7/5/2024 8:10:03 PM

ALL CLASSES

Battle-Actions Lvl Title

3 Blunder Reroll

5 Fire Starter

5 Converge On The Enemy

6 Critical Roll Additions

9 Critical Hit - 2nd Choice

7 Blunder Change Up

10 Last Ditch Effort

ALL CLASSES			
AAA-My Party	Cost	Classes	
4 Situational Awareness	4 pts	FTR	698
5 Coordinate Group Initiative	8 pts	FTR	802
5 Repair Weapons/Armor	8 pts	FTR	658
6 1000 Yard Stare March	8 pts	FTR-ROG	701
10 Honing Melee Weapon	12 pts	FTR	702
Altered Reality	Cost	Classes	
0.1 TIRO: Beauty Contestant:2nd		TRO	422
0.1 TIRO: Pie Fight!	20% Max	TRO	410
0.3 TIRO: 2 Rope Image	10% Max	TRO	417
5 Ribbon Goblin Lookout	8 pts	ORX	336
7 Annie's Slow Alteration	8 pts	EOL	315
9 Image of Nae'Em Rogue	12 pts	EOL	500
11 Illusional Bear	12 pts	SYL	390
11 Personal Decoy	12 pts	EOL	506
13 Illusional Condor	16 pts	SYL	590
13 Illusional Dolphin	16 pts	SYL	591
20 Mirror A Person	20 pts	EOL	525

Cost

4 pts

8 pts

8 pts

8 pts

8 pts

12 pts

12 pts

Classes

ROG

FTR

DOK

FTR

ROG

FTR

FTR

647

683

361

828

E		e-Defense			
	LVI	Avoid An AoO	Cost 4 pts	Classes	
	1			ROG	800
	•	Protect vs Ranged and Thrown	4 pts	EOL	258
	1	Set for Charge	4 pts	FTR	799
	1	Shield Dancing	4 pts	FTR	68
	1	Wind Wall	4 pts	SYL	254
	2	Defend - No attacks	4 pts	FTR	677
	3	Disengage	4 pts	FTR	679
	3	Protect Fighter vs Ranged/Thrown	4 pts	STM	286
	3	Wind Wall For Nae'Em Hunter	4 pts	SYL	28
	4	Assist Another To Disengage	4 pts	FTR	798
	4	Shield Block	4 pts	FTR	682
	5	Provide Protection	8 pts	FTR	680
	6	Bob and Weave	8 pts	ROG	650
	6	Brace for Onslaught	8 pts	FTR	678
	6	Evade Missiles	8 pts	DEY	65
	7	Half Wall of Force	8 pts	ORX	358
	8	Circle of Protection vs Undead	8 pts	STM	436
	8	Mundane Fire Immunity	8 pts	DOK	656
	8	Pull Aggro	8 pts	FTR	69
	10	Astral Mental Shield	12 pts	STM	449
	10	Charged Fencing - Two Sides	12 pts	STM	448
	10	Magical Fire Protection	12 pts	DOK	87
	10	Minor Defense Bubble	12 pts	ORX	482
	10	Tornado Wall	12 pts	SYL	386
	11	Catch Small Incoming	12 pts	DEY	650
	12	Circle of Animal Protection	12 pts	SYL	394
	12	Circle of Langstrom Expulsion	12 pts	ORX	487
		Circle of Astral Expulsion	16 pts	STM	450

	e-Offense Title	Cost	Classes	
	TIRO: Fire Crack!	20% Max	TRO	412
	TIRO: Quick Flash Fire	30% Max	TRO	424
1	Acid Mist	4 pts	EOL	263
1	Acid Rash w/ Ongoing Fragility	4 pts	EOL	332
1	AoO on Enter or Exit	4 pts	FTR	693
1	Cause Illness	4 pts	STM	330
1	Flash Of Fire!	4 pts	DOK	329
1	Force Pinch	4 pts	ORX	331
1	Heat Wave Wall	4 pts	DOK	882
1	Massive Bludgeoning Attacks	4 pts	FTR	684
1	Rose Thorns	4 pts	SYL	328
2	Backstab - Melee	4 pts	ROG	667
2	Barbed Sparks	4 pts	STM	269
2	Electric Zap	4 pts	STM	261
2	Fighters Charge	4 pts	FTR	686
2	Flame Bolt	4 pts	DOK	260
2	Force Push	4 pts	ORX	262
2	Hail Attack	4 pts	SYL	259
2	Scorching Skin	4 pts	DOK	371
3	Charge - Rogue	4 pts	ROG	735
3	Distraction	4 pts	ROG	661
3	Heat Metal Armor	4 pts	DOK	300
3	Shield Bash (Odd rounds)	4 pts	FTR	687
3	Surprise Throw	4 pts	ROG	673
4	Accurate Ranged Shots	4 pts	HNT	724
4	Conjure Native Beetles	4 pts	YL-ORX-STM-EOL-DO	295
4	Hunters Charge	4 pts	HNT	723
5	COUNTER: Disruptive Factor	8 pts	FTR-HNT-ROG	801
5	Instant Ranged Shots	8 pts	HNT	718
5	Long Distance Crossbow Shots	8 pts	HNT	905
5	Penetrating Ranged Shots	8 pts	HNT	767
5	Step and Shoot	8 pts	HNT	605
6	AoO on Melee Entry	4 pts	ROG	665
6	Create Arcane Beetles	8 pts	DOK-EOL	282
6	Half and Half	8 pts	ROG	649
6	Held Shot - Single Target	8 pts	HNT	731
6	Held Throw - Single Target	8 pts	ROG	818
6	Shoot Thru Party to Target	8 pts	HNT	732
7	AoO on Kill	8 pts	FTR	797
7	Brutal Push Forward	8 pts	FTR	688
8	Acid Rain	8 pts	EOL	429
8	Desperation Attack	8 pts	FTR	690
8	Flame Strike	8 pts	DOK	441
8	Force Clap	8 pts	ORX	433

