

















A red fire extinguisher is positioned in the foreground, facing a large, intense fire that fills the background. The fire is bright orange and yellow, with thick smoke rising from it. The extinguisher is a standard ABC type, with a black hose and a red handle. The scene is set outdoors at night, with the fire providing the primary light source.

LEVEL 5	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 16 Squares ahead	ROLL OUT 10 Minutes	DURATION Up To 1 day	SAVE: No Save
	<p>Point person initailly surveys the area, then continues to scout a head of the party.</p> <p>Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle</p> <p>Hunter acts as a scout (Point person) watching for potential issues.</p> <p>Hunter is not able use any skills or efforts that require a maintained concentration.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 16 Rollout 1 Min 8 SP</p> <p>Lvl 16 AoE X2 16 SP</p>
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Player Party	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
	<p>The Fighter coordinates the priority of attacks from the group.</p> <p>Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes.</p> <p>Give up one attack to use this skill, but can still use 'Extra' attacks.</p> <p>This skill only affects the Fighter's party.</p> <p>This skill can be reset by a second use of the skill.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Attacks +1 8 SP</p>
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 1 Fighter	ROLL OUT Initiative	DURATION 6 Hours	SAVE: No Save
	<p>Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self).</p> <p>Does work for base traveling during battle. Walking, Swimming, Flight.</p> <p>Can be added on top of other multipliers for movement.</p>							<p>CREATE:Potion Of Speed Boost </p> <p>FOCUS:Move+2 Sqs </p> <p>COUNTER:Dispel Magic. Lvl:1 </p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 9 Range +50% 6 SP</p> <p>Lvl 14 Duration X2 8 SP</p>
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE 24 Squares	AREA OF EFFECT Recipient	ROLL OUT 2 Rounds	DURATION 1 Jump	SAVE: No Save
	<p>Shining ruby colored flames Profile The Caster Then Dim To Nothing.</p> <p>Caster can jump from one shadow to another within range.</p> <p>Works for the caster only with shadows that the caster can see and in Range.</p> <p>This does allow more options at night when more shadows are available.</p>							<p>FOCUS:No light when cast </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 6 Subtle Casting 4 SP</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p>
LEVEL 6	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 4x4 squares	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: Agility Move 1 Sq 
	<p>Inhibits movement by 4 squares. (by 5 sqs with Focus)</p> <p>Does make the target's movement 4 less. (3 sqs with Focus)</p> <p>Does also work on swimming and climbing if the roots/vines are in those areas.</p> <p>Does slow running/dashes to a walk.</p> <p>Does NOT stop the target's movement entirely, Minimum of 1 square movement.</p>							<p>CREATE:Scroll of Grabbing Roots </p> <p>FOCUS:Move -1 again </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 9 Range +50% 6 SP</p> <p>Lvl 14 Duration X2 8 SP</p>
LEVEL 7	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 rounds	SAVE: No Save
	<p>Fighter coordinates the parties attacks for a better effect. 1 Skill per target.</p> <p>Fighter successfully directs at least 3 members of their party to attack one target.</p> <p>The party gains Initiative and ToHit bonuses of +2 per Tier of the Fighter.</p> <p>The Fighter looses 1 attack (Min=0), and drops AC by 1.</p> <p>For the 1st round of this skill the Fighter has an Intiative of 40.(He goes FIRST!!)</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Attacks +1 8 SP</p>
LEVEL 7	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 3 Rounds	DURATION 4 Hours	SAVE: No Save
	<p>Easily clears away natural materials, like roots, vines, branches, or brambles.</p> <p>If no root/vine/branch are in the environment then there are no changes and no SP cost.</p> <p>Often can remove the non-plant materials to clear out an Impedence trap,</p> <p>Some traps and situations my require a Skill Save for the spell to succeed.</p>							<p>FOCUS:Enhancements 1/2 level </p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 16 AoE X2 16 SP</p>

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		



Magenta coils ripple from caster's hand to the edge of AOE.
Challenges to the circle equals MGC:? Save
Chalky magenta powder

CREATE:


FOCUS:COL +/- 1

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 4	Increase Aura	-2 SP
Lvl 9	Duration +50%	6 SP

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle		




Roll a natural 18, 19, or 20 and treat as a critical Hit. 1 weapon per battle.
Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20.
Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative.
This skill cannot be stacked upon itself.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
--------	--------------	-------

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	Self	8 Sq Radius	Initiative	3 Rounds		Draws Aggro




Fighter convinces 1d2+2 enemies to target them with an extreme show.
NOTE: Enemy must be able to think. Unthinking things/creatures are not riled.
Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).
Party is a less attractive target with increases to Initiative (+2) and AC (+2).
This is NOT a guarantee the ploy will work. It depends on the creature(s).

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	Self	2 Rounds	2 Hours		



Caster wraps themselves within a protective flame.
Limits magical fire damage to 1 HP per round.
Fires as hot as or hotter than a forge will end the spell.
If the fire is mundane in nature this spell has no protection to offer.

CREATE:Burn Reduction Breakable


FOCUS:Forge fire = 1 hp / Rd.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

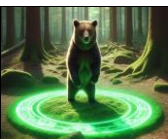
LEVEL	11	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
				12 pts			Instant	3 Rounds		



Meant for Dey Raechio
All attcks converted. Thrown/Missile attacks=Move:1. AC-4
Meant for Dey Raechio
Using small agile moves & full body grace able to catch thrown/missile attacks.

COUNTER: None

LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU
				12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour		Can Move



The animal must pass the Save to enter or exit the sphere,
'Animals' are uncivilized creatures found in real life.


FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL	13	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle		




Can create a Dagger of Returning. This is for single handed thrown weapons only.
Make a small weapon or ammo into 'Returning'
Dagger is returned to the person that threw it.


COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
14		2	16 pts	Self	15 Squares	1 Minute	2 Hours	No Save

Call & Direct An Attack Bear



Calls a bear to be ready for a battle.
Requires the caster to fully concentrate on directing the bear when it is attacking.
The bear will stay and follow directions via the Nae'Em.
HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15

FOCUS:Enhancements 1/2 level


COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16	1	16 pts	Melee	1 Creature	Pre-battle	Instant	No Save

Quick Ranged Shot (PreBattle)



Hunter starts a battle with a +15 Init to their bow attack.
Hunter creates a zero round by with this quick shot.
Only 1 attack is allowed.
Bonuses are given to Initiative +15, ToHit +5, and Damage +5.

COUNTER: None


ENHANCEMENTS:

Lvl 17	Damage +8 / die	16 SP
Lvl 9	Damage +50%	8 SP
Lvl 14	Attacks +1	8 SP

Battle Defense

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1/Tier	4 pts	Self	Self	Initiative	4 Rounds	Resist (Skill/Non)

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	1 Charge	Instant	1 Round	No Save

Set for A Charge




Fighter may mitigate some of the effects of a charging enemy.
Increases their armor class (AC) by +6 vs the charge attacks ONLY.
Defender must be using a longsword or larger weapon.
The Defender may pivot in order to face the charge.

COUNTER: None

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	Self	Initiative	4 Rounds	No Save

Shield Expertise



Fighter uses a shield to a greater than normal advantage.
Small & Medium: Use the shield AC +2.
Does not apply to Buckler or Large shields.
Can be combined with the 'Shield Bash' skill.


COUNTER: None

ENHANCEMENTS:

Lvl 9	Duration +50%	6 SP
-------	---------------	------

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	1 creature (self)	Initiative	4 Rounds	Resist (Skill/Non) Old AC is used

Wind Wall



Ghostly light brown roots rise and spiral around the caster.
A single square whirlwind provides AC+4 vs Ranged/Thrown attacks.
Tornado stays with caster as they move, but cannot push into occupied square.
Casting is not affected by the tornado unless the spell is vulnerable to wind.
This can NOT be combined with other spells such as Heat Wave Wall.

FOCUS:Enhancements 1/2 level


COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 16	AoE = 2 Targets	12 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	1	4 pts	Self	Self	Initiative	2 Rounds	No Save

Defend / Withdraw, No Attacks












Fighter fully focuses on blocking and dodging attacks to avoid damage.
No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed.
+1 AC per adjacent friendly Fighter.
Fighter may withdraw from the opponent without incurring an AoO from that opponent.


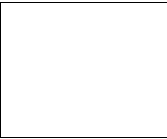
COUNTER: None


ENHANCEMENTS:


Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP


LEVEL	3	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Protect Fighter vs Ranged/Thrown											
						4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	
						Recipient Fighter gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Duration: Lasts to end of battle or 4 hours, whichever is shortest.					FOCUS:Total AC bonus:+4 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
TIRO: Armor of Light											
						30% Max	Self	Self	1 Minute	4 Hours	
						Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster. Caster will keep their AC if it's over 16.					COUNTER:Dispel Magic. Lvl:1
LEVEL	3		JUST	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Urgent Disengagement w/ 1 Attack											
						6 pts	Self	Fighter	Initiative	1 Round	
						Fighter moves in a straight line up to double their basic movement. Fighters AC is improved by 4, front and back. +8 Initiative bonus. Only 1 attack at -4 ToHIT is allowed before movement. The Fighter may be subject to Attacks of Opportunity (AoO). The Fighter may also use an AoO.					COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP
LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Wind Wall For Nae'Em Hunter											
						4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds	
						Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.					FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU +10/Tier Unmoved
Resist The Push											
						4 pt	Self	1 Target	Instant	Battle	
						Fighter attempts to stay in the same square. Standard effort to not move is done with comparative BRU Save. This skill gives the resisting Fighter a bonus on the Save of +10/Tier.					COUNTER: None
LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility Exact behind only
Limit Flank Attacks (Counter)											
						8 pts	Self	Self	Initiative	5 Rounds	
						The Rogue continuously shifts so attackers have limited options to complete a flank attack. Only the single square directly behind the Rogue can attack their flank. The 3 squares behind a Rogue are normally considered flanks. This skill limits the one center flank square to be the 'Flank'. All other surrounding squares are considered 'Front'.					COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP
LEVEL	5		+	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute Shield Still Useable
Shield Block vs Melee											
						8 pts	0 Squares	Self	Instant	1 Attack	
						Fighter negates a melee attack made against them with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. Fighter blocks an enemy's attack with a small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.					COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP


LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility Avoids an AoO	
Bob and Weave												
	Rogue can bob and weave to avoid AoO Dodge attacks of opportunity. 1 attempt to dodge an attack per Tier. Rogues passing the AGL Save will avoid the AoO. Movement is not affected.										COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	

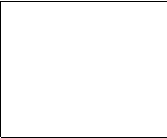
LEVEL	6			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Evade Missiles												
	Meant for Dey Raechio Avoid Missiles Meant for Dey Raechio										COUNTER: None	

LEVEL	6		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Protect Strumos												
	The Fighter blocks attacks to the Strumos using weapons and position of body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	

LEVEL	6		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Provide Protection												
	The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	
Shield Block vs Ranged												
	Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the shield. Save for each block. A successful save indicates the specific ranged attack has been blocked. Medium shields can block a number of ranged attacks equal to the Fighter's Tier. Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.										COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP	

LEVEL	7			STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Half Wall of Force												
	Barely visible burgundy coils follow the caster's hand outlining the wall. 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.										FOCUS:+ another corner. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP	

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Triggered Shield vs 1												
	Redish blue sparks dance around the caster. (Redish blue sand) -1 ToHIT vs caster if a single attacker SNS:2 Save fails. Redish blue sparks dance around the caster. (Redish blue sand)										CREATE: FOCUS:-1 ToHIT COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	

LEVEL	10			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
						12 pts	Touch	Self	Initiative	1 Battle			

Minor Defense Bubble

Lavender coils loop around the caster in a ribboned chain-linked bubble. Attacks are slowed, thus the impact lessens the damage.

Lavender coils loop around the caster in a ribboned chain-linked bubble.

FOCUS: Other recipients
COUNTER: Same Skill. Lvl: 1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
						12 pts	Self	3x3 Squares	2 Rounds	10 Minutes			

Tornado Wall

A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.

FOCUS: Enhancements 1/2 level
COUNTER: Control Wind Sphere Lvl: 1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Not Blinded	
						4 pts	8 Squares	1 Target	Initiative	1 Round			

Flash Of Fire!

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 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 1d4 + ACU Dmg	
						4 pts	8 Squares	1 Square	Next Initiative	1 Round			

Force Pinch 1d4

Barely visible coils reach out to the target and pinches a sensitive spot. Damage of 1d4 + ACU. Target Save Lose Attack/Action. Barely visible coils reach out to the target and pinches a sensitive spot. Caster must be able to see the target. (No ToHit)

FOCUS: Save +1 Col
COUNTER: No Counter Available. Lvl: 1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Melee	Self	Initiative	2 Rounds			

Massive Bludgeoning Hammerstrike

Fighters uses the flat or blunt area of their Hammer. (Only Hammers) Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only). Full damage is applied right away. After 30 minutes half of the damage fades away. Bludgeoning can be applied to all or none of the attacks. Cannot be applied to non-melee attacks or weapons not a 'Hammer'.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health Temp halt of effect	
						4 pts	4 Sqs / Tier	1 adjacent sq / Tier	Initiative	5 Rounds			

Phage

Caster directs an eerie mist into the AOE square(s). Droplets from the mist well up on the targets skin, under any outer clothing/gear. Each round increments the fragility (starting at 1) for 5 rounds. On the 6th round the fragility status returns to none (zero) and has no effect. This lasts a maximum of 5 rounds.

FOCUS: Max (End) +1
COUNTER: Greater Fragility Effect Lvl: 1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	10 Squares	1 Target	Initiative	1 Round			










Rose Thorns

Caster rolls a single ToHit to be used for all thorns for this spell instance. Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg. Each spell instance must be directed to a single target. Caster can lob this spell over and to a target. Blundered ToHits are not rolled on the chart and merely miss the target.













