

# ALL

## AAA-My Party

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 does not interrupt this skill.  
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:

No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

Self

AREA OF EFFECT

Player Party

ROLL OUT

Initiative


DURATION

1 Battle

SAVE:

No Save

Coordinate Group Initiative



The Fighter coordinates the priority of attacks from the group.  
Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes.  
Give up one attack to use this skill, but can still use 'Extra' attacks.  
This skill only affects the Fighter's party.  
This skill can be reset by a second use of the skill.

COUNTER:

No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Wpn/Armor

ROLL OUT

4 Hours

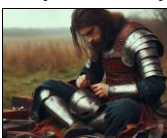
DURATION

Permanent

SAVE:

SKL: 3  
Weapon Repaired

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 a Save to be fixed.  
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 -1 Col

8 SP

Lvl 10

Rollout Halved

6 SP

LEVEL

6

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes


DURATION

20 Hours

SAVE:

No Save

1000 Yard Stare March



Character can march on without sleep or food during a slow but long march.  
Able to walk 3 times the normal distance for the given situation in 20 hours.  
There is a lower likelihood of an encounter and a higher likelihood of surprise.  
After using this skill 8 straight hours of sleep may be needed within an hour.

COUNTER:

None

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 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

0.1

STACK

99

COST

15% Max

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

5 Minutes


DURATION

12 Hours

SAVE:

No Save

TIRO: Beauty Contestant:2nd Prize



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:

None

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

LEVEL

0.1

STACK

99

COST

20% Max

RANGE

4 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

1 Round

SAVE:

RM: 1  
Blocks Vision

TIRO: Pie Fight!



Glowing Pie appears as thrown pie to block vision.  
The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target

COUNTER:

None

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

# ALL

LEVEL

0.3

STACK

1

COST

10% Max

RANGE

1 Rope

AREA OF EFFECT

1 Rope

ROLL OUT

1 Minute


DURATION

2 Hours

SAVE:

SKL: 1

Rope not cut



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

ENHANCEMENTS:

Lvl 0


No Enhancements

0 SP

LEVEL

5

NAE'EM



STACK

3

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

1 Ribbon Crtr

ROLL OUT


30 Minutes

DURATION

8 Hours

SAVE:

No Save



Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

LVL:2 HP:2 Attk:s0x1 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:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

Rollout 1 Min

8 SP

Lvl 18

Nae'Em Clues Remove

20 SP

LEVEL

7

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


4 Rounds

DURATION

4 Hours

SAVE:

No Save



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 SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 10

Rollout Halved

6 SP

Lvl 14


Duration X2

8 SP

LEVEL

9

NAE'EM



STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


3 Minutes

DURATION

2 Hours

SAVE:

No Save



This image may be more useful after the rogue dons a disguise.

Creates an illusion making the caster look like the Rogue.

Caster must have a current conversation with the rogue to start and keep this going.

This uses the rogues current image. Therefore will copy a disguise as well.

FOCUS:speak like rogue

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 10

Rollout Halved

6 SP

Lvl 18

Nae'Em Clues Remove

20 SP

LEVEL

11

STACK

1

COST

12 pts

RANGE

16 Squares

AREA OF EFFECT

1 Image

ROLL OUT


1 Minute

DURATION

1 Hour

SAVE:

No Save



False of a bear.

caster to direct where the image is to go.

Caster can direct the illusion with general commands, run, attack, sleep...

Caster cannot give detailed commands like trip the enemy or stand on this stone...

FOCUS:Set mood

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 10

Rollout Halved

6 SP

Lvl 12

Range X2

8 SP

LEVEL

11

STACK

5

COST

12 pts

RANGE

25 Squares

AREA OF EFFECT

25 Sq Radius

ROLL OUT


2 Rounds

DURATION

20 Minutes

SAVE:

No Save



Barely visible seafoam colored weave surround an area where the duplicate appears.

Creates an image of the caster.

But must stay in range and moves at 1/2 rate.

If casters image changes within duration the image changes as well.

FOCUS:Image +10 HP.

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 12

Rollout Init

12 SP

Lvl 18

Duration X4

10 SP

LEVEL

13

STACK

1

COST

16 pts

RANGE

8 Squares

AREA OF EFFECT

1 Image

ROLL OUT


1 Minute

DURATION

2 Hours

SAVE:

No Save



Barely visible copper colored roots rise into flight as it becomes a condor.

Illusional Condor

FOCUS:Set Mood

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6

Subtle Casting

4 SP

Lvl 12

Rollout Init

12 SP


Lvl 18

Range X4

10 SP

# ALL

LEVEL <b>13</b>	STACK 1	COST 16 pts	RANGE 8 Squares	AREA OF EFFECT 1 Image	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
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**Illusional Dolphin**


Barely visible copper colored roots emerge from the casters hand and flows to the water as it becomes a dolphin.

FOCUS:Set mood  
COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 12	Range X2	8 SP

LEVEL <b>20</b>	STACK 1	COST 20 pts	RANGE 15 Square Radius	AREA OF EFFECT 1 Person	ROLL OUT 2 Rounds	DURATION 1 Hour	SAVE: No Save
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**Mirror A Person**

Caster creates the image of a person within range.  
The image can speak in their own voice, move and say what the caster commands it to.  
No effect unless the caster can also use those skills/spells and attacks.  
Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2


FOCUS:see and hear  
COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP

## Battle-Actions

LEVEL <b>3</b>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 Blunder	ROLL OUT Instant	DURATION Instant	SAVE: No Save
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**Blunder Reroll**


Rogue desparately attempts to lessen the impact of a Blunder.  
Allows Rogue to attempt to mitigate a Blunder roll  
Rogue disregards the first Blunder roll and rolls again.  
Rogue must take the 2nd roll.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>5</b>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Conc + 2 Rds	SAVE: No Save
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**Converge On The Enemy**


Fighter coordinates the groups attacks for a better effect.  
This effort will continue as long as the Fighter concentrates and then 1 more round.  
Fighter targets a single enemy with jeers & war cries to encourage the group to attack.  
Reduces their number of attacks by one (Minimum of 0), ToHit (-4), and AC (-1).  
The Fighter's party would gain Initiative (+1/FTR Tier) and ToHit (+1/FTR Tier).

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>5</b>	STACK 99	COST 8 pts	RANGE 6 Sqaures	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION Instant	SAVE: SKL: 1 Ignite
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**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

LEVEL <b>6</b>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Attack	ROLL OUT Instant	DURATION Instant	SAVE: No Save
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**Critical Roll Additions**


Fighters skill and experience pays off with a critical success!  
Before the critical roll. Roll 1d100 +Lvl +ToHit to improve critical roll.  
Note that there are 2 ways to get an exact 100:  
1. Roll a 100 on the 1d100 or  
2. Roll a 1d100 and add the bonuses to exactly 100.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>7</b>	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Instant	SAVE: No Save
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**Blunder Change Up**

Rogue uses a different column for a better outcome to the Blunder.  
Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.  
The original number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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# ALL

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	Instant	Instant		

## Critical Hit - 2nd Choice



Fighter can upgrade a natural critical roll.  
Fighters luck improves with more choices when rolling a critical!  
Reroll a Critical and choose either the original roll or the reroll.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	Initiative	1 Battle		

## 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

## Battle-Defense

LEVEL	1		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2 Avoids an AoO
						4 pts	Self	Movement	Instant	Instant		

## Avoid An AoO



This is an attempt to counter and dodge AoO attacks from others.  
The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)  
This skill does NOT interfere with the Rogues normal attacks in the round.  
Rogue and attacker must use a comparison Save.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1 Battle	1 Minute	3 days		

## Protect vs Ranged and Thrown



Redish blue sparks dance around the caster.  
Dodging (+2 AC) vs Ranged and Thrown attacks.  
Does not protect vs Melee

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

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

## Set for Charge

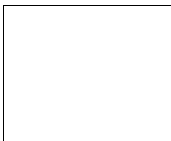


Fighter turns some of the effect of a charge back on the aggresser.  
Requires a medium shield or larger AND a weapon the size of a longsword or larger.  
Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2.  
This is an 'Counter' action. Only 1 Counter is allowed per round.  
Defending Fighter only has this attack.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

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

## Shield Dancing



Meant for Devoted  
AC+2 and ToHit-1. On Small Medium, Large shields.  
xx

COUNTER: None

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

## Wind Wall



Ghostly light brown roots rise and spiral around the caster.  
A single square whirlwind provides AC+2 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: +2 AC vs Rnged/Thwn  
COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP



# ALL

LEVEL

2

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


Instant

DURATION

2 Rounds

SAVE:

No Save



Fighter fully focuses on blocking and dodging attacks to avoid damage.  
No attacks are allowed, but AC+1 per Tier. Base move is at half speed.  
Gain an additional +1 to AC if the defender is next to another fighter.

COUNTER: None

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

LEVEL

3

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

2-3 Squares

ROLL OUT


Initiative

DURATION

1 Round

SAVE:

No Save



Fighter skillfully avoids combat as they avoid battle.  
REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.  
Fighters AC is improved by 4.  
BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.  
No attacks are allowed while using this skill.


COUNTER: None

ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP

LEVEL

3

NAE'EM



STACK

1

COST

4 pts

RANGE

8 Squares

AREA OF EFFECT

1 Recipient

ROLL OUT


Initiative

DURATION

10 Minutes

SAVE:

No Save



Barely visible straw colored sparks swirl around the fighter the fades.  
Recipient Fighter must have a Nae'Em with the caster.  
Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.

FOCUS:Total AC bonus:+4


COUNTER: None

ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL

3

NAE'EM



STACK

1

COST

4 pts

RANGE

4 Sqs / Tier

AREA OF EFFECT

1 Recipient

ROLL OUT


Initiative

DURATION

4 Rounds

SAVE:

No Save



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:Instant Rollout

COUNTER:Same Spell

ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

3 Squares

AREA OF EFFECT

1 Recipient

ROLL OUT


Initiative

DURATION

1 Round

SAVE:

BRU/AGL: 2 Disengages




Fighter aids another while they face the same enemy & attempt to exit a battle safely.  
REQUEST BEFORE INITIATIVES ARE ROLLED.  
Both roll initiative & move during highest initiative in a straight line 1-3 squares.  
Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack.  
No attacks are allow by the recipient and the fighter.

COUNTER: None

ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL

4



STACK

1

COST

4 pts

RANGE

0 Squares

AREA OF EFFECT

Self

ROLL OUT


Instant

DURATION

Instant

SAVE:

BRU: 2 Blocks



Fighter blocks an enemy's attack 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 medium or smaller shield.  
Save to block. Blunders merely fail. Criticals allow 2nd block instantly.  
This skill cannot block critical hits TO the fighter.

COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Creature

ROLL OUT


initiative

DURATION

1 Round

SAVE:

No Save











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 and take 'Extra' attacks in place of the recipient.  
Recipient must remain within 1 sq of the Fighter and recipients AC + 4.  
The recipient must not be actively unwilling, (can be unconscious)


COUNTER: None

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

# ALL


LEVEL 6		STACK 99	COST 8 pts	RANGE Full Move	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: AGL: 1 Avoids an AoO
	<b>Bob and Weave</b> 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.							<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 5 Initiative +4 4 SP
LEVEL 6		STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: BRU: 2 Bracing works
	<b>Brace for Onslaught</b> Number of attacks is reduced by 1 each round (minimum of 1) Fighter must pass the Save to resist each Pushback, Stun, or Daze. Facing away from (not just looking) attacks will negate 'Stand Ground' effect. May defend vs 3 continuous front squares. (no flanking squares).							<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 14 Save -1 Col 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL 6		STACK	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
	<b>Evade Missiles</b> Meant for Dey Raechio Avoid Missiles Meant for Dey Raechio							<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP
LEVEL 7		STACK 6	COST 8 pts	RANGE Touch	AREA OF EFFECT 4 Sqs Long	ROLL OUT 20 Minutes	DURATION 20 Minutes	SAVE: No Save
	<b>Half Wall of Force</b> 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.							<b>FOCUS:</b> + another corner. <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 3 Square Radius	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: RM: Tier Pass through
	<b>Circle of Protection vs Undead</b> Barely visible mustard colored sparks which highlights the perimeter then fades. Undead must Save to pass through the perimeter. Save column is equal to casters tier. Class symbol must be represented in the art of the circle. Does function as long as the caster concentrates (within duration).							<b>FOCUS:</b> Range 6 Sq Radius <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 14 Stacking +1 8 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 12 AoE X2 6 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE 1 Target	AREA OF EFFECT 1 Target	ROLL OUT 5 Rounds	DURATION 1 Hour	SAVE: No Save
	<b>Mundane Fire Immunity</b> Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell. Creates enough light to read by if within 2 squares of caster.							<b>CREATE:</b> Normal Fire Protection <b>FOCUS:</b> Warms those close. <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL 8		STACK 4	COST 8 pts	RANGE Self	AREA OF EFFECT 8x8 Squares	ROLL OUT Initiative	DURATION 1d3+1 Rounds	SAVE: No Save
	<b>Pull Aggro</b> Fighter convinces enemy(ies) to target them. GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think. 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 play will work. It depends on the creature(s).							<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

# ALL

LEVEL 10		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: RM: 2 Avoid Attack
	<p>Barely visible flaxen colored sparks surround the caster Protection from astral influence while in the Astral Plane. Astral plane is a mental plane and as such attacks are generally mental. This inhibits Astral attacks. Save vs Astral = RM:2. AC bonus +2.</p>							<p>FOCUS:Total AC Bonus +4 COUNTER:None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 10		STACK 99	COST 12 pts	RANGE 6 Squares	AREA OF EFFECT 2 - 9 Sqs	ROLL OUT Initiative	DURATION 2 Hours	SAVE: RM: 3 No damage taken.
	<p>Barely visible flaxen colored sparks create a two-sided wall around the caster. Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass. Save to break through. If a person makes it through that does NOT leave a hole. 3d6 electric damage when touched.</p>							<p>FOCUS:Invisible Wall COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 10		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 20 Minutes	SAVE: No Save
	<p>Limits mundane fire damage to 1 HP per round. Fires as hot as or hotter than a forge will do 1d4 damage per round. If the fire is magical in nature this spell has no protection to offer.</p>							<p>FOCUS:Forge fire = 1 hp / Rd. COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 10		STACK 2	COST 12 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle	SAVE: RM: 2
	<p>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.</p>							<p>FOCUS:Other recipients COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP</p>
LEVEL 10		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 3x3 Squares	ROLL OUT 2 Rounds	DURATION 10 Minutes	SAVE: SKL: 1 Spell passes thru
	<p>A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown 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.</p>							<p>COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>
LEVEL 11		STACK	COST 12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
	<p>Meant for Dey Raechio All attacks converted. Thrown/Missile attacks=Move:1. AC-4 Meant for Dey Raechio</p>							<p>COUNTER:None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>
LEVEL 12		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 2x2x2 Sq Sphere	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: SKL: 2 Can pass thru.
	<p>Barely visible sepia colored roots reach out to the camp border. Animals crossing into or out of the circle must pass the MGC Save. Does NOT allow any part of the 'Animal' to pass perimeter, if the Save failed.</p>							<p>FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP</p>

# ALL


LEVEL <b>12</b>	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Squares	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: SKL: 2
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Solid purple coils settle to the ground and become chalk.  
Returns Langstrom creatures. The caster rolls a MGC:2 save.  
Solid purple coils settle to the ground and become chalk.

FOCUS:AOE: 4 Sq Radius  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP

LEVEL <b>13</b>	STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT 3 Sq Radius	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: SKL: 2 Expulsion
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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.

FOCUS:Save -1 Col  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP

## Battle-Offense


LEVEL <b>0.2</b>	STACK 99	COST 20% Max	RANGE 6 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 1 No Damage
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Bright Multi Colored flashes appear in the caster's hand.  
Caster rolls a Thrown ToHit.  
1d3 Damage. Metal armor allowed a Save.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP


LEVEL <b>0.4</b>	STACK 99	COST 30% Max	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Instant	SAVE: AGL: 2 1/2 Damage
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Colorful embers appear in the caster's palm.  
Caster rolls a Thrown ToHit.  
1d12 Damage. Save for half damage.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP


LEVEL <b>1</b>	STACK 2	COST 4 pts	RANGE 6 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
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A green cloud emits from the caster's hands and gathers over the target square.  
Damage of 2d4 + ACU for 2 rds on 1 square. Leave area to avoid.  
No ToHit is required.  
Effects all creatures in the square regardless of armor/clothing.  
Does NOT cause any structural damage or damage to the armor.

COUNTER:Same Spell  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Damage +50% 8 SP


LEVEL <b>1</b>	STACK 99	COST 4 pts	RANGE 3 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION until Healed	SAVE: HTH: 1 Not Sick
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The caster throws green acid at the target in an arc. This is lobbable.  
Damage of 2d4 + ACU Bonus for 3 rds. Targets Save to avoid sickness I.  
Does put upon the enemy an advancement of fragility (Starting at Sickness I)  
Can't go beyond the given fragility during the battle,  
May go beyond the given fragility during start of day from this point forward

COUNTER:Same Spell  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP

LEVEL <b>1</b>	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION Instant	SAVE: No Save
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"Extra" attack which can be taken if an enemy enters or exits melee range.  
With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.  
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.