7/5/2024 8:10:03 PM

ALL CLASSES

B Hail Stones	ALL CLASSES			
Static Bolt	8 Hail Stones	8 pts	SYL	381
8 Whirling Mordra - Rogue	8 Portal To Nae'Em	8 pts	OK-SYL-STM-EOL-OR	897
9 Adrenalin Rush 12 pts AL 685 9 Curved Throw 12 pts ROG 819 9 Mounted Melee Attack 12 pts FTR-HNT-ROG 815 10 Blunted Bow Shots (Bow Only) 12 pts HNT 763 11 Wake To Battle 12 pts DOK 519 12 Circle - Dimensional Expulsion 12 pts DOK 519 12 Class Power Attack 12 pts OK-SYL-STM-EOLOR 675 12 Class Power Attack (FIRE) 12 pts HNT 772 12 Targeting A Moving Target 12 pts HNT 772 12 Targeting A Moving Target 12 pts HNT 772 12 Targeting A Moving Target 12 pts FIR 695 12 Targeting A Moving Target 12 pts FIR 695 13 Fire Bombardment 16 pts SVL 401 14 Acid Blobs 16 pts SVL 401 14 Ranged Sucker Shot(s) 16 pts DOK 704 15 Dokour Flame Attack 16 pts DOK 704	8 Static Bolt	8 pts	STM	432
9 Curved Throw 12 pts ROG 819 9 Mounted Melee Attack 12 pts FITR-HNT-ROG 815 10 Blunted Bow Shots (Bow Only) 12 pts HNT 763 11 Wake To Battle 12 pts FITR 696 12 Circle - Dimensional Expulsion 12 pts DOK 519 12 Class Power Attack 12 pts OK-SYL-STM-EOL-OR 675 12 Class Power Attack 12 pts OK-SYL-STM-EOL-OR 965 12 Targeting A Moving Target 12 pts HNT 772 13 Whirling Mordra 12 pts FITR 695 13 Fire Bombardment 16 pts DOK 531 13 Ice Spear 16 pts SYL 401 14 Acid Blobs 16 pts EOL 520 14 Ranged Sucker Shot(s) 16 pts HNT 773 15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 499 17 Lightening Bolt 20 pts STM 823 18 Battle-Prep LVI Title Cost Classes 17 Classes 17 Classes 17 Classes 4 pts ORX-SYL-STM-EOL 471 13 Improve Resist & Skill Saves 4 pts ORX-SYL-STM-EOL 471 14 Focused Thrown Attacks 4 pts ORX-SYL-STM-EOL 471 15 Point 80 ft Ahead 8 pts HNT 729 16 Circle of Protection vs Magic 8 pts ORX 474 17 Profiled In Fire 8 pts DOK 440 18 Circle of Protection vs Magic 8 pts STM 875 19 Dimensional Containment 12 pts OK-SYL-STM-EOL-OR 454 10 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 11 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 540	8 Whirling Mordra - Rogue	8 pts	ROG	738
Mounted Melee Attack 12 pts	9 Adrenalin Rush	12 pts	ALL	685
10 Blunted Bow Shots (Bow Only) 12 pts	9 Curved Throw	12 pts	ROG	819
11 Wake To Battle	9 Mounted Melee Attack	12 pts	FTR-HNT-ROG	815
12 Circle - Dimensional Expulsion 12 pts DOK 519 12 Class Power Attack 12 pts OK-SYL-STM-EOL-OR 675 12 Class Power Attack (FIRE) 12 pts OK-SYL-STM-EOL-OR 956 12 Targeting A Moving Target 12 pts HNT 772 12 Whirling Mordra 12 pts FTR 695 13 Fire Bombardment 16 pts DOK 531 13 Ice Spear 16 pts SYL 401 14 Acid Blobs 16 pts EOL 520 14 Ranged Sucker Shot(s) 16 pts HNT 770 15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 18 Battle-Prep LVI Title Cost Classes 10 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ORX 474 4 Watchful Approach 4 pts ORX 474 4 Weapon Speed Charm 4 pts ORX 302 5 Point 80 ft Ahead 8 pts HNT 729 6 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts STM 437 9 Dimensional Containment 12 pts OK STL-STM-EOL 471 10 Circle of Containment 12 pts OK STL-STM-EOL 474 11 Circle of Containment 12 pts OK STL-STM-EOL 474 12 Circle of Containment 12 pts OK STL-STM-EOL 474 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	10 Blunted Bow Shots (Bow Only)	12 pts	HNT	763
12 Class Power Attack	11 Wake To Battle	12 pts	FTR	696
12 Class Power Attack (FIRE) 12 pts 0K-SYL-STM-EOL-OR 956 12 Targeting A Moving Target 12 pts HNT 772 12 Whirling Mordra 12 pts FTR 695 13 Fire Bombardment 16 pts DOK 531 14 Acid Blobs 16 pts EOL 520 14 Ranged Sucker Shot(s) 16 pts HNT 770 15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts STM 823 18 Eattle-Prep Lv1 Title Cost Classes 10 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ORX 302 5 Entangle 8 pts SYL 878 6 Circle of Protection vs Magic 8 pts DOK 479 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts ORX 257 12 Circle of Containment 12 pts ORX 257 14 Magma Perimeter 16 pts DOK 548 15 Magma Perimeter 16 pts DOK 548 16 pts DOK S48 17 pts ORX S71 S71 18 pts ORX S71 S71 19 Dimensional Containment 12 pts ORX S71 10 DOK S71 S71 S71 11 DOK S71 S71 S71 S71 S71 12 Circle of Containment 12 pts ORX S71 14 Magma Perimeter 16 pts DOK 548 15 Point Magma Perimeter 16 pts DOK 548 15 Point Magma Perimeter 16 pts DOK 548 16 Pts ORX S71 S71 17 Pts ORX S71 S71 18 Enchantment of Returning 32 pts EOL 510 19 DOK S71 S71 S71 10 DOK S71 S7	12 Circle - Dimensional Expulsion	12 pts	DOK	519
12 Targeting A Moving Target 12 pts	12 Class Power Attack	12 pts	OK-SYL-STM-EOL-OR	675
12 Whirling Mordra	12 Class Power Attack (FIRE)	12 pts	OK-SYL-STM-EOL-OR	956
13 Fire Bombardment 16 pts DOK 531 13 Ice Spear 16 pts SYL 401 14 Acid Blobs 16 pts EOL 520 14 Ranged Sucker Shot(s) 16 pts HNT 770 14 Surprise Death Blow 16 pts FTR 697 15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 18 Sattle-Prep LVI Title Cost Classes 10 OST TITLO: Armor of Light 30% Max TRO 641 1 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX.SYL.STM.EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 12 Circle of Containment 12 pts OK.SYL.STM.EOL.OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	12 Targeting A Moving Target	12 pts	HNT	772
13 Ice Spear	12 Whirling Mordra	12 pts	FTR	695
14 Acid Blobs 16 pts EOL 520 14 Ranged Sucker Shot(s) 16 pts HNT 770 14 Surprise Death Blow 16 pts FTR 697 15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 Battle-Prep LVI Title Cost Classes 0.3 TIRO: Armor of Light 30% Max TRO 641 1 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX-SYL-STM-EOL 471 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ROG 670 4 Weapon Speed Charm 4 pts ORX 302	13 Fire Bombardment	16 pts	DOK	531
