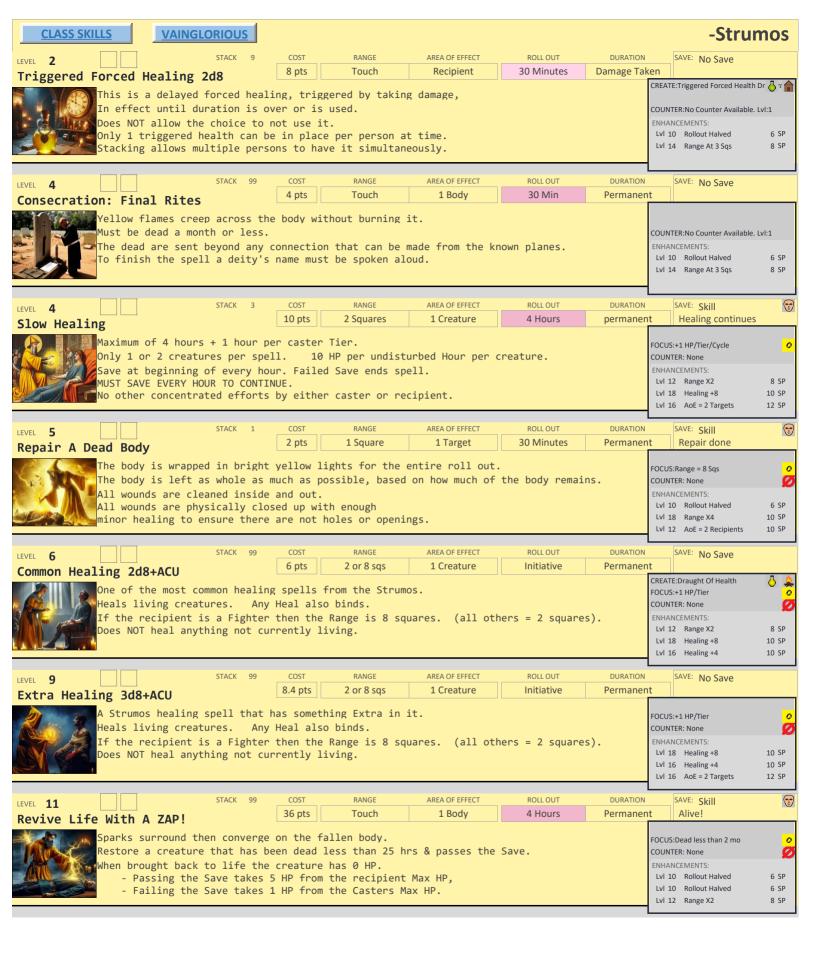
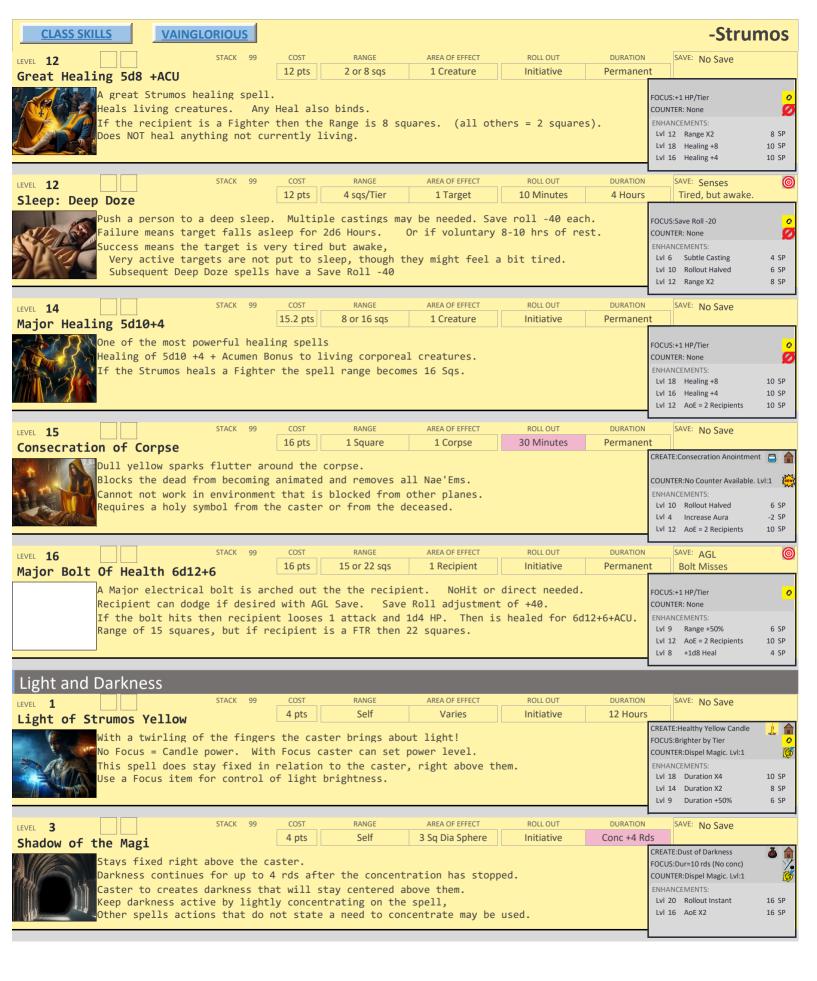


