

Battle Defense

LEVEL1

STACK1/Tier

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE: Resist (Skill/Non)



Creates a wall of heat that causes damage to those who are attacking via Melee.
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.
Casting, Ranged, and thrown attacks will pass through this wall with no issues.
Note casting which result in melee actions/damage is inhibited by this spell.

FOCUS:No concentration

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 9

Duration +50%

6 SP

Lvl 14

Damage X2

12 SP

Lvl 6

AOE = Self +1

6 SP

Battle Offense

LEVEL1

STACK99

COST4 pts

RANGE8 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility

Not Blinded



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

CREATE:Flash Bang!

FOCUS:Save roll -20

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 9

Damage +50%

8 SP

LEVEL2

STACK99

COST4 pts

RANGE10 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: Agility

Spell missed



Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge.
Magical fire only damages target, not other people or items.
The flame bolt can not be lobbed or arc to the target.

CREATE:Flame Bolt Breakable

FOCUS:Target Save -20

COUNTER: None

ENHANCEMENTS:

Lvl 9

Range +50%

6 SP

Lvl 14

Damage X2

12 SP

Lvl 9

Damage +50%

8 SP

LEVEL3

STACK3

COST4 pts


RANGE12 Squares

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE: No Save



Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.
Round 1: Initiative -1 Ac -1 ToHIT -1
Round 2: Initiative -2 Ac -2 ToHIT -2
Round 3: Initiative -3 Ac -3 ToHIT -3
Round 4: Initiative -4 Ac -4 ToHIT -4

CREATE:Enflame Metal Armor

FOCUS:AC/Init/ToHIT additional -1

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 18

Duration X4

10 SP

Class Specialty

LEVEL2

STACK99

COST4 pts


RANGE6 Squares

AREA OF EFFECT1 Item

ROLL OUTInitiative

DURATIONContinuous

SAVE: Resist (Skill/Non)



Ember strands wind around the hand. Fire jumps from the hand to the target.
Flammable objects take 1d1 damage per round. Save for objects on Targets.
Objects on Targets increase Save column by 1.
No secondary targets are considered. (i.e. wall behind the target).

FOCUS:A darkened fire bolt.

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 14

Damage X2

12 SP

LEVEL3

STACK3

COST4 pts


RANGETouch

AREA OF EFFECT9 Stones

ROLL OUT2 Minutes

DURATION12 Hours

SAVE: No Save



Enchanted natural stones heat to just below a boil when activated.
Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil.
Will be at full heat after Rollout.
Will continue for a maximum of 12 hours. Does 1 damage every round.
Spell affects 9 stones. Creation makes 3 stones

CREATE:Box Of Hot Rocks

COUNTER: None

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

Communication

LEVEL2

NAE'EM

STACK1

COST4 pts


RANGEPMP

AREA OF EFFECT2 Fires

ROLL OUT2 Rounds

DURATION20 Minutes

SAVE: No Save



A fire to fire Vae'Em. A Vae'Em is a connection to a venue/location.
Audio visual fire to fire Nae'Em. Small non-magical items may be passed through.
Two separate fires must be in preset locations. S
The caster face willll 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

-Dokour

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 THIT 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


Healing and Rest

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1						No Save
Heal	Fire Damage	2d8	4 pts	1 Square	Target	Initiative	Instant	



- 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	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Healing Flames	1d4 HP per Tier			4 pts	Touch	1 Recipient	Initiative	Permanent			



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

Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Red Light of Dokour						4 pts	Self	Varies	Initiative	6 Hours	



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

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		1						No Save
Shadow, Cover	(AC +1)		4 pts	Self	1 Suare	Initiative	1 Hour	



Flames surrounds the caster then darkens the area as it fades to black. Shadow surrounds the caster and their belongings. Caster can see out normally. At night helps Dokour blend into darkness. Provides protection of AC +2 In daylight Dokour still in darkness, but is very obvious. When using the enhancement 'Subtle Casting' shadow comes on without the flames.

FOCUS:Muffles caster in AOE.
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 9	Duration +50%	6 SP

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
The Darkness				4 pts	Self	5 Sq Dia Sphere	Initiative	4 Hours	No Save



Stays fixed right above the caster.
Darkness to continues for 4 hours.
Caster to creates darkness that will stay centered above them.
Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS: Not centered
 COUNTER: Dispel Magic. Lvl:1
 ENHANCEMENTS:
 Lvl 12 Range X2 8 SP
 Lvl 9 Range at 1 Sq 6 SP
 Lvl 16 AoE X2 16 SP

LEVEL	4	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Profiled In Fine			4 pts	12 Squares	Recipient	Initiative	2 Hours	





Visible heat waves surround the casters's body for the duration.
Surrounds and shrouds the caster in smoldering fire
Those in adjacent squares feel warmth from the magical fire.
Will not set items on fire due to Magical output.

CREATE:Aura Of Flames
FOCUS:warmth = 2x2 AoE
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Duration X4 10 SP
 Lvl 9 Duration +50% 6 SP

Partner Cooperations

LEVEL3

NAE'EM



STACK1

COST4 pts


RANGE8 Squares


AREA OF EFFECTPMP

ROLL OUT1 Hour

DURATION1 day / Tier

SAVE: Resist (Skill/Non)
Imp appears





Emerges out of a flame. Looks similar to caster, but miniature and with a tail.

MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).

Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).

Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).

HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Range X4

10 SP



Lvl 14

Duration X2

8 SP

LEVEL4

NAE'EM



STACK1

COST4 pts


RANGE30 Squares


AREA OF EFFECTPMP

ROLL OUT24 Hours

DURATIONEnd of Year

SAVE: No Save





Emerges out of a flame. Looks similar to caster, but miniature and with a tail.

MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above lava).

Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).

Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm).

HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP



Lvl 9

Alter Hair/Whiskers/F

6 SP

Planar

LEVEL4



STACK1

COST4 pts


RANGECaster


AREA OF EFFECT4x4 Squares

ROLL OUT6 Minutes

DURATION12 Hours

SAVE: Skill
Noticed/Seen





The shadow descends to muffle sound & hide those within from sight.

Works absolutely best in dim light and darker.

Save to not be observed.

Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

Does NOT block anything if spell is enacted from a breakable.

CREATE:Haze Bubble

FOCUS:Torchlight inside.

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

Lvl 16

AoE X2

16 SP