

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

Battle Offense

| LEVEL | 1 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Agility |
|-------|---|-------|----|-------|------------|----------------|------------|----------|-------|-----------------------|
| | | | | 4 pts | 12 Squares | 1 Target | Initiative | 2 Rounds | | 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 | 8 SP |
| Lvl 9 Range +50% | 6 SP |
| Lvl 9 Damage +50% | 8 SP |

Flame Bolt



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 |

Heat Metal Armor



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 |

Class Specialty

| LEVEL | 2 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL |
|-------|---|-------|----|-------|-----------|----------------|------------|------------|-------|------|
| | | | | 4 pts | 6 Squares | 1 Item | Initiative | Continuous | | Fire |

Fire Starter



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 |

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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|-------|---|--------|-------|---|-------|-------|----------------|----------|------------|-------|---------|
| | | | | | 4 pts | PMP | 2 Fires | 2 Rounds | 20 Minutes | | |

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. 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 |

Fragility

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

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 | | |
|  | 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. | FOCUS:Die -4, Min 1. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sq 8 SP Lvl 16 Healing +4 10 SP | | | | | | | | |

| | | | | | | | | | | | | |
|---------------------------------------|---|--------------------------|-------------------------------------|-------------|------------|-----------|-------|----------------|----------|----------|-------|---------|
| LEVEL | 2 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Healing Flames 1d4 HP per Tier | | 4 pts | Touch | 1 Recipient | Initiative | Permanent | | | | | | |

Light and Darkness

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|-----------------------------|---|-------|---|-------|-------|----------------|------------|----------|-------|---------|
| 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 | | |

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

Partner Cooperations

| LEVEL | 3 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL |
|-------|---|--------|--|-------|---|-------|-----------|----------------|----------|--------------|-------|-------------|
| | | | | | | 4 pts | 8 Squares | PMP | 1 Hour | 1 day / Tier | | Imp appears |

Invoke Temporary Imp



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 | 4 | NAE'EM | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|-------|---|--------|--|-------|---|-------|------------|----------------|----------|-------------|-------|---------|
| | | | | | | 4 pts | 30 Squares | PMP | 24 Hours | End of Year | | |

Invoke Imp Partner (1 Year)



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

| LEVEL | 4 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS |
|-------|---|--|--|-------|---|-------|--------|----------------|-----------|----------|-------|--------------|
| | | | | | | 4 pts | Caster | 4x4 Squares | 6 Minutes | 12 Hours | | Noticed/Seen |

Veil of Shadows



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