FOCUS: Enhancements 1/2 level
COUNTER: No Counter Available. Lvl: 1



ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility Vision is clear	
						20% Max	4 Squares	1 Target	Initiative	1 Round		
 Multi colored Pie appears as it is thrown.. Target Saves to NOT block vision.												COUNTER: None
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill or non-Skill Target Sees	
						4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier		
 Caster throw bright sparkling lights, attempting to partially blind those in the AoE. Creates enough sparks to interfere with accurate sight, a Save is required, If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to Init and ToHIT. Party members that are aware of this spell has been cast can gain a +20 to their Save roll												FOCUS:Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Duration +50% 6 SP
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	8 Squares	1 Square	Initiative	1 Round		
 Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor. Sparks race directly to the target without any arc or lobbing. No ToHit or Save required.												FOCUS:+4 Initiative COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Move x2	1 Creature	Initiative	1 Round		
 Fighter races forward and uses their momentum to help in an attack. (Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4). This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.												COUNTER:Set For A Charge Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility Spell missed	
						4 pts	10 Squares	1 Target	Initiative	1 Round		
 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
LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute	
						4 pts	10 Squares	2 Squares	Initiative	1 Round		
 Solid lavender coils extend from caster's hand to push directly from the caster to the target Direct damage of 1d6 + ACU. Target(s) Save or pushed back Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)												FOCUS:Save Col +1 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP
LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	1 Square	1 Target	Initiative	1 Round		
 Rogue takes advantage of a nearby targets flank. ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank. This skill improves the effect of a normal backstab. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.												COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP Lvl 9 Damage +50% 8 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL	
TIRO: Fire Crack!												
	Bright Multi Colored flashes appear in the caster's hand. Caster rolls a Thrown ToHit to deliver 1d3 magic fire damage. Save or target loses 1 attack this round.											COUNTER: None
LEVEL	3			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Conjure Native Beetles												
	A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHit+4, Attacks:x1x1, Dmg: 1d8											CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl: ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
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
LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Phage Mist												
	A green fog descends within the AoE. Direct attacks need no ToHit. Lobbing requires ToHit vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHit fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.											COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Rogues Charge												
	The rogue races forward to deliver an intimidating hit. (Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Rogue gains: bonuses to Initiative +8, ToHit +8, Damage +8, and Movement X2. Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.											COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP
LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Shield Bash (Odd rounds)												
	Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers. This is an 'Extra' effort. Only 1 Extra effort is allowed per round. Odd Rounds Only. ToHit+4. Damage = Shield Front AC + STR Bonus. The 'Shield Bash' must be directed to the same target that the FTR has already targeted.											COUNTER: None ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP
LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
TIRO: Quick Push!												
	Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to move 1d4 sqs directly away from caster. Direction of random spot is always in a direction roughly opposite of caster. If there is no room for the recipient to move then spell fails.											COUNTER: None

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		99	4 pts	Char Sheet	1 Target	Initiative	1 Round	No Save
Accurate Ranged Shots								
			A focus on accuracy rather than speed with a bow or crossbow. Shooter loses 1 attack (Minimum 1) per Tier. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Applies to all bow/crossbow shots during the round.					COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP
4		99	4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round	No Save
Critical Surprise Throw								
			Quickly throw a weapon before the fighting begins! Single hand weapon only. 1 Attack instead of normal number per round. Surprise Thrown attack is done before battle is started. Creates a round 0. Rogue gains +6 ToHIT. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest Init wins & others fail to happen.					COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
4		1	4 pts	Move x2	1 Creature	Initiative	1 Round	No Save
Hunters Melee Charge								
			Hunter charges up to an enemy for a melee attack.(Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.					COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP
4		99	30% Max	12 Squares	1 Target	Initiative	1 Round	Agility 1/2 Damage 
TIRO: Quick Flash Fire								
			Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. 1d12 Damage. Save for half damage.					COUNTER: None 
5		1	8 pts	By Weapon	1 Target	Initiative	4 Rounds	No Save
Long Distance Crossbow Shots								
			Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares. Number of attacks -1. Hunter must use a crossbow. Bows cannot be used with this skill. No changes to Initiative and ToHIT rolls.					COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP
5		1	8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save
Penetrating Ranged Shots								
			Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works for ranged bow attacks. Adds 6 damage for all shots, Subtracts 2 from the ToHITs. This applies to all of the Hunters bow shots for the duration.					COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP
5		99	8 pts	by the bow	Self	Next Initiative	1 Round / Tier	No Save
Separate Ranged Shots								
			Use each of their attacks as separate initiatives during the round. Rolled Initiative must be used for the 1st attack (shot). Once Initiative is rolled the Initiatives of each subsequent shot must be called out and listed in battle. Therefore, player may not know exactly when					COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP

LEVEL	5	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	Miss Attack	Miss Attack	Initiative	1 Round	
	<p>Meant for Archer</p> <p>Hunter moves 1 sq forward, shoots & continues. Shots:1+ 1 per Tier</p> <p>Meant for Archer</p>										FOCUS:Dmg +2 COUNTER: None
LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held	
	<p>Holds a thrown attack as they concentrate on a single target to find a weakness.</p> <p>ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.</p> <p>If the target is out of sight/range for a round or more this effort is broken.</p> <p>During the wait time the following non-damaging skills can be used on the same target:</p> <p>Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.</p>										COUNTER: None
LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	By Weapon	By Weapon	Initiative	1 Round	
	<p>Hunter is able to target the enemy just beyond or inter-mixed with their own group.</p> <p>Past known party members. Initiative +2. All ranged attacks in Rd.</p> <p>Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2.</p> <p>If not announced, the Hunter still is able to shoot through the group to the target.</p> <p>This will allow the hunter to shoot through up to 3 ranks of friends.</p>										COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP
LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility 1/2 Damage
						8 pts	12 Squares	1 Square	Initiative	1 Round	
	<p>Flames shoot upward from the Caster's hand and down towards the AoE.</p> <p>No ToHIT required. Can Lob magical fire to target.</p> <p>Damage of 4d10 +ACU. Target Saves for 1/2 damage.</p> <p>Magical fire does not light things afire.</p>										FOCUS:hurts fire based. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	By Weapon	1 Target	Initiative	5 Attacks	
	<p>Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible.</p> <p>Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).</p> <p>Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.</p> <p>If the target is out of sight for an entire round or more the count must start over.</p> <p>Each successive attack w/ same target +2 ToHit and Damage(Max +10).</p>										COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP
LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
						8 pts	8 Squares	1 Target	1 Round	5 Rounds	
	<p>Barely visible burgundy coils streak out from the casters pointed finger and winds around the</p> <p>Must be in sight. Target unable to cast, fight, or talk.</p> <p>Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.</p>										FOCUS:target can talk. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute 1/2 Damage
						8 pts	12 Squares	2 Squares	Initiative	Instant	
	<p>A force wall pushes directly from the caster to the target but only the target will usually b</p> <p>Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.</p> <p>A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)</p>										FOCUS:Save Col +1 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

LEVEL

8

STACK

1

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

2x2 Squares

ROLL OUT

Initiative

DURATION

Permanent

SAVE:

Resist (Skill/Non)

LEVEL

10

STACK

1

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

Brute

Compare & Move

Brutal Push Forward

From a standstill to a massive push almost instantly!

This skill will push the target back 1 square, if the square is open.

Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).

1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2.

Fighter and target must use a comparison save.

COUNTER: None

ENHANCEMENTS:

Lvl 14 Attacks +1

8 SP

LEVEL

11

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

Adrenaline Rush

The Fighter hypes themselves up. (Player provides a narrative)

Character must verbally hype themselves up within pre-initiative part of their round.

Fighter can move and attack or just attack. Movement after the attack is not allowed.

Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).

COUNTER: None

ENHANCEMENTS:

Lvl 18 Duration X4

10 SP

Lvl 14 Duration X2

8 SP

LEVEL

11

STACK

99

COST

2.4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

Skill

Class Power Attack Duel

Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire

ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.

Duel to be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled.

The GM may have to make a call if the Class Power Attack proceeds too quickly.

COUNTER: None

LEVEL

11

STACK

99

COST

14.4 pts

RANGE

10 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

Skill

1/2 Damage

Fire Class Power Attack

Sends a fire stream directly to the target. No lobbing.

Damage of 6d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.

Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.

Another caster using the same power (Fire) may start a 'Class Power Attack Duel'.

Class Power Attack Duels force 2 casters into a head to head personal battle.

FOCUS:+1d10 Damage

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll -20

8 SP

Lvl 9 Range +50%

6 SP

Lvl 9 Damage +50%

8 SP

LEVEL

11

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

1 Battle

SAVE:

No Save

Last Ditch Effort

Pure determination keeps a fighter in battle even after death. Must be played out.

Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4

Fighter must have 30 HP or less to use the skill.

During skill use: Binding has no effect & 1/2 Healing while in negative points.

Afterwards the Fighter may be dead, out cold, or just weak.

COUNTER: None

ENHANCEMENTS:

Lvl 20 Rollout Instant

16 SP

LEVEL

11

STACK

99

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Horse

ROLL OUT

Initiative

DURATION

1 Battle

SAVE:

No Save

Mounted Melee Attack

Character is able to direct a trained mount into battle.

Only 1 attack when moving. Max 2 attacks when stopped.

Requires the use of a trained mount.

Single handed weapons only.

Character is only able to use small or buckler shield.

COUNTER: None

LEVEL

12

STACK

99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

Skill

1/2 Damage

Electric Class Power Attack

Sends electrical stream directly to the target. No lobbing.

Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required.

Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments.

Another caster using the same power (Electric) may start a 'Class Power Attack Duel'.

Class Power Attack Duels force 2 casters into a head to head personal battle.

FOCUS:+1d10 Damage

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll -20

8 SP

Lvl 9 Range +50%

6 SP


Lvl 9 Damage +50%


8 SP


LEVEL 12		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
			9 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Dmg	
Force Class Power Attack Sends a flow of force directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Force) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.									FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP


LEVEL 12		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
			12 pts	10 Squares	1 Target	Initiative	1 Round	1/2 Damage	
Ice Class Power Attack Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.									FOCUS:Enhancements 1/2 level COUNTER:Class Power Attack Duel Spell ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP

LEVEL 12		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
			12 pts	10 Squares	1 Target	Initiative	1 Rounds	1/2 Damage	
Phage Class Power Attack Sends a stream of Phage directly to the target. No lobbing. Damage of 4d10 + ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Phage)) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.									FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP



LEVEL 12		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
			12 pts	By Weapon	By Weapon	Initiative	1 Round		
Targeting A Moving Target  Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.									COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP

LEVEL 12		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
			12 pts	Touch	8 Squares	Initiative	1 Round		
Whirling Mordra  In 1 Sq the Fighter spins back and forth to strike out at all within melee range. 'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares. It's recommended to tell the party then stall on your initiative until friends step away. Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only. Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.									COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP



LEVEL 13		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
			16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		
Phage Blobs  Sickly green Acidic blobs begin to fall in the AoE. from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"									CREATE:Scroll of Phage Blob FOCUS:3x3 AoE. COUNTER:Same Skill. Lvl:1



LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
			16 pts	By Weapon	1 Target	Initiative	1 Round		
Ranged Sucker Shot(s)  Hunter scopes out a stationary target that is unaware of any danger. The target must not have their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target.									COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8 / die 16 SP Lvl 12 AoE = 2 Recipients 10 SP




LEVEL 14	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: Resist (Skill/Non)
Dokour Flame Attack		Flames erupt out of the casters hand heading directly to the target. (No ToHit) Directs magical flame straight to the target. No lobbing. No mundane fire damage. Direct dmg 5d8 +10 +ACU bonus. Focus Staff adds 4 pt damage per die.						FOCUS:Dmg +4/die COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL 15	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 16 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Moving And Shooting		Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, Walking backwards, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Number of attacks are halved. Minimum of 1. Full walking movement.						COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 17 Damage +8 / die 16 SP
LEVEL 15	<input type="checkbox"/>	STACK 1	COST 16 pts	RANGE Melee	AREA OF EFFECT 1 Creature	ROLL OUT Next Initiative	DURATION 1 Round	SAVE: No Save
Surprise Death Blow		Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). Fighter gains +15 bonus to ToHit. Damage is rolled on the Critical chart. And enhancements can add to the damage. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.						COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 15	<input type="checkbox"/> <input type="checkbox"/>	STACK	COST 16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility
Surprise Killing Blow		Surprise required. Lgs wrd+, ToHit+10, Hit=crit+60%, Dmg+50%						COUNTER: None
LEVEL 16	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 20 pts	RANGE 12 Squares	AREA OF EFFECT Row: 1 sq / Tier	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility
Fire Bombardment		Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs dmg of 5d10+ACU to 2 Sqs (1 roll for 2 sqs). Each squares Saves separately. Can be lobbed (clearance needed) before hitting target w/o a ToHit. One set of damage is rolled and applied fully to each of the squares in the AOE AoE is 3 squares. The first square must be within ranged.						COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL 16	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 16 pts	RANGE 15 Squares	AREA OF EFFECT ect Line up to 4 targ	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility
Lightning Bolt		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.						FOCUS:+6 Dmg COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL 17	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 20 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 3 Rounds	SAVE: Brute
Force Cage 3d6 to touch		Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Smokey purple strands weave and become a cage for all but Dokour.						FOCUS:Cage HP = 398 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP




LEVEL 17	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Hammering Force			20 pts	12 Squares	2 Squares	Initiative	Instant		
	<p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds.</p> <p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)</p>								<p>FOCUS: Save Col +1</p> <p>COUNTER: No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 18 Range X4 10 SP</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 9 Range +50% 6 SP</p>




Battle Reaction



LEVEL 2	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
AoO on Enter or Exit			4 pts	1 Square	1 Target	Instant	1 Round		
	<p>"Extra" effort which can be taken if an enemy enters or exits melee range.</p> <p>With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.</p> <p>This is an 'Extra' effort. Only 1 Extra effort is allowed per round.</p>								<p>COUNTER: No Counter Available. Lvl:1</p>

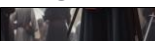
LEVEL 3	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Blunder Reroll			4 pts	Self	1 Blunder	Instant	Instant		
	<p>Rogue desperately attempts to lessen the impact of a Blunder.</p> <p>Allows Rogue to attempt to mitigate a Blunder roll</p> <p>Rogue disregards the first Blunder roll and rolls again.</p> <p>Rogue must take the 2nd roll.</p>								<p>COUNTER: None</p>

LEVEL 3	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
Dodge AoO Attacks			4 pts	Self	Movement	Instant	1 Round	Avoids an AoO	
	<p>This is an attempt to counter and dodge AoO attacks from others.</p> <p>The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)</p> <p>This skill does NOT interfere with the Rogues normal attacks in the round.</p> <p>Rogue and attacker must use a comparison Save.</p> <p>Must be called before AoO damage is rolled.</p>								<p>COUNTER: None</p>