CLASS SKILLS VAINGLORIOUS -Strumos		
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION ightning Bolt STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION 16 pts 15 Squares ect Line up to 4 targ Initiative 1 Round	, , , , , ,	0
Lightning travels from the caster's hand directly towards the target(s). 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.	Lvl 12 Range X2	8 SP 8 SP 6 SP
Fences and Shelters		
STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION Camp Shock Perimeter 4 pts Touch 3x3 Squares 2 Minutes 8 Hours	5011505	0
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.	Lvl 14 Damage X2 13	6 SP 12 SP 12 SP
STACK 1 COST RANGE AREA OF EFFECT ROLLOUT DURATION	IVO Save	
Caster creates a waystation that looks normal in most respects. 3x3 Squares 1 Minute 12 Hours 1x3 Squares 2x3 Squares 1 Minute 12 Hours 3x3 Sqs platform that protects from normal weather. Has center area for fires and posts supporting a flat roof.	FOCUS:Canvass walls COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 Lvl 14 Duration X2	0 0 0 0 0 8 8 8 8 9 16 8 9
STACK 1 COST RANGE AREA OF EFFECT ROLLOUT DURATION Circle of Protection vs Undead 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.	Cross Perimeter FOCUS:Range +6 Sqs COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS:	© Ø
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION	Lvl 12 Range X2 1	8 SP 8 SP 16 SP
Creates two very thin walls are are joined at a 90 degree angle. The walls are each 3 sqs long and 1 sq above the ground and 1 sq below the ground. Creatures must roll a Save as they move through it. Pass the Save to make it 1/2 damage.	FOCUS:Invisible Wall COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 Lvl 9 Duration +50%	0 SP 6 SP 12 SP
STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION Astral Shed STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION 12 pts Touch 1x1x2 Sqs 1 Minute 8 Hours	110 5010	
Run-down-looking wooden shed that's actually a 4-bedrooms & common room on the inside. Fully stocked with enough food, furnishings, and firewood for 8 people. View the Astral plane via windows, but no entry/exit except through door to PMP. PMP and Astral creatures can see, but cannot force entry. Views the Astral plane, not PMP. Space within the shed is PMP space and does not follow Astral rules.	Lvl 14 Duration X2	6 SP 6 SP
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION Circle of Containment 16 pts Touch 3 Sq Rad Circle 10 Minutes 4 Hours	Diace	0
A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.	Lvl 9 Duration +50%	8 SP 6 SP