COUNTER:Avoid An AoO - ROG Lvl:1  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP



# ALL

LEVEL 1		STACK 99	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Possibly Days	SAVE: HTH: 2 No Illness
<b>Cause Illness</b>		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. Use comparison Save. This can progress through Sickness II and III, to Disease I-II, then to death.						COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 12 AoE X2 6 SP
LEVEL 1		STACK 99	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: SKL: 2 Partial blindness
<b>Flash Of Fire!</b>		Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. Does 1d6 + casters Acumen bonus in damage. Can be directed at a creature or a single square.						CREATE:Flash Bang! COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP
LEVEL 1		STACK 99	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2
<b>Force Pinch</b>		Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT) Damage of 1d4 + ACU. Target Save Lose Attack/Action.						FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 1		STACK 1/Tier	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Sq (1 Target)	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: SKL: 2 1/2 Damage
<b>Heat Wave Wall</b>		Creates an inhibiting wall of heat vs those nearby (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. Duration may be Initiative, but may be delayed due to fuel ignition.						FOCUS:Recipient w/in 6 sqs COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 1		STACK 1	COST 4 pts	RANGE Melee	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
<b>Massive Bludgeoning Attacks</b>		Fighters use the flat or blunt area of their weapon. Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only). FFull 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.						COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 1		STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
<b>Rose Thorns</b>		The caster flicks their wrist to throw thorns at the target. A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each). The attack is directed to a single target via a ToHIT roll with a +4 bonus. Blunder rolls merely indicate the target was missed.						FOCUS:Total +10 ToHIT bonus COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL 2		STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
<b>Backstab - Melee</b>		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

# ALL

LEVEL 2		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 4 sq Triangle	ROLL OUT Initiative	DURATION 5 Rounds	SAVE: RM: 1 Target Sees
	Caster conjures and throws colorful lights fom their fingertips into the AOE. Can distract or temporarily blind people for up to 2 rounds. All in AoE must Save to not be blinded for this round + 1 more. Those that do Save have no visual issues. Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.							FOCUS:Save +1 Col COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP
LEVEL 2		STACK 99	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
	Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor. Sparks race to the target without any arc or lobbing. No ToHit or Save required.							FOCUS:+4 Initiative COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP
LEVEL 2		STACK 99	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
	Fighter races forward and uses their momentum to help in an attack. This charge must be in a straight line and not start or stop 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 Charge - FTR Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 14 Attacks = FTR 8 SP
LEVEL 2		STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: AGL: 2 Spell missed
	No ToHit. Direct magical fire dmg 2d10 +ACU bonus. 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:Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2		STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2
	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:Same Spell ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP
LEVEL 2		STACK 1	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2 1/2 Damage
	Mist creates a cloud above the target. Hail pelts down to a square. No ToHIT required. Damage: 3d4 + ACU Bonus. Target Saves for 1/2 Damage. Delivers the attack and damage from above the target. No effect on creatures acclimated to cold weather/environments. No damage to flora due to frost/coldness.							FOCUS:+4d4 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: No Save
	Ghostly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT) 1d6 +ACU damage per round. +4 additional damage to Undead/Living dead. Does radiate heat but not much light							FOCUS:No Sickness/Disease COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP

# ALL

LEVEL

3

STACK

99

COST

4 pts

RANGE

Move x2

AREA OF EFFECT

1 Target

ROLL OUT


Initiative

DURATION

1 Round

SAVE:

No Save



The rogue races forward to deliver an intimidating hit.

One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8.

'Extra' Attack. Only 1 Extra attack is allowed per round.

When announced before/during initiative add 10 to Initiative.

Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.

COUNTER: Set For Charge - FTR Lvl:1

ENHANCEMENTS:

Lvl 20

Rollout Instant

16 SP

Lvl 9

Range +50%

6 SP

Lvl 5

Initiative +4

4 SP

LEVEL

3

STACK

99

COST

4 pts

RANGE

In Sight

AREA OF EFFECT

In Sight

ROLL OUT

Initiative


DURATION

Up to 30 Min

SAVE:

SNS: >05

Distracted



Draw attention. May draw aggro or distract a crowd. Must be maintained to continue.

Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd

THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR: THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

LEVEL

3

STACK

3

COST

4 pts

RANGE

12 Squares

AREA OF EFFECT

1 Target

ROLL OUT


Initiative

DURATION

4 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 Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 18

Duration X4

10 SP

LEVEL

3

STACK

1

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT


Initiative

DURATION

1 Round

SAVE:

No Save



Fighters use their shield as a weapon. This is considered a blunt attack.

Skill requires a small to large shield. Does not allow bucklers or kite shields.

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.

All 'Shield Bash' must be directed to the same target.

COUNTER: None

ENHANCEMENTS:

Lvl 17

Damage +8 / die

16 SP

LEVEL

3

STACK

99

COST

4 pts

RANGE

1 Sq / Tier

AREA OF EFFECT

1 Melee Target

ROLL OUT

Pre-Battle Instant

DURATION

1 Round

SAVE:

No Save



Character quickly throws a weapon before the fighting begins! Single hand weapon only.

Init+15, ToHIT+6, Damage: Crit chart roll. 1 Attack instead of normal number per round.

Surprise Thrown attack is done before battle is started. Which will create a round 0.

Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on Critical chart.

If other Surprise attacks happen, highest rolled Init wins and 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

LEVEL

4

STACK

99

COST

4 pts

RANGE

Char Sheet

AREA OF EFFECT

1 Target

ROLL OUT


Initiative

DURATION

1 Round

SAVE:

No Save



A focus on accuracy rather than speed.

Shooter focus' on a single target for the round.

Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.

Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow.

Applies to all ranged shots during the round.

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 5

Initiative +4

4 SP

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative


DURATION

2 Rounds

SAVE:

SKL: 2

Conjured



A swarm appears in a square adjacent to the target.

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.

Save to conure.

CREATE: Beetleroot Granules

FOCUS: Save +1 Col

COUNTER: Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%


















6 SP

Lvl 14

Damage X2

12 SP


# ALL

LEVEL 4		STACK 1	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Hunters Charge</b>		 <p>Hunter charges up to an enemy for a frontal melee attack.            Charge must be a straight path to the 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.</p>						COUNTER: Set For Charge - FTR Lvl:1  ENHANCEMENTS: Lvl 0 No Enhancements 0 SP
LEVEL 5		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT Instant	DURATION 2 Rounds	SAVE: No Save
<b>COUNTER: Disruptive Factor</b>		 <p>Character draws attention to themselves in attempt to interrupt others.            This action might disrupt other actions or break concentration of others.            All the Targets in the AoE must pass the Save to not be affected/interrupted.            Enhancements are able to increase the range.            This is a Counter Action and can only be used once in a round.</p>						COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
LEVEL 5		STACK 99	COST 8 pts	RANGE by the bow	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 1 Round / Tier	SAVE: No Save
<b>Instant Ranged Shots</b>		 <p>Hunter is able to use each of their attacks as separate initiatives during the round.            Delivers each shot one at a time in the round using an instant rollout for each shot.            The Hunter must identify a specific bow for this skill and concentrate on this skill.            Multiple bows can get this benefit with separate use of this skill for each bow.            Each attack is instant &amp; will be completed before the next attack from another person.</p>						COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP
LEVEL 5		STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
<b>Long Distance Crossbow Shots</b>		 <p>Hunter uses flight bolts with a crossbow to gain distance            Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares.            Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initiative and ToHIT rolls.</p>						COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP
LEVEL 5		STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
<b>Penetrating Ranged Shots</b>		 <p>Hunter focus' on burying the arrows deep into the targets the cost of accuracy.            This skill only works with bows and for ranged attacks.            This skill requires the use of a bow and the ToHIT has a penalty of 2.            The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8.            This applies to all of the Hunters bow shots for the duration.</p>						COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP
LEVEL 5		STACK 99	COST 8 pts	RANGE Miss Attack	AREA OF EFFECT Miss Attack	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Step and Shoot</b>		 <p>Meant for Archer            Hunter moves 1 sq forward, shoots &amp; continues. Shots:1+ 1 per Tier            Meant for Archer</p>						FOCUS: Dmg +2  COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP
LEVEL 6		STACK 99	COST 4 pts	RANGE Melee	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
<b>AoO on Melee Entry</b>		 <p>Rogue take AAO as target enters the battle            Allows Rogue an Attack of Opportunity when a target enters into melee range.            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.</p>						COUNTER: Avoid An AoO - ROG Lvl:1  ENHANCEMENTS: Lvl 0 No Enhancements 0 SP



# ALL

LEVEL 6	STACK 3	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: SKL: 2 Conjured
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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

CREATE: Cinderroot powder

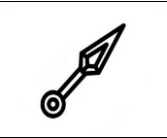
FOCUS: SKL:>05

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL 6	STACK	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
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Meant for Dey Raechio  
 Split focus of Attack and Move  
 Meant for Dey Raechio

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL 6	STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 Attacks	SAVE: No Save
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Hunter keeps the target in sight and fires a carefully aimed shot.  
 Each attack held gains +2 ToHit & Dmg. Up to a max bonus of +10 (5 attacks missed).  
 Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.  
 If the target is out of sight for an entire round or more the count must start over.  
 Each successive attack w/ same target +2 ToHit and Damage(Max +10).

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL 6	STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 Attacks	SAVE: No Save
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Holds a thrown attack as they concentrate on a single target to find a weakness.  
 ToHit +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.  
 If the target is out of sight/range for a round or more this effort is broken.  
 During the wait time the following non-damaging skills can be used on the same target:  
 Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL 6	STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
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Hunter is able to target the enemy just beyond or inter-mixed with their own group.  
 Past known party members. Initiative +2. All ranged attacks in Rd.  
 Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2.  
 If not announced, the Hunter still is able to shoot through the group to the target.

COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL 7	STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION Instant	SAVE: No Save
---------	----------	------------	----------------	-------------------------	------------------	------------------	---------------




The fighter has dropped an enemy and another becomes the target!  
 'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHit.  
 Is an Extra Attack. Only 1 Extra attack is allowed per round.  
 Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness".  
 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.

COUNTER: Avoid An AoO - ROG Lvl:1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
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LEVEL 7	STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: BRU: 2 Compare & Move
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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
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# ALL

LEVEL 8		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
	<p>Caster draws their hands downward while fluttering their fingers.            Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid.            Caster draws their hands downward while fluttering their fingers. (No ToHIT)            Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"</p>							FOCUS:+2 HP Damage COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
	<p>Fighter attacks in wild and desperate attacks that just might work.            Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!!            Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.            Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll.            (There is a Strumos spell that can change the formula to 1d20-5 !)</p>							COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 8		STACK 99	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: RM: 2 1/2 Damage
	<p>Flames shoot upward from the Caster's hand and down towards the AoE.            No ToHIT required. Can Lob magical fire to target.            Damage of 4d10 +ACU. Target Saves for 1/2 damage.            Magical fire does not light things afire.</p>							FOCUS:hurts fire based. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP
LEVEL 8		STACK 99	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2 1/2 Damage
	<p>A force wall pushes directly from the caster to the target but only the target will usually b            Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.            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:Same Spell ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2 1/2 Damage
	<p>Barely visible rust colored roots, rise over the area, and throw down hail. (No ToHIT)            Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.            Has a reduced effect against hot temperature targets.            Delivers the attack and damage from above the target.</p>							FOCUS:Set AoE to 3x3 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 30 Minutes	DURATION 5 Minutes	SAVE: No Save
	<p>portal can't be opened/created unless Nae'Em agrees to the portal.            portal can't be opened/created unless Nae'Em agrees to the portal.            the caster and one other person can pass through. Or Nae'Em and one other person can pass            through. First to pass through must be either the Nae'Em or the caster.</p>							COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL 8		STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT Direct Line	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
	<p>Sparks travel from the caster's hand directly towards the target. (ToHIT Required)            Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.            Sparks travel for 3 squares in a direct row.            1st square of row must be within Range.</p>							FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

# ALL

LEVEL 8			STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT Adjacent Sqs	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Whirling Mordra - Rogue</b>		Rogue spins about and attacks all targets adjacent to them. 1 Attack applied to all targets in adjacent squares. Only this attack and no others in the round. Roll ToHit once with +4 bonus. This ToHit applies to each target. Roll Damage one with +4 bonus. This Damage applies to each target that was hit. This is applied to all surrounding squares regardless whether friend or foe.							COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP
LEVEL 9			STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Adrenalin Rush</b>		The Fighter hypes themselves up. (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 9			STACK 99	COST 12 pts	RANGE 4 Sqs Min	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: SKL: 2 Allowed a ToHIT
<b>Corner Throw</b>		Allows Rogue to throw a 1 handed throwing weapon around a corner. 1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown. Throw must be a minimum of 4 squares.							COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Lvl 5 Initiative +4 4 SP
LEVEL 9			STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: SKL: 2 Attack is attempted
<b>Mounted Melee Attack</b>		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 ENHANCEMENTS: Lvl 0 No Enhancements 0 SP
LEVEL 10			STACK 1	COST 12 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
<b>Blunted Bow Shots (Bow Only)</b>		Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initiative and ToHIT rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.							COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP
LEVEL 11			STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Round	ROLL OUT Instant	DURATION Instant	SAVE: SKL: 1 Wakes up
<b>Wake To Battle</b>		Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher. This skill can be enacted by the Player even if the Character is asleep. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.							COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP
LEVEL 12			STACK 3	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3 Square	ROLL OUT 12 Secs (2 Rds)	DURATION 1 Round	SAVE: MR: 2 Expulsion
<b>Circle - Dimensional Expulsion</b>		Forces Dimension Creatures and items back to Dimension Plane. This is cast using chalk outlined circle. Once spell starts outline fades to unseen. Save for each creature/item. Pass to expell. Every Save attempt alerts the caster. Range is for casting. Distance to caster does not matter after casting.							COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 AoE X2 6 SP

# ALL

LEVEL <b>12</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3	
<b>Class Power Attack</b>				12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same	



Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid  
Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required.  
Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL <b>12</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3	
<b>Class Power Attack (FIRE)</b>				12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same	



The power surges outward impacting the enemy. No ToHIT required.  
Bolt of power: Dmg 4d10+ACU Bonus.  
Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL <b>12</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Targeting A Moving Target</b>				12 pts	By Weapon	By Weapon	Initiative	1 Round		



Hunter tracks the movment and shoots!  
Init+4 and ToHIT+8 vs Moving targets for 1 Rd.  
Bonuses of +2 per Tier to Initiative and ToHIT  
Penalties to Number of attacks reduced to half normal. Minimum is 1 attack.  
Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.

COUNTER: None		
ENHANCEMENTS:		
Lvl 20	Rollout Instant	16 SP
Lvl 12	Range X2	8 SP
Lvl 9	Damage +50%	8 SP

LEVEL <b>12</b>	<input type="checkbox"/>		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Whirling Mordra</b>				12 pts	Touch	8 Squares	Initiative	1 Round		



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 <b>13</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2	
<b>Fire Bombardment</b>				16 pts	12 Squares	1x3 Squares	Initiative	1 Round	1/2 Damage	



Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.  
Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.  
This can be lobbed but needs clearance past obstacles before hitting target.  
No ToHIT is required. Damage to 3 adjcent squares.  
AoE: Row of 3 squares in a line leading away from caster within range.

FOCUS:AoE: 3x2 Squares		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

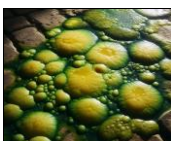
LEVEL <b>13</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2	
<b>Ice Spear</b>				16 pts	10 Squares	1 Target	Initiative	Instant	1/2 Damage	



Solid brown roots grow into a spear.  
ToHIT is required and this is lobbable.  
Dmg: 3d8+ACU +4 Bonus. ToHIT +4. Target dodges (AGL) for 1/2 Damage.

