACK

3

COST

10 pts

RANGE

2 Marks / Level

AREA OF EFFECT

Nae'Em on PMP

ROLL OUT

2 Minutes

DURATION

1 Hour

SAVE:

No Save

Scry (to a Nae'Em of any kind)

Caster is able to view one of their Nae'Em's (must have been previously noted).  
View from 4 squares above, but is able to lower the view to just above the Nae'Em's head.  
Caster and Nae'Em must both actively agree for the scry to enact.  
Casters current vision defines what can be seen.  
Casters current hearing defines what can be heard.

FOCUS:To another PMP

COUNTER: None

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 14

Duration X2

8 SP

LEVEL

5

NAE'EM

STACK

1

COST

8 pts

RANGE

5 Marks

AREA OF EFFECT

15x15 Squares

ROLL OUT

6 Minutes

DURATION

30 Min / Tier

SAVE:

No Save

Sky Scrying

Caster (only) able to view an area generally without lots of detail.  
Living/moving creatures can be seen, but not individually identified.  
Sight and hearing is from of 10 squares above. View is always from above.  
Casters current vision defines what can be seen.  
Casters current hearing defines what can be heard.

FOCUS:+3 Marks/Tier

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

LEVEL

6

NAE'EM

STACK

1

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1x1 Square

ROLL OUT

1 Hour

DURATION

12 Hours

SAVE:

No Save

Create A Home (Ethereal Home Pad)

Barely visible green weave surrounds a 1x1 square area and forms the pad.  
A return spot for Ethereal Portals.  
Allows any Soothsayer to use this as a destination.  
If the "Ethereal Return Portal" is used this destinatino can be known but not written down.

FOCUS:change location

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%

6 SP

Lvl 16

AoE X2

16 SP

LEVEL

6

NAE'EM

STACK

1

COST

10.4 pts

RANGE

6 Squares

AREA OF EFFECT

2x2 Sqs

ROLL OUT

10 Minutes

DURATION

10 Minutes

SAVE:

Resist (Skill/Non)  
Magic paused

Shrine Of the Mystical Mechanic

Caster creates a Shrine and reveals the current words of respect.  
The Shrine magic challenges the magic within a mechanism with a comparison Save.  
For each magical mechanism the caster must pass a separate Save,  
all magical parts of the mechanism are affected, not any mundane parts.  
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14


Duration X2


8 SP


Lvl 16



AoE X2



16 SP


LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)										
						10.4 pts	6 Squares	3x3 Sqs	10 Minutes	10 Minutes	Read/Speak										
		<p>Caster creates a Shrine and reveals the current words of respect. Clarity for reading/writing once the words of respect spoken aloud within Duration. All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane) Disrespecting The Shrine by the caster or recipient will make it fail.</p>									<p>FOCUS:Enhanced @ 1/2 cost COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><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><tr><td>Lvl 12</td><td>AoE +50%</td><td>12 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP	Lvl 12	AoE +50%	12 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 9	Duration +50%	6 SP																			
Lvl 12	AoE +50%	12 SP																			

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						8 pts			5 Minutes	1 Year	Sight	
		<p>Makes the object reveal only the first 3 aspects. Any spell that would reveal all does not detect below 3rd.</p>									<p>COUNTER: None</p>	

LEVEL	8			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save										
						8 pts	Shrine	10 Square Radius	4 Minutes	4 Hours											
		<p>Reveals most recently active portal within the last 24 hours (in AoE). Caster learns direction of the active portal, if any. (N, NE, E, SE, S, SW, W, NW) Permanent portals are considered always active. Stone, metal, or earthen walls between the Shrine and portal(s) block detection.</p>									<p>FOCUS:Title Revealed COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 16	AoE X2	16 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 14	Duration X2	8 SP																			
Lvl 16	AoE X2	16 SP																			

LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill									
						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier	Scry's are noticed										
		<p>Circle of white perimeter. Those within can talk without fear of being overheard. Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked. GM rolls Save to see if caster is aware of any current scrys. If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure.</p>									<p>FOCUS:Aoe: 5x5 Squares COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 14	Duration X2	8 SP																			


LEVEL	9	NAE'EM			STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save						
						12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day								
		<p>Barely visible seafoam colored weave travels from the caster's hand to the statue. Must be used on art/sculptures with eyes. Caster to see through the eyes of a statue. Does NOT allow the caster to hear or feel through the Tae'Em that has been created.</p>									<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Nae'Em Clues Remove</td><td>20 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 10	Rollout Halved	6 SP																
Lvl 18	Nae'Em Clues Remove	20 SP																

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)										
						36 pts	4 Squares	1 Square	20 Minutes	Instant	Revealed										
		<p>The caster can see a color if there are any ae'Ems to be found Caster attempts to reveal the existence and nature of a Nae'Em. This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. But only 1 can be reviewed, but a total number of them will be revealed to the caster.</p>									<p>FOCUS:Rollout Halved. COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save Roll +20</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 14	Save Roll +20	8 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 14	Save Roll +20	8 SP																			
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			



LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						12 pts			5 Minutes	Instant	Sight	
											<p>COUNTER: None</p>	


LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	a person	3 Minutes	1 Day		

**Speak Language**



The caster touches a person who speaks the language.  
Allows speaking of a current language.  
Can create Scroll of Speak Languages with this spell.