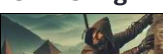

LEVEL 3	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill to NonSkill	
Draw Attention			4 pts	In Sight	In Sight	Instant	Up to 30 Min	Comparison	
	<p>May draw aggro or distract a crowd. Must be maintained to continue.</p> <p>1 Attack from the Rogue may be done. Caution: This could alter the audiences view.</p> <p>Comparison Save between Rogue and target audience,</p> <p>Rogue uses Skill Save,</p> <p>A target Rogue also uses Skill Save, but non-Rogue target uses the non-Skill Save.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 18 Duration X4 10 SP</p>


LEVEL 5	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses	
Disrupt Concentration			8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	Not Disrupted	
	<p>Counters current issues that a target is concentrating to maintain.</p> <p>This action is meant to disrupt and break concentration of another.</p> <p>All the Targets in the AoE must pass the Save to not be affected/interrupted.</p> <p>This is a Counter Action and can only be used once in a round.</p> <p>LIST OF SPELL IN FULL DESCRIPTION.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 18 Range X4 10 SP</p> <p>Lvl 12 Range X2 8 SP</p>


LEVEL 6	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
2nd Attempt To Grab			8 pts	Touch	Self	Instant	Instant	Grab works	
	<p>A Rogue a attempt to recover from missing a grab</p> <p>Rogue gains an opportunity to re-attempt a failed grab if the Save is passed.</p> <p>If the Save fails the 2nd attempt to grab fails.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p>


LEVEL	13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill vs non-Skill	
Feign Death					16 pts	Self	Self	Instant	2 Rds Minimum	Life Detected	
											
<p>Rogue falls to the ground and appears dead.</p> <p>Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection.</p> <p>Rogue must make GM aware this skill will be used as soon as possible.</p> <p>Rogue can choose what segment to enact this, based on Rollout being instant.</p> <p>GM will roll the Save for others trying to detect life.</p>											
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save Roll +208 SP</div>											




Class Specialty


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
Climbing						4 pts	Move	Vertical Area	Initiative	5 Minutes	Has not fallen	
		<div>No items in backpack. Can carry items in the Hidden Spaces</div> <div>Rogues climb up/down is movement. Others climb at half walk movement.</div> <div>Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used.</div> <div>Failed Save = fall. (2nd Grab Skill))</div> <div>Falling damage is 2d8 for every climb (1/2 walk move upwards)</div>										<div>FOCUS:Skill Roll +20</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save Roll +208 SP</div> <div>Lvl 20 Rollout Instant16 SP</div> <div></div>











LEVEL	1		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					0.40 pts	Touch	1d3 Wraps	4 hours	Permanent	
		<p>Creates 1d3 bandages</p> <p>Bandage will stop bleeding.</p> <p>When applied by a Hunter it will also heal 2 HP.</p> <p>Components are fairly easy to find.</p> <p>Requires a Hunters Kit and a campfire.</p>								
		<div><div>CREATE:Field Bandage</div><div>FOCUS:+ 2 HP</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 20</div><div>Rollout Instant</div><div>16 SP</div></div></div>								

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
					4 pts	In Sight	In Sight	Next Initiative	30 Minutes	Sent & Rcvd	
<div><div><p>A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication? Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'.</p></div></div>											
										COUNTER: None	

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Skinning A Hide					4 pts	Self	Animal	12 Hours	Permanent	
		<p>Hunter settles in to clean, trim, skin, and cure an animal hide.</p> <p>Pass Save to complete 1 hide in the 12 hours. (1 per day)</p> <p>Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying.</p> <p>Hunters Tier indicates the size of finished hide regardless of size of creature.</p> <p>1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)</p>								<div>CREATE:A Hide from Skinning</div> <div>FOCUS:2 Hides</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved</div> <div>6 SP</div>

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Basic Disguise												
		Does require "AoE Select Target" Enhancement to disguise another person. Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)										
												<div>FOCUS:Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 12 AOE +2 12 SP</div> 

LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	<div>GM</div>
Convincing Another (or Lie)					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days	Believed	
	<p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column dropped by 1.</p> <p>Save column adjusted based on audience size and mood, the extremeness of the lie, etc.</p> <p>COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.</p>										
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 14 Save Roll +20	8 SP

LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
2	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	6 Sqaures	1 Item	Initiative	Continuous	Resist (Skill/Non)	
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	
2	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	Touch	Kindling	10 Minutes	Permanent	No Save	
Make Fire with Sticks										
	Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3								FOCUS:COL -1 COUNTER: None	
2	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	Self	Self	Initiative	20 Minutes	Skill No sound made	
Silent Movements										
	Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or armor then no Save is required. Carrying standard packs & Sacks requires a standard Save. Rogue can help the Save roll by +20 by moving at 1/2 speed. Rogue wearing robes or less can help the Save roll by +20.								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
2	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round	Skill Convincing	
Ventriloquism										
	A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.								COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	
3	<input type="checkbox"/> <input type="checkbox"/>	3		4 pts	Touch	9 Stones	2 Minutes	12 Hours	No Save	
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	
3	<input type="checkbox"/> <input type="checkbox"/>	1		4 pts	Self	Caster	6 Minutes	2 Hours	No Save	
Improve Resist & Skill Saves										
	Violet coils encircles the caster, flashes, then fades away. -5% to Resist Magic and Skill Saves for this ORIX. Violet coils encircles the caster, flashes, then fades away.								FOCUS:Total= 10% adjust COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP	
3	<input type="checkbox"/> <input type="checkbox"/>	1		4 pts	Self	Self	10 Minutes	24 Hours	No Save	
Mental Alarm Clock										
	Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds during the rollout. Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. If used when awake the 'Alarm' still alerts the character.								COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP	

LEVEL

3

STACK

99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

Repair Undead/Living Dead



Encasing the undead/living dead in magical flames for one full minute.

"Heals" the target for 1d4 points while caster may gain 2 SP.

Target must actually be at less than maximum points. Must have a need to be "healed".

Has no effect on a corpse.

Max gain of SP set to 20 SP per day.

FOCUS: no Sick/Disease to caster

COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 14

Range At 3 Sqs

8 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Within Hearing

ROLL OUT

4 Minutes


DURATION

1 Hour / Tier

SAVE:

No Save

Situational Awareness



Fighter maintains a watchful eye for enemies.

Fighter must maintain concentration for the duration.

Battle pauses this skill after Round 1. Skill can be resumed after the battle is over.

Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.

Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Arms Length

ROLL OUT

1 Round


DURATION

Instant

SAVE:

Skill Success

Sleight of Hand



Rogue can perform skillful deception with their hands. Use comparison Save.

Skillful deception Roll Save to fool an audience. May include small items only.

Rogue can perform skillful deception like that of a street magician.

Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4.

Save column with add skills such as... Ventriloquism, Distraction, etc are easier

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 12

Rollout Init

12 SP

Lvl 5

Initiative +4

4 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

Self

AREA OF EFFECT

1/2 Movement (Sqs)

ROLL OUT

12 Secs (2 Rds)


DURATION

1 Rds (6 Sec)

SAVE:

Agility has not fallen

Freehand Climbing @ 1/2 Movement



Ability to climb freehand vertically without packs, sacks, armor, or medium+ weapons.

At end of climb Rogue rolls Save to not fall. Fall damage is 2d8 per 1/2 move.

Kit, rough surfaces, inclines, ropes, & other methods will shift the Save columns.

Must find a secure stoping spot at the end of the distance or Save to not fall.

This can be used with the skill, '2nd Attempt To Grab' if the Rogue fails their Save

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 12

Rollout Init

12 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Wpn/Armor

ROLL OUT

4 Hours


DURATION

Permanent

SAVE:

No Save

Repair Weapons/Armor



Using the Fighters Kit the Fighter repairs weapons and armor.

Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.

Non-magic items do not need

Repaired items are returned to an intact, yet imperfect state.

Repairing Magic items requires passing a Save. Save column must match the Magical +.

FOCUS: Required

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 10

Rollout Halved

6 SP

LEVEL

10

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Weapon

ROLL OUT

2 Hours


DURATION

1 Battle

SAVE:

No Save

Honing Melee Weapon



Clean and oil while completing minor repairs bringing it back to peak performance.

Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2.

Undamaged weapons are brought back to it's former best condition.

A weapon with major chips, cracks, breaks, or bends is considered 'damaged'.

This will only work on non-magic weapons that are not already in it's best condition.

FOCUS: Required.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 14

Damage X2

12 SP

LEVEL

12

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Person

ROLL OUT

10 Min/Complexity


DURATION

12 Hours

SAVE:

Skill Success

Impersonate A Person



Rogue alters themselves to appear to be another very specific person.

Added Skill Point costs based on complexity and level,

Costumes

+4

(How to wear it)

Prosthetic

+10

(Race Change)

Badges/Certificates

+10

(Making it 'official')

FOCUS: Required

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 18



Duration X4



10 SP



Lvl 14

Duration X2


8 SP



LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						XX	XX	XX	XX	XX	XX	
						xx [Enter Summary] xx						COUNTER: None


LEVEL	11	<input type="checkbox"/>	<input type="checkbox"/>	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						[Enter Summary]						COUNTER: None


LEVEL	15	<input type="checkbox"/>	<input type="checkbox"/>	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						[Enter Summary]						COUNTER: None

Communication

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Self	Self	1 Minute	1 Day		
						The character is able to read and write the language known as 'Common'. Read and write local common and personal racial language.						COUNTER: None


LEVEL	2	NAE'EM		<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	PMP	2 Fires	2 Rounds	20 Minutes			
						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 willl 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	

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)		
						Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.						CREATE: COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						15% Max	20 Squares	1 Flare	Initiative	1 Minute		
						A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, 6 - 10 is bright blue, 11 - 15 is bright yellow, 16 - 20 is bright green.						COUNTER:Dispel Magic. Lvl:1

LEVEL	4			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						4 pts	Touch	200 Characters	20 Minutes	20 Minutes		

Arcane Translation, 1 Page



Plum colored coils drift to the text and lightly rebounds back to the caster.
Interaction with living text. Very involved spell.
Plum colored coils drift to the text and lightly rebounds back to the caster.


FOCUS:Random Enhancement
COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Self	6x6 Squares	Initiative	20 Minutes		

Mimic Soft Nature Sounds



Hunter creates low sounds that can be mistaken for natural sounds.
Indistinct natural outdoor sounds. Low volume and intensity.
Hunter can create soft low sounds with no penalty,
As the volume of a sound rises the GM may adjust the Save.
As the sounds become more distinct the GM may adjust the Save.

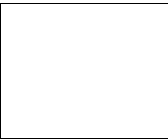
COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 12	Rollout Init	12 SP

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		

High Flares



Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast
Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)
Brilliant violet smoke issues from the casters hand and quickly turn into the flares the
caster needs. (Purple candles)

CREATE:


FOCUS:Delayed 5 Minutes.
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						20 pts	6 Squares	1 Spirit	10 Minutes	Rollout (10 Min)	Summoned	

Dead Spirit Conversation



The caster draws a summoning circle and attempts to summon up to 6 souls.
Speaks with the souls. Requires a ritual and a token for each soul/spirit.
Summoning an available soul/spirit is not voluntary.
Ancient dead or disconnected dead cannot be summoned forward.
Caster may get multiple answers when asking 2 or more souls, but can't require it.

FOCUS:Save roll +20
COUNTER:Consecration of Corpse Lvl:1


ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Creations

LEVEL	1			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation	
						12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		

Create Singer's Salve



Hunter creates a Singer's Salve
1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.
Concoction originally created by the character Reginal "Singer"


CREATE:Singers Salve
FOCUS:+1 Salves
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						6 pts	Touch	Self	4 Hours	Permanent		

Create/Repair Arrows (24)



Hunter uses a sharp blade, skill, time and materials to create arrows.
Kit required for all except blunt & crude arrows.
Tier 1: 12 crude or blunt arrows.
Tier 2: 12 standard arrows, require and arrow heads and sinew
Tier 3: 12 flight arrows require, light weight shafts and sinew


CREATE:Arrows
FOCUS:Fletching
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	2			STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						2 pts	3 Squares	1 Item	1 Round	Permanent		

Common Duplicate










Creates a duplicate of a common low value product.
Must be a worked (created) thing that is common.
Will not work on items with value over 10 GP or items that are more natural than not.
Item must have been worked on enough to be considered 'created', yet low in value.
Examples: Meal for 2, simple tools, small bag, copper ring, etc.

CREATE:Scroll of Yield Improvemen
FOCUS:Tastier
COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
	Create Sunrise Potion					12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	
 <p>Hunter creates a Sunrise Potion. Qty:1d3 potions created. To be used at 6 AM to gain 2 extra HP (5 HP with Hunter). Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Anise Leaf, Ginger Oil, and Honey.</p>											CREATE:Sunrise Potion FOCUS:+1 Potion COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Animate Cats Eye Marble					4 pts	Self	Caster	1 Minute	2 Hours	
 <p>Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item.</p>											FOCUS:Multi-Vision COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Orix False Glow					4 pts	4 Squares	1 Item	2 Minutes	15 Minutes	
 <p>Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa Reveal of Magic will show a false positive. Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.</p>											FOCUS:Visible to all COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP
LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Visible Sign Posts					4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours	
 <p>Smokey violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] Smokey violet coils Move Outward To Reveal Any Posts.</p>											COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 4 Increase Aura -2 SP Lvl 14 Duration X2 8 SP
LEVEL	4			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
	Create Revive Salve					12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	
 <p>Hunter creates a Revive Salve (Caffiene) Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min. A stocked Kitchen/Lab is required. Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.</p>											CREATE:Revive Salve FOCUS:+1 Salve COUNTER: None
LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Triggered Announcements					4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered	
 <p>Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less. Redish blue smoke moves from the casters hands to the center spot on the stone.</p>											FOCUS:Facail movements. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Weapon Speed Charm					4 pts	Touch	1 Weapon	30 Minutes	1 Battle	
 <p>Bright plum colored coils encircle the weapon. (A pink oil) Weapon +1 Init, poss +2 or +3. Each + is a separate spell. Bright plum colored coils encircle the weapon. (A pink oil)</p>											CREATE: FOCUS:Column -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 18 Duration X4 10 SP

LEVEL 6

STACK 3

COST8 pts

RANGETouch

AREA OF EFFECT200 Characters

ROLL OUT10 Minutes

DURATION1 Hour

SAVE: Resist (Skill/Non)

Purple smoke gathers around the script.
For moving letter script (Cursed?)
Purple smoke gathers around the script.