14 Ranged Sucker Shot(s) 16 pts	13 Ice Spear	16 pts	SYL	401
14 Surprise Death Blow 16 pts FTR 697 15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 18 Sattle-Prep	14 Acid Blobs	16 pts	EOL	520
15 Dokour Flame Attack 16 pts DOK 704 15 Moving And Shooting 16 pts HNT 775 16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 18 Sattle-Prep LVI Title Cost Classes 10 A pts STM 256 11 Camp Perimeter Shock 4 pts STM 256 12 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts DOK 440 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 12 Circle of Containment 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	14 Ranged Sucker Shot(s)	16 pts	HNT	770
15 Moving And Shooting 16 pts	14 Surprise Death Blow	16 pts	FTR	697
16 Water Blast 16 pts SYL 403 17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 18 Sattle-Prep	15 Dokour Flame Attack	16 pts	DOK	704
17 Hammering Force 20 pts ORX 489 17 Lightening Bolt 20 pts STM 823 Battle-Prep LIVI Title Cost Classes 0.3 TIRO: Armor of Light 30% Max TRO 641 1 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ROG 751 4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	15 Moving And Shooting	16 pts	HNT	775
Battle-Prep Lvi Title Cost Classes 0.3 TIRO: Armor of Light Camp Perimeter Shock Triggered Forced Healing Improve Resist & Skill Saves Focused Thrown Attacks Watchful Approach Weapon Speed Charm Finale Profiled In Fire Cost Classes Classes A pts STM Cost Classes Classes Classes Classes Classes Apts STM Cost Classes Crace Apts STM CorxSYL-STM-EOL Apt Corcused Thrown Attacks Apts Rog Corcused Thrown Apts Corcused Thrown Attacks Apts Rog Corcused Thrown Apts Corcused Thrown Attacks Apts Rog Corcused Thrown Apts Corcused Thrown Attacks Apts Rog Corcuse Apts Corcused Thrown Attacks Apts Rog Corcuse Apts Corcuse Apts Apts Corcuse Apts Apts Apts Apts Apts Apts Apts Apts		16 pts	SYL	403
Battle-Prep Lvl Title Cost Classes 0.3 TIRO: Armor of Light Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing Improve Resist & Skill Saves 4 pts ORXSYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts Rog 670 4 Watchful Approach 4 pts Rog 751 4 Weapon Speed Charm 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 Critical Ranged Shot (Pre-Battle) 8 Raise Nae'Em Fighter Str +1 9 Dimensional Containment 12 pts DOK 543 7 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 540 14 Magma Perimeter	17 Hammering Force	20 pts	ORX	489
Cost Classes	17 Lightening Bolt	20 pts	STM	823
Lvl Title Cost Classes 0.3 TIRO: Armor of Light 30% Max TRO 641 1 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Raise Nae'Em Fighter Str +1 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510	Pottle Dress			
1 Camp Perimeter Shock 4 pts STM 256 2 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ROG 751 4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts NRX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548 <th>•</th> <th>Cost</th> <th>Classes</th> <th></th>	•	Cost	Classes	
2 Triggered Forced Healing 4 pts ORX-SYL-STM-EOL 471 3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ROG 751 4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	0.3 TIRO: Armor of Light	30% Max	TRO	641
3 Improve Resist & Skill Saves 4 pts ORX 474 4 Focused Thrown Attacks 4 pts ROG 670 4 Watchful Approach 4 pts ROG 751 4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	1 Camp Perimeter Shock	4 pts	STM	256
4 Focused Thrown Attacks 4 pts Rog 670 4 Watchful Approach 4 pts Rog 751 4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	2 Triggered Forced Healing	4 pts	ORX-SYL-STM-EOL	471
4 Watchful Approach 4 pts Rog 751 4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	3 Improve Resist & Skill Saves	4 pts	ORX	474
4 Weapon Speed Charm 4 pts ORX 302 5 Entangle 8 pts SYL 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	4 Focused Thrown Attacks	4 pts	ROG	670
5 Entangle 8 pts syl 878 5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	4 Watchful Approach	4 pts	ROG	751
5 Point 80 ft Ahead 8 pts HNT 729 7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts OK-SYL-STM-EOL-OR 454 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	4 Weapon Speed Charm	4 pts	ORX	302
7 Profiled In Fire 8 pts DOK 440 8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	5 Entangle	8 pts	SYL	878
8 Circle of Protection vs Magic 8 pts ORX 479 8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	5 Point 80 ft Ahead	8 pts	HNT	729
8 Critical Ranged Shot (Pre-Battle) 8 pts HNT 757 8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	7 Profiled In Fire	8 pts	DOK	440
8 Raise Nae'Em Fighter Str +1 8 pts STM 437 9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	8 Circle of Protection vs Magic	8 pts	ORX	479
9 Dimensional Containment 12 pts DOK 513 9 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	8 Critical Ranged Shot (Pre-Battle)	8 pts	HNT	757
9 Triggered Shield vs 1 12 pts ORX 257 12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	8 Raise Nae'Em Fighter Str +1	8 pts	STM	437
12 Circle of Containment 12 pts OK-SYL-STM-EOL-OR 454 13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	9 Dimensional Containment	12 pts	DOK	513
13 Enchantment of Returning 32 pts EOL 510 14 Magma Perimeter 16 pts DOK 548	9 Triggered Shield vs 1	12 pts	ORX	257
14 Magma Perimeter 16 pts DOK 548	12 Circle of Containment	12 pts	OK-SYL-STM-EOL-OR	454
•		32 pts	EOL	510
16 Quick Ranged Shot (Pre-Battle) 16 pts HNT 777	14 Magma Perimeter	16 pts	DOK	548
	16 Quick Ranged Shot (Pre-Battle)	16 pts	HNT	777

