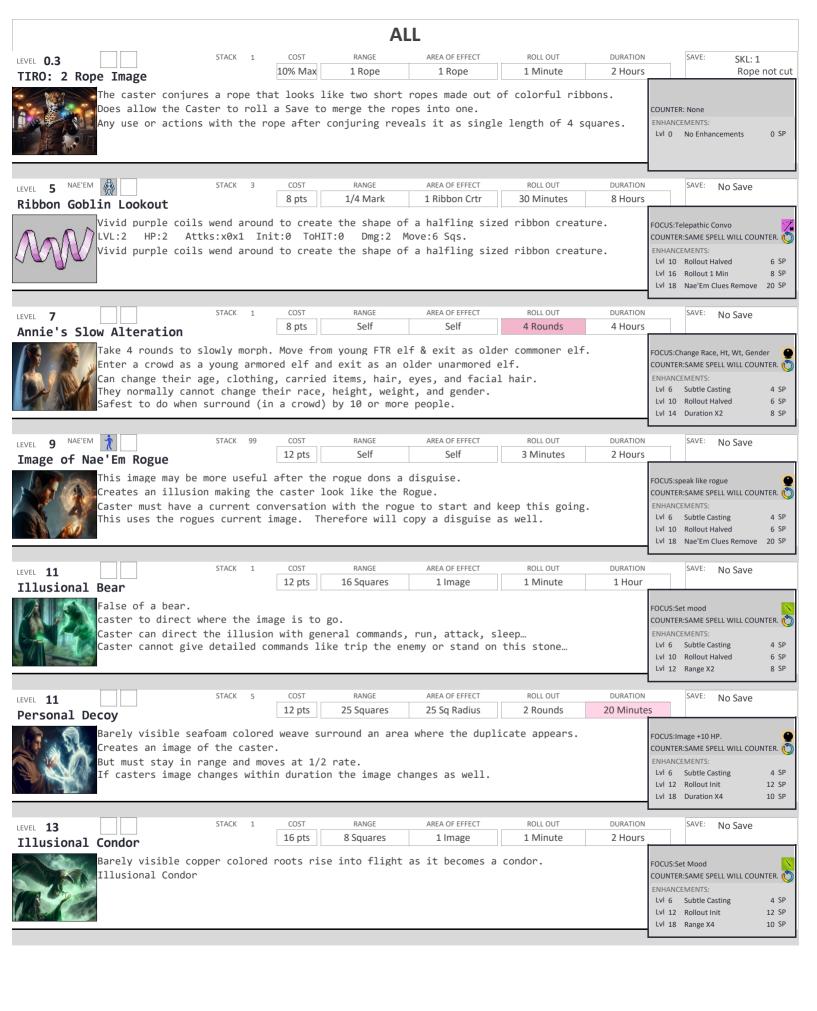
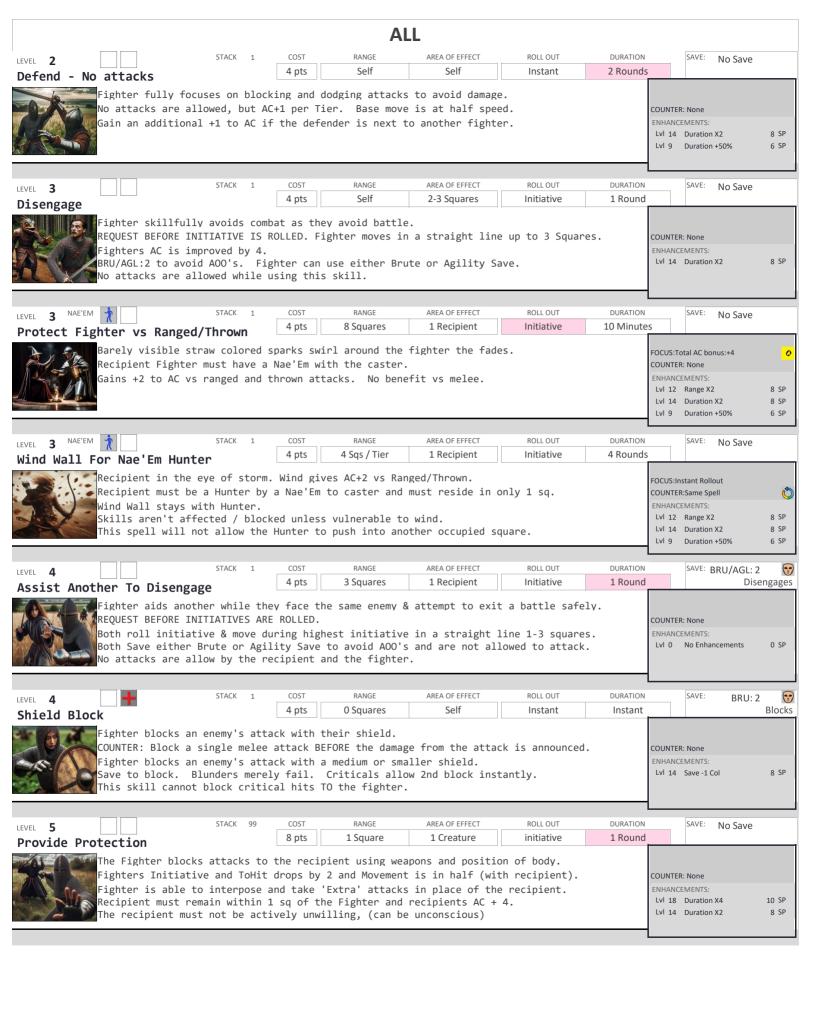
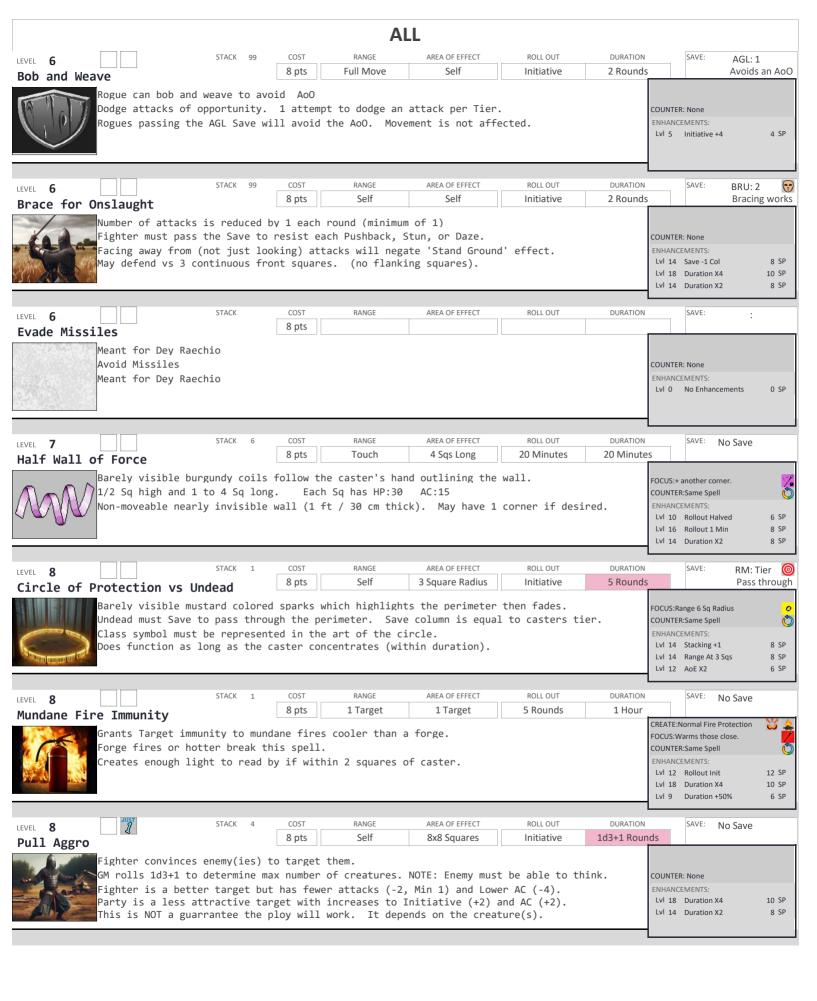
ALL										
AAA-My F		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Within Hearing	ROLL OUT 4 Minutes	DURATION 1 Hour / Tie		^{VE:} No Save	
	Fighter maintains Fighter must maint Battle does not in Fighter's party ga Fighter has penalt	ain concentra terrupt this ins bonuses	ation for th skill. to Initiativ	e duration re (+2) and	will not a surp	orise round.		COUNTER: No ENHANCEME Lvl 18 Dur Lvl 14 Dur Lvl 9 Dur	NTS: ration X4 ration X2	10 SP 8 SP 6 SP
LEVEL 5		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	^{VE:} No Save	
Coordinate	Group Initiative The Fighter coordi Attacks-1. Distri Give up one attack This skill only af This skill can be	nates the probate that the property to use this fects the Figure 1.5.	0 & -2 Initi skill, but ghter's part	ative bonu can still	ses to the group use 'Extra' atta		1 Battle	COUNTER: No ENHANCEME Lvl 0 No		O SP
LEVEL 5		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		VE: SKL: 3	_
Repair Weap	Dons/Armor Using the Fighters Unbroken weapons/a Non-magic items do Repaired items are Repairing Magic it	rmor can be in not need a s	repaired. 1 Save to be f an intact,	item per ixed. yet imperf	Tier within the ect state.		Permanen	FOCUS:Requir COUNTER: NO ENHANCEME LVI 14 Sav LVI 10 ROI	one NTS: re -1 Col	epaired 8 SP 6 SP
LEVEL 6 1000 Yard S	Stare March	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 20 Hours		VE: No Save	