COUNTER: None

LEVEL 7

STACK 99

COST12 pts


RANGETouch

AREA OF EFFECT1d3 bottles

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation



End result: 3 Small corked jars of repellent.
Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.

CREATE:Repellent Oil
FOCUS:+1 Bottle
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL 8

STACK 1

COST8 pts

RANGETouch

AREA OF EFFECT200 Characters

ROLL OUT1 Hour

DURATIONPermanent

SAVE: No Save

Smokey magenta coils swirl around the script.
Write in Arcane
Smokey magenta coils swirl around the script.

COUNTER: None

LEVEL 8

STACK 99

COST16 pts


RANGETouch

AREA OF EFFECT1d3 Poultices

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation



Hunter creates a Poultice.
Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1.
A stocked Kitchen/Lab is required.
Ingredients listed as Bees Wax, Seaweed, and Anis Leaves.
Sickness/Disease rolls are done in the morning using the Health Save.

CREATE:Fragility Poultice
FOCUS:+1 Poultice
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 10 Rollout Halved 6 SP

LEVEL 8

STACK 99

COST8 pts

RANGETouch

AREA OF EFFECT1 Item

ROLL OUT3 Days

DURATION5 Years

SAVE: No Save

Lasts 5 years if within 8 Sqs of caster.

COUNTER: None

LEVEL 10

STACK 99

COST18 pts


RANGETouch

AREA OF EFFECT1d3 Vials

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation



Hunter creates an inhalent.
Qty:1d3 Inhalents. Dazed or stunned become clear headed.
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Marigold wine, Hemlock ash, Wild garlic oil.

CREATE:Maidens Breath
FOCUS:+1 Bottle
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 10 Rollout Halved 6 SP

LEVEL 11

STACK 99

COST12 pts

RANGE1 Square

AREA OF EFFECT1 Signpost








ROLL OUT10 Minutes

DURATION3 Days








SAVE: No Save





































Violet coils attach to the signpost and become a sign.
20 chars on each Sign. Up to 3 Signs.
Violet coils attach to the signpost and become a sign.

FOCUS:Visible Sign & Post
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11		99	16.8 pts	Touch	1 Bag	4 Hours	Used / EOY	None for creation
Create Aelenes Tea								
Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass. Multiple servings in a small bag.						CREATE:Aelene's Tea FOCUS:+1 Serving COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP		
11		99	24 pts	Touch	1 Meal	4 Hours	Used / EOY	None for creation
Create Java Meal Spice								
Hunter creates a bit of spice. Qty:1d3 doses created. Recipeint will remain alert 48 hrs. (cannot be past 48). Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot. Multiple servings in a small bag. Noticable & distinct taste.						CREATE:Java Meal Spice FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP		
11		3	12 pts	Touch	2 Squares	3 Days	Permanent	No Save
Triggered Announcement								
Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent. Violet coils move to the target then fade into the targeted area.						FOCUS:Speaks if a face COUNTER: None		
16		3	16 pts	Touch	1 Contstruct	6 Hours	1 Day	No Save
Create Leather Golem								
wrap the leather into a humaniod shape. AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg. HP:120 wrap the leather into a humaniod shape.						FOCUS:Damage +4 COUNTER: None		
17		99	20 pts	Touch	1 Item	3 Days	Permanent	No Save
Place An Arcane Aspect								
Embeds an aspect permanently						COUNTER: None		
18		1	20 pts	Touch	1 Construct	8 Hours	1 Day	Skill
Create Wood Golem								
Bright lavender coils bind the wood into a moving creature. SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160 Bright lavender coils bind the wood into a moving creature.						FOCUS:Damage +6 COUNTER: None		
19		1	20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)	No Save
Create Stone Golem								
Vivid violet coils surround the stone and animates a creature. SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200 Vivid violet coils surround the stone and animates a creature.						FOCUS:Damage +10 COUNTER: None		


Fences and Shelters

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
1		1	4 pts	Touch	3x3 Squares	2 Minutes	8 Hours	Senses	Avoiding the trap
Camp Shock Perimeter  <p>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.</p>									
									FOCUS: +3 Damage COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 12 AOE +50% 12 SP
2		7	3 pts	Touch	1 Shelter	1 Minute	12 Hrs	No Save	
Create LeanTo Shelter (2 ppl)  <p>Quickly built (1 min) & lasts 12 hrs, unless rough weather. Very heavy rains and/or heavy winds will destroy this. - Shelter fits up to 2 people.</p>									
									CREATE: Lean-To for 2 ppl COUNTER: None
2		99	4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours	No Save	
Perimeter Safety  <p>Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders.</p>									
									COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP
2		99	20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours	No Save	
TIRO: Garish Pup Tent  <p>Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.</p>									
									COUNTER: None
6		3	8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes	No Save	
Force Platform  <p>Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.</p>									
									FOCUS: Half Wall COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
6		3	10 pts	Touch	2x1 Squares	20 Minutes	2 Days	No Save	
Hunters Hut (10 ppl)  <p>The hunter creates a shelter out of avialable materials Creates temporary shelter for 10 persons. Inside= Fragility Max time -1. The hunter creates a shelter out of avialable materials. If left up the shelter will fall within 2 days. After duration the shelter will no longer keep the weather out.</p>									
									CREATE: Hut FOCUS: Set AoE to 2x2 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 17 Hidden 4 SP Lvl 9 Duration +50% 6 SP
7		99	8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour	No Save	
Circle of Protection vs Phage  <p>Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.</p>									
									FOCUS: Acid 1d6 dmg at edge COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	 	3	12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier	No Save
Hunters HIDDEN Shelter (5 ppl)								
					Hunter creates a hidden hut for up to 5 people that has a single entrance/exit. Casual by-passers will not normally notice the shelter. <ul style="list-style-type: none">- smoke from fires may be noticed- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)			CREATE:Hidden Shelter  FOCUS:Rollout 1/2  COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	 	1	8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours	No Save
Strumos Waystation								
					Caster creates a waystation that looks normal in most respects. 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 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8	 	1	8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	Skill Cross Perimeter 
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.			FOCUS:Range +6 Sqs  COUNTER:Dispel Magic. Lvl:1  ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9	 	99	12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours	Resist (Skill/Non) 1/2 Dmg 
Charged Fencing, Two Sides								
					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 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10	 	3	12 pts	12 Squares	See Description	5 Min / Wall	4 Hours	No Save
Walls of Force (4 to 6)								
					Solid lavender coils follow the caster's hand outlining the walls. 2 Sqs High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.			FOCUS:Door Included.  COUNTER:Same Skill. Lvl:1  ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
11	 	3	12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour	No Save
Force Wall								
					Bright violet coils Outline the wall then fade away. 2 Sqs High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.			FOCUS:HP:80 AC:16  COUNTER:Same Skill. Lvl:1  ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP
LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12	 	1	12 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours	No Save
Astral Shed								
					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.			FOCUS:+ upstairs room.  COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL	12	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours	No Save

Tree House




Requires a tree (not a sapling), to start the spell
Has a retractable ladder and muffles most sounds.
When closed up light is blocked, but is visible.
Shelter has 60 HP.
Houses up to 10 persons.

CREATE: Pine Seeds of Tree House
FOCUS: Enhancements 1/2 level
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle

Circle of Containment




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.

FOCUS: Save Roll -20
COUNTER: Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 16 AoE X2 16 SP

LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	Caster	3x3 Sq Island	30 Minutes	6 Hours	AGL 1/2 dmg &/or Out

Magma Moat




Bright magenta flames leaps from the Caster's fingertips into a created moat.
3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.
Magma in moat causes 8d6 damage each round.
Magma is 1 square deep. Submerged creatures have damage doubled.
May attempt a Save for 1/2 damage.

FOCUS: 5x5 Square Island
COUNTER: Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP
Lvl 16 AoE X2 16 SP

LEVEL	19	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours	No Save

Fort of Thorns




Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50
Each melee attack to the thorn wall delivers 1d6 damage to the attacker.
No roof but has a wooden door where the caster places it.
Fire damages the walls: Mundane 1d4 per round. Magical fire as per the spell.
This is functional even in non-temperate environments.

FOCUS: Enhancements 1/2 level
COUNTER: Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Find or Reveal

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Urban	Community	Initiative	Instant	No Save

Find Entrance/Gate




The Rogues quickly surveys the situation and knows the direction to go!
Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW & a landmark.
This works without any Save in villages, Towns, Cities, and Palaces. Not Villages.
Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such.
Does not give distance, best path, or elevations.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	Variable	1 Minute	Instant	SKL Hidden

Search For Items

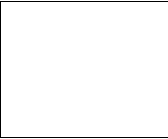


Character attempts to stay completely hidden. Many factors change the Save column.
If at any time the character comes out of hiding the skill ends.
This can be done while moving. The player must explain how the hiding is to be done.
Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...

COUNTER: No Counter Available. Lvl:
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP

LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes	No Save

Orix View Sign Posts



Lavender coils orbit the casters head.
View Sign Posts
Lavender coils orbit the casters head.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL

3

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

10 Rds (1 Min)


DURATION

Permanent

SAVE: Skill

GM gives info

GM



Rogue appraises small and medium sized items.

The value of an item can depend on many things, but rogues can give an estimate.

Initial evaluation answering 'Is it less than 100gp?' done without skill points.

To estimate values over 100 gp requires a Save.

This does NOT determine providence of the item.

FOCUS:Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

2w x 2d x 1h Sqs

ROLL OUT


10 Minutes

DURATION

2 Hours

SAVE: Skill

Access found



Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)

Search for panels, doors, and other cleverly hidden issues.

Will reveal if there are issues in range and give descriptions.

Difficulty, lighting, & other conditions alter the Saving throw column.

FOCUS:Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +208 SP

Lvl 10 Rollout Halved6 SP

Lvl 14 Range At 3 Sqs8 SP

LEVEL

4

STACK

99

COST

30% Max

RANGE

Self

AREA OF EFFECT

1 Trail

ROLL OUT


Initiative

DURATION

1 Hour

SAVE: Senses

Trail located



Solid Multi Colored flashes to show everyone in sight where path is.

Find and follow a trail while leaving an obvious trail with visible signposts.

Brightly painted signposts left every 100 squares, and will stay in place for 2 days.

If a path is not found (no path or lost Save) a single signpost is left.

COUNTER: None

LEVEL

4

STACK

99

COST

8 pts

RANGE

4 Sqs

AREA OF EFFECT

1 Target

ROLL OUT

2 Rounds


DURATION

Permanent

SAVE: Skill

Varies

GM



Many spells can be temporarily halted or entirely stopped by a Dispel Magic.

Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest!

The full description has the list.

Also, there is a list in the players handbook (Spells chapter).

CREATE:Scroll of Dispel Magic (Tem)

FOCUS:Rollout = 2 Rounds

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

LEVEL

5

STACK

1

COST

8 pts

RANGE

2 Squares

AREA OF EFFECT

1-5 item

ROLL OUT


5 Minutes

DURATION

Instant

SAVE: Skill

Sight



Caster attempts to find out if an item/object is magical.

No Magic: No light means no magic found in/on item. (Best description in FULL report)

Minor Magic: Dim light (candle) shines if is has lower powered effects.

Major Magic: Bright light that dazes a character for 1 round if Save failed.

Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic

FOCUS:Save Roll +20

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

LEVEL

5

STACK

1

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

15 Sqs Deep

ROLL OUT


30 Minutes

DURATION

Permanent

SAVE: Skill

Found water



Caster uses a divining rod to find water and reveal if it's potable or not.

Auto fail in areas with water everywhere.

Wet/Tropic/Artic region Save: Skill Roll +20,

Temperate region Save: Skill Roll +0.

Desert/Arid region Save: Skill Roll -40.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 12 Range X28 SP

Lvl 20 AOE X420 SP

LEVEL

6

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Target

ROLL OUT

2 Minutes


DURATION

Permanent

SAVE: Skill

Varies

GM



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).

The full description has the list.

Also, there is a list in the players handbook (Spells chapter).

COUNTER:No Counter Available. Lvl:1


ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Lvl 9 Range at 1 Sq6 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
						8 pts	Touch	1 Target	6 Minutes	Permanent		




Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :(The full description has the list. Also, there is a list in the players handbook (Spells chapter).

COUNTER: No Counter Available. Lvl: 1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Unskilled success	
						24 pts	4 Squares	1 Item	2 Hours	Permanent		



Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

FOCUS: Rollout Halved.


COUNTER: No Counter Available. Lvl: 1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

Food And Drink

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent		



Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.


FOCUS: +2 Skins extra

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent		



Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Does not affect magically created food. All action is in a backpack: Food to be doubled and the resulting food. Does QUADRIPLER the amount of Cumber meals.


FOCUS: Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	1 Square	4 Meals	10 Minutes	1 Hour		



The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (& non-cumber food). Does work on all non-poisoned / non-spoiled food.


FOCUS: Duration = 1 day

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	4 Squares	1 Square Cube	2 Hours	Permanent		



Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.


FOCUS: Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						8 pts	Caster	1 Square	1 Minute	Permanent		




Create a cloud to rain water down. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.