FOCUS:Save Col +1		
COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 4	Cast from below level 4/Lvl SP	








LEVEL <b>14</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
<b>Acid Blobs</b>				16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		



Sickly green Acid blobs begin to fall in the AoE.  
Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid.  
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

CREATE:Scroll of Acid Blob		
FOCUS:3x3 AoE.		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP








# ALL

LEVEL 14		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Ranged Sucker Shot(s)</b>			16 pts	By Weapon	1 Target	Initiative	1 Round	
	<p>Hunter scopes out a stationary target that is unaware of any danger.</p> <p>The target must have a relaxed sense about them. Not with their guard up.</p> <p>Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play.</p> <p>Detriments: One unaware target, Bow required, &amp; half normal attacks. (Min 1)</p> <p>Target may have armor / be in a protected state. Required unguarded stance of target.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 9 Range +50% 6 SP</p> <p>Lvl 17 Damage +8 / die 16 SP</p> <p>Lvl 18 AoE = 2 Targets 10 SP</p>
LEVEL 14		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Surprise Death Blow</b>			16 pts	Melee	1 Creature	Instant	1 Round	
	<p>Vulnerable target is beat down.</p> <p>Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held).</p> <p>Fighter gains +15 bonus to ToHIT.</p> <p>Damage is rolled on the Critical chart. And enhancements can add to the damage.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Damage X2 12 SP</p> <p>Lvl 9 Damage +50% 8 SP</p>
LEVEL 15		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3 1/2 Damage
<b>Dokour Flame Attack</b>			16 pts	8 Squares	1 Target	Initiative	1 Round	
	<p>Flames erupt out of the casters hand heading directly to the target. (No ToHIT)</p> <p>Directs a ball of magical flame straight to the target. No lobbing.</p> <p>Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.</p> <p>Does not light anything on fire since this is a magical fire.</p>							<p>FOCUS:Dmg +4/die</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 9 Range +50% 6 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>
LEVEL 15		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Moving And Shooting</b>			16 pts	By Weapon	1 Target	Initiative	1 Round	
	<p>Hunter uses a ranged weapon while shooting from an unstable position.</p> <p>Instability could be: Ships deck, Horseback, Slipping, etc. . .</p> <p>Potentially negates some of the downsides of being unstable as your attempt to shoot.</p> <p>A ranged weapon must be used. The weapon will only have half of the normal distance.</p> <p>Number of attacks are halved. Minimum of 1.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 17 Damage +8 / die 16 SP</p>
LEVEL 16		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2 1/2 Damage
<b>Water Blast</b>			16 pts	8 Squares	1 Square	Initiative	3 Rounds	
	<p>Caster throws a continuous blast of water at the enemy.</p> <p>Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.</p> <p>2nd and 3rd rounds allow continued and concurrent casting with minimal attention.</p> <p>Not enough pressure to push creatures. Cannot draw the water out of creatures.</p> <p>Likely will have problems in sub-freezing temperatures.</p>							<p>FOCUS:Put out Mgc fire</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Stacking +1 8 SP</p> <p>Lvl 18 Range X4 10 SP</p> <p>Lvl 12 Range X2 8 SP</p>
LEVEL 17		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
<b>Hammering Force</b>			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:Same Spell</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>
LEVEL 17		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2 1/2 Damage
<b>Lightening Bolt</b>			20 pts	12 Squares	Direct Line	Initiative	Instant	
	<p>Lightening travels from the caster's hand directly towards the target(s).</p> <p>Damage of 2d6 + ACU on 4 in row.</p> <p>+1d6 damage if non-Adamn armor.</p> <p>+4 damage with use of Focus ring.</p> <p>1/2 damage if Save passed.</p>							<p>FOCUS:+6 Dmg</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save +1 Col 8 SP</p> <p>Lvl 12 Range X2 8 SP</p> <p>Lvl 9 Range +50% 6 SP</p>



# ALL

## Battle-Prep


LEVEL <b>0.3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>TIRO: Armor of Light</b>				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.								COUNTER: Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 SP
LEVEL <b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SNS: 2 No shock
<b>Camp Perimeter Shock</b>				4 pts	Touch	3x3 Sq	2 Minutes	8 Hours	
	Sandy colored sparks scatter to the perimeter and fade away. 8 Sq Dia circle around caster delivers 1d3 electric damage. When a creature crosses the perimeter causes a zap sound. The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.								FOCUS: +1d3 Dmg COUNTER: Same Spell ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AOE +50% 12 SP
LEVEL <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Triggered Forced Healing</b>				4 pts	Self	Caster	1 Hour	3 Days	
	Damage triggers 2d8 rolled. Damage first, then 2x Healing. 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 at any time.								CREATE: Triggered Forced Health Dr FOCUS: Stack+1 COUNTER: Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 18 Duration X4 10 SP
LEVEL <b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Improve Resist &amp; Skill Saves</b>				4 pts	Self	Caster	6 Minutes	2 Hours	
	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
LEVEL <b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Focused Thrown Attacks</b>				4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round	
	Concentrates on a target and throws at the last second. Rogue holds all attacks until an initiative of 0. Thrown attacks gain a +6 ToHit and Damage to a single target at the end of the round. Initiative for these attacks are set to 0. For all normal attacks in the round. Does not affect additional attacks.								COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP
LEVEL <b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2 Not Noticed
<b>Watchful Approach</b>				4 pts	Self	Self	4 Rounds	20 Minutes	
	Rogue is obviously and continuously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises. Must roll SKL:2 to not be noticed while using this skill.								COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 5 Initiative +4 4 SP
LEVEL <b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: x
<b>Weapon Speed Charm</b>				4 pts	Touch	1 Weapon	30 Minutes	1 Battle	
	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)								CREATE: FOCUS: Column -1 COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 18 Duration X4 10 SP



# ALL

5

Entangle



Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.

LEVEL5

STACK3

COST8 pts

RANGETouch

AREA OF EFFECT2x2 Squares

ROLL OUT1 Minute

DURATION4 Hours

SAVE:BRU: 2

Exited

FOCUS:Aoe: 3x3

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12Rollout Init12 SP

Lvl 14Range At 3 Sqs8 SP

Lvl 4Aura Brightens-2 SP

LEVEL5

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATIONUp To 1 day

SAVE:SNS: 2

No surprise.

Point person initailly surveys the area, then continues to scout a head of the party. Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle Point person acts as a scout watching for potentail issues. Point person is not able use any skills or efforts that require a maintained concentration.

LEVEL7

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION2 Hours

SAVE:SNS: 2

No Intimidation

Visible heat waves surround the casters's body for the duration. Wreathes the caster in the image of intimidating flames. Allow the target audience a Save due to the wreathe of flames. Will not set items on fire due to Magical output.

LEVEL8

STACK1

COST8 pts

RANGESelf


AREA OF EFFECT3x3 Squares

ROLL OUT8 Minutes

DURATION10 Minutes

SAVE:RM: 2

Circle of Protection vs Magic



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

LEVEL8

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUT1 Minute

DURATION4 Hrs or 1 Battle

SAVE:No Save

Critical Ranged Shot (Pre-Battle)



Specific ranged weapon for entire battle. 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.

LEVEL8

NAE'EM

STACK2

COST8 pts

RANGETouch

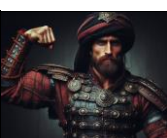
AREA OF EFFECT1 Fighter

ROLL OUT2 Minutes

DURATION1 Hour

SAVE:No Save

Raise Nae'Em Fighter Str +1



Sparks cause the fighter to sparkle throughout the duration. Raise Fighter Str +1 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.

LEVEL9

STACK1

COST12 pts

RANGETouch

AREA OF EFFECT3x3 Sq Radius


ROLL OUT10 Minutes

DURATION4 Hours

SAVE:BRU: 4

Able to Exit

Dimensional Containment




Blood red aura lights up the perimeter before fading from view. Holds Dimensional creatures within AoE. Creatures of Dimension must Save to leave the containment.

# ALL

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9	1	12 pts	Self	1 Battle	1 Minute	3 Days	SNS: 2

**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 Spell

ENHANCEMENTS:

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12	99	12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	BRU: 3 Exit Circle

**Circle of Containment**



Barely visible blue streams of light form a cage inside the circle.  
 Creatures are able to easily enter the AoE with no issues.  
 Drawn circle that stops creatures from exiting its area.  
 Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".  
 Must Save to Exit.

FOCUS:BRU:>95


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Duration 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:
13	1	32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle	No Save

**Enchantment of Returning**



Creates a Dagger of Returning.  
 Make a small weapon or ammo into 'Returning'  
 Dagger is returned to the person that threw it.


COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
14	1	16 pts	Caster	2 Sq Wide Moat	30 Minutes	6 Hours	No Save

**Magma Perimeter**



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.

FOCUS:5x5 Square Island


COUNTER:Same Spell

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:
16	1	16 pts	Melee	1 Creature	Instant	Instant	No Save

**Quick Ranged Shot (Pre-Battle)**



Hunter starts a battle with a +15 Init to their bow attacks.  
 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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
0.3	99	30% Max	4 Sqs	1 Item	Initiative	1 Round	RM: 1 Item grabbed.

**TIRO: I Have Your Item!**



Bright Multi Colored flashes travel towards the item and snatches it.  
 Random object (No magic/metal/crystalline). Metal armor = 1 worse Save.  
 Save to retrieve item.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	1	4 pts	8 Squares	PMP	1 Hour	1 day / Tier	RM: 2 Imp appears

**Invoke Temporary Imp**



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: None

ENHANCEMENTS:

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

ALL

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL:	TYPE
3	NAE'EM	3	4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)		2	Summoned
<b>Summon Astral Beast of Burden</b>										

## 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: None  
ENHANCEMENTS:  
Lvl 14 Stacking +1 8 SP  
Lvl 12 Range X2 8 SP  
Lvl 18 Duration X4 10 SP

LEVEL	5	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Invoke Imp. Partner (Year long)					8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		

### Invoke Imp Partner (Year long)




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: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Alter Skin/Hide/Scales	6 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	ICON
6	NAE'EM		8 pts	Self	8x8x8 Sqs	3 Hours	1 Month (30 days)		Summ	

## Summon Nisse





The caster summons a small gnome-like familiar.  
A creature that can be seen with ultra violet vision.  
Timid invisible creatures that stay within 8 sqs of caster.  
Is a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).

FOCUS: Named Nisse. AoE: 10x10x10

COUNTER: None

ENHANCEMENTS:

Lvl 14	Stacking +1	8 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
Summon Strums Creations (Tae'Em)							16 pts	PMP	1 Nae'Em	10 Minutes	Instant		

## Summon Strumos Creations (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 through the Astral Plane. All the items must have been created by the caster. The connection is to the items.

FOCUS: Subtle Casting (Free)

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	17	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	Fence Cage					20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds		

## Force Cage



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 Spell

ENHANCEMENTS:

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

## Climb-

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	
Climbing				4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen	

## Climbing



Rogue removes bulky items, sacks, and packs to climb quickly  
 Rogues climb up/down is movement. Others climb at 1/2 their moment.  
 Use of a Rogues kit will allow any Saves for falling to be 1 column better.  
 No packs/sacks & hands must remain free. Failed Save = fall.(2nd Grab Skill?)  
 Falling damage is 2d8 for every 2 Sqs the character has fallen.

FOCUS: Climb Save -1 Col  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 14 Save -1 Col 8 SP  
 Lvl 20 Rollout Instant 16 SP  
 Lvl 12 Rollout Init 12 SP

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
Freehand Climbing @ 1/2 Movement				8 pts	1/2 Movement (Sqs)	1/2 Movement (Sqs)	12 Secs (2 Rds)	1 Rds (6 Sec)		has not fallen

## Freehand Climbing @ 1/2 Movement



Ability to climb freenand 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 0	No Enhancements	0 SP
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# ALL

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	<b>2nd Attempt To Grab</b>					12 pts	Touch	Self	Instant	Instant		Grab works	



A Rogue an attempt to recover from missing a grab  
Rogue gains an opportunity to re-attempt a failed grab if the Save is passed.  
If the Save fails the 2nd attempt to grab fails.

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP

## Communication-

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>TIRO: Amplify Own Speech</b>					20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		



The caster takes a deep breath and speaks at an amplified volume.  
Amplifies sound out up to a 3 Square wide Cube.  
Amplify even whispers.  
Doesn't affect anyone but the caster.  
As normal for the resulting volume it does carry over walls/barriers.

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>TIRO: Colored Signal Flare</b>					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,  
5 - 10 is bright blue,  
10 - 15 is bright yellow,  
15 - 20 is bright green.

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	0.4	NAE'EM	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying						25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		



Ghostly Multi Colored flashes surround the caster for the duration.  
Caster is the only one that sees the effects of this spell.  
Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	1	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	<div>GM</div>
Rogue To Rogue Signals					4 pts	In Sight	In Sight	Initiative	Instant		Sent & Rcvd	



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'.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Speak/Read/Write Common</b>					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.  
The character is able to read and write the language known as 'Common'.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	<div>GM</div>
Convincing Another (or Lie)					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	














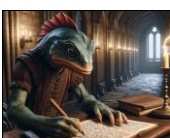




Rogue embellishes, bends, or breaks the truth in an attempt to convince someone.  
Players that role playing this out will get the Save column dropped by 1.  
Save column adjusted based on audience size and mood, the extremeness of the lie, etc.  
COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.  
If the target is general ("Any one person in the crowd") the column is reduced.

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP






# ALL

LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Hot Conversations</b>												
												
<div> <div> FOCUS:Item passed through  COUNTER:Same Spell  ENHANCEMENTS:  Lvl 10 Rollout Halved 6 SP  Lvl 14 Duration X2 8 SP  Lvl 9 Duration +50% 6 SP </div>  </div>												
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Convincing
<b>Ventriloquism</b>												
												
<div> <div> 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. </div> <div> COUNTER: None  ENHANCEMENTS:  Lvl 12 Range X2 8 SP  Lvl 9 Range +50% 6 SP </div> </div>												
LEVEL	4			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
<b>Arcane Translation - 1 Page</b>												
												
<div> <div> FOCUS:Random Enhancement  COUNTER: None  ENHANCEMENTS:  Lvl 18 Duration X4 10 SP  Lvl 14 Duration X2 8 SP  Lvl 9 Duration +50% 6 SP </div>  </div>												
LEVEL	4			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Triggered Announcements</b>												
												
<div> <div> 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 </div>  </div>												
LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Can read
<b>Arcane Interpretation - 1 Page</b>												
												
<div> <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>  </div>												
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Overhear the Conversation</b>												
												
<div> <div> FOCUS:Use in combat  COUNTER: None  ENHANCEMENTS:  Lvl 12 Range X2 8 SP  Lvl 14 Duration X2 8 SP  Lvl 9 Duration +50% 6 SP </div>  </div>												
LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Read/Write Language</b>												
												
<div> <div> CREATE:Scroll of Read/Write Langu   </div> <div> COUNTER: None  ENHANCEMENTS:  Lvl 18 Duration X4 10 SP  Lvl 14 Duration X2 8 SP  Lvl 9 Duration +50% 6 SP </div> </div>												




## ALL

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	Touch	200 Characters	10 Minutes	1 Hour			
<b>Release Arcane Script</b>													
						Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.						COUNTER: None	
LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						8 pts	Touch	1 Target	20 Minutes	5 Questions			
<b>Speak with Dead</b>													
						Red flames extend from the caster to be infused into the skull of the target. Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.						FOCUS:Truthseer COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 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			
<b>High Flares</b>													
						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 Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	7	NAE'EM			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 1 Viewed	
						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier			
<b>Speak To Dokour Target</b>													
						Bright yellow ribbons encircle the recipient. An identified Dokour Target person becomes connected to the caster. Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.						FOCUS:SKL:>05 COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 3		
						8 pts	Touch	200 Characters	1 Hour	Permanent			
<b>Constrain Arcane Script</b>													
						Smokey magenta coils swirl around the script. Write in Arcane Smokey magenta coils swirl around the script.						COUNTER: None	
LEVEL	9	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2 Speech allowed	
						12 pts	6 Squares	3 Squares	20 Rds (2 Min)	5 Minutes			
<b>Speak With The Resting Dead</b>													
						Draw 2 Sqs diameter summoning circle with a memento of dead person in the centre. Speak with Dead. Ritual requires a Nae'Em connection and an item. Dead must be undisturbed and in a covered grave with a marker. A summoning circle must be created within 6 squares of the grave. The dead can be summoned to be near the caster, but not forced to speak.						FOCUS:SKL:1 COUNTER:Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
						12 pts	Touch	a person	3 Minutes	1 Day			
<b>Speak Language</b>													
						The caster touches a person who speaks the language. Allows speaking of a current language. The caster touches a person who speaks the language. Can create Scroll of Speak Languages with this spell.						CREATE:Scroll Of Speak Languages FOCUS:Proficiency COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 12 AoE X2 6 SP	

# ALL

LEVEL <b>11</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		12 pts	1 Square	1 Signpost	10 Minutes	3 Days	

**Add Signs to Signpost**



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 <b>11</b>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		16 pts	Touch	2 Squares	3 Days	Permanent	

**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

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL <b>16</b>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		16 pts	Touch	1 Recipient	10 Minutes	2 Days	

**Cultural Immersion**



Barely visible jade colored weave surrounds the recipient.  
Makes a willing recipient fit in. This is NOT passive. Caster must pay attention.  
Non verbal & cultural naunces are learned upon 1st occurrence.  
Once an action has been demonstrated by a NPC the GM ensures the character interprets the significance right away.