	Summon Title	Cost	Classes	
	TIRO: I Have Your Item!	30% Max	TRO	419
3	Invoke Temporary Imp	4 pts	DOK	901
3	Summon Astral Beast of Burden	4 pts	STM	461
5	Invoke Imp Partner (Year long)	8 pts	DOK	870
6	Summon Nisse	8 pts	STM	435
13	Summon Strumos Creations (Tae'	16 pts	STM	455
	Force Cage	20 pts	ORX	550
	•			
Clim	b- Title	Cost	Classes	
1	Climbing	4 pts	Classes	829
5	Freehand Climbing @ 1/2 Moveme	8 pts	ROG	781
9	2nd Attempt To Grab	12 pts	ROG	652
End	Ziid / ((dii))t 10 Glab	p.c	11.00	002
	munication-			
	Title	Cost 20% Max	Classes	
	TIRO: Amplify Own Speech	15% Max	TRO	416
	TIRO: Colored Signal Flare	25% Max	TRO	425
1	TIRO: Sloppy Spying		TRO	415
	Rogue To Rogue Signals	4 pts	ROG	645
1	Speak/Read/Write Common	4 pts	ALL	638
2	Convincing Another (or Lie)	4 pts	ROG	646
2	Hot Conversations	4 pts	DOK	552
	Ventriloquism	4 pts	ROG	615
4	Arcane Translation - 1 Page	4 pts	ORX	292
4	Triggered Announcements	4 pts 8 pts	ORX	476
5 6	Arcane Interpretation - 1 Page Overhear the Conversation	8 pts	EOL	582
-		8 pts	EOL	367
6	Read/Write Language	8 pts	EOL	376
6	Release Arcane Script Speak with Dead	8 pts	DOK-STM	468 291
7	High Flares	8 pts	ORX	467
7	Speak To Dokour Target	8 pts	DOK	890
8	Constrain Arcane Script	8 pts	ORX	375
9	Speak With The Resting Dead	12 pts	STM	370
	Speak Language	12 pts	EOL	503
	Add Signs to Signpost	12 pts	ORX	484
	Triggered Announcement	12 pts	ORX	485
	Cultural Immersion	16 pts	EOL	523
	Dead Spirit Conversation Circle	20 pts	STM-DOK	462
13	Dead Opini Conversation Office	20 pto	STWI-DOK	402