FOCUS: Enhancements 1/2 level

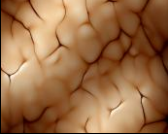
COUNTER: None


ENHANCEMENTS:


Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 16	AoE X2	16 SP


LEVEL	15			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Create Food For A Family					16 pts	Touch	1 Square	5 Minutes	Permanent	
											Barely visible golden sparks surround an area, before food and water appear. 2d12+10 meals and 3 skins of water. Simple hot meal and cool water.
											FOCUS: Improved taste & Wine COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
	Cause Illness					8 pts	4 Squares	1 Square	Initiative	Possibly Days	Illness Increased
											Sparks directed straight to target the square the caster points to. (No ToHIT) Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing. Target's failed Save indicates Sickness I. This can progress through Sickness II and III, to Disease I-II, then to death.
											FOCUS: Col+1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 16 AoE X2 16 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
	Burn Out Disease/Sickness.					4 pts	Touch	1 Target	Initiative	3 Rounds	no extra dmg
											Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern. Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4. After 3 rounds removes all mundane (non-magical) Diseases and sicknesses. If Healed by another caster within Duration a Health Save is rolled. If Save fails the healing still works, but another rounds worth of damage is done.
											FOCUS: Fragility set to None COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP








LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
	Aid Poisons (Fragility)					4 pts	2 Squares	1 Target	1 Minute	Permanent	Sickness 1 better
											Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. - Does allow target to roll a Health Save at one column lower than normal. - Does allow target to roll the save right away (vs waiting for start of day). - Does allow repeated spells to bring the target from Sickness III to no sickness.
											CREATE: Cure Sickness Potion COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP








LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Quarantine Isolation					8 pts	4 Squares	1x2 Squares	1 Day	Permanent	
											For the Fragility of Disease and Sickness
											FOCUS: AOE x2 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
	Electrifying Spell Effect Cleanse					8 pts	Touch	1 Creature	30 Minutes	Permanent	Fragility 0
											This spell works to help the victim get past the fragility effect from a spell.
											FOCUS: COL -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Duration X2 8 SP

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
	Cure Disease					12 pts	2 Squares	1 Target	4 Hours	Permanent	No Disease
											Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immune to getting THIS disease for the rollout. Creature must pass Save. This spell will NOT drop HP enough to kill.
											FOCUS: Col -1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP

Healing and Rest

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	2 or 8 sqs	1 Target	Initiative	Permanent	
Basic Healing 1d8+ACU  Caster's most basic form of healing. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.										
										FOCUS: +1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP
LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	1 Square	1 Target	Initiative	Permanent	
Forced Heal 1d4 per Tier  Roll 1d4 HP per Tier of the caster. Healing energy drawn from all parts of the body are forced to the wounded area. Then apply as force damage to the target, if the target is dead next step fails. Lastly, apply the full healing times two (x2) to the target.										
										FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	1 Square	Target	Initiative	Instant	
Heal Fire Damage 2d8  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 Sqs 8 SP Lvl 16 Healing +4 10 SP
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Touch	1 Creature	Initiative	Permanent	
Sylvan Forced Healing 1d6 HP  Roll 1d6. Damage x1 then Heal x2 May knock out or even kill the recipient if the HP is drained too low. First roll the dice (1d6) and note the result, Next, apply the rolled result as DAMAGE, Finally, apply TWICE the amount rolled result as healing to HP										
										FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					30% Max	1 Square	Recipient	Initiative	Permanent	
TIRO: Healing Bolus  1d12 HP healing. Does heal 1d12 painlessly. A rainbow of colors surrounds the person being healed. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.										
										COUNTER: None
LEVEL	2		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours	
Feather Bed  Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank and pillow appears. Can fit 1 person. Does continue even once the caster is out cold, asleep, etc... 1 shift of sleep is equal to a full night.										
										FOCUS: AOE = 2 COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP
LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Touch	1 Recipient	Initiative	Permanent	
Healing Flames 1d4 HP per Tier  Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.										
										CREATE: Fire Balm FOCUS: +1 HP extra COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 Healing +4 10 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses Tired, but aware	
	Sleep: Light Nap					4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		
		Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each. Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest. Success means the target is very tired but awake, Moderately active targets get a bonus of +40 to their Save roll, Very active targets get a bonus of +80 to their Save roll.									FOCUS:Save Roll -20 COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Triggered Forced Healing 2d8					8 pts	Touch	Recipient	30 Minutes	Damage Taken		
		This is a delayed forced healing, triggered by taking damage, In effect until duration is over or is used. Does NOT allow the choice to not use it. Only 1 triggered health can be in place per person at time. Stacking allows multiple persons to have it simultaneously.									CREATE:Triggered Forced Health Dr  COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP	
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Consecration: Final Rites					4 pts	Touch	1 Body	30 Min	Permanent		
		Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.									COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP	
LEVEL	4	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Send The Dead On					4 pts	Touch	1 Body	30 Min	Permanent		
		The Caster is able to converse with the dead as a final part of this spell. Only a small part of the body must remain. Must be dead a decade or less. The dead are sent beyond any connection that can be made from the known planes. The targeted dead move on to the spirit world.									COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP	
LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Healing continues	
	Slow Healing					10 pts	2 Squares	1 Creature	4 Hours	permanent		
		Maximum of 4 hours + 1 hour per caster Tier. Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature. Save at beginning of every hour. Failed Save ends spell. MUST SAVE EVERY HOUR TO CONTINUE. No other concentrated efforts by either caster or recipient.									FOCUS:+1 HP/Tier/Cycle COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 AoE = 2 Targets 12 SP	
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
	Assist Another's Healing					8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		
		Barely visible purple coils reach out to join the efforts of the other healing spell. Other caster: Heal x2 then +4 Barely visible purple coils reach out to join the efforts of the other healing spell.									COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 16 Healing +4 10 SP	
LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Repair done	
	Repair A Dead Body					2 pts	1 Square	1 Target	30 Minutes	Permanent		
		The body is wrapped in bright yellow lights for the entire roll out. The body is left as whole as much as possible, based on how much of the body remains. All wounds are cleaned inside and out. All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.									FOCUS:Range = 8 Sqs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 AoE = 2 Recipients 10 SP	

LEVEL6

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT2 Hours

DURATIONPermanent

SAVE: Health
Target cleansed



Magenta flames engulf the caster during the RollOut then flames fade away.
Removes frialty from the caster.
Each hour (Max 12 hours):
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

FOCUS:Cast to another

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 9 Range at 1 Sq6 SP

Lvl 14 Duration X28 SP

LEVEL6

STACK99

COST6 pts


RANGE2 or 8 sqs

AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



One of the most common healing spells from the Strumos.
Heals living creatures. Any Heal also binds.
If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares).
Does NOT heal anything not currently living.

CREATE:Draught Of Health

FOCUS:+1 HP/Tier

COUNTER: None

ENHANCEMENTS:

Lvl 12 Range X28 SP

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

LEVEL6

STACK99

COST8 pts

RANGE6 Squares

AREA OF EFFECT1 Square

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: No Save

Bright wine colored coils drift about in the AOE then fades.
Material decays if rotten/poisoned.
Bright wine colored coils drift about in the AOE then fades.

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

LEVEL9

STACK99

COST8.4 pts


RANGE2 or 8 sqs

AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



A Strumos healing spell that has something Extra in it.
Heals living creatures. Any Heal also binds.
If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares).
Does NOT heal anything not currently living.

FOCUS:+1 HP/Tier

COUNTER: None

ENHANCEMENTS:

Lvl 18 Healing +810 SP

Lvl 16 Healing +410 SP

Lvl 16 AoE = 2 Targets12 SP

LEVEL11

STACK99

COST12 pts


RANGETouch

AREA OF EFFECT1 broken bone

ROLL OUT1 Hour

DURATIONPermanent

SAVE: No Save



Without this spell healing a broken bone can take from 1 to 6 months.
Broken bone heals in 1 Hour.
Will even heal sprains.

FOCUS:Rollout = 1 Min

COUNTER: None

ENHANCEMENTS:

Lvl 14 Range At 3 Sqs8 SP

Lvl 20 AOE X420 SP

Lvl 16 AoE X216 SP

LEVEL11

STACK99

COST12 pts


RANGE8 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



Stops current Damage Over Time (DoT) upon 1 target.
Enacted in next round on casters initiative
Does NOT heal or cure the target of any diseases.

FOCUS:d6 healing

COUNTER: None

ENHANCEMENTS:

Lvl 12 Range X28 SP

Lvl 9 Range +50%6 SP

Lvl 12 AoE = 2 Recipients10 SP

LEVEL11

STACK99

COST36 pts


RANGETouch

AREA OF EFFECT1 Body

ROLL OUT4 Hours

DURATIONPermanent

SAVE: Skill
Alive!



Sparks surround then converge on the fallen body.
Restore a creature that has been dead less than 25 hrs & passes the Save.
When brought back to life the creature has 0 HP.
- Passing the Save takes 5 HP from the recipient Max HP,
- Failing the Save takes 1 HP from the Casters Max HP.

FOCUS:Dead less than 2 mo

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 10 Rollout Halved6 SP

Lvl 12 Range X28 SP

LEVEL	16			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL		
						16 pts	15 or 22 sqs	1 Recipient	Initiative	Permanent	Bolt Misses		
						A Major electrical bolt is arched out the the recipient. NoHit or direct needed. Recipient can dodge if desired with AGL Save. Save Roll adjustment of +40. If the bolt hits then recipient looses 1 attack and 1d4 HP. Then is healed for 6d12+6+ACU. Range of 15 squares, but if recipient is a FTR then 22 squares.						FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 12 AoE = 2 Recipients 10 SP Lvl 8 +1d8 Heal 4 SP	

LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
						20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent			
						Orange sparks Surround the group. 3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)						FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP	

Hide or Obscure													
LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
						8 pts	Self	Self	4 Rounds	4 Hours			
						Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf. Enter a crowd as a young armored elf and exit as an older unarmored elf. Can change their age, clothing, carried items, hair, eyes, and facial hair. They normally cannot change their race, height, weight, and gender. Safest to do when surround (in a crowd) by 10 or more people.						FOCUS:Change Race, Ht, Wt, Gender COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP	



Illusions													
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses		
						5.6% Max	Self	Self	5 Minutes	12 Hours	Appears more acceptable		
						Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.						COUNTER:Dispel Magic. Lvl:1	





LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill		
						40% Max	10 Squares	1 Target	Initiative	2 Rounds	No effect		
						Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster.						COUNTER: None	


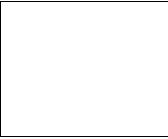

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)		
						10% Max	1 Rope	1 Rope	1 Minute	2 Hours			
						The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.						COUNTER: None	

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
						8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours			
						Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attks:x0x1 Init:0 ToHit:0 Dmg:2 Move:6 Sqs. Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.						FOCUS:Telepathic Convo COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Attacks = FTR 8 SP	


Ionic Markers

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	Touch	1 Object	1 Day	Permanent	
Create Ionic Marker											
											
Thick purple coils surrounds the item and fades into it. Creates permanent marker Thick purple coils surrounds the item and fades into it.										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 18	Range X4 10 SP
										Lvl 12	Range X2 8 SP
										Lvl 18	Nae'Em Clues Remove 20 SP




LEVEL	5	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						48 pts	Touch	Caster	1 Day	Permanent	
Imbue Ionic Marker (Tae'Em)											
											
From common unworked non-magic item creates a trackable marker as a Tae'Em. Ionic Marker. Cannot be purchased. Must be made by the caster. Must have proper scrying spell/device to fully use.										CREATE: Ionic Marker 	
										COUNTER: None 	
										ENHANCEMENTS:	
										Lvl 18	Range X4 10 SP
										Lvl 12	Range X2 8 SP
										Lvl 14	Range At 3 Sqs 8 SP




LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill -60
						8 pts	PMP	1 Marker	1 Hour	Instant	
Locate Ionic Marker											
											
Purple coils whirl around the caster then point the direction of the marker. Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW) Purple coils whirl around the caster then point the direction of the marker.										FOCUS: SKL:1 	
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 10	Rollout Halved 6 SP
										Lvl 18	Range X4 10 SP
										Lvl 9	Range +50% 6 SP




Light-

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL Scrying blocked
						12 pts	15 Squares	1 Square	Initiative	1 Hour	
SHRINE: Block Scrying											
											
Blue and orange weaves surround the caster. Require the caster to place the spell in a single Square. GM rolls Save. If Save passes then any current scrying within AoE fails. GM usually does NOT report pass or failure.										COUNTER: None	


Light and Darkness


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	Varies	Initiative	4 Hours	
Light of Orix (Violet)											
											
With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.										CREATE: 	
										FOCUS: Brighter by Tier 	
										COUNTER: Dispel Magic. Lvl:1	
										ENHANCEMENTS:	
										Lvl 18	Duration X4 10 SP
										Lvl 14	Duration X2 8 SP
										Lvl 16	AoE = 2 Targets 12 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	Varies	Initiative	12 Hours	
Light of Strumos Yellow											
											
With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power level. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.										CREATE: Healthy Yellow Candle 	
										FOCUS: Brighter by Tier 	
										COUNTER: Dispel Magic. Lvl:1	
										ENHANCEMENTS:	
										Lvl 18	Duration X4 10 SP
										Lvl 14	Duration X2 8 SP
										Lvl 9	Duration +50% 6 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						4 pts	Self	Varies	Initiative	6 Hours	
Red Light of Dokour											
											
With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.										CREATE: Revealing Red Candle 	
										FOCUS: Brighter by Tier 	
										COUNTER: Dispel Magic. Lvl:1	
										ENHANCEMENTS:	
										Lvl 14	Duration X2 8 SP
										Lvl 9	Duration +50% 6 SP


Mechanicals

LEVEL	1			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
						20 pts	Touch	1 Square	20 Minutes	Until Triggered	Trap in place	
Create Message Trap  <p>Creates a single trap that reveals a message when sprung. Requires description of the trigger, Message, and Location. This is the creation of a hidden non-damaging trigger type trap. Enhancements and Rogues Kit's can add 1 column to Save. Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).</p>												
												CREATE: Message Trap FOCUS: Trap Seen +20 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 14 Save Roll +20 8 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						8 pts	Touch	1 Mechanical	10 Minutes	Until Reset	Locked/Unlocked	
Disarm/Arm Locks and Traps  <p>For Locks, Traps, and other Mechanical issues. Use of a Rogues Kit will alter the Save. 3 tries only. Simple Issues require Skill Save non-Dmg traps, Padlocks, Skeleton keys. Advanced Issues require Skill -20 Save Dmg Traps, Imbedded locks, Slim keys. Complex Issues require Skill -50 Save (or more) Hidden or large mechanicals</p>												
												FOCUS: Save +20 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP


LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	Touch	1x2 Squares	5 Minutes	Until Triggered		
Create Impedance Trap  <p>Single trap that covers the AoE with miscellaneous items that impede movement by half. Should have description of the trigger, as well as the specific location. This is the creation of a hidden non-damaging trigger type trap. Enhancements and Rogues Kit's can add 1 column to Save. Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).</p>												
												CREATE: Impedance Trap FOCUS: Trap Seen +20 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	GM
						4 SP	Touch	1x1 Square	30 Min	Permanent	Etched IF NEEDED	
Acid Etching  <p>Speak the title words wanted as they cause an acid mist to sprinkle over the surface. Standard surfaces are of stone, metal, wood, or leather and require no Save. Non-standard surfaces OR Magical surfaces require a RM:3 Save. Although the more powerful the magic the more likely the Resist Magic Save will be higher.</p>												
												FOCUS: none COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP

LEVEL	5			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
						40 pts	Touch	1 Square	2 Hours	Until Triggered	Trap set in place	
Create Damaging Trap  <p>Creates a single trap that covers the AoE with which inflicts damage when triggered. Requires description of the damage method, as well as the specific location. This is the creation of a hidden damaging trigger type trap. Damage: 2d6. Normal Save would be AGL:3, but could be more difficult in some circumstances. Enhancements and Rogues Kit's can add 1 column to Save.</p>												
												CREATE: Damage Trap FOCUS: + 1d6 Dmg COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 17 Damage +8 / die 16 SP

Nae'Ems

LEVEL	1			STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	PMP	1 Mid Item	20 Minutes	Instant		
Send Item to A Nae'Em Location  <p>Solid blue coils flashes as a portal opens and swallows the covered object. Item fits into 1 Sq blanket and not living. Solid blue coils flashes as a portal opens and swallows the covered object.</p>												
												FOCUS: Add Ionic Marker COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 5 Initiative +4 4 SP Lvl 4 Increase Aura -2 SP

LEVEL	2	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	1 Square	1 Recipient	2 Days	Permanent		
Connect With A Hunter (Nae'Em)  <p>Permanent mental bond allows either party to initiate and/or accept. Each person must be within the same PMP to communicate. Arcane (Ancient Magic) may erase the bonding.</p>												
												FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP

LEVEL

7

STACK

1

COST

12 pts

RANGE

PMP

AREA OF EFFECT

Self+1

ROLL OUT

4 Minutes


DURATION

5 Minutes

SAVE:

No Save

Portal To Nae'Em



When Nae'Em agrees a portal can be created.
If the Nae'Em does not respond the portal will fail.
First to pass through must be either the Nae'Em or the caster.
After the caster or Nae'Em one more may follow.