CLASS SKILLS VAINGLORIOUS -Strumos Find or Reveal SAVE: Skill AREA OF EFFECT ROLL OUT DURATION STACK 5 8 pts 2 Squares 5 Minutes Instant Sight Detect Magic CREATE:Scroll of Detect Magic Caster attempts to find out if an item/object is magical. FOCUS:Save Roll +20 No Magic: No light means no magic found in/on item. (Best description in FULL report) COUNTER:No Counter Available. Lvl:1 Minor Magic: Dim light (candle) shines if is has lower powered effects. ENHANCEMENTS: Major Magic: Bright light that dazes a character for 1 round if Save failed. Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed. Lvl 9 Range +50% 6 SP STACK 99 RANGE AREA OF FEFECT DURATION SAVE: Skill GM LEVEL 6 8 pts Touch 1 Target 2 Minutes Permanent Varies Strsyl Tcane Magic (Dispel Magic) 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). COUNTER:No Counter Available. Lvl:1 The full description has the list. ENHANCEMENTS: Also, there is a list in the players handbook (Spells chapter). Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP AREA OF EFFECT ROLL OUT DURATION (F. LEVEL 10 NAE'EM STACK 99 COST SAVE: Unskilled 24 pts 1 Item 2 Hours Permanent success 4 Squares Determine True Name Caster attempts to locate clues to find a True Name. FOCUS:Rollout Halved. 100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts) COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. Lvl 14 Save Roll +20 8 SP NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use. Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP **Food And Drink** RANGE AREA OF EFFECT ROLL OUT DURATION COST STACK 99 SAVE: No Save 1 Touch 10 Minutes Permanent 4 pts 2 Skins/Tier Draw Up Ground Water Easily capture water in readied containers as the water sprays up. FOCUS:+2 Skins extra Draws on the available water/moisture in the area. (1/4 of a Mark) COUNTER: None Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), ENHANCEMENTS: Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Lvl 10 Rollout Halved 6 SP Multiples: each repeated spell in same area reduces the effectiveness. Lvl 16 Rollout 1 Min 8 SP DURATION STACK 99 AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 4 4 pts 4 Meals 10 Minutes 1 Hour 1 Square Improve Food The caster focuses and yellow sparks streak to the food and swirls around it. FOCUS:Duration = 1 day Improve Food - Improve Quality/Taste of non rations (& non-cumber food). COUNTER: None Does work on all non-poisoned / non-spoiled food. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 15 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. FOCUS:Improved taste & Wine 2d12+10 meals and 3 skins of water. COUNTER: None 9 Simple hot meal and cool water. ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP Fragility RANGE AREA OF EFFECT ROLL OUT DURATION STACK 99 COST SAVE: Health 7 LEVEL 1 Initiative Illness Increased 8 pts 4 Squares 1 Square Possibly Days Cause Illness Sparks directed straight to target the square the caster points to. (No ToHIT) FOCUS:Col +1 0 Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing. COUNTER: None (C) Target's failed Save indicates Sickness I. ENHANCEMENTS: Lvl 18 Range X4 10 SP This can progress through Sickness II and III, to Disease I-II, then to death. Lvl 9 Range +50% 6 SP Lvl 16 AoE X2 16 SP







CLASS SKILLS VAINGLORIOUS -Strumos Nae'Ems SAVE: No Save LEVEL 6 NAE'EM STACK 7 COST AREA OF EFFECT ROLL OUT 8 pts 1 Square 1 Square 4 Hours Permanent Create a Vae'Em Location Creates a landing spot for the "Vae'Em Portal (Astral Style)". [Vae'Em = Venue] FOCUS: Reset Rollout 1/2 Enhancement: Subtle casting means casual watcher will not take notice. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Resetting a connection: Can be re-established with 1 hour rollout at the Vae'Em location. Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Can be re-established with a 2 day rollout while not at the Vae'Em location. Lvl 4 Increase Aura -2 SP LEVEL 7 NAE'EM STACK 3 COST AREA OF FEFECT ROLL OUT DURATION SAVE: No Save 16 pts 1 Square 1 Recipient 4 Days Permanent Create Permanent Nae'Em Caster mentally bonds and stays connected to another person when on the same plane FOCUS Reset time 1/2 Permanent mental bond allows either party to initiate and/or accept. COUNTER: No Counter Available, Lvl:1 Resetting a connection: ENHANCEMENTS: Lvl 10 Rollout Halved Can be re-established with 1 hour rollout when next to the Nae'Em, 6 SP Lvl 18 Range X4 10 SP Can be re-established with a 2 day rollout while not near the Nae'Em. STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 7 12 pts **PMP** Self+1 4 Minutes 5 Minutes Portal To Nae'Em When Nae'Em agrees a portal can be created. If the Nae'Em does not respond the portal will fail. COUNTER: None First to pass through must be either the Nae'Em or the caster. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP After the caster or Nae'Em one more may follow. Lvl 12 AOE +2 12 SP AREA OF EFFECT DURATION LEVEL 8 NAE'EM STACK 2 COST RANGE ROLL OUT SAVE: No Save Touch 2 Minutes 1 Hour 8 pts 1 Fighter Raise Nae'Em Fighter Str +1 Use Character sheet to add 1 to Strength. It will automatically make the adjustments. FOCUS:Duration= 4 hr All adjustments to saves, initiatives, ToHITs are then applied. COUNTER:Same Skill. Lvl:1 O See stacking number to determine how many Nae'Em Fighters can be affected. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP One spell per recipient, even if stack indicates more than 1. Lvl 14 Range At 3 Sqs 8 SP Lvl 4 Increase Aura -2 SP RANGE AREA OF FEFECT ROLL OLL DURATION LEVEL 11 NAE'EM COST SAVE: Resist (Skill/Non) 4 Days 36 pts Touch Permanent Connected 1 Item Connect To An Arcane Focus Item Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo Creates a connection between the caster and the Arcane Focus Item. COUNTER:No Counter Available, Lvl:1 Require the item to be of the highest quality. ENHANCEMENTS: Lvl 12 Range X2 8 SP Caster must currently not have a Focus Item. 6 SP Lvl 9 Range at 1 Sq LEVEL 14 NAE'EM STACK 99 COST RANGE AREA OF FEFE ROLL OLIT 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. OCUS:Sense Alliegence Character knows if the follower has acted properly according to House ideals. COLINTER: None 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. Partner Cooperations STACK 1 LEVEL 5 NAE'EM COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: Skill **(** 1/2 Mark 10 Minutes 16 pts Self Perm Summoned Summon Nisse Spirit A small invisible familiar-like creature that can be seen via ultra violet vision. FOCUS:Range = 1 Mark

