

Battle Actions/Prep

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours		
Increase Fighter Movement										



Fighter recipient moves faster (+2 sqs) in normal conditions. Not for caster (Self). Does work for base traveling during battle. Walking, Swimming, Flight. Can be added on top of other multipliers for movement.

CREATE:Potion Of Speed Boost
FOCUS:Move+2 SqS
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Duration X2 8 SP

Battle Defense

LEVEL	3	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr		
Protect Fighter vs Ranged/Thrown											



Recipient Fighter gains +2 to AC vs ranged and thrown attacks. No benefit vs melee. Duration: Lasts to end of battle or 4 hours, whichever is shortest.

FOCUS:Total AC bonus:+4
COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill or non-Skill
				4 pts	8 squares	2x2 Squares	Initiative	1 Round / Tier		Target Sees
Blinding Flashes										



Caster throw bright sparkling lights, attempting to partially blind those in the AoE. Creates enough sparks to interfere with accurate sight, a Save is required, If the target is a Strumos they use the 'Skill' save, others all use 'non-Skill' Save. Failing the Save means the target has a -2 to Init and ToHIT. Party members that are aware of this spell has a +20 to their Save roll

FOCUS:Save Roll +20
COUNTER:None
ENHANCEMENTS:
Lvl 14 Save Roll -20 8 SP
Lvl 9 Range +50% 6 SP
Lvl 9 Duration +50% 6 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	8 Squares	1 Square	Initiative	1 Round		
Electric Zap										



Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT) Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor. Sparks race directly to the target without any arc or lobbing. No ToHit or Save required.

FOCUS:+4 Initiative
COUNTER:None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 12 Range X2 8 SP
Lvl 9 Damage +50% 8 SP

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	15 Squares	Direct Line	Initiative	Instant		
Static Bolt										

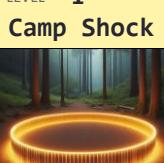


Sparks travel from the caster's hand directly towards the target. (ToHIT Required) Damage of 2d6 + ACU on 3 in row. +1d6 damage if non-Adamantine armor. A single ToHIT roll is required and applies to all targets. Focus: +2/Tier ToHIT. Sparks travel for 15 squares in a direct row. All the targets must be within the Range.

FOCUS:+2/Tier ToHIT
COUNTER:None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 14 Damage X2 12 SP

Fences and Shelters

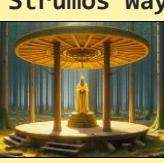
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
				4 pts	Touch	3x3 Squares	2 Minutes	8 Hours		Avoiding the trap
Camp Shock Perimeter										



Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle may delivers 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless wether damage is taken or not.

FOCUS:+3 Damage
COUNTER:Dispel Magic. Lvl:1
ENHANCEMENTS:
Lvl 9 Duration +50% 6 SP
Lvl 14 Damage X2 12 SP
Lvl 12 AOE +50% 12 SP

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		
Strumos Waystation										



Caster creates a waystation that looks normal in most respects. 3x3 SqS platform that protects from normal weather. Has center area for fires and posts supporting a flat roof.

FOCUS:Canvas walls
COUNTER:Same Skill. Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AOE X2 16 SP

-Strumos

LEVEL	8	STACK	1	COST	8 pts	RANGE	6 squares	AREA OF EFFECT	3 Square Radius	ROLL OUT	Initiative	DURATION	5 Rounds	SAVE: Skill Cross Perimeter
Circle of Protection vs Undead														

Undead are not able to cross the perimeter of the circle.
Living Dead can only cross the perimeter if the target passes a Skill Save
Class symbol must be represented in the art of the circle.



Find or Reveal

Food And Drink

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

LEVEL	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Improve Food				4 pts	1 Square	4 Meals	10 Minutes	1 Hour				
	The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (& non-cumber food). Does work on all non-poisoned / non-spoiled food.	FOCUS:Duration = 1 day	COUNTER: None									

Fragility

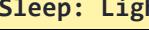
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
Cause Illness				8 pts		4 Squares	1 Square	Initiative	Possibly Days		Illness Increased	

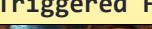
LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Aid Poisons (Fragility)			4 pts	2 Squares	1 Target	1 Minute	Permanent			Sickness 1 better		
 Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale.			CREATE:Cure Sickness Potion COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP									
<ul style="list-style-type: none"> - 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. 												

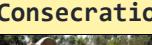
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Healing and Rest

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Healing 1d8+ACU		4 pts	2 or 8 sqs	1 Target	Initiative	Permanent				

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
Sleep: Light Nap				4 pts	4 Squares	1 Target	1 Minute	1d6 Hours	Tired, but aware	
	Push a person to a light sleep. Multiple castings may be needed. Save roll -20 each. Failure means target falls asleep for 1 to 6 Hours. Or if voluntary 6-7 hrs of rest. Success means the target is very tired but awake, Moderately active targets get a bonus of +40 to their Save roll, Very active targets get a bonus of +80 to their Save roll.	FOCUS:Save Roll -20	o							
	COUNTER: None	ENHANCEMENTS:								
	Lvl 6 Subtle Casting	4 SP								
	Lvl 12 Range X2	8 SP								
	Lvl 9 Duration +50%	6 SP								

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8				8 pts	Touch	Recipient	30 Minutes	Damage Taken		
	This is a delayed forced healing, triggered by taking damage, In effect until duration is over or is used. Does NOT allow the choice to not use it. Only 1 triggered health can be in place per person at time. Stacking allows multiple persons to have it simultaneously.								CREATE:Triggered Forced Health Dr	 

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
Consecration: Final Rites				4 pts	Touch	1 Body	30 Min	Permanent		
 <p>Yellow flames creep across the body without burning it. Must be dead a month or less. The dead are sent beyond any connection that can be made from the known planes. To finish the spell a deity's name must be spoken aloud.</p>										COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP

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LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Repair A Dead Body		<input type="checkbox"/>	<input checked="" type="checkbox"/>	2 pts	1 Square	1 Target	30 Minutes	Permanent			Repair done		

Light and Darkness

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi					4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		
	Stays fixed right above the caster. Darkness continues for up to 4 rds after the concentration has stopped. Caster 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=10 rds (No conc) COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 16 AoE X2 16 SP	 

Nae'ems

-Strumos

Partner Cooperations

LEVEL	5	NAE'EM	 	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Skill	
Summon Nisse Spirit						16 pts		Self		1/2 Mark		10 Minutes		Perm			Summoned	

Planar

LEVEL	5	NAE'EM		STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Non (if Mgc item)	
Arlo's Astral Storage		8 pts	Touch	1 Square	2 Minutes	Permanent	Items still there.							

Traveling (PMP)

LEVEL	3	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Summon Astral Beast of Burden				4 pts		30 Squares		1 Creature	20 Minutes	1 Month (30 days)		