COUNTER:

None

ENHANCEMENTS:


Lvl 10 Rollout Halved6 SP

Lvl 12 AOE +212 SP

LEVEL

7

NAE'EM



STACK

1

COST

8 pts

RANGE

PMP

AREA OF EFFECT

1 Ae'Em, 1 sq above

ROLL OUT

5 Minutes


DURATION

1 Hour

SAVE:

No Save

View An Animal (Ae'Em)



Portal opens to show the animal the caster has bonded to.
This is a top down view from about 1 square above the animal.
The spell stays with the animal as it moves.
There is limited communication through this spell. 1 word statements.
but can be done with other spells.

COUNTER:

None

ENHANCEMENTS:

Lvl 18 Duration X410 SP


Lvl 14 Duration X28 SP

Lvl 9 Duration +50%6 SP

LEVEL

8

NAE'EM



STACK

2

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Fighter

ROLL OUT

2 Minutes


DURATION

1 Hour

SAVE:

No Save

Raise Nae'Em Fighter Str +1



Use Character sheet to add 1 to Strength. It will automatically make the adjustments.
All adjustments to saves, initiatives, ToHITS are then applied.
See stacking number to determine how many Nae'Em Fighters can be affected.
One spell per recipient, even if stack indicates more than 1.

FOCUS:

Duration= 4 hr

COUNTER:

Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP


Lvl 14 Range At 3 Sqs8 SP

Lvl 4 Increase Aura-2 SP

LEVEL

11

NAE'EM



STACK

1

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

4 Days


DURATION

Permanent

SAVE:

Resist (Skill/Non) Connected

Connect To An Arcane Focus Item



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

COUNTER:

No Counter Available. Lvl:1

ENHANCEMENTS:


Lvl 12 Range X28 SP

Lvl 9 Range at 1 Sq6 SP

LEVEL

14

NAE'EM



STACK

99

COST

48 pts

RANGE

1 Recipient

AREA OF EFFECT

1 Target

ROLL OUT

1 Week


DURATION

Permanent

SAVE:

No Save

Bestow House Authority



Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
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.

FOCUS:

Sense Alliegence


COUNTER:

None

LEVEL

20

NAE'EM



STACK

99

COST

20 pts

RANGE

PMP

AREA OF EFFECT

3x3 Squares

ROLL OUT

4 Hours


DURATION

Permanent

SAVE:

No Save

Vae'Em Natural Landmark



Caster glows lightly during the entire Rollout.
A remembered image of location becomes a destination point for portals/scrys.
Unlimited number of locations can be made, but MUST be documented.
Caster needs to become very familiar with the location/venue.
Requires a 3x3 sq area that is safe to stand in.

FOCUS:

Enhancements 1/2 level

COUNTER:

None

ENHANCEMENTS:

Lvl 6 Subtle Casting4 SP

Lvl 10 Rollout Halved6 SP

Lvl 16 AoE X216 SP

Natural Environment

LEVEL

1

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

1 Hour

SAVE:

No Save

Find North










Reviews surrounding area.
GM indicates direction of North.
Reviews surrounding area.

COUNTER:

None

ENHANCEMENTS:

Lvl 20 Rollout Instant16 SP




LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	10 Squares	10 Squares	5 Minutes	1 Hour	May Need Skill Sav
Benign Approach									
			Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. How close depends on the animal, situation, and the level of the hunter. If started outside of range the animal may leave while not noticing the hunter. Using this within range means the animal is aware, and hopefully not scared.						COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP
2	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent	No Save
Plant Growth									
			Natural plants will grow as if they were within the best of conditions. Promotes normal healthy growth. Does not heal magically diseased/Sickened plants. New growth progresses as if it were in the best conditions. Plants grow within 1 hour as if 4 weeks had passed. Allows healthy growth from/past unhealthy parts.						CREATE:Plant Growth Soil FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP
2	<input type="checkbox"/> <input type="checkbox"/>	0		4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent	Skill Disease Gone
Remove Plant Disease									
			Caster moves about while casting to cover the AoE evenly. Removes non-magic plant diseases and infestations with a Save. Is able to remove a plant disease from a plant creature. Doesn't affect plant monsters that are without disease. This will not remove conditions brought on by harsh weather.						CREATE:Plant Disease Powder FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP
3	<input type="checkbox"/> <input type="checkbox"/>	99		4 pts	2 Squares	1 Animal	20 Minutes	2 Hours	May Need Skill Sav Animal is calmed
Calm Animal									
			The hunter calms a wild animal in their own way. Some animals flee before effect happens. Hunter and animal use comparison Save. Calming animals can be more difficult with some creatures that are very skittish. Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM).						COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP
3	<input type="checkbox"/> <input type="checkbox"/>	1		4 pts	Self	20x20 Squares	9 Hours	Rollout	May Need Skill Sav
Hunt/Fish/Gather									
			Able to hunt, fish, or gather once per day Skill Save to be rolled, but adjusted for region. Roll a d6 per Tier for number of meals acquired.						CREATE:Hunt/Fish/Gather Yield FOCUS:+ 50% COUNTER: None
3	<input type="checkbox"/> <input type="checkbox"/>			4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
Water to Steam (Reversible)									
			Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can captured a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.						COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP
4	<input type="checkbox"/> <input type="checkbox"/>	1		4 pts	Self	Up to 5 Marks	1 Hour	1 Week	Skill Weather Results
Predict Weather									
			Barely visible sepia colored roots rise into the air, hover, then float down. Predicts Weather patterns for a wk. GM rolls casters MGC:3 Estimation of likely/known changes coming within the week.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

LEVEL		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1		4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent	No Save
Water to Ice (Reversible)									
			Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can captured a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP
6	NAE'EM	99		6 pts	4 Sqs	1 Animal	1 Minute	Permanent	No Save
Animal Healing									
			Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.						CREATE:Animal Healing Nutrients FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
6		3		8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours	No Save
Grow A Plant Canopy									
			Barely visible auburn roots grow into saplings creating a light leafy canopy. Plant Canopy can cover 1 to 4 people. High winds can bring down the canopy. Very useful for/with rain and needed shade.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP
7		9		8 pts	Self	Self	1 Minute	1 Day	No Save
Water Breathing									
			Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.						CREATE:Water Breathing Leaf FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP Lvl 6 AOE = Self +1 6 SP
8		1		8 pts	Self	Ocean	16 Hours	Permanent	No Save
Coastal Net Fishing									
			Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters. 3-12 assistants needed. Meals gained: 6d20 + 5/assistant. Cook:1 hr per 30 meals						CREATE: COUNTER: None
10		1		12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours	Skill Disperse Spells
Control Wind Sphere									
			Barely visible tan roots Whip Into A Wind Column And drift away. Caster can manage the general direction and speed of wind within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed. Does create enough air movement to clear most cloud spells and disperse them.						COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP
15		1		16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours	Skill
Control Water Currents									
			Caster can manage the general direction and speed of water within Sphere. Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW). Can do speed changes from quarter speed to double speed.						FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP




LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Call & Post Yanny Camp Dog				4 pts	Self	5 squares Radius	5 Minutes	8 Hours	

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Assist Hunter's LeanTo							4 pts	Touch	1 Lean-To	10 Minutes	2 Hours	



LEVEL	3	NAE'EM			STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Call & Direct	4 pts	Self	20 Squares	1 Minute	30 Min + Ken							



LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Invoke	Temporary	Dimension	Imp				4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Imp appears	



LEVEL	4	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Invoke	Imp	Partner	(Year long)			4 pts	30 Squares	PMP	24 Hours	End of Year	


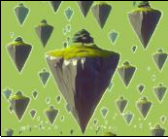
LEVEL	4	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
	Summon Feline Familiar						8 pts	1/2 Mile	Familiar	2 Days	Permanent	Nae'Em Kept	


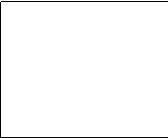
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	16 pts	1/4 Mile	Familiar	1 Day	Permanent	Resist (Skill/Non)
Summon Canine Familiar								
			Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHit+8, Dmg:1d6, Move=12.					FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	16 pts	Self	1/2 Mark	10 Minutes	Perm	Skill Summoned
Summon Nisse Spirit								
			A small invisible familiar-like creature that can be seen via ultra violet vision. 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. Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHit-10 Move=3 Wt=Inventory. Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.					FOCUS: Range = 1 Mark COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		1	20 pts	2 Marks	Familiar	1d4 Days	Permanent	Skill Nae'Em Kept
Summon Equine Familiar								
			Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+0, ToHit+0, Dmg:1d4, HP:10, Move=24 or burst of 30.					FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7		3	8 pts	self	1 Mark + Rep	20 Minutes	2 Hours	No Save
Call & Direct Corvus								
			Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus. This black bird can mingle with any flock of other like birds in the area. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.					FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		3	8 pts	Self	1 Wolverine	1 Minute	2 Hours	No Save
Call & Set Wolverine Defender								
			The spell calls a small bear-like weasel to defend the caster. This defender will only attack if they or the caster are physically attacked. Caster must have an Animal Ken Reputation of 1 or higher to cast. Wolverine will stay and follow directions via the weak Nae'Em. Ken >0 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8+Ken Move:12					FOCUS: Enhancements 1/2 level COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		1	8 pts	12 Squares	1 Target	2 Rounds	2 Hours	No Save
Protect Hunter vs Missiles								
			Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.					FOCUS: Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP
LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8		3	6 pts	100 Squares	1x2x2 Squares	1 Minute	4 Hours	No Save
View Imp Spy								
			Caster must have an invoked an Imp which includes a Nae'Em (voice only). Caster is able to see through Imps eyes or from 2 sqs above. Both using normal vision. The caster and Imp must be on the same plane. If in Dimension the Range is quadripled to 400 sqs. This spell doesn't give any control of the Imp to the caster.					FOCUS: Rollout x 1/2 COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP



LEVEL	9	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						12 pts	16 Squares	1 Image	1 Minute	2 Hours												
						<p>The spell brings a wolf to defend the caster</p> <p>This defender will only attack if they or the caster are physically attacked.</p> <p>Caster must have an Animal Ken Reputation of 1 or higher to cast.</p> <p>Wolf will stay and follow directions via the weak Nae'Em.</p> <p>Ken >0 HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15</p>						<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 18	Duration X4	10 SP																				
Lvl 14	Duration X2	8 SP																				



LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						12 pts	Self	Self	3 Minutes	2 Hours												
						<p>This image may be more useful if used after the rogue dons a disguise.</p> <p>Creates an illusion making the caster look like the Rogue as they currently look.</p> <p>Caster must have a current conversation with the rogue to start this going.</p> <p>This uses the rogues current image. Therefore will copy a disguise as well.</p>						<p>FOCUS:speak like rogue</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP																				
Lvl 14	Duration X2	8 SP																				
Lvl 9	Duration +50%	6 SP																				








LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Alive!										
						40 pts	Touch	1 Corpse	8 Hours	Permanent												
						<p>Bright amber sparks Surround the corpse, then heals it.</p> <p>Must be dead <20 years. Come back with 5 hp.</p> <p>Restore them to 5 HP.</p> <p>Works if the person is missing body parts, but the parts will not come back.</p> <p>Allows the person to be healed back to full HP with other spells.</p>						<p>FOCUS:Health at 10 HP</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 16</td><td>Healing +4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>AoE = 2 Recipients</td><td>10 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 16	Healing +4	10 SP	Lvl 12	AoE = 2 Recipients	10 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 16	Healing +4	10 SP																				
Lvl 12	AoE = 2 Recipients	10 SP																				

Planar													
LEVEL	1	NAE'EM		STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	XX	XX	XX	XX			
						<p>XX</p> <p>creates a 'known' location in the Langstrom.</p> <p>XX</p>						<p>COUNTER: None</p>	

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
						4 pts	Touch	1 Worn Garment	1 Minute	1 Week												
						<p>Barely visible lavender wisps spiral around the caster.</p> <p>Pocket within current cloak/robe</p> <p>Barely visible lavender wisps spiral around the caster.</p>						<p>FOCUS:Hides magic</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 12	Rollout Init	12 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 14	Duration X2	8 SP
Lvl 12	Rollout Init	12 SP																				
Lvl 9	Range at 1 Sq	6 SP																				
Lvl 14	Duration X2	8 SP																				


LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Noticed/Seen										
						4 pts	Caster	4x4 Squares	6 Minutes	12 Hours												
						<p>The shadow descends to muffle sound & hide those within from sight.</p> <p>Works absolutely best in dim light and darker.</p> <p>Save to not be observed.</p> <p>Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.</p> <p>Does NOT block anything if spell is enacted from a breakable.</p>						<p>CREATE:Haze Bubble</p> <p>FOCUS:Torchlight inside.</p> <p>COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP	Lvl 16	AoE X2	16 SP
Lvl 10	Rollout Halved	6 SP																				
Lvl 14	Duration X2	8 SP																				
Lvl 16	AoE X2	16 SP																				

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Non (if Mgc items) Items still there.							
						8 pts	Touch	1 Square	2 Minutes	Permanent									
						<p>The caster opens a pale yellow and orange "pocket dimension" in the Astral plane.</p> <p>Only the caster can open, close, or view the items within.</p> <p>Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller)</p> <p>Magic items can be found & taken by Astral creatures.Best to not leave magic in there.</p> <p>Non-Skill Save required if magic or crystal left in the area.</p>						<p>FOCUS:+5 items</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
Lvl 12	Rollout Init	12 SP																	
Lvl 10	Rollout Halved	6 SP																	

LEVEL 7			STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 2x2 Sq Perimeter	ROLL OUT 4 Minutes	DURATION 6 Hours	SAVE: No Save
View Dimension		<p>Creates a scrying area for the caster and others to view Dimension. Those within the AoE can see into the Dimension from their spot in the PMP. Can see a distance of 20 squares in daylight. Only 2 squares in moonlight. Caster cannot move the scry point, but can move around to see in other directions.</p>							<p>FOCUS:+5 Sqs Sight COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 9	NAE'EM		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT Portal Structure	ROLL OUT 1 Hour	DURATION 2 Minutes	SAVE: No Save
Dimension Portal		<p>Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. Flames cause magical fire damage (will not light combustibles) when in circle. PMP and Dimension once were the same but have split and advanced on their own.</p>							<p>FOCUS:+2d6 dmg except self COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 9			STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: Resist (Skill/Non)
Dimensional Containment		<p>Initially creates a visible 3 Square perimeter, After Rollout the perimeter disappears from view. Creatures of Dimension must Save to leave the containmentment. ONLY DIMENSIONAL MONSTERS ARE HELD. Specifically works against a Dokours Imp. Non-Dimension creatures may enter and exit at will.</p>							<p>FOCUS:Save roll -20 COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 10			STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: Skill Avoid Attack
Astral Mental Shield		<p>When in the Astral plane this creates strong yellow glowing field around the caster. Protection from Astral influence while in the Astral Plane. Caster Save Rolls +20. +2 AC vsAstral creatures (while in the Astral plane).</p>							<p>FOCUS:Aoe +1 COUNTER: None</p> <p>ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Targets 12 SP</p>
LEVEL 11			STACK 99	COST 12 pts	RANGE 3 sq Radius	AREA OF EFFECT 1 Person / Tier	ROLL OUT 4 Hours	DURATION 3 Days	SAVE: No Save
Astral Plane Projection		<p>Creates a glowing image of caster on the Astral plane. The plane is based mainly on Acumen. Caster may take 2 physical items with them into the Astral plane. Init, ToHIT, Daily Astral SP are calculated as Acumen Bonus X1 Astral HP, AC, Weapon Damage, Base Move are calculated as Acumen Bonus X2 Astral SP is calculated as Acumen Bonus X3. Projection death resets PMP SP to -10.</p>							<p>FOCUS:Class bag items. COUNTER:Dispel Magic. Lvl:1</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP Lvl 12 AOE +2 12 SP</p>
LEVEL 12			STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: No Save
Circle of Langstrom Expulsion		<p>Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save.</p>							<p>FOCUS:AOE: 4 Sq Radius COUNTER: None</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 12	NAE'EM		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 30 Minutes	DURATION 2 Minutes	SAVE: No Save
Portal To A Connecting Soul		<p>portal can't be opened/created unless Nae'Em agrees to the portal. First to pass through must be either the Nae'Em or the caster. Nae'Em/caster and one other person can pass through.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>

LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Expulsion
				16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours	

Circle of Astral Expulsion




Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save. Circle can be kept going if recast before end of duration.

FOCUS: Save roll +20.
COUNTER: None
ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Duration X4 10 SP
 Lvl 9 Duration +50% 6 SP

LEVEL	13	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Stay in PMP
				16 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round	

Circle, Dimensional Expulsion




Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Range is for casting. Distance to caster does not matter after casting. Requires each Dimension creature to Roll a Save, Casters use their Skill Save, all others use non-Skill Saves.

COUNTER: No Counter Available. Lvl:1
ENHANCEMENTS:
 Lvl 14 Save Roll -20 8 SP
 Lvl 16 AoE X2 16 SP

LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				16 pts	Self	10 Marks	1 Hour	6 Days	

Find Nearest Langstrom Portal




Bright purple coils arrange into 1 to 2 letters indicating the compass direction. Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster. Bright purple coils arrange into 1 to 2 letters indicating the compass direction.

FOCUS: Distance in Marks
COUNTER: None

LEVEL	19	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					20 pts	PMP	1 Landmark	2 Days	Permanent	

Vae'Em Portal (Ethereal Portal)




Enchanted light envelopes the landmark during the rollout. After the rollout a visible portal comes into existence.

FOCUS: Closer
COUNTER: None
ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Nae'Em Clues Remove 20 SP
 Lvl 4 Increase Aura -2 SP

Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				4 pts	Self	Self	2 Minutes	8 Hours	

Shape Of A Dog




As this skill rolls out the Sylvan morphs into a medium sized common dog. The caster is physically changed into a dog and will not be able to cast spells. The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6. They will be able to hear well (+20 to Saves regarding hearing and smells). They will not be able to speak beyond barking and whinnying, except with Nae'Em use.

FOCUS: Enhancements 1/2 level
COUNTER: Dispel Magic. Lvl:1
ENHANCEMENTS:
 Lvl 12 Rollout Init 12 SP
 Lvl 10 Rollout Halved 6 SP
 Lvl 14 Duration X2 8 SP

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				4 pts	Self	Self	10 Minutes	2 Hours	

Shape Of A Deer




Caster Shifts into existing as a medium sized mundane deer (Buck or Doe). Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute) The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6. Loss of points beyond 30 will revert the caster back to normal form with that damage. They will be able to hear well (+20 to Saves regarding hearing and smells).

FOCUS: Enhancements 1/2 level
COUNTER: None
ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Duration X4 10 SP
 Lvl 14 Duration X2 8 SP







LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)	

Shape Of A Plant




Caster changes into the shape of a plant that is The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster. Caster melds into the plant and can hear and feel. Can take damage when inside. Caster is NOT able to smell, see, speak, or cast while inside. Does not work on plants that are plant creatures. (Treants, etc.)

COUNTER: None
ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 9 Range +50% 6 SP
 Lvl 14 Duration X2 8 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape of A Familiar					8 pts	Self	Self	6 Minutes	4 Hours	
	<p>Cast takes a form similar of (same creature type) a current Familiar. Caster keeps their own HP. Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement. Casters are NOT able to use normal speech. Doubles the Range with current Familiars</p>										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP
LEVEL	5			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape Of A Dolphin					8 pts	Self	Self	1 Minute	1 Day	
	<p>Caster becomes a medium sized mundane dolphin. HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min) Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6. Loss of points beyond 40 will revert the caster back to normal form with that damage.They will be able to hear underwater well (+20 to Saves regarding hearing and smells).</p>										FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP
LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape Of A Wolf					8 pts	Self	Self	10 Minutes	4 Hours	
	<p>As this skill rolls out the Sylvan morphs into a medium sized mundane wolf. HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute) Loss of points beyond 50 will revert the caster back to normal form with that damage. They will be able to hear howling well (+30 to Saves regarding hearing any howls).</p>										COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP
LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape Of A Tree					8 pts	Touch	1 tree	10 Minutes	4 Hrs	
	<p>Caster can allow others to hide with them. (1 per Tier) Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round. Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 & HP=caster. Does not work on trees that are also creatures. (Treants, etc.)</p>										FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP
LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape Of A Bear					12 pts	Self	Self	5 Minutes	2 Hours	
	<p>As this skill rolls out the Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, x3x3 +4/+8/2d8, Move=15 Loss of points beyond 70 will revert the caster back to normal form with that damage. The Bear has heightened senses of hearing and smell. (+10 on related Saves).</p>										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Duration +50% 6 SP
LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape Of A Hawk					12 pts	Self	Self	4 Minutes	4 Hours	
	<p>Caster Shifts into existing as a medium sized mundane hawk with flight @ 3 x Marks. HP=25, AC=32/27, x1x1 +0/+0/1d8, Fly=20 or dive at 30 (1 per 10 Min) Loss of points beyond 25 will revert the caster back to normal form with that damage. The Hawk has heightened senses of sight. (+30 on related Saves).</p>										FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Shape Of A Satyr					16 pts	Self	Self	10 Minutes	4 Hours	
	<p>As this skill rolls out the Sylvan morphs into Satyr (Half man, Half Goat) In this form spells and speech are enabled. The caster to add 50% to their movement for up to an hour, but only once per day. Caster gains 10 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.</p>										FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
15	1	16 pts	Self	Self	10 Minutes	6 Hours	No Save

Shape Of A Centaur



Caster Shifts into existing half horse, half man creature. A Centaur.
In this form spells and speech are enabled.
This form doubles daily travel, but does not increase lesser movements. (Battle moves).
Caster gains 20 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.


FOCUS:Enhancements 1/2 level
COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16	1	16 pts	Touch	Self	20 Minutes	8 Hours	No Save

Shape Of A Mer Person



Caster morphs into a mer-creature. Gender as caster chooses.
In this form spells and speech are enabled.
This form allows swimming and breathing underwater.
Caster gains 20 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.


FOCUS:Enhancements 1/2 level
COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
18	1	20 pts	self	self	20 Minutes	2 Hours	No Save

Shape Of A Harpy



With this skill the caster changes into a Harpy. (Haggerd vulture-like bird / person)
In this form spells and speech are enabled. But speech will always have a screech to it.
Can fly & dive. Diving: 1 per min, No ToHit Bonuses, but additional 8 dmg to "Fist" dmg.
Caster gains 30 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level
COUNTER:None


ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

Shrines

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes	No Save

Chant of Protection, +1 AC/Tier



Caster creates a Shrine and reveals the current words of respect.
+1 AC to all that have spoken the words of respect aloud anytime within the Duration.
Recipients may repeat the words & gain another +1 AC until there are no more to give.
The total number of +1 to AC that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.


FOCUS:Enhanced @ 1/2 cost
COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1/Tier	6 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Resist (Skill/Non) Ends DOT

Chant Of Robustness, End DOT



Caster creates a Shrine and reveals the current words of respect.
Ends DOT when the words of respect have been spoken aloud within the Duration.
Recipients may repeat the words & loose another DOT until there are no more to give.
The total number of benefits that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.


FOCUS:Enhanced @ 1/2 cost
COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	99	4 pts	Self	Varies	Initiative	4 Hours	No Save

Light To Calm The Dead



With a twirling of the fingers the caster brings about light!
No Focus = Candle power. But with Focus caster can set light equal to a lantern.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.


CREATE:Candle Light Powder
FOCUS:Lantern light
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	6 pts	6 Squares	3x3 Sqs	4 hours	as Rollout	No Save

Shrine Of Healing, 1d4/Tier





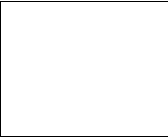









Caster creates a Shrine and reveals the current words of respect.
1d4 to all that have spoken the words of respect aloud anytime within the Duration.
Recipients may repeat the words & gain another heal until there are no more to give.
The total number of heals that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost
COUNTER:None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AOE +50%	12 SP

LEVEL	4	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Direction to Ionic Marker											
 <p>Caster connects to their ancestor to obtain the directiononn of the Marker. Markers are made with this assistance of an Ancestor. The marker must be on the current PMP. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>											
<div>FOCUS:reveals plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>											
LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Can read
Arcane Interpretation, 1 Page											
 <p>Barely visible olive weave drifts to the text and lightly rebounds back to the caster. Interaction with living text. Writing materials required. Only 3 attempts allowed. Save vs interpretation. Each attempt requires a recasting of this spell. 2nd attempt at 3rd column. 3rd attempt at 4th column.</p>											
<div>FOCUS:Random Enhancement COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 9 Damage +50% 8 SP</div>											
LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
Obscure Magic Aura											
											
<div>COUNTER: None</div>											
LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Scry (to a Nae'Em of any kind)											
 <p>Caster is able to view one of their Nae'Em's (must have been previously noted). View from 4 squares above, but is able to lower the view to just above the Nae'Em's head. Caster and Nae'Em must both actively agree for the scry to enact. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.</p>											
<div>FOCUS:To another PMP COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 14 Duration X2 8 SP</div>											
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Sky Scrying											
 <p>Caster (only) able to view an area generally without lots of detail. Living/moving creatures can be seen, but not individually identified. Sight and hearing is from of 10 squares above. View is always from above. Casters current vision defines what can be seen. Casters current hearing defines what can be heard.</p>											
<div>FOCUS:+3 Marks/Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>											
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create A Home (Ethereal Home Pad)											
 <p>Barely visible green weave surrounds a 1x1 square area and forms the pad. A return spot for Ethereal Portals. Allows any Soothsayer to use this as a destination. If the "Ethereal Return Portal" is used this destinatino can be known but not written down.</p>											
<div>FOCUS:change location COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP</div>											
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Magic paused
Shrine Of the Mystical Mechanic											
 <p>Caster creates a Shrine and reveals the current words of respect. The Shrine magic challenges the magic within a mechanism with a comparison Save. For each magical mechanism the caster must pass a separate Save, all magical parts of the mechanism are affected, not any mundane parts. Disrespecting The Shrine by the caster or recipient will make it fail.</p>											
<div>FOCUS:Enhanced @ 1/2 cost COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</div>											

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
				10.4 pts	6 Squares	3x3 Sqs	10 Minutes	10 Minutes	Read/Speak

Shrine Of the Written Word




Caster creates a Shrine and reveals the current words of respect.
Clarity for reading/writing once the words of respect spoken aloud within Duration.
All who are within the AoE and pass the Save can read/write a common or ancient language, that they are able to clearly see from the AoE. (Non-Arcane)
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AoE +50% 12 SP

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				10.4 pts	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	

Chant Of Rogues Grace, +1/Tier




Caster creates a Shrine and invites Rogues to join them.
+1 Grace to the Rogue(s) who have spoken the words aloud within the Duration.
Rogues may repeat the words & gain another +1 Grace until there are no more to give.
The total number of benefits that can be given out is equal to the casters Tier.
Disrespecting The Shrine by the caster or recipient will make it fail.