FOCUS:change clothing  
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

LEVEL <b>19</b>	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2 Connection made
			20 pts	6 Squares	1 Spirit	10 Minutes	Rollout	

**Dead Spirit Conversation Circle**



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:MGC:1  
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Duration +50%	6 SP

<b>Creation-Meta</b>							
LEVEL <b>0.1</b>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		20% Max	1 Square	1 Plant	Initiative	10 Minutes	

**TIRO: Water From A Plant**



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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL <b>2</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 1 Comparative
		8 pts	4 Sqs	1 Item	10 Minutes	Permanent	

**Dispel Magic**



Dispell Magic done by those most able. Eolas or Orix.  
Eolas and Orix gain this 2nd Tier spell early!  
GM determines the Save column for the item based on the nature of its power.  
Caster and GM both roll the Save. The greater success wins out. (Or least loss)  
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

CREATE:Scroll of Dispel Magic (Tem)


FOCUS:Rollout = 2 Rounds  
COUNTER: None

ENHANCEMENTS:

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

LEVEL <b>3</b>	NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			4 pts	PMP	1 Recipient	30 Minutes	Instant	

**Call Bonded Person**









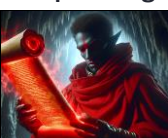
Thick violet coils create a portal.  
Teleport a preselected person to the casters side.  
Thick violet coils create a portal.

FOCUS:AOE +1  
COUNTER: None

ENHANCEMENTS:


Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

# ALL

LEVEL 3		STACK 9	COST 2 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 10 Minutes	DURATION End Of Year	SAVE: No Save
	<p>When cast a bright blue glow surrounds a non-magic item, then fades.            Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?            - Once scroll is read the first item touched glows with magic.            - Ingredients: Peppermint Oil, Pine Tar, Wine. Effect Dur: EOY Save Again.            - Creation SP: x3 spell cost. SKL:3 to make scroll.</p>							CREATE: Scroll Of Arcane Glow FOCUS: AoE X2 COUNTER: Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 4 Aura Brightens -2 SP
LEVEL 3		STACK 1	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 2 Minutes	DURATION 15 Minutes	SAVE: No Save
	<p>Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.            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: Same Spell ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP
LEVEL 3		STACK 1	COST 4 pts	RANGE 15 Squares	AREA OF EFFECT 1 Sign Post	ROLL OUT 1 Minute	DURATION 2 Days	SAVE: No Save
	<p>Barely visible seafoam colored weave travel the area and reveal sign posts.            Sign posts from teleports become visible.            Make signposts visible (or not).</p>							FOCUS: Reveals 5 posts COUNTER: Same Spell ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP
LEVEL 3		STACK 1	COST 4 pts	RANGE 5 Squares	AREA OF EFFECT 1 Sign Post	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: No Save
	<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: Same Spell ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP
LEVEL 6		STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: SKL: 2 Comparative
	<p>Casters reach out to place spell breaking magic on an item            GM determines the Save column for the item based on the nature of its power.            Caster and GM both roll the Save. The greater success wins out. (Or least loss)            Can be used to disrupt permanent magic. Doesn't affect non permanent spells.</p>							COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP
LEVEL 6		STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
	<p>Hunter uses a sharp blade, skill, time and materials to create arrows.            Kit required for all except blunt &amp; 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</p>							CREATE: FOCUS: Required COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 1 Create Crude Arrows 0 SP
LEVEL 8		STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: SKL: 3 Comparative
	<p>Casters reach out to place spell breaking magic on an item            GM determines the Save column for the item based on the nature of its power.            Caster and GM both roll the Save. The greater success wins out. (Or least loss)            Can be used to disrupt permanent magic. Doesn't affect non permanent spells.</p>							COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP

# ALL

LEVEL <b>16</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create Leather Golem</b>			16 pts	Touch	1 Construct	6 Hours	1 Day		




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

ENHANCEMENTS:

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


LEVEL <b>17</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Place An Arcane Aspect</b>			20 pts	Touch	1 Item	3 Days	Permanent		



Embeds an aspect permanently

COUNTER: None

LEVEL <b>18</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
<b>Create Wood Golem</b>			20 pts	Touch	1 Construct	8 Hours	1 Day		




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

ENHANCEMENTS:

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

LEVEL <b>19</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 4
<b>Create Stone Golem</b>			20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)		



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

ENHANCEMENTS:

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

## Creations-

LEVEL <b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create Singer's Salve</b>			4 pts	Touch	1 Salve	4 Hours	End Of Year		



Hunter creates a Singer's Salve  
Affects DOT damage, +2 per cycle, HNT: +4 per cycle.  
Need: Campfire, 12 SP, 4 Hours, and Bittercress leaf, Wild garlic oil, Rocko's's.


CREATE:Singers Salve

FOCUS:+2 Salves  
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL <b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create Sunrise Potion</b>			4 pts	Touch	1 Potion	4 Hours	Used / EOY		



Hunter creates a Sunrise Potion in their own way.  
Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.  
1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT.  
Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.  
Requires a campfire and Hunters Kit.


CREATE:

FOCUS:+2 Potions  
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Apply A Field Bandage</b>			0 pts	Touch	1 Creature	Initiative	Permanent		



Once per battle per target. Always binds. HP+1  
Use of Hunter Kit (Out of battle) gives an additional +2 HP.  
Hunter slaps on a hurried bandage that binds the wound and heals 1 HP.  
If applied after a healing spell this skill has no effect.  
Requires a campfire. (Kit/Kitchen NOT required)

FOCUS:none  
COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
--------	-----------------	-------

# ALL

LEVEL

5

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Salve

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SNS: 2

Revive to wakeness

Workshop/kitchen IS required.

Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes

1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, Hunters Kit and KITCHEN required.

CREATE:

FOCUS:+2 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

LEVEL

7

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Poultice

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SKL: 2

Help Sick/Disease

Hunter creates a Poultice.

Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).

Sickness/Disease rolls are done in the morning using the Health:2 Save.

Requires a campfire and a Hunters Kit.

CREATE:

FOCUS:+2 Poultices

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save -1 Col 8 SP

Lvl 10 Rollout Halved 6 SP

LEVEL

7

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 dose

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SNS: 2

Attacked

End result: 3 Small corked jars of repellent.

Qty:1-3. Repels Insects. Save column one better (col -1).

Ingredients are Honeysuckle, Palm, Marshdaisy.

Requires a campfire and a Hunters Kit.

CREATE:

FOCUS:+2 Doses.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

LEVEL

10

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Vial

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SNS: 2

Clears Daze/Stun

Hunter creates an inhalent.

Qty:1-3. Dazed or stunned become clear headed with Save.

This helps Save column. (Col-1). Requires a campfire and a Hunters KIT.

Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.

CREATE:

FOCUS:+2 Vials

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save -1 Col 8 SP

Lvl 10 Rollout Halved 6 SP

LEVEL

11

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Jar

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SNS: 1

Stay Awake

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.

Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2.

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.

Cabbage, Ginger, Palm, Oak, KIT

CREATE:

FOCUS:+2 Jars

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save -1 Col 8 SP

Lvl 10 Rollout Halved 6 SP

LEVEL

11

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Meal

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SKL: 2

Stay awake 48 hrs

Hunter creates a bit of spice.

Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48).

Hunter creates a small edible that will keep the person awake for most of the day.

1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock.

Requires a campfire and a Hunters KIT.

CREATE:

FOCUS:+2 Meals

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save -1 Col 8 SP

Lvl 10 Rollout Halved 6 SP

LEVEL

2

STACK

7

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

Self

ROLL OUT

30 Minutes

DURATION

12 Hours

SAVE:

SKL: 3

Disguise works

Rogue alters a look to evade notice. The following can be changed within reason:

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)

FOCUS:-2 Col

COUNTER: None

ENHANCEMENTS:

Lvl 14 Duration X2 8 SP

Lvl 9 AOE Select Target 6 SP



# ALL

LEVEL <b>12</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
<b>Impersonate</b>				12 pts	Self	1 Person	15 Min/Complexity	6 Hours		Success	



Rogue alters themselves to appear to be another very specific person.  
Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.  
Save columns adjust based on knowledge, amount of prep, amount of practice, etc.  
Exact Cost based on original 12 points + cost of all enhancements that are needed.

FOCUS:Required		
COUNTER: None		
ENHANCEMENTS:		
Lvl 4	Alter Weight 5lbs/2.3	2 SP
Lvl 9	Alter Weight 5lbs (2.2	6 SP
Lvl 9	Alter Skin/Hide/Scales	6 SP

LEVEL <b>13</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 3	GM
<b>Feign Death</b>				16 pts	Self	Self	Instant	2 Rds Minimum		Life Detected	



Rogue falls to the ground and appears dead.  
Rogue appears dead to others. Rogue AC=3/3.  
Rogue must make GM aware this skill will be used as soon as possible.  
Rogue can choose what segment to enact this, based on Rollout being instant.  
GM will roll the Save for others trying to detect life.

COUNTER: None		
ENHANCEMENTS:		
Lvl 14	Save +1 Col	8 SP

## Environ-Nature

LEVEL <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Plant Healthy Growth</b>				4 pts	tes normal healthy g	4x4 Sqs	1 Hour	Permanent			



Barely visible olive colored roots Wind Around The Base Of The Plants.  
Promotes normal healthy growth.

CREATE:Healthy Plant Growth Pow		
FOCUS:1d4 Plant HP		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AOE X2	6 SP

LEVEL <b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
<b>Remove Plant Disease</b>				4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		Disease Gone	



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:Removes All		
COUNTER: None		
ENHANCEMENTS:		
Lvl 14	Save -1 Col	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AOE X2	6 SP

LEVEL <b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
<b>Predict Weather</b>				4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results	



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.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP

LEVEL <b>6</b>	NAE'EM	<input checked="" type="checkbox"/>	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
<b>Animal Connection (Ae'Em)</b>				12 pts	2 Squares	1 Recipient	4 Hours	EOY		Ae'Em Created	



Glowing green ribbons encircle the recipient and caster.  
This permanent mental bond allows the caster to initiate a connection.  
A Save is required. The animal can only articulate from it's view.  
Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.  
The animal is NOT able to send any mental images, but can describe things.

FOCUS:COL-1		
COUNTER:No Counter Available. Lvl:5		
ENHANCEMENTS:		
Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL <b>11</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
<b>Control Wind Sphere</b>				12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells	



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 Spell		
ENHANCEMENTS:		
Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 12	AOE X2	6 SP

# ALL

LEVEL <b>17</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
<b>Control Water</b>		20 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours			

Barely visible amber roots rise at the casters feet and fade away.  
 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.  
 Does create enough air movement to clear most water spells and disperse them.

COUNTER: Same Spell

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	AoE X2	6 SP

LEVEL <b>1</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
<b>Detect Magic &amp; Number of Aspects</b>		4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded	

Caster attempts to find out if an items/objects in an area is magical  
 Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)  
 Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.  
 Detection will not enact powers/magic. Does give a count of Aspects in the item.  
 Does not reveal the kind of magic.

CREATE: Scroll of Detect Magic

FOCUS: No blinding.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL <b>1</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
<b>Find Entry Gate</b>		4 pts	Urban	Community	1 Round	30 Minutes		Get clear description	

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 and 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 <b>1</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
<b>Hide</b>		0 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  
 Anyone can to use basic skills and situation awareness to hide.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>1</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Shadow Cover</b>		4 pts	Self	1 Suare	1 Minute	1 Hour			

Flames surrounds the caster and darkens the area as it fades to black.  
 Shadow surrounds the caster and their belongings.  
 At night helps Dokour blend into darkness.  
 In daylight Dokour still in darkness, but is very obvious.  
 When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

FOCUS: Muffles caster in AOE.

COUNTER: Same Spell

ENHANCEMENTS:

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

LEVEL <b>2</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Crack in the Wall</b>		4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds			

Caster must find a visible crack in the wall.  
 Caster uses a crack to create the extra dimensional Ethereal space.  
 Caster can include another person.  
 Caster must enter and use the space for the spell to be used.  
 Caster and other person are either in or out. Cannot straddle.

FOCUS: Can cast from hiding.

COUNTER: None

ENHANCEMENTS:

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

LEVEL <b>2</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Know Your Name</b>		4 pts	20 Squares	1 Target	Initiative	Instant			






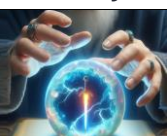

No standard casting movements as the caster mumbles.  
 Learn the name target goes by for the situation.  
 Locally known name of the person

COUNTER: None

















ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

# ALL



LEVEL 2			STACK 3	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1x1 Sq Sphere	ROLL OUT 2 Minutes	DURATION 30 Minutes	SAVE: No Save
<b>Orix View Sign Posts</b>  Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.									
									COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP
LEVEL 3			STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 1 Item	ROLL OUT 10 Rds (1 Min)	DURATION Permanent	SAVE: SKL: 3 GM gives info
<b>Reveal Value</b>  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:Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL 4			STACK 99	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Item	ROLL OUT 30 Minutes	DURATION Permanent	SAVE: RM: 2 Revelation
<b>Aspects Counted By Type</b>  Barely visible lime colored weave leave the caster's hand and surround the item. Get an accurate count of Aspects. SAVE required. Also get a count of the type of aspects: Informational, Battle Effects, Spell Effects (non-Battle), Intelligence Within, or Diety Touched									
									FOCUS:read 1st aspect COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
LEVEL 4	NAE'EM		STACK 99	COST 4 pts	RANGE PMP	AREA OF EFFECT 1 Nae'Em	ROLL OUT 1 Hour	DURATION Instant	SAVE: No Save
<b>Direction to Ionic Marker</b>  Barely visible lime colored weave surrounds the marker. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW) Must be on the current PMP.									
									FOCUS:reveals plane COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 4			STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 2w x 2d x 1h Sqs	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: SKL: 3 Access found
<b>Find Hidden Accesses</b>  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:Col -1 COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL 4			STACK 99	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Item	ROLL OUT 30 Minutes	DURATION Permanent	SAVE: No Save
<b>Identify Aspects (1/Tier)</b>  Learn magical properties and other information imbedded into an item. Identify one Aspect per tier. One at tier 1, two at tier 2 etc . . . To view more aspect than a spell allows more casters are needed. Does NOT reveal the number of Aspects. Can be used to make a scroll of 'Identify ONE Aspect'									
									CREATE:Scroll Of Identify One Aspe FOCUS:Rollout is 10 Min. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP
LEVEL 5	NAE'EM		STACK 3	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Object	ROLL OUT 1 Day	DURATION Permanent	SAVE: No Save
<b>Create Ionic Marker</b>  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 14 Range At 3 Sqs 8 SP

# ALL

LEVEL	5	NAE'EM		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Create Ionic Marker (Nae'Em)</b>  <p>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.</p>												
<div> <div> <div>CREATE:Ionic Marker</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div> </div> <div>  </div> </div>												
LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
<b>Detect Magic</b>  <p>Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.</p>												
<div> <div> <div>CREATE:Scroll of Detect Magic</div> <div>FOCUS:Save Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> </div> <div>  </div> </div>												
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
<b>Know About You</b>  <p>Spend short amount of time and learn about the subject. Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner...), general heal Learn the following: Locally known name of the person, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner...), general health. Block Scrying counters this.</p>												
<div> <div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 16 Rollout 1 Min 8 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 18 AoE = 2 Targets 10 SP</div> </div> <div>  </div> </div>												
LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
<b>Locate Ionic Marker</b>  <p>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.</p>												
<div> <div> <div>FOCUS:SKL:1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 9 Range +50% 6 SP</div> </div> <div>  </div> </div>												
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
<b>Attention Avoidance</b>  <p>Bubble muffles sound &amp; deters detection. Save to not be observed. Works absolutely best in dim light and lower. Physical bubble that has 1 HP. Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.</p>												
<div> <div> <div>CREATE:Haze Bubble</div> <div>FOCUS:Torchlight inside.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 9 Duration +50% 6 SP</div> </div> <div>  </div> </div>												
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
<b>Wander and Pass Unnoticed</b>  <p>Rogue assumes a common look as they stroll around and attempt to blend. This is used when there is an active search for the Rogue. Disguise, distractions and like skills should enhance the Savings roll. Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Non Rogues attempting this must pass a NON:3 Save</p>												
<div> <div> <div>FOCUS:Col-1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> </div> <div>  </div> </div>												
LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari
<b>Direction To Dokour Target</b>  <p>Find a high alignment Dokour within Range. If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments &gt; 150, Beat Column 2 to find alignments &gt; 125, Beat Column 3 to find alignments &gt; 100, Beat Column 4 to find alignments &gt; 75, Roll &gt;95 to find alignments &gt; 50.</p>												
<div> <div> <div>FOCUS:Target Align -50</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div> </div> <div>  </div> </div>												



ALL

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Sphere Of Privacy						8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		Scry's are noticed	




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 Sqaures  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 10 Rollout Halved 6 SP  
 Lvl 12 Range X2 8 SP  
 Lvl 14 Duration X2 8 SP

LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View Dimension							8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		



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 100 squares in daylight. Only 20 squares in moonlight.  
Caster cannot move the scry point, but can move around to see in other directions.