	Character can marc Able to walk 3 tim There is a lower l After using this s	es the normai	l distance f an encounte	or the giver and a hi	en situation in gher likelihood	20 hours. of surprise.		COUNTER: No ENHANCEME Lvl 20 Rol Lvl 10 Rol	NTS: lout Instant	16 SP 6 SP
LEVEL 10		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SA	^{VE:} No Save	
Honing Mele	ce Weapon clean and oil whil Weapon gets +1 Dmg Undamaged weapons A weapon with majo This will only wor	thru next ba are brought l r chips, crad	attle for bl back to it's cks, breaks,	ades, hamm former be or bends	ers, & axes. Enh st condition. is considered 'd	damaged'.	1 Battle	FOCUS:Requir COUNTER: No ENHANCEME LVI 10 Rol LVI 14 Dur LVI 14 Dar	one NTS: lout Halved ration X2	6 SP 8 SP 12 SP
Altered R	eality	VACK 00		DANCE	ADEA OF FEFECT	DOLL OUT	DURATION	CA.	VE.	
TIRO: Beaut	 cy Contestant:2r	stack 99 id Prize	15% Max	Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	12 Hours		VE: No Save	
	Recipient becomes Caster lets colorf which fade after a	ul sparks co	-					COUNTER: No ENHANCEME LVI O No		0 SP
LEVEL 0.1	i abt l	STACK 99	COST 20% Max	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT	DURATION 1 Round	SA	VE: RM: 1 Block	s Vision
TIRO: Pie	ight! Glowing Pie appear The caster makes a flying towards the	s as thrown p	pie to block	vision.			2	COUNTER: No ENHANCEME LVI 0 No	one	0 SP



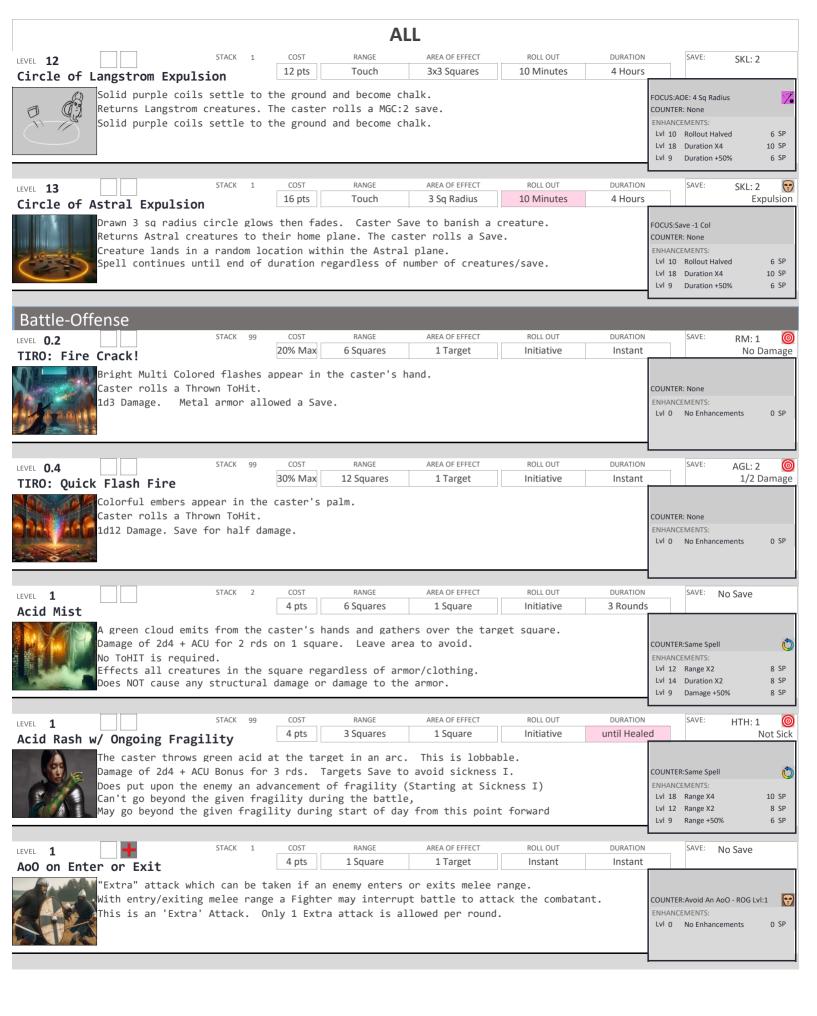
ALL											
LEVEL 13 Illusional	Dolph	in	STACK 1	COST 16 pts	RANGE 8 Squares	AREA OF EFFECT 1 Image	ROLL OUT 1 Minute	DURATION 2 Hours	INO Save		