9

8 SP

10 SP

6 SP

COUNTER: None

ENHANCEMENTS: Lvl 14 Stacking +1

Lvl 18 Duration X4

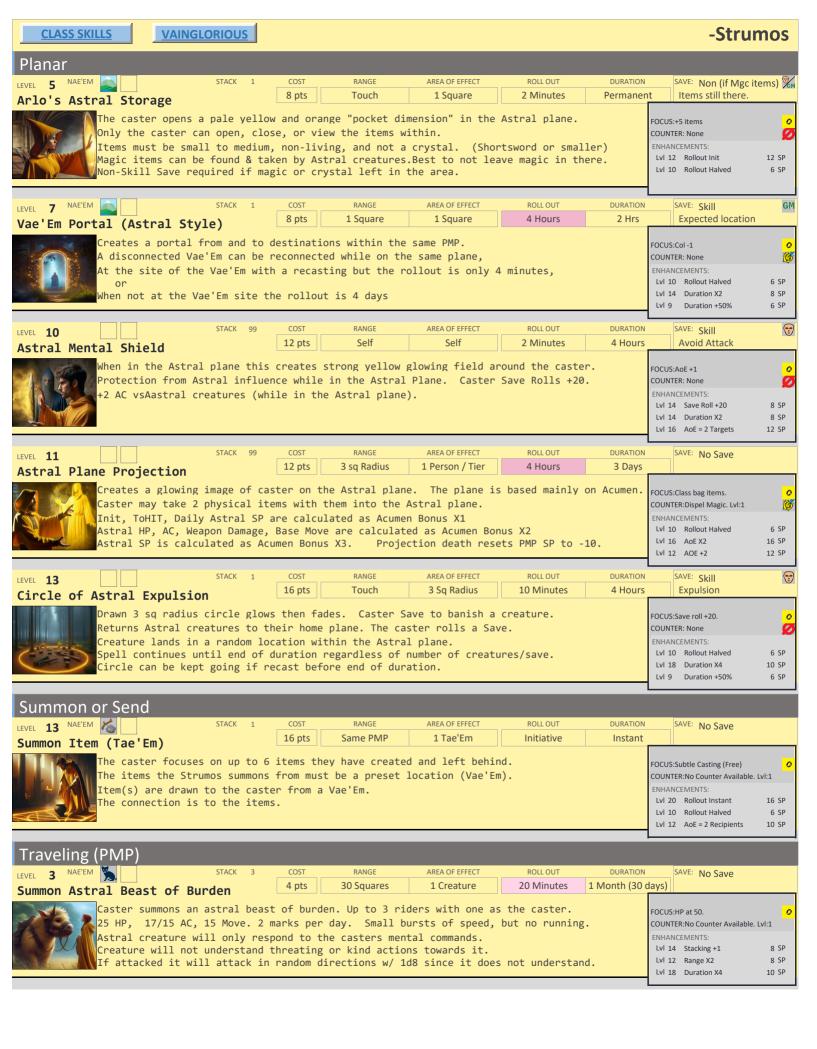
Lvl 9 Duration +50%

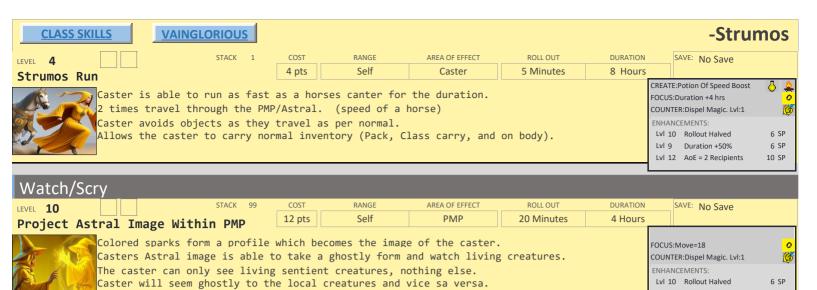
After the summoning, the Nisse and caster are joined in a Nae'Em.

Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring.

Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.

Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory.





Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

Lvl 18 Duration X4

Lvl 14 Duration X2

10 SP

8 SP