FOCUS: Light up Dimension 

COUNTER: None

ENHANCEMENTS:

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

LEVEL

8

STACK

99

COST

8 pts

RANGE

Self

AREA OF EFFECT

1x2 Squares

ROLL OUT

10 Minutes

DURATION

2 Hours



SAVE:

No Save



```
create a 1 square wide and 2 square high flat opening.  
Dead End Dimensional Hallway to hide in.  
create a 1 square wide and 2 square high flat opening.  
1d4 magical fire damage to pass through
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FOCUS:Range:Self+1/Tier  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL	8	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Scry on Imp Spv							4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		



- Requires the caster to have created an Imp previously.
- Imp Spy must be on the same PMP.
- Sees through Imp Spy's eyes with normal vision only.
- Does NOT communicate with Imp Spy

FOCUS: Send 1 command.  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 14 Range At 3 Sqs 8 SP  
Lvl 4 Aura Brightens -2 SP

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Detect 'Ems (All Types)						36 pts	4 Squares	1 Square	20 Minutes	Instant		Revealed	



Bright Orange ribbons float to the object/person and fade as they surround them.  
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.



FOCUS: Rollout Halved.  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 14 Save -1 Col 8 SP  
 Lvl 18 Range X4 10 SP  
 Lvl 12 Range X2 8 SP

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9	NAE'EM	1	12 pts	Touch	1 Plant	10 Minutes	2 Hours	No Save



Caster can allow other Sylvan and Hunters to hide with them. (Max of 4 persons)  
Regardless of number of people inside: AC=8 HP=Caster current health.  
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.)

FOCUS: Can hear  
 COUNTER: Same Spell  
 ENHANCEMENTS:  
 Lvl 10 Rollout Halved 6 SP  
 Lvl 9 Range +50% 6 SP  
 Lvl 14 Duration X2 8 SP

LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Arcane Focus Item						12 pts	Self	1 Mark	1 Day	4 Hours			Found



Caster is solely able to detect a focus item within range.  
Caster chooses detection method:

- Vibration: Caster feels a vibration which grows as they near the item.
- Audible: Caster hears a low siren which grows louder as they near the item.
- Visual: Caster sees a glowing dot which grows brighter as they near the item.


COUNTER: None

ENHANCEMENTS:

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

# ALL

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Astral Plane	20 Minutes	4 Hours		



The caster focuses, then creates a glowing astral projection in the astral plane.  
HP = Acumen bonus x2. AC = Acumen bonus x3. Movement = 1/2 Spell Points.  
Disrupt Images spell does a flat 40 HP of damage.  
Interaction with the Astral world is 100% dependant of the caster's Awareness.  
If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.


FOCUS:HP x2

COUNTER: None

ENHANCEMENTS:

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

LEVEL	11	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 See eyes move.
						12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		




Barely visible seafoam colored weave travels from the caster's hand to the statue.  
Used on art/sculptures with eyes.  
Caster to see through the eyes of a statue.  
Does NOT allow the caster to hear or feel by bonding with the statue.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 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		



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

ENHANCEMENTS:

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

LEVEL	16	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						64 pts	1 Square	1 Square	12 Hours	Permanent		




This uses all the clues the caster has gathered attempt to find the True Name.  
Use clues gathered to attempt to find the True Name.  
Caster states aloud all the clues during the rollout.  
Resulting in the direction and distance in marks if the Save is passed.  
The knowledge is NOT announced out loud.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	18			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30 pts	Touch	1 Object	6 Hours	Permanent		




Barely visible spruce colored weave surrounds an item.  
Fully Identify a magical item  
Reveals what every aspect is.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Range At 3 Sqs	8 SP

Fix-Repair												
LEVEL	11	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Alive!
						36 pts	Touch	1 Body	12 Hours	Permanent		



Fire surrounds then converges on the fallen body of a civilized race.  
Restore creature that is dead less than 25 hrs & passes the Save.  
When brought back to life the creature has -4 HP.  
- Passing the Save takes 5 HP from the recipient Max HP, (8 HP with Focus Staff).  
- Passing the Save gives 1 HP to the Casters Max HP.


FOCUS:none

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 1	Fake Effort	-2 SP

Flora-Fauna-Nature												
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 1 hide
						4 pts	Self	Animal	12 Hours	Permanent		



Hunter settles in to clean, trim, skin, and cure an animal hide.  
Pass Save to complete 1 hide in the 12 hours. (1 per day)  
Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying.  
Hunters Tier indicates the size of finished hide regardless of size of creature.  
1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)

CREATE:A Hide from Skinning

FOCUS:2 Hides


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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# ALL

LEVEL <b>2</b>	STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 10 Squares	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
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**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
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LEVEL <b>3</b>	STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Animal	ROLL OUT 20 Minutes	DURATION 2 Hours	SAVE: SKL: 2 Animal is calmed
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**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

## Food-Water

LEVEL <b>1</b>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 2 Skins/Tier	ROLL OUT 5 Minutes	DURATION Permanent	SAVE: No Save
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**Draw Up Ground Water**

Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).


FOCUS:+2 Skins extra

COUNTER: None

ENHANCEMENTS:

Lvl 16	Rollout 1 Min	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AOE X2	6 SP

LEVEL <b>3</b>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 20x20 Squares	ROLL OUT 9 Hours	DURATION Rollout	SAVE: No Save
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**Hunt/Fish/Gather**

Able to hunt, fish, or gather once per day Skill Save:2 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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>4</b>	STACK 99	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 4 Meals	ROLL OUT 10 Minutes	DURATION 1 Hour	SAVE: No Save
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**Improve Food**

The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of 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 12	AOE X2	6 SP

LEVEL <b>4</b>	STACK 3	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1-21 Meals	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
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**Increase Food**

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 QUADRIPL the amount of Cumber meals.


FOCUS:Ensures food is safe

COUNTER: None

ENHANCEMENTS:

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

LEVEL <b>5</b>	STACK 99	COST 8 pts	RANGE Caster	AREA OF EFFECT 1 Square	ROLL OUT 1 Minute	DURATION Permanent	SAVE: No Save
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**Bring Out Rain Water**

Desert and hot environments may limit or inhibit this spell. 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:20lbs/9kg Pressure

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP

# ALL

LEVEL <b>5</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Vary	
<b>Divining Water</b>				8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent		Found water	



Caster uses a divining rod to find water and reveal if it's potable or not.  
 Column depends on region/environ. Auto fail in areas with water/ice everywhere.  
 SKL:1 to find water in a wet region.  
 SKL:4 to find water in a dry region.  
 SKL:>95 to find water in a desert region.

FOCUS:Save Col -1		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 20	AOE X4	20 SP

LEVEL <b>6</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Destroy Harmful Substance</b>				8 pts	6 Squares	1 Square	10 Minutes	Permanent		



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 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL <b>8</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Coastal Net Fishing</b>				8 pts	Self	Ocean	16 Hours	Permanent		



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		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP

LEVEL <b>8</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Imbue an Item with</b>				8 pts	Touch	1 Item	3 Days	5 Years		



Lasts 5 years if within 8 Sqs of caster.

COUNTER: None		
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LEVEL <b>9</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Food Times Three</b>				12 pts	3 Squares	2x2 Squares	1 Day	Permanent		



Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)  
 Increases amount of food by 3. Max of 63 meals affected per spell.  
 Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)

CREATE:Scroll of Yield Improvement		
FOCUS:Tastier		
COUNTER:Same Spell		

LEVEL <b>15</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Create Food For A Family</b>				16 pts	Touch	1 Square	5 Minutes	Permanent		



Barely visible golden sparks surround an area, before food and water appear.  
 2d12+10 meals.  
 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

## Health-Life-Death

LEVEL <b>0.1</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Healing Bolus</b>				30% Max	1 Square	Recipient	Initiative	Permanent		




A rainbow of colors surrounds the person being healed.  
 1d12 HP healing. Does heal 1d12 painlessly.  
 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		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP



# ALL

LEVEL <b>1</b>	STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
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**Basic Healing**

When assisting a Nae'Emed fighter use range of 8 sqs  
 Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.  
 The caster's hands glow and direct the healing to a wound.  
 When assisting a Nae'Emed fighter use range of 8 sqs

CREATE: Draught Of Health

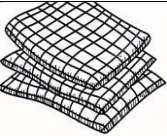
FOCUS: Min Roll 7

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Healing +8	10 SP
Lvl 16	Healing +4	10 SP

LEVEL <b>1</b>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
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**Field Binding**


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

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>1</b>	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
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**Forced Heal 1d6 HP (+more)**

Healing energy drawn from all parts of the body are forced to the wounded area.  
 First roll the dice and calculate full healing with enhancements,  
 Then apply as force damage to the target, if the target is dead next steps fail.  
 Lastly, apply the full healing time two (x2) to the target.  
 This becomes more powerful (and more costly) with the Enhancements.


FOCUS: Fragility Save - 1 Column

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL <b>1</b>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Caster	ROLL OUT 5 Rounds	DURATION 20 Minutes	SAVE: HTH: 2 Damage reduced
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**Reduce Fire Damage**

surround the wound on the caster and stitch the skin together.  
 Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.

CREATE: Burn Reduction


FOCUS: Total of 4 Pts Reduced.

COUNTER: None

ENHANCEMENTS:

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

LEVEL <b>1</b>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
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**Sylvan Forced Healing 1d6 HP**

Spiritlike light brown roots envelope the wound and force the wound to heal.  
 Roll 1d6. Damage x1 then Heal x2  
 (bite sized naan bread)


FOCUS: +1 HP per die

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL <b>2</b>	STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION Instant	SAVE: No Save
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**Heal Sickness**

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 <b>2</b>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION Permanent	SAVE: SKL: 3 Healed self.
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**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

ALL

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Repair Undead/Living Dead						-2 pts	Touch	1 Target	1 Minute	Permanent		
 <p>Encasing the undead/living dead in flames for one full minute.          "Heals" the target for 1d6 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.</p>		<div> <div>FOCUS: no Sick/Disease to caster</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 18 Range X4</div> <div>Lvl 12 Range X2</div> <div>Lvl 14 Range At 3 Sqs</div> <div>10 SP</div> <div>8 SP</div> <div>8 SP</div> </div> </div>										

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Delayed Healing 2d6				4 pts	2 Squares	1 Creature	2 Minutes	4 Hours										
<div>  <p>Barely visible yellow specks float around the person the caster is healing.</p> <p>Delayed Heal - up to 4 hrs (+2d6 HP)</p> <p>Yellow sparks float around the person the caster is healing.</p> <p>1 per creature, but 99 (Stack) can be made.</p> </div>												<div> <p>CREATE: - No creations. Usable only  </p> <p>FOCUS: Duration reset to 1 week. </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 18</td> <td>Healing +8</td> <td>10 SP</td> </tr> <tr> <td>Lvl 16</td> <td>Healing +4</td> <td>10 SP</td> </tr> </table> </div>	Lvl 18	Healing +8	10 SP	Lvl 16	Healing +4	10 SP
Lvl 18	Healing +8	10 SP																
Lvl 16	Healing +4	10 SP																

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
						4 pts	Touch	1 Body	2 Hours	Permanent		
<b>Final Rites</b>		 <p>Yellow flames creep across the body without burning it. Must be dead a month or less.</p> <p>The dead are sent beyond any connection that can be made from the known planes. To finish the spell a dieties name must be spoken aloud.</p>									COUNTER: None  ENHANCEMENTS: Lvl 10 Rollout Halved      6 SP Lvl 14 Range At 3 Sqs      8 SP	

LEVEL

4

STACK

3

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

2 Creatures

ROLL OUT

10 Minutes

DURATION


8 Hours

SAVE:

SKL: 2



Healing continues

Slow Healing








Barely visible yellow specks float around the person the caster is healing.  
 10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.  
 heal a creature of the caster's choosing for 10 HP/hr.  
 Maximum of 4 hours per creature.  
 Save every hour. Failed Save ends spell.

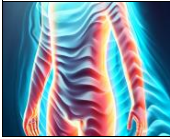





FOCUS: +2 HP / Hr  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 18 Healing +8 10 SP  
 Lvl 16 Healing +4 10 SP  
 Lvl 16 AoE = 2 Ppl 8 SP

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
						8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant											
<h3>Assist Another's Healing</h3> <div>  <p>Barely visible purple coils reach out to join the efforts of the other healing spell.</p> <p>Other caster: Heal x2 then +4</p> <p>Barely visible purple coils reach out to join the efforts of the other healing spell.</p> </div>																					
<div> <div>COUNTER: None</div> <div>           ENHANCEMENTS:           <table> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <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> </div> </div>													Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 12	Rollout Init	12 SP																			
Lvl 10	Rollout Halved	6 SP																			










LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2									
<b>Repair A Dead Body</b>						4 pts	1 Square	1 Target	30 Minutes	Permanent		Repair done									
		<p>The body is wrapped in bright yellow lights for the entire roll out.</p> <p>The body is left as whole as much as possible, based on how much of the body remains.</p> <p>All wounds are cleaned inside and out.</p> <p>All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.</p>																			
		<p>FOCUS: Range = 8 Sqs </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tbody> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 18</td> <td>AoE = 2 Targets</td> <td>10 SP</td> </tr> </tbody> </table>											Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 18	AoE = 2 Targets	10 SP
Lvl 18	Range X4	10 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 18	AoE = 2 Targets	10 SP																			

LEVEL	6	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Animal Healing</b>							-4 pts	4 Sqs	1 Animal	1 Minute	Permanent			
					<p>Barely visible brown roots Grow At The Casters Feet Then Fades.</p> <p>Heal 2d8+4 to domestic or wild woodland animals.</p> <p>(treats for the animal to eat)</p> <p>Caster GAINS 4 pts when casting this if the animal is healed.</p> <p>Max benefit gain of 20 SP</p>								<div>CREATE:Animal Healing Nutrients </div> <div>FOCUS:+4 HP </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div>	

# ALL

LEVEL 6			STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 30 Minutes	DURATION 12 Hours	SAVE: HLH: 3 Target cleansed
	<p>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.</p>								<p>FOCUS:Cast to another COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP</p>
LEVEL 6			STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
	<p>Barely visible force grows at casters feet &amp; fades. Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs. Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid)</p>								<p>CREATE:Draught Of Health FOCUS:+1d4 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 18 AoE = 2 Targets 10 SP</p>
LEVEL 7			STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT 2 Hours	DURATION Permanent	SAVE: SKL: 2 No Sickness
	<p>Golden sparks move from the caster to the recipient. Creature cleared of Sickness. but very uncomfortable. Does make the caster immunue to getting any Sickness for the rollout. Creature must pass Save.</p>								<p>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</p>
LEVEL 8			STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
	<p>Yellow sparks float around the person the caster is healing. Heal 3d8 + ACU Bonus Yellow sparks float around the person the caster is healing.</p>								<p>CREATE: - No creations. Usable only as a sp FOCUS:+4 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 16 AoE = 2 Ppl 8 SP</p>
LEVEL 9			STACK 99	COST 12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT 8 Hours	DURATION Permanent	SAVE: SKL: 2 No Disease
	<p>Golden sparks move from the caster to the recipient and hover. Creature cleared of Disease. but very uncomfortable. Does make the caster immunue to getting THIS disease for the rollout. Creature must pass Save. This spell will NOT drop HP enough to kill.</p>								<p>FOCUS:Col -1 COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</p>
LEVEL 10			STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
	<p>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.</p>								<p>FOCUS:d6 healing COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 AoE = 2 Targets 10 SP</p>
LEVEL 11			STACK 99	COST 12 pts	RANGE 2 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