FOCUS:Enhanced @ 1/2 cost
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AoE +50% 12 SP

LEVEL	8	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				8 pts	6 Squares	3 Square Radius	6 Minutes	2 Hours	

Determine Portal Destination




Caster is able to determine the direction of a portal.
Post appears with a sign pointing the compass direction of the Destination
The sign might have a title indicating a location name or discription.
Portal must be in the searched location or have been there within the last 4 hours.
Portals leading to off current plane locations will point randomly and note the plane.

FOCUS:Title Revealed
COUNTER:Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE X2 16 SP

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
				8 pts			5 Minutes	1 Year	Sight

Obscure Magical Depth




Makes the object reveal only the first 3 aspects.
Any spell that would reveal all does not detect below 3rd.

COUNTER: None

LEVEL	8	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
					8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier	Scry's are noticed

Sphere Of Privacy




Circle of white perimeter. Those within can talk without fear of being overheard.
Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.
GM rolls Save to see if caster is aware of any current scrys.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.

FOCUS:Aoe: 5x5 Squares
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP

LEVEL	9	NAE'EM	STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day	

Bonded Spirit Within A Statue




Barely visible seafoam colored weave travels from the caster's hand to the statue.
Must be used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel through the Tae'Em that has been created.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Nae'Em Clues Remove 20 SP

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)
				36 pts	4 Squares	1 Square	20 Minutes	Instant	Revealed

Detect 'Ems (All Types)



The caster can see a color if there are any ae'Ems to be found
Caster attempts to reveal the existence and nature of a Nae'Em.
This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.
But only 1 can be reviewed, but a total number of them will be revealed to the caster.

FOCUS:Rollout Halved.
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL 10

STACK 1

COST

12 pts

RANGE

AREA OF EFFECT

ROLL OUT

5 Minutes

DURATION

Instant

SAVE: Skill

Sight

COUNTER: None

LEVEL 10

STACK 1

COST

12 pts

RANGE

Self

AREA OF EFFECT

5 Squares/Tier

ROLL OUT

asdfa

DURATION

adfa

SAVE:

COUNTER: None

LEVEL 10

STACK 99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

a person

ROLL OUT

3 Minutes

DURATION

1 Day

SAVE: No Save

CREATE:Scroll Of Speak Languages

FOCUS:Proficiency

COUNTER: None

ENHANCEMENTS:

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Lvl 16

AoE X2

16 SP

LEVEL 12

STACK

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 squares

ROLL OUT

30 Minutes

DURATION

4 Hours

SAVE: Skill

Circle Created

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 9

Duration +50%

6 SP

Lvl 16

AoE X2

16 SP

LEVEL 14

NAE'EM

STACK 99

COST

48 pts

RANGE

1 Recipient

AREA OF EFFECT

1 Target

ROLL OUT

1 Month

DURATION

Permanent

SAVE: No Save

COUNTER: None

LEVEL 14

NAE'EM

STACK 99

COST

16 pts

RANGE

12 Squares

AREA OF EFFECT

5x5 Squares

ROLL OUT

10 Minutes

DURATION

30 Minutes

SAVE: No Save

FOCUS:activate manually

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

LEVEL 20

STACK 1

COST

20 pts

RANGE

15 Square Radius

AREA OF EFFECT

1 Person

ROLL OUT

2 Rounds

DURATION

20 Minutes

SAVE: No Save

FOCUS:see and hear

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 18

Duration X4






10 SP

Lvl 14

Duration X2

8 SP

Summon or Send

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						30% Max	4 Sqs	1 Item	Initiative	1 Round	Item kept.	
<div><div></div><div>Bright Multi Colored flash travels towards the item and snatches it. Random object (No magic/metal/crystalline). Target may attempt a Save to keep item.</div></div> <div>COUNTER: None</div>												
LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						4 pts	6 Squares	1 Item	Next Initiative	Instant		
<div><div></div><div>Call Item (in Sight)</div></div> <div>Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible. Barely visible plum colored coils extend from casters hand to the item.</div> <div>FOCUS:20 lbs / 4.5 Kg COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</div>												
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Conjured	
						8 pts	8 Squares	1 Square	Initiative	3 Rounds		
<div><div></div><div>Save to conjure. Recommend sequential casting due to multiple round Duration. Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2). This spell continues through Duration even if caster is not aware. The beetles attack non-enemies if no enemies are in range. Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8</div></div> <div>CREATE:Cinderrroot powder FOCUS:Save Roll +40 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP</div>												
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Creation Done!	
						24 pts	2 Squares	1 Corpse	2 Hours	7 Days		
<div><div></div><div>Barely visible crimson flames extend from the Caster and surround the AoE. Magically draws in a Skeleton, which can become a Drifting Ailment. Barely visible crimson flames extend from the Caster and surround the AoE. Save passed at end of Duration creates an uncontrolled Drifting Ailment. (Diseased Skeleton)</div></div> <div>CREATE: FOCUS:Stacking=5 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 12 AoE = 2 Recipients 10 SP</div>												
LEVEL	8	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non) Creation Done!	
						20 pts	Touch	1 Target	6 Hours	Save @ EOY		
<div><div></div><div>Brilliant crimson flames surround and infuse a corpse. Zombies usually last around 6 months, Skeletons last indefinitely. Brilliant crimson flames surround and infuse a corpse.</div></div> <div>CREATE:This spell creates A ... FOCUS:Creation Pt+20 Marks COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP</div>												
LEVEL	9	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
						24 pts	Touch	1 Corpse	6 Hours	Save @ EOY		
<div><div></div><div>Creates 1 Plague Bearer. Plague Bearers usually last around 6 months, Drifters last indefinitely. - 6 pch Cinderroot, Grave dirt, Pine ash, Oak leaves. - Need a diseased corpse, - Duration: 6 months. Then Drifter is possible.</div></div> <div>FOCUS:Creation Pt+20 Marks COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP</div>												
LEVEL	12	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						12 pts	1 Square	1 Creature	10 Minutes	8 Hours		
<div><div></div><div>Langstrom Servant: Pucoe Gree</div></div> <div>Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)</div> <div>FOCUS:Protect caster COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>												

LEVEL

13

NAE'EM

STACK

1

COST

16 pts

RANGE

Same PMP

AREA OF EFFECT

1 Tae'Em

ROLL OUT

Initiative

DURATION

Instant

SAVE:

No Save

Summon Item (Tae'Em)

The caster focuses on up to 6 items they have created and left behind.
The items the Strumos summons from must be a preset location (Vae'Em).
Item(s) are drawn to the caster from a Vae'Em.
The connection is to the items.

FOCUS:Subtle Casting (Free)

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 10

Rollout Halved

6 SP

Lvl 12

AoE = 2 Recipients

10 SP

LEVEL

20

NAE'EM

STACK

1

COST

50 pts

RANGE

50 Marks

AREA OF EFFECT

2x2 Squares

ROLL OUT

20 Minutes

DURATION

4 Hrs/Tier

SAVE:

Skill

Creation Done!

Invoke Wraith/Ghoul

Flames extend from the Caster and surround the AoE.
This magically draws in either a Wraith or a Ghoul.

CREATE:

FOCUS:Stacking=3

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Traveling (PMP)

LEVEL

1

NAE'EM

STACK

COST

4 pts

RANGE

Self

AREA OF EFFECT

Traversable Land

ROLL OUT

10 Minutes

DURATION

8 Hours

SAVE:

May Need Skill Sav

Keep course/speed

Hunter is able to stay on course when no path or road is available.
Hunter guides up to 10 other people while maintaining the normal WALKING road speed.
Extreme environments require the GM roll a Skill Save to keep the course and speed.
Hunter can use this skill while using other skills like Point Person, Find North.
Double time is NOT an option while using this skill.

FOCUS:Duration = 10 hrs

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Rollout 1 Min

8 SP

LEVEL

1

NAE'EM

STACK

99

COST

20% Max

RANGE

1d6 Squares

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

Instant

SAVE:

No Save

TIRO: Quick Jump

Colorful glow appears under caster's feet & follows them as they jump.
1d6 squares in direction indicated.

COUNTER: None

LEVEL

3

NAE'EM

STACK

3

COST

4 pts

RANGE

30 Squares

AREA OF EFFECT

1 Creature

ROLL OUT

20 Minutes

DURATION

1 Month (30 days)

SAVE:

No Save

Summon Astral Beast of Burden

Caster summons an astral beast of burden. Up to 3 riders with one as the caster.
25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.
Astral creature will only respond to the casters mental commands.
Creature will not understand threatening or kind actions towards it.
If attacked it will attack in random directions w/ 1d8 since it does not understand.

FOCUS:HP at 50.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14

Stacking +1

8 SP

Lvl 12

Range X2

8 SP

Lvl 18

Duration X4

10 SP

LEVEL

4

NAE'EM

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT

5 Minutes

DURATION

8 Hours

SAVE:

No Save

Strumos Run

Caster is able to run as fast as a horses canter for the duration.
2 times travel through the PMP/Astral. (speed of a horse)
Caster avoids objects as they travel as per normal.
Allows the caster to carry normal inventory (Pack, Class carry, and on body).

CREATE:Potion Of Speed Boost

FOCUS:Duration +4 hrs

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%

6 SP

Lvl 12

AoE = 2 Recipients

10 SP

LEVEL

9

NAE'EM

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

20 Hours

SAVE:

No Save

1000 Yard Stare (1 to 4 days)

Hunter zones out as they walk a preset direction
Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake.
Hunter zones out as they walk a preset direction



COUNTER: None



ENHANCEMENTS:



Lvl 14

Duration X2



8 SP



LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					12 pts	Touch	Trail 1 Mark Long	12 Hours	Permanent	
										COUNTER:Find/Follow Trail- HNT Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

LEVEL	10		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					12 pts	12 Squares	1 Square	5 Rounds	1 Hour	
 Can be cast/created in any plane Ladder: 1-12 sqs x 1 sq Lean. OR Stairs: 6 sqs x 6 sqs Lean.										CREATE:Breakable of Ladders or Stairs FOCUS:Hand rails COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 20 AoE X4 20 SP Lvl 16 AoE X2 16 SP



LEVEL	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Find Follow
					12 pts	Self	1 Mark	20 Minutes	12 Hours	
										COUNTER:Cover Trail - HNT Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP



Urban Environment

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Path found
					12 pts	Self	Urban or Subtrrn	3d8 Minutes	4 Hours	
 Rogue attempts to follow a hot path, before it grows cold. Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old. Rogue attempts to follow a hot path, before it grows cold. Rogue and GM roll Comparison Save to determine success.										COUNTER:Lose A Tail - ROG Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP


LEVEL	10		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Evasion Is working
					12 pts	Self	Urban	3d8 Rounds	30 Minutes	
 The Rogue winds back and forth using cover as needed to avoid notice. Used in an urban environment to lose an active tail which may take some time to do. A high SAVE leaves misleading clues. Players can improve the Save by role play and descriptions. GM rolls the Save for any pursuers. Rogue and tracker use a comparison Save.										COUNTER:Urban Tracking - ROG Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP

Utility or Misc

LEVEL	1		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					20% Max	1 Square	1 Plant	Initiative	10 Minutes	
 The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.										COUNTER: None

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					20% Max	1d20+4 Squares.	Forward, Right, & Left	Initiative	5 Minutes	
 The caster takes a deep breath and speaks at an amplified volume. Amplifies caster's voice to range of 1d20+4 Squares. Amplify even whispers. Only Amplifies the casters voice. It does carry over walls/barriers.										COUNTER:Dispel Magic. Lvl:1

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
TIRO: Tasty Gruel						25% Max	Touch	Varies	1 Minute	1 Hour	




Multi Colored flashes extend from Caster's hand and form into consumable food.
1d12 meals appear at waist height of the Caster.

COUNTER: None

Watch/Scry


LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create A Magical Glow						2 pts	4 Squares	1 Item	1 Minute	End of Year	



The item appears magical by creating a visible glow around it.
Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?
The false glow will show as a magic item even when Detect Magic is used.
This spell will not affect any creatures or magic items.



CREATE: Scroll Of Arcane Glow
FOCUS: AoE X2
COUNTER: Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 4 Increase Aura -2 SP


LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Project Astral Image Within PMP						12 pts	Self	PMP	20 Minutes	4 Hours	



Colored sparks form a profile which becomes the image of the caster.
Casters Astral image is able to take a ghostly form and watch living creatures.
The caster can only see living sentient creatures, nothing else.
Caster will seem ghostly to the local creatures and vice sa versa.
Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.

FOCUS: Move=18
COUNTER: Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL	11	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Eavesdrop on Nae'Em Convo						12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	Able to listen	

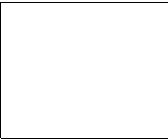


Listen in on a private Nae'Em conversation. But give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.

FOCUS: Duration +20 Min
COUNTER: Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

z - Basic Skills To All


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Field Binding						4 pts	Touch	1 Creature	Initiative	Permanent	



Binds a wound and stops any bleeding.
Character applies emergent first aid to another character.

COUNTER: None


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Hide						0.2 pts	Self	Self	Initiative	10 Minutes	



Anyone can to use basic skills and situation awareness to hide.
Every person can use basic techniques to hide as necessary
The player must explain how the hiding is to be done.
Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...

COUNTER: None

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Riding (horses and other)						0.16 pts	Self	Self	Initiative	Permanent	



Using domesticated animals for travel.
Able to ride mounts that are equal to a horse. Twice speed of walking.

COUNTER: None

LEVEL	1	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Swimming, Beginning					0.2 pts	Self	Self	Initiative	Permanent		
<div></div>			Swim in a calm pool, lake, river Beginning swimming in calm water							<div>COUNTER: None</div>	