	tion-Meta Title	Cost	Classes	
	TIRO: Water From A Plant	20% Max	TRO	409
2	Dispel Magic	8 pts	EOL-ORX	963
3	Call Bonded Person	4 pts	ORX	373
3	Eolas False Magical Glow	2 pts	EOL	372
3	Orix False Glow	4 pts	ORX	579
3	Reveal Sign Posts	4 pts	EOL	279
3	Visible Sign Posts	4 pts	ORX	580
6	Dispel Magic	8 pts	SYL-STM	962
6	Make/Repair Arrows	8 pts	HNT	722
8	Dispel Magic DOK	8 pts	DOK	964
16	Create Leather Golem	16 pts	ORX	491
17	Place An Arcane Aspect	20 pts	ORX	492
18	Create Wood Golem	20 pts	ORX	493
19	Create Stone Golem	20 pts	ORX	633
End				
	tions- Title	Cost	Classes	
1	Create Singer's Salve	4 pts	HNT	709
1	Create Sunrise Potion	4 pts	HNT	710
2	Apply A Field Bandage	0 pts	HNT	715
5	Create Revive Salve	8 pts	HNT	727
7	Create Health Poultice	8 pts	HNT	754
7	Create Repellent Oil	8 pts	HNT	734
11	Create Clear Mind Inhalent	12 pts	HNT	768
11	Create Java Meal Spice	12 pts	HNT	769
12	Create Calming Tea	12 pts	HNT	771
Disg	uise- Title	Cost	Classes	
2	Disguise	4 pts	ROG	811
12	Impersonate	12 pts	ROG	787
13	Feign Death	16 pts	ROG	786
	•			
	ron-Nature Title	Cost	Classos	
2	Plant Healthy Growth	4 pts	Classes	264
2	Remove Plant Disease	4 pts	SYL	265
_	Predict Weather	4 pts	SYL	299
6	Animal Connection (Ae'Em)	12 pts	SYL	609
	Control Wind Sphere	12 pts	SYL	392
	Control Water	20 pts	SYL	393

7/5/2024 8:10:03 PM

ALL CLASSES

	-Hide-Reveal Title	Cost	Classes	
1	Detect Magic & Number of Aspects	4 pts	EOL-ORX	89
1	Find Entry Gate	4 pts	ROG	73
1	Hide	0 pts	ALL	81
1	Shadow Cover	4 pts	DOK	35
2	Crack in the Wall	4 pts	EOL	27
2	Know Your Name	4 pts	EOL	28
2	Orix View Sign Posts	4 pts	ORX	58
3	Reveal Value	4 pts	ROG	74
4	Aspects Counted By Type	4 pts	EOL	51
4	Direction to Ionic Marker	4 pts	EOL	58
4	Find Hidden Accesses	4 pts	ROG	89
4	Identify Aspects (1/Tier)	4 pts	EOL	30
5	Create Ionic Marker	8 pts	ORX	54
5	Create Ionic Marker (Nae'Em)	48 pts	EOL	54
5	Detect Magic	8 pts	STM-SYL-DOK	89
5	Know About You	8 pts	EOL	88
5	Locate Ionic Marker	8 pts	ORX	58
6	Attention Avoidance	8 pts	DOK	36
6	Wander and Pass Unnoticed	8 pts	ROG	74
7	Direction To Dokour Target	8 pts	DOK	90
7	Sphere Of Privacy	8 pts	EOL	88
7		8 pts	DOK	51
	Dimension Personal Hideaway	8 pts	DOK	51
8	Scry on Imp Spy	8 pts	DOK	88
9	Detect 'Ems (All Types)	36 pts	EOL-ORX	92
9	Hide in a Plant	12 pts	SYL	38
9	Search for Arcane Focus Item	12 pts	OK-SYL-STM-EOL-OR	26
	Astral Plane Projection	12 pts	STM	45
	Sight of the Statue	12 pts	EOL	50
	Find Nearest Langstrom Portal Reveal True Name	16 pts 64 pts	ORX OK-SYL-STM-EOL-OR	48
	Identify All Aspects	30 pts	EOL	63 52
End	identify All Aspects	00 pts	EOL	52
Flora	ı-Fauna-Nature			
	Title	Cost	Classes	
1	Skinning A Hide	4 pts	HNT	71
2	Benign Approach	4 pts	HNT	71
3	Calm Animal	4 pts	HNT	72