	<p>Yellow sparks float around the person the caster is healing. 4d6+2 healed Yellow sparks float around the person the caster is healing.</p>								<p>FOCUS:+1d4 HP 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</p>

# ALL

LEVEL 11	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
<b>Revive Life With A ZAP!</b>				36 pts	Touch	1 Body	12 Hours	Permanent			Alive!
	Sparks surround then converge on the fallen body. Restore creature that is 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 73 Hrs COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP		
LEVEL 12	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Heal 5d6+6 HP</b>				12 pts	2 Squares	1 Creature	Instant	Permanent			
	Yellow sparks surround the wounded person. Heal 4d6+6 Yellow sparks surround the wounded person.								FOCUS:+1d4 HP COUNTER: None ENHANCEMENTS: Lvl 9 Range at 1 Sq 6 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP		
LEVEL 12	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Ranged Forced Healing 2d8+2 HP</b>				12 pts	6 Squares	1 Target	Initiative	Permanent			
	Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.								COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP		
LEVEL 14	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Consecration of Corpse</b>				16 pts	1 Square	1 Corpse	30 Minutes	Permanent			
	Dull yellow sparks flutter around the corpse. Blocks the dead from becoming animated and removes all Nae'Ems. Cannot not work in environment that is blocked from other planes. Requires a holy symbol from the caster or from the deceased.								CREATE:Consecration Anointment  COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Cast from below level 1/2 Lvl SP Lvl 18 AoE = 2 Targets 10 SP		
LEVEL 14	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Healing Bolt</b>				16 pts	12 Squares	1 Creature	Initiative	Permanent			
	Bright yellow spark towards the target, which surrounds them. Damages the target for 1d2 Lightning damage, then heals 6d6 HP.								FOCUS:+1d4 HP COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP Lvl 18 AoE = 2 Targets 10 SP		
LEVEL 15	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
<b>Held Stasis</b>				16 pts	Touch	1 Target	1 Minute	1 Month (30 days)			
	Burgundy coils wrap around the target & orbit the target until end of duration. Places a non-combatant into a Coma like state.								FOCUS:Duration +6 Months COUNTER:Same Spell ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP		
LEVEL 18	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Group Heal</b>				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. Orange sparks Surround the group.								FOCUS:+50 HP COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP		



# ALL

LEVEL 20 NAE'EM



STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

## Raise The Dead

20 pts

Touch

1 Corpse

8 Hours

Permanent

Alive!



Bright amber sparks Surround the corpse, then heals it.  
Must be dead <20 years. Come back with 5 hp.  
Restore them to 5 HP.  
Works if the person is missing body parts, but the parts will not come back.  
Allows the person to be healed back to full HP with other spells.

FOCUS:Health at 10 HP  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Healing +4 10 SP  
Lvl 18 AoE = 2 Targets 10 SP

## Light-

LEVEL 0.4

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

## TIRO: Aural Spark

10% Max

10 Squares

2x2 Sqs

Initiative

1d20 Minutes



Colorful lights surround an area.  
Non-flammable point of low light. 1 of 5 colors.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL 4

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

## Capture/Release Normal Light

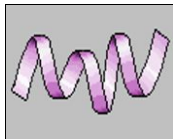
4 pts

Self

12 Sqs Radius

2 Minutes

2 Hours



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a  
1 light source per Tier. Light must be less than bonfire brightness.  
must be able to see the light source or where the light source will be located at.

CREATE:Stone of Capture/Release L  
FOCUS:Item emits a light  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP  
Lvl 12 AoE X2 6 SP

## Locks-

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

AGL: 2

## Deactivate/Activate Mechanical

8 pts

Touch

1 Mechanical

10 Minutes

Until Reset

Locked/Unlocked



For Locks, Traps, and other Mechanical issues.  
Use of a Rogues Kit will alter the Save by 1 column. 3 trys only.  
Simple Issues require SKL:2 Save non-Dmg traps, Padlocks, Skeleton keys.  
Advanced Issues require SKL:3 Save Dmg Traps, Imbedded locks, Slim keys.  
Complex Issues require SKL:4 Save (or more) Hidden or large mechanicals.

FOCUS:Col -1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP

LEVEL 1

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

AGL: 2

## Set Or Open Padlock

4 pts

Touch

Lock

2 Minutes

Until Reset

Locked/Unlocked



Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.  
Inspection first, if issue is found (trap?) points are spent & lock not touched.  
Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.  
Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.  
Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Col -1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 5 Slim Key Locks 4 SP  
Lvl 12 Rollout Init 12 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL 4

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

## Set Or Open Door Lock

4pts

Touch

Lock

6 Minutes

Until Reset

Locked/Unlocked



Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.  
After inspection if an issue is found (trap?) points are spent but lock not touched.  
Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts.  
Slim key door locks enhancement requires 5th level and cost 8 more points.  
Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

FOCUS:Col -1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 5 Slim Key Locks 4 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL 6

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

## Set Or Open Chest Lock

8 pts

Touch

Lock

6 Minutes

Until Reset

Locked/Unlocked




Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.  
After inspection if an issue is found (trap?) points are spent but lock not touched.  
Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks  
enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell  
Interference' OR 'Pause Magical Lock'.

COUNTER: None  
ENHANCEMENTS:  
Lvl 5 Slim Key Locks 4 SP  
Lvl 10 Rollout Halved 6 SP

# ALL

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9	99	12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset	No Save



**Set Or Open Wall Lock / Mechanism**

Inspects a lock during rollout then can open it (or re-lock it). 3 tries only.  
 After inspection, if an issue is found (trap?) points are spent but lock not touched.  
 Skeleton Key Wall lock will cost no extra points to attempt. Create Lock X3 pts.  
 Slim key door locks enhancement requires 5th level and cost 8 more points.  
 Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.


FOCUS:Required

COUNTER: None

ENHANCEMENTS:

Lvl 5	Slim Key Locks	4 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	99	4 pts	Self	Self	Initiative	20 Minutes	SKL: VAR No sound made



**Walk Quietly**


Rogue attempts to not be noticed while walking quietly.  
 No load (including packs & sacks) or heavy armor then no Save is required.  
 Carrying standard packs & Sacks requires a standard Save.  
 Non-Rogue armor raises the Save column by 2.  
 Rogue can reduce the Save column by 1 by moving at 1/2 speed.

COUNTER: None

ENHANCEMENTS:

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Self	6 Squares	1 Minute	Up To 1 Day	SNS: 2 No Surprise



**Take Point**


Point person initailly surveys the area, then continues to scout a head of the party.  
 Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.  
 Point person acts as a scout watching for potentail issues.  
 Point person is not able use any skills or efforts that require a maintained concentration.

COUNTER: None

ENHANCEMENTS:

Lvl 20	AOE X4	20 SP
Lvl 12	AOE X2	6 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	Pet / Ti	4 pts	Self	2 Marks	1 Hour	1 Week / Tier	SKL: 2 Pet Responds



**Invoke Pet**

Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog)  
 Timid creature bonds with the caster. Shies from aggression and battle.  
 Makes noises & must rest as normal for its kind. Can touch/move items.  
 After 1 day pet learns the casters ways enough to attempt rough communication.  
 Visible. AC:12/12. Attk 1x1. Init:+6 HIT:-4 Dmg:1d3. HP:6. Death @ 0 HP.


FOCUS:See/Hear as pet.

COUNTER: None

ENHANCEMENTS:

Lvl 14	Stacking +1	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	7	4 pts	Touch	1 Animal	5 Minutes	4 Hours	No Save



**Speak to Domesticated Animals**

Spell starts after the rollout & continues as the casters remains in touch.  
 Speak and understand domesticated animals, large and small.  
 Does not affect non-domesticated animals or monsters.  
 Animal will respond within the limits of their intellect.


FOCUS:Recipient

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	AOE = 2 Targets	10 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6	99	8 pts	10 Squares	1 Animal	1 Minute	8 Hours	SKL: 2 Animal is calmed



**Befriend An Animal**

Assists with other animal spells which utilize a connection of trust.  
 Calms wild woodland and domestic animals. Sets any required Saves to >05.  
 Does NOT work with monsters or civilized creatures.  
 Does NOT affect animals currently enraged, frenzied, or conditioned to attack.  
 Wait and assist the animal to calm then use this spell.

CREATE:Animal Nuggets


FOCUS:Enraged/Frenzed okay.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 9	Range +50%	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:
7	2	8 pts	12 Squares	1 Animal / Tier	1 Minute	1 Hour	SKL: 2



**Speak With A Wild Animal**

Can speak with a non-domesticated animal. 1 per tier.  
 The animals will understand and can respond as their experience/view will allow.  
 If done when there is no aggression or battle the Save may be waived.  
 Caster can respond to others in common speech while using this spell.  
 Can be used to connect with an animal and later 'View an An Animal' (Scry).



FOCUS:Rollout = Initiative

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

ALL




LEVEL	7	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
View An Animal (Ae'Em)							8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour		

[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 no communication through this spell,  
but can be done with other spells.

COUNTER: None			
ENHANCEMENTS:			
Lvl 18	Duration X4	10	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP



LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call A Kindred Spirit Animal							16 pts	1 Square	1 Sq Area	7 Days	Permanent		Animal arrives	

## Call A Kindred Spirit Animal



Timid animal is bound to the caster.  
Any kind of domestic or wild animal that is not known for aggression.  
After Rollout the animal learns enough to attempt rough communication.  
AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8

FOCUS: Hear/See thru animal  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP

LEVEL	NAME	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
8	NAE'EM 	1	8 pts	Self	1/2 Mark / Tier	5 Minutes	Instant		

## Call Hunting Pack



Pack animals are urged to respond to casters call.  
Caster audibly prods a pack for response.  
Casters call is projected throughout Ae. Will be heard as sounds of that pack.  
Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.

FOCUS: +Urgency Save  
COUNTER: None  
ENHANCEMENTS:  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 12 AoE X2 6 SP

LEVEL	8	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Convoke Animal Mount							8 pts	2 Marks	1 Mount	1 Hour	1 Day		Mount arrives	

## Convoke Animal Mount



Barely visible copper colored roots Dissipate Into the Air.  
Call Animal Mount  
Caster choose mount breed and type. (Horses: riding, war, draft)  
Choice of Horse, Pony, Camel, Llama, Zebra.

FOCUS: + Passenger  
COUNTER: None  
ENHANCEMENTS:  
Lvl 9 Range +50% 6 SP  
Lvl 14 Duration X2 8 SP  
Lvl 18 AoE = 2 Targets 10 SP




LEVEL	13	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call Elock of Birds							16 pts	1 Mark	1 School	20 Minutes	2 Hours	Birds respond		

## Call Flock of Birds



Calls a flock of birds within range.  
 Caster must be outside in the flocks normal environment.  
 Passing the Save draws a flock.  
 Save column can be reduced if the flock is close.  
 Preditory birds will raise the column.

FOCUS:COL-1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 14 Duration X2 8 SP



LEVEL	13	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Call School of Fish							16 pts	1 Mark	1 School	20 Minutes	2 Hours		Fish respond	

## Call School of Fish



Calls a school of fish that is within range.  
Caster must be in or near water.  
Passing the Save draws a school of fish.  
Save column can be reduced if a school is near.  
Preditory or aggressive fish are will raise the column.

FOCUS:COL-1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP

LEVEL	14	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Call Woodland Animal							16 pts	Self	1 Mark	5 Minutes	4 Hours		Animal responds	

**Call Woodland Animal**








A passed Save indicates a woodland animal is within range and is responding. Call a Deer, Wolf, Fox, Cougar, or Hawk. Other regions may have other animals. Most animals will be likely to run away if obvious magic is cast, fighting, or indications of danger is in view.




FOCUS: Col -1  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP


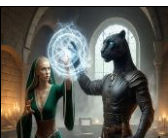
## ALL



## N Nae'Em-People




LEVEL	1	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Create a Temporary Nae'Em													
 Short term bonding with a willing civilized creature. Short term bonding with a willing civilized creature.													
COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP													



LEVEL	2	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Rogue's Right Place, Right Time													
 Barely visible spruce colored weave shines around the rogue, then dissipates. Assists the Rogue to be unnoticed. Barely visible spruce colored weave shines around the rogue, then dissipates.													
FOCUS:COL+1 COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Ppl 8 SP													

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Eavesdrop on Nae'Em Convo (Eolas)													
 Listen in on a private conversation. But do NOT 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.													
COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP													

LEVEL	8	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Create Bond With Rogue													
 Barely visible jade colored weave surrounds the caster and the Rogue. Quickly create a Nae'Em with a rogue This quick spell can be used to connect with rogues since the rogues are a partner class to Eolas casters.													
COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 4 Aura Brightens -2 SP													

LEVEL	8	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Protect Nae'Em Hunter vs Missiles													
 Rust colored roots drift to surround the partner just before fading away. The recipient Hunter must be Nae-Em bonded to the caster. Hunter gains +2 to AC vs Missiles and Thrown attacks.													
FOCUS:Agility Saves +20 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP													




LEVEL	12	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Eavesdrop on Nae'Em Convo													
 Listen in on a private 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 Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP													




LEVEL	12	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Portal To Nae'Em													
 portal can't be opened/created unless Nae'Em agrees to the portal. 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.													
COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP													









# ALL




## N Tae'Em-Thing




LEVEL <b>2</b>	 	STACK Per Tie	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Ribbon Horse	ROLL OUT 4 Minutes	DURATION 8 Hours	SAVE: No Save
<b>Ribbon Horse</b>  Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Can carry 1 large person, 2 medium sized, or 3 small. Has 20 lines for inventory... separate from ability to carry people.								
FOCUS: Looks almost Real-ish. COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Duration X2 8 SP Lvl 18 AoE = 2 Targets 10 SP								




LEVEL <b>4</b>	NAE'EM  	STACK 1	COST 4 pts	RANGE PMP	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
<b>Call/Return Nae'Em Item</b>  Lime colored weave spins around the caster's hand until the item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Lime colored weave spins around the caster's hand until the item appears.								
FOCUS: 30 lbs / 13.6 Kg COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP								

LEVEL <b>5</b>	NAE'EM  	STACK 1	COST 8 pts	RANGE PMP	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
 Purple coils spin around the casters hand until an item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Purple coils spin around the casters hand until an item appears.								
FOCUS: 30 lbs / 13.6 Kg COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP								


LEVEL <b>5</b>	NAE'EM  	STACK 1	COST 8 pts	RANGE 3 Marks	AREA OF EFFECT 1 Dolphin	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: No Save
<b>Seaweed Dolphin</b>  Dolphin - Stats: HP:10 AC:15/10 Move:12 Sqs swim 25 sqs race Caster creates the image of a Dolphin out of any Seaweed like materials. Ribbons create a dolphin which act mostly like normal dolphins. Ribbons dolphins are not as good as real dolphins. Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race								
FOCUS: Range: 6 Marks COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP								


LEVEL <b>6</b>	NAE'EM  	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: No Save
<b>Ribbon Bat</b>  Ribbons create a bat which act mostly like normal bats. Bat - HP:2 AC:18/12 Move: 15 Sqs flight Ribbons create a bat which act mostly like normal bats. Ribbons bats are not as good as real bats. Stats: HP:2 AC:18/12 Move:15 Sqs Flight								
FOCUS: Low Light Vision COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP								

LEVEL <b>7</b>	NAE'EM  	STACK	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT 1 Minute	DURATION Permanent	SAVE: :
<b>Call/Send From Home Library</b>  Green weave surrounds the caster's hand and a book appears. Summons books the caster has read.								
FOCUS: Reading light COUNTER: Same Spell ENHANCEMENTS: Lvl 20 AOE X4 20 SP Lvl 12 AoE X2 6 SP								

LEVEL <b>7</b>	NAE'EM  	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: No Save
<b>Vine Wolf</b>  Ribbons create a wolf which act mostly like normal wolf. Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run Ribbons create a wolf which act mostly like a normal wolf. Ribbons wolves are not as good as real wolves. Stats: HP:12 AC:16/12 Move:12 Sqs walk 20 sqs run								
FOCUS: Attkc: 1x1 1d6 Dmg COUNTER: Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP								

# ALL

LEVEL <b>14</b>	NAE'EM 	STACK 99	COST 16 pts	RANGE PMP	AREA OF EFFECT PMP	ROLL OUT 10 Minutes	DURATION 1 Month	SAVE: No Save
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Barely visible green weave surrounds the marker.  
Only works when another casters marker is found.


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 <b>3</b>	NAE'EM 	STACK 99	COST 4 pts	RANGE PMP	AREA OF EFFECT Caster	ROLL OUT 2 Hours	DURATION 2 Minutes	SAVE: No Save
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Solid mint colored weave create a portal.  
Returns to Home Pad. Default = casters school pad.


FOCUS:Extra item

