CLASS SKILLS VAINGLORIOUS -Dokour Battle Actions/Prep SAVE: No Save 8 pts 1 Target 1 Target 5 Rounds Mundane Fire Immunity CREATE: Normal Fire Protection Grants Target immunity to mundane fires cooler than a forge. FOCUS: Warms those close. Forge fires or hotter break this spell. COUNTER:Same Skill. Lvl:1 Creates enough light to read by if within 2 squares of caster. ENHANCEMENTS: lowever, the user of this spell should be aware of the lack of oxygen, Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP protected person could move about for a short bit in such an environment Lvl 9 Duration +50% 6 SP SAVE: No Save LEVEL 6 24 Squares Recipient 2 Rounds 1 Jump Move Shadow to Shadow Shining ruby colored flames Profile The Caster Then Dim To Nothing. FOCUS:No light when cast Caster can jump from one shadow to another within range. COUNTER: None Works for the caster only with shadows that the caster can see and in Range. ENHANCEMENTS: 4 SP Lvl 6 Subtle Casting This does allow more options at night when more shadows are available. Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP SAVE: No Save 10 Self Self 2 Rounds 2 Hours Magical Fire Protection CREATE:Burn Reduction Breakable Caster wraps themselves within a protective flame. FOCUS: Forge fire = 1 hp / Rd. imits magical fire damage to 1 HP per round. COUNTER:Same Skill. Lvl:1 Fires as hot as or hotter than a forge will end the spell. ENHANCEMENTS: If the fire is mundane in nature this spell has no protection to offer. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP **Battle Defense** LEVEL 1 SAVE: Resist (Skill/Non) 4 Rounds Self Initiative 4 pts Heat Wave Wall Creates a wall of heat that causes damage to those who are attacking via Melee. FOCUS: No concentration Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. COUNTER: Dispel Magic. Lvl:1 Casting, Ranged, and thrown attacks will pass through this wall with no issues. ENHANCEMENTS: 6 SP Note casting which result in melee actions/damage is inhibited by this spell. Lvl 9 Duration +50% Lvl 14 Damage X2 12 SP Lvl 6 AOE = Self +1 6 SP **Battle Offense** SAVE: Agility LEVEL 1 4 pts 8 Squares 1 Target Initiative 1 Round Not Blinded Flash Of Fire! CREATE:Flash Bang! Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing. FOCUS:Save roll -20 Can be directed at a creature for damage or a single square to blind creatures. COUNTER: None When cast on a creature they take 1d6 +ACU damage and must Save or be blinded. ENHANCEMENTS: 8 SP When cast olny on a square all within 4 squares must Save or be blinded. Lvl 12 Range X2 Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4). Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP SAVE: Agility LEVEL 2 Spell missed Initiative 1 Round 4 pts 1 Target Flame Bolt CREATE:Flame Bolt Breakable Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge. FOCUS:Target Save -20 Magical fire only damages target, not other people or items. COUNTER: None The flame bolt can not be lobbed or arc to the target. ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP 8 SP Lvl 9 Damage +50% AREA OF EFFEC SAVE: No Save 1 Target 4 Rounds 4 pts 12 Squares Heat Metal Armor CREATE:Enflame Metal Armor Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. FOCUS:AC/Init/ToHIT additional -1 Round 1: Initiative -1 Ac -1 ToHIT -1 COUNTER:Same Skill. Lvl:1

Round 2:

Round 3:

Initiative -2

Initiative -3

Round 4: Initiative -4

Ac -2

Ac -3

Ac -4

ToHIT -2 ToHIT -3

ToHIT -4

ENHANCEMENTS:

Lvl 12 Range X2

Lvl 9 Range +50%

Lvl 18 Duration X4

8 SP

6 SP

10 SP







Lvl 16 AoE X2

16 SP