	-Water Title	Cost	Classes	
1	Draw Up Ground Water	4 pts	OK-SYL-STM-EOL-OR	246
3	Hunt/Fish/Gather	4 pts	HNT	725
4	Improve Food	4 pts	SYL-STM	306
4	Increase Food	4 pts	SYL	305
5	Bring Out Rain Water	8 pts	SYL	253
5	Divining Water	8 pts	SYL	351
6	Destroy Harmful Substance	8 pts	ORX	481
8	Imbue an Item with	8 pts	ORX	270
9	Coastal Net Fishing	12 pts	HNT	774
9	Food Times Three	12 pts	ORX	304
15	Create Food For A Family	16 pts	STM	458
nd				
	h-Life-Death Title	Cost	Classes	
	TIRO: Healing Bolus	30% Max	TRO	408
1	Basic Healing	4 pts	STM	252
1	Field Binding	4 pts	RULE	635
1	Forced Heal 1d6 HP (+more)	4 pts	SYL-EOL-STM-ORX	310
1	Reduce Fire Damage	4 pts	DOK	311
1	Sylvan Forced Healing 1d6 HP	4 pts	SYL	585
2	Heal Sickness	4 pts	STM	277
2	Healing Flames 1d4 HP per Tier	4 pts	DOK	251
3	Repair Undead/Living Dead	-2 pts	DOK	879
4	Delayed Healing 2d6	4 pts	STM	301
4	Final Rites	4 pts	DOK	822
4	Slow Healing	4 pts	STM	374
5	Assist Another's Healing	8 pts	ORX	477
5	Repair A Dead Body	4 pts	STM	876
6	Animal Healing	-4 pts	SYL	359
6	Cleansing Fire	8 pts	DOK	445
6	Common Healing	8 pts	STM	365
7	Electrifying Sickness Cleanse	8 pts	STM	794
8	Extra Healing	8 pts	STM	312
9	Cure Disease	12 pts	STM	278
	End Current Dmg Over Time	12 pts	EOL	502
	Heal 5d6+2 HP	12 pts	STM	451
	Revive Life With A ZAP!	48 pts	STM	447
	Heal 5d6+6 HP	12 pts	STM	398
	Ranged Forced Healing 2d8+2 HP	12 pts	SYL-STM-EOL-ORX	397
	Consecration of Corpse	16 pts	STM	459
	Healing Bolt	16 pts	STM	457
	Held Stasis	16 pts	ORX	490
	Group Heal	20 pts	STM	460
20	Raise The Dead	20 pts	STM	463

ght	- Title	Cost	Classes	
	TIRO: Aural Spark	10% Max	TRO	418
4	Capture/Release Normal Light	4 pts	ORX	465
ocks	n-			
	Title	Cost	Classes	
1	Set Or Open Padlock	4 pts	ROG	807
4	Set Or Open Door Lock	4pts	ROG	831
6	Set Or Open Chest Lock	8 pts	ROG	904
9	Set Or Open Wall Lock / Mechanis	12pts	ROG	832
01/0	mont			
	ment- Title	Cost	Classes	
2	Walk Quietly	4 pts	ROG	790
3	Take Point	4 pts	ROG	746
d A - I	E o Astrod			
	Em-Animal Title	Cost	Classes	
1	Invoke Pet	4 pts	SYL	877
4	Speak to Domesticated Animals	4 pts	SYL	290
6	Befriend An Animal	8 pts	SYL	281
7	Speak With A Wild Animal	8 pts	SYL	368
7	View An Animal (Ae'Em)	8 pts	SYL	380
8	Call A Kindred Spirit Animal	16 pts	SYL	284
8	Call Hunting Pack	8 pts	SYL	382
8	Convoke Animal Mount	8 pts	SYL	387
13	Call Flock of Birds	16 pts	SYL	589
13	Call School of Fish	16 pts	SYL	395
14	Call Woodland Animal	16 pts	SYL	377
Nae	e'Em-People			
	Title	Cost	Classes	
1	Create a Temporary Nae'Em	4 pts	EOL	894
2	Rogue's Right Place, Right Time	4 pts	EOL	271
7	Eavesdrop on Nae'Em Convo (Eola		EOL	875
8	Protect Nae'Em Hunter vs Missiles		SYL	383
	Eavesdrop on Nae'Em Convo	12 pts	EOL-ORX	630
12	Portal To Nae'Em	12 pts	EOL	896

