

Battle Defense

LEVEL

1

STACK

1/Tier

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

4 Rounds

SAVE: Resist (Skill/Non)

1/2 Dmg

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 9Duration +50%6 SP

Lvl 14Damage X212 SP

Lvl 6AOE = Self +16 SP

Battle Offense

LEVEL

1

STACK

99

COST

4 pts

RANGE

12 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

2 Rounds

SAVE: Agility

Creature not affected

Flash Of Fire!



Direct attack, no lobbing. No ToHit.
 Can be directed at a creature to cause 1d6+ACU fire damage.
 Lasts 2 rounds and has a Stack of 99. Can be cast again while a first casting is still in process.

CREATE:Flash Bang!

FOCUS:Save roll -20

COUNTER: None

ENHANCEMENTS:

Lvl 12 Range X2

Lvl 9 Range +50%

Lvl 9 Damage +50%

8 SP

6 SP

8 SP

LEVEL

2

STACK

99

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT


Initiative


DURATION

1 Round

SAVE: Agility

Spell missed







Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge.

Magical fire only damages target, not other people or items.

The flame bolt can not be lobbed or arc to the target.

CREATE:Flame Bolt Breakable








FOCUS:Target Save -20




COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 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		
<div></div> <div>Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.</div> <div>Round 1: Initiative -1 Ac -1 ToHIT -1</div> <div>Round 2: Initiative -2 Ac -2 ToHIT -2</div> <div>Round 3: Initiative -3 Ac -3 ToHIT -3</div> <div>Round 4: Initiative -4 Ac -4 ToHIT -4</div>					<div>CREATE:Enflame Metal Armor<div></div></div> <div>FOCUS:AC/Init/ToHIT additional -1<div></div></div> <div>COUNTER:Same Skill. Lvl:1<div></div></div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div>						

Class Specialty

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL											
Fire Starter						4 pts	6 Sqaures	1 Item	Initiative	Continuous	Fire											
				<p>Ember strands wind around the hand. Fire jumps from the hand to the target.</p> <p>Flammable objects take 1d1 damage per round. Save for objects on Targets.</p> <p>Objects on Targets increase Save column by 1.</p> <p>No secondary targets are considered. (i.e. wall behind the target).</p>								<p>FOCUS:A darkened fire bolt.</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><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>Damage X2</td><td>12 SP</td></tr></table>	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP	
Lvl 12	Range X2	8 SP																				
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Lvl 14	Damage X2	12 SP																				

LEVEL

3

STACK

3

COST

4 pts

RANGE

Touch

AREA OF EFFECT

9 Stones

ROLL OUT

2 Minutes


DURATION

12 Hours

SAVE:


No Save

Hot Rocks




Enchanted natural stones heat to just below a boil when activated. Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil. Will be at full heat after Rollout. Will continue for a maximum of 12 hours. Does 1 damage every round. Spell affects 9 stones. Creation makes 3 stones

CREATE:Box Of Hot Rocks



COUNTER: None



ENHANCEMENTS:



Lvl 6	Subtle Casting	4 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Communication

LEVEL

2

NAE'EM

STACK

1

COST

4 pts

RANGE

PMP

AREA OF EFFECT

2 Fires

ROLL OUT

2 Rounds


DURATION

20 Minutes

SAVE:

No Save

Hot Conversations



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 will be visible to the other side.

A single 'speakers' face will be visible to the caster.

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

- Dokour

LEVEL

2

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

3 Rounds

SAVE: Health

no extra dmg

Burn To Health



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:Frailty set to None

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs

Lvl 14 Damage X2


Lvl 9 Damage +50%

8 SP

12 SP

8 SP

Healing and Rest

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

LEVEL

2

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Recipient

ROLL OUT

Initiative


DURATION

Permanent

SAVE:

No Save


Healing Flames 1d4 HP per Tier



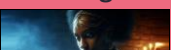
Spiritlike rose colored flames dance around the wound.
 Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.
 Does heal living creatures and plants, but most plants die from the damage first.
 Does NOT heal or hurt the undead and living dead.
 Caster can choose what Tier level 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



Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Red Light of Dokour						4 pts	Self	Varies	Initiative	6 Hours		
 <p>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.</p>						<div>CREATE:Revealing Red Candle</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Dispel Magic. Lvl:1</div> <hr/> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>						

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Shadow Cover (AC +1)						4 pts	Self	1 Square	Initiative	1 Hour											
<div></div> <p>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.</p>				<div>FOCUS:Muffles caster in AOE. </div> <div>COUNTER:Dispel Magic. Lvl:1 </div> <div>ENHANCEMENTS:</div> <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 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>									Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 9	Duration +50%	6 SP
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LEVEL

4

STACK

3

COST

4 pts

RANGE

12 Squares

AREA OF EFFECT

Recipient

ROLL OUT

Initiative


DURATION

2 Hours

SAVE:

No Save

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 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP

Partner Cooperations

LEVEL3

NAE'EM



STACK1

COST4 pts


RANGE8 Squares


AREA OF EFFECTPMP

ROLL OUT1 Hour

DURATION1 day / Tier

SAVE: SKL
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

LEVEL4

NAE'EM



STACK1

COST4 pts


RANGE30 Squares


AREA OF EFFECTPMP

ROLL OUT24 Hours

DURATIONEnd of Year

SAVE: No Save





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

Planar

LEVEL4



STACK1

COST4 pts


RANGECaster


AREA OF EFFECT4x4 Squares

ROLL OUT6 Minutes

DURATION12 Hours

SAVE: SNS
Noticed/Seen





The shadow descends to muffle sound & hide those within from sight.

Works absolutly 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