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL <b>5</b>	NAE'EM 	STACK 1	COST 8 pts	RANGE 5 Marks	AREA OF EFFECT 15x15 Squares	ROLL OUT 6 Minutes	DURATION 30 Min / Tier	SAVE: No Save
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Able to view an area's that have smaller or no populations. (villages, open land, open sea)  
View is from a maximum of 5 squares above.  
View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.  
Can hear Nae'Em from above IF using the Focus Item.


FOCUS:Includes Audio.

COUNTER: None

ENHANCEMENTS:

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

LEVEL <b>5</b>	NAE'EM 	STACK 3	COST 8 pts	RANGE 8 Marks	AREA OF EFFECT 1 Nae'Em	ROLL OUT 2 Minutes	DURATION 1 Hour	SAVE: SKL: 2 
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



Caster is able to view one of their Nae'Em's from above.  
View from 4 squares above, but will lower the view if needed.

COUNTER: None

ENHANCEMENTS:

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

LEVEL <b>6</b>	NAE'EM 	STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1x1 Square	ROLL OUT 1 Hour	DURATION 1 Hour	SAVE: No Save
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Barely visible green weave surrounds a 1x1 square area and forms the pad.  
A return spot for Ethereal Portals.  
ROLLOUT AND DURATION AT SAME TIME.  
Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.


FOCUS:change location

COUNTER: None

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE X2	6 SP

LEVEL <b>8</b>	NAE'EM 	STACK 1	COST 8 pts	RANGE Community	AREA OF EFFECT 4x4 Squares	ROLL OUT 5 Minutes	DURATION 10 Min / Tier	SAVE: No Save
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
Able to view an area's that have larger populations. (Towns and Cities).  
View is from a maximum of 5 squares above.  
View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.  
Can hear Nae'Em from above IF using the Focus Item.


FOCUS:Includes Audio.

COUNTER:Same Spell 

ENHANCEMENTS:

Lvl 16	Rollout 1 Min	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL <b>9</b>	NAE'EM 	STACK 1	COST 12 pts	RANGE Current Plane	AREA OF EFFECT Nae'Em 4x4 Sqs	ROLL OUT 5 Minutes	DURATION 1 Hour / Tier	SAVE: No Save
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With Save able to view a Nae'Em.  
View is from a maximum of 5 squares above.  
View is always from above.  
Can hear Nae'Em from above IF using the Focus Item.  
Does NOT require acceptance from, or notice to, the Tae'Em, since it is a place.


FOCUS:Includes Audio.


COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 4	Aura Brightens	-2 SP

# ALL

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		



Barely visible seafoam colored weave envelopes the landmark


Permanent Portal


FOCUS: Closer

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 4	Cast from below level 6/Lvl	SP

LEVEL	20	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	4 Square	1 Landmark	2 Hours	Permanent		



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: Close to Landmark

COUNTER: None

ENHANCEMENTS:

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

Other-Counter												
LEVEL	0			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts	0	0	0	0		



Missing from compact report


COUNTER ACTION: Person is unable to continue


XX

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Other-Enhancement												
LEVEL	18	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Magic is gone.
						60 pts	Touch	1 Target	6 Hours	Permanent		



Brilliant rust colored flames flow over the body of the Target.

Step 2 of process to permanently remove SP.

1st the ORIX, 2nd the DOKOUR, then the STRUMOS last.

Nae'Em is created with other casters and the target.

After the spell is done (failed or not) the Nae'Em is over.


FOCUS: Required.

COUNTER: None

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

Personal-Connections												
LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Friends!
						40% Max	10 Squares	1 Target	Initiative	Special		



Colorful heart-shaped sparkles around casters hands.

Potentially makes someone more tolerant of the caster.


Does last only 10 minutes (outside of battle) or one round (in battle).


Does allow the Target to make a Save.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	2	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Recipient	2 Days	Permanent		



Caster surrounds a Fighter with a bright yellow glow.

Permanent mental bond allows either party to initiate and/or accept.

Each person must be within the same PMP to communicate.

Arcane (Ancient Magic) will erase the bonding.


This spell will only support 2 (See Stack) connections to Fighters.


FOCUS: Healing through Nae'Em

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 1	Fake Effort	-2 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL	2	NAE'EM		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Recipient	2 Days	Permanent		



Caster creates a green glowing connection to the Hunter.

Permanent mental bond allows either party to initiate and/or accept.

Each person must be within the same PMP to communicate.

Arcane (Ancient Magic) will erase the bonding.

This spell will only support 2 (See Stack) connections to Hunters.

FOCUS: Healing through Nae'Em

COUNTER: None

ENHANCEMENTS:


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

# ALL

LEVEL

3

NAE'EM



STACK

2

COST

4 pts

RANGE

PMP

AREA OF EFFECT

Nae'Em

ROLL OUT


4 Days

DURATION

Permanent

SAVE:

No Save



Caster surrounds a House member with a bright yellow glow.

Permanent mental bond allows either party to initiate and/or accept.

Each person must be within the same PMP to communicate.

Arcane (Ancient Magic) will erase the bonding.

This spell will only support 2 (See Stack) connections to Fighters.

COUNTER: None

ENHANCEMENTS:  
Lvl 6 Subtle Casting 4 SP  
Lvl 1 Fake Effort -2 SP  
Lvl 4 Aura Brightens -2 SP

LEVEL

4

STACK

99

COST

4 pts

RANGE

6 Squares

AREA OF EFFECT

1 Square

ROLL OUT


1 Minute

DURATION

1 Month (30 days)

SAVE:


No Save



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: - No creations. Usable only 


COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 14 Duration X2 8 SP

LEVEL

6

NAE'EM



STACK

7

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Square

ROLL OUT


4 Hours

DURATION

Permanent

SAVE:

No Save



Caster concentrates to create a connection with a one square area.

2 hours to cast, 1 minute open. Caster must enter first.

GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.


COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 10 Rollout Halved 6 SP

LEVEL

7

NAE'EM



STACK

3

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Recipient


ROLL OUT


4 Days

DURATION

Permanent

SAVE:

SKL: 2  
Created 




Bright yellow ribbons encircle the recipient.

Permanent mental bond allows either party to initiate and/or accept.

Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.

This spell will only support 3 (See Stack) connections to another person.

Recipient must Save for connection to work.

FOCUS:SKL:1 

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP

LEVEL

7

STACK

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT


1 Round

DURATION

5 Rounds

SAVE:


:




Barely visible burgundy coils streak out from the casters pointed finger and winds around the

Must be in sight. Target unable to cast, fight, or talk.

Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.

FOCUS:target can talk. 


COUNTER:Same Spell 

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

LEVEL

9

NAE'EM



STACK

99

COST

24 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item


ROLL OUT


2 Hours

DURATION

Permanent


SAVE:

RM: 2  
success 



Bright Orange ribbons float to the object/person and fade as they surround them.

Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved. 


COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP  
Lvl 9 Range +50% 6 SP

LEVEL

11

NAE'EM



STACK

1

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Item


ROLL OUT


3 Days

DURATION

Permanent

SAVE:

RM: 3  
Connected 




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.



FOCUS:No current Focus Item. 


COUNTER: None


ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range at 1 Sq 6 SP

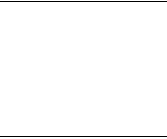



# ALL


LEVEL <b>12</b>	NAE'EM		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Langstrom Servant: Pucoc Gree</b>				12 pts	1 Square	1 Creature	10 Minutes	8 Hours	
 <p>Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high)  Vaguely humanoid gray servant from Langstrom  Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high)</p>				<p>FOCUS:Protect caster  COUNTER: None  ENHANCEMENTS:  Lvl 18 Duration X4 10 SP  Lvl 14 Duration X2 8 SP  Lvl 9 Duration +50% 6 SP</p>					


<b>Shape Change</b>									
LEVEL <b>1</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Small Domestic Pet Form</b>				4 pts	Touch	Self	5 Rounds	4 Hours	
 <p>Caster morphs into the pet slowly over 30 secs  Caster able to take the form of a common domestic pet.  Caster morphs into the pet slowly over 30 secs  Move = 1/2 Move No use of Spells/Skills in this form</p>				<p>FOCUS:+ 8 hours  COUNTER: None  ENHANCEMENTS:  Lvl 12 Rollout Init 12 SP</p>					

LEVEL <b>6</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Medium Sized Dog/Cat</b>				8 pts	Self	Self	1 Round	8 Hours	
 <p>Barely visible green specks envelope caster as they morph into a cat or dog.  Alter Self - Domestic Dog/Cat  Spell casting can be done. But use of the Focus item can't be done.  Not able to talk outside of the animals natural ability.  No extra ability to speak with animals is given.</p>				<p>FOCUS:Move+6  COUNTER:SAME SPELL WILL COUNTER  ENHANCEMENTS:  Lvl 6 Subtle Casting 4 SP  Lvl 12 Rollout Init 12 SP  Lvl 18 Duration X4 10 SP</p>					

LEVEL <b>12</b>			STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
<b>Caster Becomes Ribbon Creature</b>				12 pts					
 <p>Caster Becomes Ribbon Creature</p>				<p>COUNTER: None  ENHANCEMENTS:  Lvl 6 Subtle Casting 4 SP  Lvl 14 Duration X2 8 SP  Lvl 9 Duration +50% 6 SP</p>					


LEVEL <b>14</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Porpoise</b>				16 pts	Self	Self	10 Minutes	3 Hours	
 <p>Barely visible brown roots envelope the caster to become a porpoise.  AC:17 HP:Dbl Move:DblTime Init+12 ToHIT+14 Dmg 2d6+4 x0x1  Barely visible brown roots envelope the caster to become a porpoise.</p>				<p>COUNTER:SAME SPELL WILL COUNTER  ENHANCEMENTS:  Lvl 10 Rollout Halved 6 SP  Lvl 18 Duration X4 10 SP  Lvl 14 Duration X2 8 SP</p>					

LEVEL <b>15</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Hawk</b>				16 pts	Self	Self	10 Minutes	4 Hours	
 <p>Barely visible brown roots envelope the caster to become a hawk.  AC:18 HP:Dbl Move:Dbl Init+8 ToHIT+10 Dmg 2d6+4 x0x1  Barely visible brown roots envelope the caster to become a hawk.</p>				<p>COUNTER:SAME SPELL WILL COUNTER  ENHANCEMENTS:  Lvl 6 Subtle Casting 4 SP  Lvl 10 Rollout Halved 6 SP  Lvl 18 Duration X4 10 SP</p>					

LEVEL <b>15</b>			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Wolf</b>				16 pts	Self	Self	20 Minutes	4 Hours	
 <p>Barely visible brown roots envelope the caster to become a wolf.  AC:17 HP:Dbl Move:DblTime Init+6 ToHIT+10 Dmg 2d6+4 x1x1  Barely visible brown roots envelope the caster to become a wolf. Can speak wolf!  Can cast from this form.</p>				<p>COUNTER:SAME SPELL WILL COUNTER  ENHANCEMENTS:  Lvl 10 Rollout Halved 6 SP  Lvl 18 Duration X4 10 SP  Lvl 14 Duration X2 8 SP</p>					

# ALL

LEVEL <b>17</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Condor</b>		20 pts	Self	Self	5 Minutes	2 Hours	




Shining amber roots Grow To Cover The Caster changing them into a condor.  
 AC:20 HP:Dbl Move=Fly Init:+22 x1x1 ToHit:+12 Dmg:2d8+6  
 Shining amber roots Grow To Cover The Caster changing them into a condor.

COUNTER:SAME SPELL WILL COUNTER.

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

LEVEL <b>18</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Bear</b>		20 pts	Self	Self	5 Minutes	2 Hours	



Shining amber roots Grow To Cover The Caster changing them into a bear.  
 AC:20 HP:Dbl Move:Walkx2 Init:+8 x2x2 ToHit:+22 Dmg:4d8+6  
 Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear.  
 Can cast from this form.


FOCUS:+1d6 Dmg

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 4	Cast from below level 4/Lvl	SP

LEVEL <b>18</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Alter Self - Stingray</b>		20 pts	Self	Self	5 Minutes	2 Hours	



Shining amber roots Grow To Cover The Caster changing them into a Stingray.  
 AC:20 HP:Dbl Move=Swim Init:+8 x1x1 ToHit:+12 Dmg:2d8+6  
 Shining amber roots Grow To Cover The Caster changing them into a Stingray.


COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Duration X4	10 SP

## Shelter-Rest-Protection

LEVEL <b>0.2</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>TIRO: Garish Pup Tent</b>		20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours	




Bright Multi Colored flashes form a broken down colorful tent.  
 Bright multicolored pup tent. 2 participants.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>2</b>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Feather Bed</b>		4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours	



Yellow sparks trace the shape as it creates a rope bed.  
 A feather bed appear.  
 Can fit 2 persons.  
 Does continue even once the caster is out cold, asleep, etc...


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 <b>2</b>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2 Created
<b>Hunters Hut (10 ppl)</b>		4 pts	Touch	2x1 Squares	20 Minutes	8 Hours	



The hunter creates a shelter out of avialable materials  
 Creates temporary shelter for 10 persons.  
 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.

CREATE:


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

LEVEL <b>2</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Perimeter Safety</b>		4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours	



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.

COUNTER: None

ENHANCEMENTS:



Lvl 10	Rollout Halved	6 SP
Lvl 14	Damage X2	12 SP



# ALL

LEVEL <b>2</b>	 	STACK 1	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION 1d6 Hours	SAVE: SNS: 2 Heavy Sleep
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Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.  
Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.  
Save fail means Target falls into a light sleep.  
Save pass means the GM rolls a d6 to see how long the Target remains asleep.  
Once a target is asleep they cannot wake themselves.


FOCUS:Col +1	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 14 Stacking +1	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP

LEVEL <b>3</b>	NAE'EM  	STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: No Save
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Brown roots grab and secure a lean-to to the ground.  
Requires a Nae'Em Hunter's Lean-To, hut, or shelter to be made first.  
Reinforces Hunters creation to be stronger and more water Tight.  
Allows for 2 more people.



FOCUS:COL+1	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Stacking +1	8 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP

LEVEL <b>3</b>	 	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Shelter	ROLL OUT 10 Minutes	DURATION 2 Days	SAVE: No Save
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Quickly built (1 min) & lasts 2 days, unless rough weather.  
Very heavy rains and/or heavy winds will destroy this.  
- Shelter fits up to 3 people.  
- Any rolls to help the sick or diseased gains five (+5).



CREATE:	
COUNTER:None	
ENHANCEMENTS:	
Lvl 0 No Enhancements	0 SP

LEVEL <b>5</b>	 	STACK 99	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 1x2 Squares	ROLL OUT 1 Hour	DURATION 1 Day	SAVE: No Save
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Barely visible tan colored sparks Surround The AOE For The Duration.  
Gives a sick/diseased person a better Save column on Frailty chart.  
No spreading of a contagion is likely when using this.



FOCUS:AOE x2	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save -1 Col	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 12 Range X2	8 SP

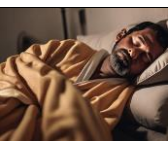
LEVEL <b>7</b>	 	STACK 99	COST 8 pts	RANGE 9 Squares	AREA OF EFFECT 3 Sq Radius	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: No Save
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Caster draws a magical circle in green weave that protects against acid.  
The green weave becomes bubbling acid.  
Those within the circle reduce acid damage by 3 points (min 1).  
Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage.



FOCUS:Acid 1d6 dmg at edge	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

LEVEL <b>7</b>	 	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Ctr/Tier	ROLL OUT 10 Minutes	DURATION 4 Hours	SAVE: SNS: 4 Wakes up
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Magenta flames extend from the Caster's hand to the recipient.  
Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).  
During the 4 hours the recipient is not able to wake.  
After the 4 hours recipient is reinvigorated.  
Does not overcome negative HP or SP.

FOCUS:Dim night light.	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sqs	8 SP
Lvl 4 Aura Brightens	-2 SP




















LEVEL <b>7</b>	 	STACK 3	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 3x3 Sq Area	ROLL OUT 5 Minutes	DURATION 12 Hours	SAVE: No Save
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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.

FOCUS:+ a Wall	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Range X4	10 SP
Lvl 14 Duration X2	8 SP

ALL

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier			
	Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues: <ul style="list-style-type: none"> <li>- High winds will knock this down</li> <li>- smoke from fires may be noticed</li> <li>- Not useable in obvious locations (urban)</li> </ul>												
CREATE:  COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP													
LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours			
	Caster creates a waystation that looks normal in most respects. 3x3 Sqs platform that protects from some weather Has center area for fires and 4 posts supporting a flat roof.												
FOCUS: Canvass walls  COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP													
LEVEL	10			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	12 Squares	See Description	5 Min / Wall	4 Hours			
	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 Spell  ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP													
LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour			
	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 Spell  ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP													
LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours			
	Run-down-looking wooden shed that's actually a 4-bedroom house on the inside. Small outside but 4 bedroom house inside. Small shed outside... 5 rooms inside.												
FOCUS: +1 Bedroom  COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP													
LEVEL	14			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours			
	Barely visible brown roots wind up into the trees branches and create a house. Caster creates planted seedlings that grow vines then into a tree. Does muffle sounds and lights within the closed house.												
CREATE: Pine Seeds of Tree House  FOCUS: Stairs or Ladder.  COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP													
LEVEL	19	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours			
	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 2d8 per round. Magical fire as per the spell. This is functional even in non-temporate environments.												