	Illusi Barely	onal Dolphin	per colored			casters hand and			FOCUS:Set mood COUNTER:SAME SPELL WILL COU ENHANCEMENTS: LvI 6 Subtle Casting LvI 12 Rollout Init LvI 12 Range X2	4 SP 12 SP 8 SP	
LEVEL 20 Mirror A Pe	rson		STACK 1	COST 20 pts 15	RANGE Square Radius	AREA OF EFFECT 1 Person	ROLL OUT 2 Rounds	DURATION 1 Hour	SAVE: No Save		
	Caster The im	ect unless t	k in their he caster o	own voice, m an also use	ove and say those skill	what the caster s/spells and atta Init+2 ToHit+2 Dr	acks.		FOCUS:see and hear COUNTER:SAME SPELL WILL COU ENHANCEMENTS: LVI 6 Subtle Casting LVI 12 Range X2 LVI 18 Duration X4	NTER. (5) 4 SP 8 SP 10 SP	
Battle-Act	ions										
LEVEL 3 Blunder Rer	2011		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 Blunder	ROLL OUT Instant	DURATION Instant	SAVE: No Save		
	Rogue Allows Rogue	desparately Rogue to at disregards t must take th	tempt to mi he first Bl	tigate a Blu under roll a	ınder roll				COUNTER: None ENHANCEMENTS: LvI 0 No Enhancements	O SP	
LEVEL 5			STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT	DURATION Conc + 2 R	INO Save		
Converge Or	Fighte This e Fighte Reduce	er coordinate effort will c er targets a es their numb	ontinue as single enem er of attac	long as the ny with jeers ks by one (M	Fighter con & war crie linimum of 0	effect. centrates and the s to encourage th), ToHIT (-4), and er) and ToHIT (+2	he group to attached $AC \ (-1)$.	k.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP	