7/5/2024 8:10:04 PM

ALL CLASSES

	e'Em-Thing Title	Cost	Classes	
2	Ribbon Horse	4 pts	SYL	243
4		4 pts	EOL	298
5	Call/Return Nae'Em Item	8 pts	ORX	58
5		8 pts	SYL	33
6	Ribbon Bat	8 pts	SYL	59
7	Call/Send From Home Library	8 pts	EOL	51
7	•	8 pts	SYL	59
•	Curse Ionic Marker	16 pts	EOL	54
17	ourse forme marker	i o pio	LOL	01
	e'Em-Venue Site			
	Title	Cost	Classes	
3	Ethereal Return Portal	4 pts	EOL	25
5	Scry Open areas - 5 Marks	8 pts	EOL	88
5	Scry to a Nae'Em	8 pts	EOL-ORX	89
6	Create Ethereal Home Pad	8 pts	EOL	34
8	Scry - Dense Populations	8 pts	EOL	88
9	Scry To A Vae'Em (Place)	12 pts	EOL	87
19	Permanent Portal	20 pts	EOL	60
20	Nae'Em Natural Landmark	20 pts	SYL	40
				40
	r-Enhancement	Cost	Classes	70
Lvl	Title	Cost 60 pts	Classes	
Lvl		Cost 60 pts	Classes	
18 Pers	Arcane Removal (2 of 3) onal-Connections	60 pts	DOK	
18 Pers	Title Arcane Removal (2 of 3) onal-Connections Title			53
18 Pers	Title Arcane Removal (2 of 3) onal-Connections Title TIRO: Random Friendship	60 pts Cost 40% Max	DOK	53
18 Person	Arcane Removal (2 of 3) onal-Connections Title TIRO: Random Friendship	60 pts	DOK Classes TRO	53
Pers Lvl 0.2 2 2	Arcane Removal (2 of 3) conal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter	Cost 40% Max 4 pts 4 pts	DOK Classes TRO STM	53 41 33 28
18 Pers Lvl 0.2 2	Arcane Removal (2 of 3) conal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House	Cost 40% Max 4 pts 4 pts 4 pts	DOK Classes TRO STM SYL	53 41 33 28 28
Pers- Lvl 0.2 2 2 3 4	Arcane Removal (2 of 3) conal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House Hunter Marks	Cost 40% Max 4 pts 4 pts 4 pts 4 pts 4 pts 4 pts	Classes TRO STM SYL STM	533 411 333 288 90 95
Pers LvI 0.2 2 2 3	Arcane Removal (2 of 3) onal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House Hunter Marks Create a Vae'Em Location.	Cost 40% Max 4 pts 4 pts 4 pts 4 pts 4 pts 4 pts 8 pts	Classes TRO STM SYL STM HNT	53 41 33 28 28 90 95
18 Pers Lvl 0.2 2 2 3 4 6	Arcane Removal (2 of 3) conal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House Hunter Marks	Cost 40% Max 4 pts 4 pts 4 pts 4 pts 4 pts 4 pts	Classes TRO STM SYL STM HNT STM	53 41 33 28 28 90 95 30
18 Pers Lvl 0.2 2 2 3 4 6 7	Arcane Removal (2 of 3) onal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House Hunter Marks Create a Vae'Em Location. Create Permanent Nae'Em	Cost 40% Max 4 pts 4 pts 4 pts 4 pts 4 pts 8 pts 12 pts 8 pts	Classes TRO STM SYL STM HNT STM EOL-SYL-STM	53 41 33 28 90 95 30 57
Pers LvI 0.2 2 2 3 4 6 7 7	Arcane Removal (2 of 3) conal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House Hunter Marks Create a Vae'Em Location. Create Permanent Nae'Em Hold Civilized Creature	Cost 40% Max 4 pts 4 pts 4 pts 4 pts 4 pts 4 pts 5 pts 8 pts 12 pts 8 pts 24 pts	Classes TRO STM SYL STM HNT STM EOL-SYL-STM ORX	53 41 33 28 28 90
Pers Lvl 0.2 2 2 3 4 6 7 7 9	Arcane Removal (2 of 3) conal-Connections Title TIRO: Random Friendship Connect With A Fighter Connect With A Hunter Connect To A House Hunter Marks Create a Vae'Em Location. Create Permanent Nae'Em Hold Civilized Creature Find Clues To True Name	Cost 40% Max 4 pts 4 pts 4 pts 4 pts 4 pts 4 pts 5 pts 8 pts 12 pts 8 pts 24 pts	Classes TRO STM SYL STM HNT STM EOL-SYL-STM ORX OK-SYL-STM-EOL-OR	533 411 333 288 90 95 300 57 62