FOCUS: Adds a roof  COUNTER: Same Spell  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP													




# ALL

## Tracking-

LEVEL <b>0.4</b>	STACK 99	COST 30% Max	RANGE Self	AREA OF EFFECT 1 Trail	ROLL OUT Initiative	DURATION 1 Hour	SAVE: No Save
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**TIRO: Tracking**



Solid Multi Colored flashes to show everyone in sight where path is.  
Find and follow a trail while leaving an obvious trail with signposts.


COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

LEVEL <b>1</b>	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Hour	SAVE: No Save
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**Find North**



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


COUNTER: None

ENHANCEMENTS:

Lvl 20 Rollout Instant 16 SP

LEVEL <b>9</b>	STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 Mark Trail	ROLL OUT 20 Minutes	DURATION 12 Hours	SAVE: No Save
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**Cover Trail**



Hunter slows down to ensure no trail is left behind.  
Hunters 'might' uncover trail. Max:1 mark covered.  
Hunter slows down to ensure no trail is left behind.  
Attempts to cover trail at full speed require GM to roll characters SKL:3 .


COUNTER:Find/Follow Trail- HNT Lvl:12

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

LEVEL <b>9</b>	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Urban or Subtrrn	ROLL OUT 3d8 Minutes	DURATION 2 Hours	SAVE: SNS: 2 Path found
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**Urban Tracking**



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.  
GM rolls for the Rogues success.


COUNTER:Lose A Tail - ROG Lvl:10

ENHANCEMENTS:

Lvl 14 Duration X2 8 SP

LEVEL <b>10</b>	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Urban	ROLL OUT 3d8 Minutes	DURATION Permanent	SAVE: SKL: 2 No one following
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**Lose A Tail**



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:9

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

LEVEL <b>12</b>	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Mark	ROLL OUT 20 Minutes	DURATION 24 Hours	SAVE: No Save
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**Find/Follow Trail**



Hunter becomes the tracker.  
Succeed=GM rolls characters SKL:2. Move x 1/2.  
Movement is reduced in half.  
To move full speed and attempt tracking GM uses SKL:3 Save.

COUNTER:Cover Trail - HNT Lvl:9


ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

## Traps-

LEVEL <b>1</b>	STACK 7	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Square	ROLL OUT 20 Minutes	DURATION Until Triggered	SAVE: AGL: 3 Success
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**Message -Create/Find/Remove**



Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts)  
Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total)  
Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)  
Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)  
Type: Pop out/up (+0 pts), Drop down (+4 pts)

FOCUS:Required

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save +1 Col 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

# ALL

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success	

## Impedance Trap-Create/Find/Remove



Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total).  
Un-enhanced traps are only blended, but can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)  
Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)  
Type: Pop out/up (+0 pts), Drop down (+4 pts), Shoot out (+8 pts)

FOCUS:Required	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14	Save +1 Col 8 SP
Lvl 18	Duration X4 10 SP
Lvl 9	Duration +50% 6 SP

LEVEL	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	

## Damage Trap -Create/Find/Remove



Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts.  
Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)  
Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)  
Drop down (+4 pts), Shoot out (+8 pts)

FOCUS:Required	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14	Save +1 Col 8 SP
Lvl 10	Rollout Halved 6 SP
Lvl 17	Damage +8 / die 16 SP

LEVEL	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				8 pts	Touch	Per Spell	20 Minutes	Used / EOY		Success	

## Set Up Eolas Spell Release (Trap)



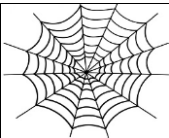
Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.  
Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)  
Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall (+8 pts)  
Type: Pop out/up (+0 pts), Drop down (+4 pts), Shot out (+8 pts)

FOCUS:Required	
COUNTER:None	
ENHANCEMENTS:	
Lvl 1	Visible -2 SP
Lvl 14	Save +1 Col 8 SP
Lvl 10	Rollout Halved 6 SP

LEVEL	13	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:	
				16 pts							

## Magical Trap Assistance



Eolas to cast a mpc trap 'find'. If found it shows how a trained rogue can deactivate it. N  
Create and Disarm Magical Trap

COUNTER:None	
ENHANCEMENTS:	
Lvl 0	No Enhancements 0 SP

## Travel-Mundane

LEVEL	1	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	Self	Traversable Land	10 Minutes	8 Hours			

## No Road Needed



Hunter is able to stay on course when no path or road is available.  
Hunter is able to guide up to 10 people while maintaining the normal road speed.  
Extreme environments require the GM roll a SKL:2 Save to keep the course and speed.  
The Hunter can use this skill while also being the point person.  
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	6	NAE'EM	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Touch	1 Creature	30 Minutes	12 Hours		

## Attach Wings To Animal



Wings sprout out of the creatures back.  
New Stats - Attk:x0x1 Init+6 ToHit+6 Dmg 1d10 AC 22/12 1 Mark/Day  
Creature gets the better of their natural battle stats or the New Stats.

FOCUS:2 Marks/Day	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 14	Range At 3 Sqs 8 SP
Lvl 14	Duration X2 8 SP
Lvl 9	Duration +50% 6 SP

LEVEL	12	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	Self	Self	10 Minutes	4 Hours			

## Personal Wings Of Flying






Brown, White, or Black feathers sprout from shoulders and become bird wings.  
New stats= Attk:x0x1 Init+8 ToHit+8 Dmg:1d12 AC:22/12  
non-battle flight = 2 marks/12 hrs.  
Casting while flying must be done with a Focus Item.




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



# ALL




## Travel-Planes

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
0			4 pts					:
<b>Langstrom Location (Vae'Em)</b>  creates a 'known' location in the Langstrom.								
COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 18 Nae'Em Clues Remove 20 SP								



LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
0.1		99	20% Max	1d6 Squares	Self	Initiative	Instant	No Save
<b>TIRO: Quick Jump</b>  Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.								
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
0.3		99	40% Max	4 Squares	1 Recipient	Initiative	Instant	BRU: 2  Not moved
<b>TIRO: Quick Push!</b>  Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.								
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								








LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	0 pts	Self	Self	Instant	Permanent	No Save
<b>Riding (horses and other)</b>  Using domesticated animals for travel. Able to ride mounts that are equal to a horse. Twice speed of walking. Using domesticated animals for travel.								
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	4 pts	PMP	1 Mid Item	20 Minutes	Instant	No Save
<b>Send Item to A Nae'Em Location</b>  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.								
FOCUS: Add Ionic Marker  COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 1 Cast Without Enough 2 SP Lvl 4 Aura Brightens -2 SP								

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	0 pts	Self	Self	Instant	Permanent	No Save
<b>Swimming - Beginning</b>  Swim in a calm pool, lake, river Beginning swimming in calm water Swim in a calm pool, lake, river								
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	2 Squares	3 Civilized ctrs	30 Minutes	2 Rounds	No Save
<b>Dimension Quick Portal for 3</b>  Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. PMP & Dimension once were the same but have split and advanced on their own. Portal open for caster and 2 others. Portal closes after 3rd person.								
COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								

# ALL

LEVEL 6			STACK 3	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 4x4 squares	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: RM: 2 Move 1 Sq
<b>Decrease Movement</b>		<p>Inhibits movement by 4 squares. (by 5 sqs with Focus)</p> <p>Does make the target's movement 4 less. (by 5 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 6			STACK 1	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1x1 Sq Portal	ROLL OUT 30 Minutes	DURATION 1 Minute	SAVE: No Save
<b>Langstrom Rupture</b>		<p>Barely visible wine colored coils swirl and to become a lime green portal.</p> <p>To random spot in Langstrom. More use = Danger.</p> <p>Barely visible wine colored coils swirl and to become a lime green portal.</p>							<p>FOCUS: Partial gets SKL:1</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 12 Range X2 8 SP</p>
LEVEL 7	NAE'EM		STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 2 Hours	DURATION 1 Minute	SAVE: SKL: 4 Correct location
<b>Astral Portal</b>		<p>Golden sparks creates a portal through the astral plane to a destination.</p> <p>If there is a location Nae'Em (Vae'Em) set no Save is needed.</p> <p>GM Saves for accuracy. Caster must enter/exit first.</p> <p>Failed Save means caster steps thru to a misdirected location.</p> <p>All misdirected locations are safe to enter, but might be fatal to stay in.</p>							<p>FOCUS: Col -1</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>
LEVEL 8			STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 12 Hours	SAVE: SKL: 3 Able to do this.
<b>Hunters Stare (1-4 days)</b>		<p>Hunter zones out as they walk a preset direction</p> <p>Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake</p> <p>Hunter zones out as they walk a preset direction</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Duration X2 8 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: RM: 2 1/2 Damage
<b>PMP To/From Dimension Portal</b>		<p>Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.</p> <p>Flames cause magical fire damage (will not light combustibles) when in circle.</p> <p>PMP and Dimension once were the same but have split and advanced on their own.</p>							<p>FOCUS: +2d6 dmg except self</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save -1 Col 8 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 9 Duration +50% 6 SP</p>
LEVEL 10			STACK 99	COST 12 pts	RANGE 12 Squares	AREA OF EFFECT 1 Square	ROLL OUT 5 Rounds	DURATION 1 Hour	SAVE: No Save
<b>Ladders &amp; Stairs</b>		<p>Can be cast/created in any plane</p> <p>ITEM TO CREATE: Ladders And Ladders Breakable. BUY: 60 GP.</p> <p>- Ladder: 1-12 sqs x 1 sq. Stairs: 6 sqs x 6 sqs.</p> <p>- Obsidian Shard, Stagnant Sea Water, Marigold Wine.</p> <p>- Focus Item. Creation SP: x3 spell cost.</p>							<p>CREATE: Breakable of Ladders or Stairs</p> <p>FOCUS: Hand rails</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Rollout Init 12 SP</p> <p>Lvl 16 Rollout 1 Min 8 SP</p> <p>Lvl 18 Range X4 10 SP</p>
LEVEL 10			STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 20 Minutes	DURATION 4 Hours	SAVE: No Save
<b>Project Astral Image Within PMP</b>		<p>Colored sparks form a profile which becomes the image of the caster.</p> <p>Casters Astral image is able to take a ghostly form and watch living creatures.</p> <p>The caster can only see living sentient creatures, nothing else.</p> <p>Caster will seem ghostly to the local creatures and vice sa versa.</p>							<p>FOCUS: Move=18</p> <p>COUNTER: Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 10 Rollout Halved 6 SP</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Duration X2 8 SP</p>



# ALL

LEVEL 13

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


16 pts

Self

Non-Urban

10 Minutes

1 Day



COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

LEVEL 15

NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

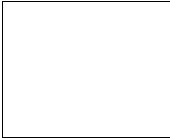
16 pts

10 Squares

2x2 Sq Area

1 Day

Permanent



FOCUS:Casual

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

LEVEL 3

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


4 pts

Self

Caster

5 Minutes

6 Hours



CREATE:Potion Of Speed Boost

FOCUS:Move x2

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 9 Duration +50% 6 SP

Lvl 18 AoE = 2 Targets 10 SP

LEVEL 6

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


8 pts

2 Squares

1 Creatures

Initiative

6 Hours



CREATE:Potion Of Speed Boost

FOCUS:Move+2 Sqs

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

Lvl 14 Duration X2 8 SP

LEVEL 6

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


8 pts

24 Squares

Caster

2 Rounds

20 Minutes



FOCUS:No light when cast

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 12 Range X2 8 SP

Lvl 9 Range +50% 6 SP

LEVEL 4

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: AGL:


4 pts

6 Squares

1 Item

Initiative

Instant



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

LEVEL 4

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 2 Success


4 pts

Self

Arms Length

5 Rounds

Instant



COUNTER: None

ENHANCEMENTS:

Lvl 12 Rollout Init 12 SP

Lvl 10 Rollout Halved 6 SP


Lvl 5 Initiative +4 4 SP

# ALL

## Utility-

LEVEL <b>0.4</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		25% Max	Touch	Varies	1 Minute	1 Hour	

**TIRO: Tasty Gruel**



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


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>1</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	Self	Varies	Initiative	4 Hours	

**Arcane Light with Class Hue**



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: Astral Candle Light Powder

FOCUS: Brighter by Tier


COUNTER: Same Spell

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	Duration - EOY	20 SP

LEVEL <b>1</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		0 pts	5 feet / 1/5 meters	Campfire	2 Hours	10 Minutes	

**Cooking - Basic**



Meal for four people  
Allows a character to cook a simple meal for 4 people.  
Meal for four people


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>1</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		100% Max	Self	Self	Instant	Permanent	

**Graduate Tiro Ritual**



fog envelops character during meditation process.  
2 days of introspection and caster learns school location.  
fog envelops character during meditation process.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>2</b>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	Touch	1 Worn Garment	1 Minute	1 Week	

**Langstrom Cloak Pockets**



Barely visible lavender wisps spiral around the caster.  
Pocket within current cloak/robe  
Barely visible lavender wisps spiral around the caster.

FOCUS: Hides magic


COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

LEVEL <b>2</b>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 1 start fire
		4 pts	Touch	Kindling	10 Minutes	Permanent	

**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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL <b>3</b>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	Self	Caster	1 Minute	2 Hours	

**Animate Cats Eye Marble**



Solid violet coils orbit above the caster's head then fades.  
Caster sees through the marble which can be part of an item.

FOCUS: Multi-Vision

COUNTER: Same Spell

ENHANCEMENTS:

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

# ALL

LEVEL3

STACK9

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Creature

ROLL OUT


5 Minutes

DURATION

1 Day

SAVE:

No Save



The recipient can breath normally while under water.

The recipient must begin submersion within 5 rounds (30 sec) of casting.

Spell ends when recipient breaths air or Duration ends. Soonest.

Recipient is not able to talk while breathing water.

CREATE:Water Breathing Leaf

FOCUS:Duration X3

COUNTER:Same Spell

ENHANCEMENTS:

Lvl18

Duration X4

10 SP

Lvl14

Duration X2

8 SP

Lvl9

Duration +50%

6 SP

LEVEL3

STACK1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


10 Minutes

DURATION

18 Hours

SAVE:

No Save



Able to set a time and wake up at that time.

Fighter reviews the surroundings to understand normal sounds are 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.

COUNTER:None

ENHANCEMENTS:

Lvl10

Rollout Halved

6 SP

Lvl14

Duration X2

8 SP

LEVEL4

STACK1

COST

4 pts

RANGE

Self

AREA OF EFFECT

5 Sq Dia Sphere

ROLL OUT


Initiative

DURATION

1 Hour

SAVE:

No Save



Stays fixed right above the caster.

Darkness to continues for one hour.

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:None

ENHANCEMENTS:

Lvl12

Range X2

8 SP

Lvl9

Range at 1 Sq

6 SP

Lvl12

AoE X2

6 SP

LEVEL4

STACK99

COST

4 pts

RANGE

Self

AREA OF EFFECT

6x6 Squares

ROLL OUT


Initiative

DURATION

20 Minutes

SAVE:

SNS: 2  
Success



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:

Lvl20

Rollout Instant

16 SP

Lvl12

Rollout Init

12 SP

LEVEL4

STACK99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

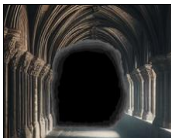
Initiative

DURATION

Conc +4 Rds

SAVE:

No Save



Stays fixed right above the caster.

Darkness to continues for up to 4 rds after the concentration has stopped.

Caster to creates darkness that will stay centered above them.

Keep darkness active by lightly concentrating on the spell,

Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness

FOCUS:Dur=20 Min (No conc)

COUNTER:Same Spell

ENHANCEMENTS:

Lvl20

Rollout Instant

16 SP

Lvl14

Range At 3 Sqs

8 SP


Lvl9

Range at 1 Sq

6 SP

LEVEL5

NAE'EM



STACK1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT


2 Minutes

DURATION

Permanent

SAVE:

No Save



The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca

Open or Close storage. No magic or metal or crystals

The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the

caster sees the items within.

FOCUS:+5 items

COUNTER:None

ENHANCEMENTS:

Lvl12

Rollout Init

12 SP

Lvl10

Rollout Halved

6 SP

Lvl12

AoE X2

6 SP

LEVEL6

STACK3

COST

8 pts

RANGE

16 Squares

AREA OF EFFECT

2x2 Sq Platform

ROLL OUT


2 Minutes

DURATION

10 Minutes

SAVE:

No Save



Shining wine colored coils Outline the platform.

Levitating plaform. HP:60 AC:14 Move:2

Shining wine colored coils Outline the platform.

FOCUS:Half Wall

COUNTER:Same Spell

ENHANCEMENTS:

Lvl18

Duration X4

10 SP

Lvl14

Duration X2

8 SP

Lvl9

Duration +50%

6 SP

ALL

LEVEL6

STACK99

COST8 pts

RANGE2 Squares

AREA OF EFFECTLock

ROLL OUT10 Minutes

DURATIONRollout

SAVE:RM: 3GM  
Lock/Trap paused



Freezes all magic within a specific trap for the duration.  
helps rogue with magical locks  
Must target a specific magical trap.  
Freezes all magic within the trap for the duration with Save passed.  
If duration ends then magic may be enacted.

FOCUS:Range = 12 Squares

COUNTER:None

ENHANCEMENTS:  
Lvl 10Rollout Halved6 SP

LEVEL8NAE'EM

STACK1

COST8 pts

RANGETouch

AREA OF EFFECT1 Rogue

ROLL OUT3 Minutes

DURATION1 Day

SAVE:No Save



Barely visible jade colored weave surrounds the targeted Rogue.  
Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.

CREATE:Scroll of Rogues Grace

FOCUS:12 Sq Range

COUNTER:None

ENHANCEMENTS:  
Lvl 12Rollout Init12 SP  
Lvl 14Duration X28 SP  
Lvl 9Duration +50%6 SP

LEVEL15

STACK

COST16 pts

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:



Surprise required. Lgs wrd+, ToHit+10, Hit=crit+60%, Dmg+50%

COUNTER:None

ENHANCEMENTS:  
Lvl 0No Enhancements0 SP

LEVEL17

STACK

COST20 pts

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:



a

COUNTER:None

ENHANCEMENTS:  
Lvl 0No Enhancements0 SP