LEVEL 5 Fire Starte			STACK 99	COST 8 pts	RANGE 6 Sqaures	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION Instant	SAVE: SKL: 1	. Ignite	
The States	Ember Flamma Object	ble objects s on Targets	take 1d1 da increase S	mage per rou Save column b	nd. Save for	the hand to the or objects on Tainnd the target).			FOCUS:A darkened fire bolt. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	8 SP 6 SP 12 SP	
LEVEL 6 Critical Ro	11 Ad	ditions	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Attack	ROLL OUT Instant	DURATION Instant	SAVE: No Save		
	Fighte Before	ers skill and the critica that there ar 1. Roll a 1	l roll. Ro e 2 ways to 00 on the 1	oll 1d100 +Lv get an exac	l +ToHIT to t 100:	improve critica	l roll.		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP	
LEVEL 7 Blunder Cha	Inge I	In	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Instant	SAVE: No Save		
The state of the s	Rogue Allows The or	uses a diffe Rogue to mi	tigate a Bl rolled mus	under roll b	y choosing assed, but the	o the Blunder. a different colum e Rogue is able result.		columns	COUNTER: None ENHANCEMENTS: LvI 0 No Enhancements	O SP	

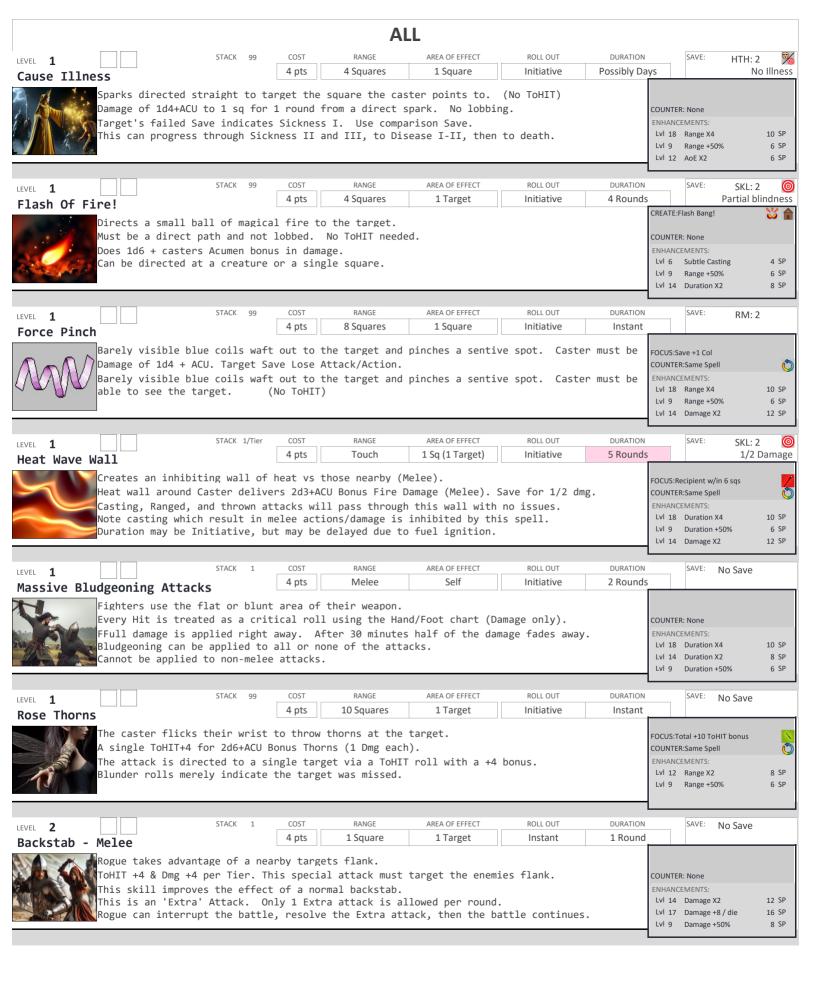
ALL										
LEVEL 9			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Critical H	lit - 2nd	Choice		12 pts	Self	Self	Instant	Instant		
	Fighters	luck impro	ves with mo		when rolling	a critical! or the reroll.			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
LEVEL 10			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Last Ditch	Effort			12 pts	Self	Self	Initiative	1 Battle	140 Save	