CREATE: Scroll Of Speak Languages  

FOCUS: Proficiency 


COUNTER: None

ENHANCEMENTS:


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

LEVEL	12			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
						12 pts	8 Squares	3x3 squares	30 Minutes	4 Hours		Circle Created

**Circle of Spiritual Expulsion**



To nearest edge or random if in question.


COUNTER: Same Skill. Lvl:1 

ENHANCEMENTS:



Lvl 14	Save Roll +20	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 16	AoE X2	16 SP


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

**Establish A House**




Character is able to draw followers to their banner  
The Character is able to know 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.


COUNTER: None  

LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							16 pts	12 Squares	5x5 Squares	10 Minutes	30 Minutes		

**Ionic Marker Detector**



Barely visible green weave surrounds the marker.  
Only works when another casters marker is found.


FOCUS: activate manually 

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP


**Summon or Send**

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

**TIRO: I Have Your Item!**

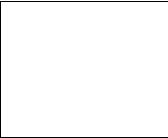


Bright Multi Colored flash travels towards the item and snatches it.  
Random object (No magic/metal/crystalline).  
Target may attempt a Save to keep item.


COUNTER: None 

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	6 Squares	1 Item	Next Initiative	Instant		

**Call Item (in Sight)**



Barely visible plum colored coils extend from casters hand to the item.  
Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.  
Barely visible plum colored coils extend from casters hand to the item.

FOCUS: 20 lbs / 4.5 Kg 


COUNTER: None

ENHANCEMENTS:



Lvl 18	Range X4	10 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:	Skill
						8 pts	8 Squares	1 Square	Initiative	3 Rounds		Conjured


**Conjure Arcane Beetles**



Save to conjure. Recommend sequential casting due to multiple round Duration.  
Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).  
This spell continues through Duration even if caster is not aware.  
The beetles attack non-enemies if no enemies are in range.  
Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE: Cinderroot powder  

FOCUS: Save Roll +40 

COUNTER: Same Skill. Lvl:1 



ENHANCEMENTS:

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

LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						24 pts	2 Squares	1 Corpse	2 Hours	7 Days	Creation Done!	

**Invoke Skeleton/Drifter**



Barely visible crimson flames extend from the Caster and surround the AoE.  
Magically draws in a Skeleton, which can become a Drifting Ailment.  
Barely visible crimson flames extend from the Caster and surround the AoE.  
Save passed at end of Duration creates an uncontrolled Drifting Ailment.  
(Diseased Skeleton)



CREATE:	
FOCUS:Stacking=5	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP
Lvl 12 AoE = 2 Recipients	10 SP

LEVEL	8	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						20 pts	Touch	1 Target	6 Hours	Save @ EOY	Creation Done!	

**Create Zombie/Skeleton**


Brilliant crimson flames surround and infuse a corpse.  
Zombies usually last around 6 months, Skeletons last indefinitely.  
Brilliant crimson flames surround and infuse a corpse.


CREATE:This spell creates A ...	
FOCUS:Creation Pt+20 Marks	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 9 Range at 1 Sq	6 SP

LEVEL	9	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						24 pts	Touch	1 Corpse	6 Hours	Save @ EOY		

**Create Plague Bearer/Drifter**


Creates 1 Plague Bearer.  
Plague Bearers usually last around 6 months, Drifters last indefinitely.  
- 6 pch Cinderroot, Grave dirt, Pine ash, Oak leaves.  
- Need a diseased corpse,  
- Duration: 6 months. Then Drifter is possible.


FOCUS:Creation Pt+20 Marks	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 9 Range at 1 Sq	6 SP

LEVEL	12	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	1 Square	1 Creature	10 Minutes	8 Hours		

**Langstrom Servant: Pucoe Gree**


Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)  
Vaguely humanoid gray servant from Langstrom  
Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)



FOCUS:Protect caster	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Duration X4	10 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						16 pts	Same PMP	1 Tae'Em	Initiative	Instant		

**Summon Item (Tae'Em)**



The caster focuses on up to 6 items they have created and left behind.  
The items the Strumos summons from must be a preset location (Vae'Em).  
Item(s) are drawn to the caster from a Vae'Em.  
The connection is to the items.

FOCUS:Subtle Casting (Free)	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP
Lvl 10 Rollout Halved	6 SP
Lvl 12 AoE = 2 Recipients	10 SP

LEVEL	20	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						50 pts	50 Marks	2x2 Squares	20 Minutes	4 Hrs/Tier	Creation Done!	

**Invoke Wraith/Ghoul**

Flames extend from the Caster and surround the AoE.  
This magically draws in either a Wraith or a Ghoul.