	e Change Title	Cost	Classes	
1	Small Domestic Pet Form	4 pts	SYL	827
6	Alter Self - Medium Sized Dog/Cat	8 pts	SYL	389
	Alter Self - Porpoise	16 pts	SYL	561
	Alter Self - Hawk	16 pts	SYL	560
15	Alter Self - Wolf	16 pts	SYL	402
17	Alter Self - Condor	20 pts	SYL	558
18	Alter Self - Bear	20 pts	SYL	404
18	Alter Self - Stingray	20 pts	SYL	559
	Ŭ ,			
	er-Rest-Protection Title	Cost	Classos	
	TIRO: Garish Pup Tent	Cost 20% Max	Classes	414
2	Feather Bed	4 pts	STM	273
2	Hunters Hut (10 ppl)	4 pts	HNT	713
2	Perimeter Safety	4 pts	HNT	717
2	Sleep	4 pts	STM	268
3	Assist Hunter's Lean-To	4 pts	SYL	266
3	Create Temporary Shelter (3 ppl)	4 pts	HNT	721
5	Quarantine Isolation	8 pts	STM	557
7	Circle of Protection vs Acid	8 pts	EOL	427
7	Deep Doze	8 pts	STM	517
7	Grow A Plant Canopy	8 pts	SYL	379
7	Hunters Hidden Shelter (4 ppl)	8 pts	HNT	755
7	Strumos Waystation	8 pts	STM	431
10	Walls of Force (4 to 6)	12 pts	ORX	480
11	Force Wall	12 pts	ORX	466
13	Astral Shed	16 pts	STM	456
14	Tree House	16 pts	SYL	400
19	Fort of Thorns	20 pts	SYL	405
Track	ring- Title	Cost	Classes	
	TIRO: Tracking	30% Max	TRO	674
1	Find North	4 pts	HNT	711
9	Cover Trail	12 pts	HNT	759
9	Urban Tracking	12 pts	ROG	788
	Lose A Tail	12 pts	ROG	817
12	Find/Follow Trail	12 pts	HNT	765
		·		
Traps		6 .	CI	
Lvl 1	Title Message -Create/Find/Remove	Cost 4 pts	Classes	867
2	Impedance Trap-Create/Find/Remo		ROG	644
5	Damage Trap -Create/Find/Remove		ROG	858
5	Set Up Eolas Spell Release (Trap)	8 pts	ROG	868
13	Magical Trap Assistance	16 pts	ROG	747
13	ייים אוויים איים וויים איים וויים	10 010	NOO	141

	el-Mundane	_		
Lvl 6	Attach Wings To Animal	Cost 8 pts	Classes	040
•	•	12 pts		340
12	Personal Wings Of Flying	12 pts	SYL	388
Trave	el-Planes			
Lvl	Title	Cost	Classes	
0	Langstrom Location (Vae'Em)	4 pts	ORX	478
	TIRO: Quick Jump	20% Max	TRO	407
0.3	TIRO: Quick Push!	40% Max	TRO	420
1	Riding (horses and other)	0 pts	ALL	636
1	Send Item to A Nae'Em Location	4 pts	ORX	470
1	Swimming - Beginning	0 pts	ALL	637
5	Dimension Quick Portal for 1	8 pts	DOK	898
6	Decrease Movement	8 pts	EOL	358
6	Langstrom Rupture	8 pts	ORX	366
7	Astral Portal To Known Location	8 pts	STM	343
8	Hunters Stare (1-4 days)	8 pts	HNT	756
9	PMP To/From Dimension Portal	12 pts	DOK	341
10	Ladders & Stairs	12 pts	ORX	483
10	PMP Projection	12 pts	STM	608
13	Faster Path	16 pts	HNT	773
15	Create Permanent Location Tae'E	16 pts	OK-SYL-STM-EOL-OR	347
	el-PMP			
	Title	Cost	Classes	
3	Strumos Run	4 pts	STM	248
6	Increase Nae'Em Fighter Movemer		STM	352
6	Travel Shadow to Shadow	8 pts	DOK	247
Trick	~			
	Title Call Itam (in Sight)	Cost 4 nte	Classes	00=
4	Call Item (in Sight)	4 pts	ORX	297
4	Sleight of Hand	4 pts	ROG	750

ALL CLASSES

7/5/2024 8:10:04 PM

Utility-			
Lvl Title	Cost	Classes	
0.4 TIRO: Tasty Gruel	25% Max	TRO	643
1 Arcane Light with Class Hue	4 pts	SYL-STM-EOL-ORX	806
1 Cooking - Basic	0 pts	ALL	666
1 Graduate Tiro Ritual	100% Max	ALL	640
2 Langstrom Cloak Pockets	4 pts	ORX	274
2 Make Fire with Sticks	4 pts	HNT	716
2 Mental Alarm Clock	4 pts	FTR-HNT	703
3 Animate Cats Eye Marble	4 pts	ORX	473
3 Breath Water	4 pts	SYL	967
4 Gathering The Darkness	4 pts	DOK	515
4 Mimic Soft Nature Sounds	4 pts	HNT	726
4 Shadow of the Magi	4 pts	OK-SYL-STM-EOL-OR	911
5 Arlo's Astral Storage	8 pts	STM	338
6 Force Platform	8 pts	ORX	362
6 Pause Magical Lock	8 pts	EOL	834
8 Increase Nae'Em Rogues Grace	8 pts	EOL	499
15 Surprise Killing Blow	16 pts	DEY	776
17 Impersonate Person	20 pts	ROG	812