

Battle Defense

LEVEL1

STACK1/Tier

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE: Resist (Skill/Non)



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

LEVEL1

STACK99

COST4 pts


RANGE8 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility Not Blinded



Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing. Can be directed at a creature for damage or a single square to blind creatures. When cast on a creature they take 1d6 +ACU damage and must Save or be blinded. When cast only on a square all within 4 squares must Save or be blinded. Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

CREATE:Flash Bang!

FOCUS:Save roll -20

COUNTER:None

ENHANCEMENTS:

Lvl 12Range X28 SP

Lvl 9Range +50%6 SP

Lvl 9Damage +50%8 SP

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 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 9Range +50%6 SP

Lvl 14Damage X212 SP

Lvl 9Damage +50%8 SP

LEVEL3

STACK3

COST4 pts


RANGE12 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE: No Save



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 12Range X28 SP

Lvl 9Range +50%6 SP

Lvl 18Duration X410 SP

Class Specialty

LEVEL2

STACK99

COST4 pts


RANGE6 Squares

AREA OF EFFECT1 Item

ROLL OUTInitiative

DURATIONContinuous

SAVE: Resist (Skill/Non)



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 12Range X28 SP

Lvl 9Range +50%6 SP

Lvl 14Damage X212 SP

LEVEL3

STACK3

COST4 pts


RANGETouch

AREA OF EFFECT9 Stones

ROLL OUT2 Minutes

DURATION12 Hours

SAVE: No Save



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 6Subtle Casting4 SP

Lvl 14Duration X28 SP

Lvl 9Duration +50%6 SP

Communication

LEVEL2

NAE'EM

STACK1

COST4 pts


RANGEPMP

AREA OF EFFECT2 Fires

ROLL OUT2 Rounds

DURATION20 Minutes

SAVE: No Save



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 10Rollout Halved6 SP

Lvl 14Duration X28 SP



Lvl 9Duration +50%6 SP



Partner Cooperations

LEVEL3

NAE'EM



STACK1

COST4 pts


RANGE8 Squares


AREA OF EFFECTPMP

ROLL OUT1 Hour

DURATION1 day / Tier

SAVE: Resist (Skill/Non)  
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: Skill  
Noticed/Seen





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