

## Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	1 Target	1 Target	5 Rounds	4 Hours		

### Mundane Fire Immunity

 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.  
However, the user of this spell should be aware of the lack of oxygen,  
A protected person could move about for a short bit in such an environment

CREATE:Normal Fire Protection  
FOCUS:Warms those close.  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Rollout Init 12 SP  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP

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

### Magical Fire Protection

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

CREATE:Burn Reduction Breakable  
FOCUS:Forge fire = 1 hp / Rd.  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

## Battle Defense

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
				4 pts	Self	Self	Initiative	4 Rounds	1/2 Dmg	

### Heat Wave Wall

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

FOCUS:No concentration  
COUNTER:Dispel Magic. Lvl:1  
ENHANCEMENTS:  
Lvl 9 Duration +50% 6 SP  
Lvl 14 Damage X2 12 SP  
Lvl 6 AOE = Self +1 6 SP

## Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
				4 pts	12 Squares	1 Target	Initiative	2 Rounds		Creature not affected

### Flash Of Fire!

 Direct attack, no lobbing. No ToHIT.  
Can be directed at a creature to cause 1d6+ACU fire damage.  
Lasts 2 rounds and has a Stack of 99. Can be cast again while a first casting is still in process.

CREATE:Flash Bang!  
FOCUS:Save roll -20  
COUNTER:None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 9 Damage +50% 8 SP

### Flame Bolt

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

CREATE:Flame Bolt Breakable  
FOCUS:Target Save -20  
COUNTER:None  
ENHANCEMENTS:  
Lvl 9 Range +50% 6 SP  
Lvl 14 Damage X2 12 SP  
Lvl 9 Damage +50% 8 SP

### Heat Metal Armor

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

CREATE:Enflame Metal Armor  
FOCUS:AC/Init/ToHIT additional -1  
COUNTER:Same Skill. Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 18 Duration X4 10 SP

### Flame Strike

 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.

FOCUS:hurts fire based.  
COUNTER:None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP  
Lvl 9 Damage +50% 8 SP

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LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Fire Power Attack</b>				18 pts	10 Squares	1 Target	Initiative	1 Round		1/2 Damage
	Sends a fire stream directly to the target. No lobbing. Damage of $6d10 + ACU$ Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Fire) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.	FOCUS:+1d10 Damage COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll -20      8 SP Lvl 9 Range +50%      6 SP Lvl 9 Damage +50%      8 SP								

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Power Attack Duel</b>				2.4 pts	10 Squares	1 Target	Initiative		1 Round		

## Battle Reaction

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Move Shadow to Shadow</b>			8 pts	24 Squares	Recipient		Initiative	Instant			

## Class Specialty

LEVEL	<b>3</b>		STACK	3	COST	4 pts	RANGE	Touch	AREA OF EFFECT	9 Stones	ROLL OUT	2 Minutes	DURATION	12 Hours	SAVE:	No Save
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## Communication

LEVEL	<b>2</b>	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Hot Conversations</b>						4 pts	PMP	2 Fires	2 Rounds	20 Minutes		

## Find or Reveal

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight
<b>Detect Magic</b>										
	Caster attempts to find out if an item/object is magical.									
No Magic: No light means no magic found in/on item. (Best description in FULL report)										
Minor Magic: Dim light (candle) shines if it has lower powered effects.										
Major Magic: Bright light that dazes a character for 1 round if Save failed.										
Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.										
CREATE:Scroll of Detect Magic										
FOCUS:Save Roll +20										
COUNTER:No Counter Available. Lvl:1										
ENHANCEMENTS:										
Lvl 18	Range X4		10 SP							
Lvl 12	Range X2		8 SP							
Lvl 9	Range +50%		6 SP							

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LEVEL	<b>8</b>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Dispel Magic</b>				8 pts	Touch	1 Target	6 Minutes	Permanent			

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

# Fragility

## Healing and Rest

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

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Healing Flames	1d4 HP per Tier		4 pts		Touch	1 Recipient	Initiative	Permanent		
	Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.								CREATE:Fire Balm FOCUS:+1 HP extra COUNTER: None ENHANCEMENTS: Lvl 14 Range At 3 Sqs Lvl 9 Range at 1 Sq Lvl 16 Healing +4	 

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Health
Cleansing Fire				8 pts	Self	Self	2 Hours	Permanent	Target cleansed
	Magenta flames engulf the caster during the RollOut then flames fade away. Removes frailty from the caster.  Each hour (Max 12 hours): 1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.	FOCUS:Cast to another							
		COUNTER:No Counter Available. Lvl:1							
		ENHANCEMENTS:							
	Lvl 10 Rollout Halved	6 SP							
	Lvl 9 Range at 1 Sq	6 SP							
	Lvl 14 Duration X2	8 SP							

# Light and Darkness

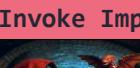
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Red Light of Dokour</b>				4 pts	Self	Varies	Initiative	6 Hours		
	With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power. This spell does stay fixed in relation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

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

Nae'Em's

## Partner Cooperations

LEVEL	4	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save									
<b>Invoke Imp Partner (1 Year)</b>		4 pts	30 Squares	PMP	24 Hours	End of Year																				
 Emerges out of a flame. Looks similar to caster, but miniature and with a tail. <b>MOVE:</b> Run= 3 SqS. Flight= 7 SqS (4 SqS above lava). Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as a small imp (3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.																										
<b>FOCUS:</b> Alter the description <b>COUNTER:</b> No Counter Available. Lvl:1																										
<b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 9 Alter Hair/Whiskers/F 6 SP																										

## Planar

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Dimension Quick Portal for 3</b>				8 pts	2 Squares	1h x 2w Squares	30 Minutes	2 Rounds			
	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. Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.	COUNTER:Same Skill. Lvl:1									

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Dimension Personal Hideaway</b>		6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours				

LEVEL	7	STACK	1	COST	8 pts	RANGE	1 Square	AREA OF EFFECT	2x2 Sq Perimeter	ROLL OUT	4 Minutes	DURATION	6 Hours	SAVE:	No Save
<b>View Dimension</b>															

LEVEL	9	NAE'EM		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: No Save
<b>Dimension Portal</b>						12 pts		Touch		Portal Structure		1 Hour		2 Minutes		

LEVEL	9	STACK	1	COST	12 pts	RANGE	Touch	AREA OF EFFECT	3 Sq Radius	ROLL OUT	10 Minutes	DURATION	4 Hours	SAVE:	Resist (Skill/Non)	
<b>Dimensional Enclosure</b>												Enter or Exit				

## Summon or Send