CREATE:	
FOCUS:Stacking=3	
COUNTER:No Counter Available. Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

**Traveling (PMP)**

LEVEL	1	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: May Need Skill Sav	
						4 pts	Self	Traversable Land	10 Minutes	8 Hours	Keep course/speed	

**No Road Needed**

Hunter is able to stay on course when no path or road is available.  
Hunter guides up to 10 other people while maintaining the normal WALKING road speed.  
Extreme environments require the GM roll a Skill Save to keep the course and speed.  
Hunter can use this skill while using other skills like Point Person, Find North.  
Double time is NOT an option while using this skill.




FOCUS:Duration = 10 hrs	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP







## Urban Environment

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
9		99	12 pts	Self	Urban or Subtrrn	3d8 Minutes	4 Hours	Path found	
<b>Urban Tracking</b>									
		<p>Rogue attempts to follow a hot path, before it grows cold.</p> <p>Follow a person. Opposite of 'Lose a Tail'. Trail must be &lt; 1 hr old.</p> <p>Rogue attempts to follow a hot path, before it grows cold.</p> <p>Rogue and GM roll Comparison Save to determine success.</p>							
		<p>COUNTER:Lose A Tail - ROG Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 14   Duration X2   8 SP</p>							

LEVEL	10			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Skill							
	Lose A Tail (Urban)					12 pts		Self		Urban		3d8 Rounds		30 Minutes		Evasion Is working							
	<p>The Rogue winds back and forth using cover as needed to avoid notice.</p> <p>Used in an urban environment to lose an active tail which may take some time to do.</p> <p>A high SAVE leaves misleading clues.</p> <p>Players can improve the Save by role play and descriptions.</p> <p>GM rolls the Save for any pursuers. Rogue and tracker use a comparison Save.</p>																<p>COUNTER: Urban Tracking - ROG Lvl:1 </p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td><td>Save Roll +20</td><td>8 SP</td></tr> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> </table>	Lvl 14	Save Roll +20	8 SP	Lvl 10	Rollout Halved	6 SP
Lvl 14	Save Roll +20	8 SP																					
Lvl 10	Rollout Halved	6 SP																					

LEVEL	1	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Water From A Plant				20% Max	1 Square	1 Plant	Initiative	10 Minutes		
 <p>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.</p>						COUNTER: None				

LEVEL	2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
TIRO: Amplify Own Speech						20% Max		1d20+4 Squares.		orward, Right, & Left		Initiative		5 Minutes			
 <p>The caster takes a deep breath and speaks at an amplified volume.  Amplifies caster's voice to range of 1d20+4 Squares.  Amplify even whispers.  Only Amplifies the casters voice.  It does carry over walls/barriers.</p>																	
		<div>COUNTER:Dispel Magic. Lvl:1</div>															

LEVEL

4

STACK

99

COST

25% Max

RANGE

Touch

AREA OF EFFECT

Varies

ROLL OUT

1 Minute


DURATION

1 Hour

SAVE:


No Save


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


LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Magical Glow						2 pts	4 Squares	1 Item	1 Minute	End Of Year		
	<p>The item appears magical by creating a visible glow around it.</p> <p>Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?</p> <p>The false glow will show as a magic item even when Detect Magic is used.</p> <p>This spell will not affect any creatures or magic items.</p>											CREATE: Scroll Of Arcane Glow FOCUS: AoE X2 COUNTER: Dispel Magic. Lvl:1  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 4 Increase Aura -2 SP

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Project Astral Image Within PMP						12 pts	Self	PMP	20 Minutes	4 Hours											
 <p>Colored sparks form a profile which becomes the image of the caster.  Casters Astral image is able to take a ghostly form and watch living creatures.  The caster can only see living sentient creatures, nothing else.  Caster will seem ghostly to the local creatures and vice sa versa.  Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.</p>		<div> <div>FOCUS:Move=18</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <div> <div>ENHANCEMENTS:</div> <table> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table> </div> </div>											Lvl 10	Rollout Halved	6 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			

LEVEL11

NAE'EM





STACK1

COST12 pts


RANGE20 Sq Radius


AREA OF EFFECT1 Convo

ROLL OUT5 rounds

DURATION5 Min/Tier

SAVE: SkillAble to listen






Listen in on a private Nae'Em conversation. But give up the ability to see.  
Creates a temporary Nae'Em when a conversation is within range.  
But blocks the vision of the caster while they listen to a Nae'Em conversation.  
The owners of the Nae'Em communication will not be aware.  
Can be used as a True Name clue.

FOCUS:Duration +20 Min

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 12 Range X28 SP  
Lvl 9 Range +50%6 SP



z - Basic Skills To All

LEVEL1

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



Binds a wound and stops any bleeding.  
Character applies emergent first aid to another character.

COUNTER: None

LEVEL1

STACK99

COST0.2 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION10 Minutes

SAVE: No Save



Anyone can to use basic skills and situation awareness to hide.  
Every person can use basic techniques to hide as necessary  
The player must explain how the hiding is to be done.  
Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...

COUNTER: None

LEVEL1

STACK99

COST0.16 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



Using domesticated animals for travel.  
Able to ride mounts that are equal to a horse. Twice speed of walking.

COUNTER: None

LEVEL1

STACK99

COST0.2 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



Swim in a calm pool, lake, river  
Beginning swimming in calm water

COUNTER: None