	Pure dete Fighter b Fighter m During sk	uffers the ust have 3 ill use: B	ir 'Death Po 0 HP or les inding has	oint' with 3 s to use the	80 points. I e skill. 1/2 Healing	while in negat	y die at -12 it	becomes -4	COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant	16 SP
Battle-De	efense									
LEVEL 1	+		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2	%
Avoid An A	100			4 pts	Self	Movement	Instant	Instant	Avoids a	an AoO
	The numbe This skil	r of AoO's l does NOT	that can be	O	equal to th gues normal	rom others. e Rogues Tier. attacks in the	` ' '		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP
LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Protect vs	Ranged a	and Throw	٧n	4 pts	Self	1 Battle	1 Minute	3 days		
	Dodging (Ranged and	d the caster Thrown attac					COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP
1 never 1	Just		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Set for Ch				4 pts	Self	1 Charge	Instant	Instant	140 Save	
	Fighter t Requires Will doub This is a	a medium s le a shiel n 'Counter	hield or la d AC & give	rger AND a w a bonus+2 t Only 1 Count	weapon the some to the AC. (the aggresser. ize of a longsw Shieldx2)+2. ded per round.	word or larger.		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Shield Dar	cing			4 pts			Initiative			
	Meant for AC+2 and xx		n Small Med	ium, Large s	shields.				COUNTER: None	
LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Wind Wall				4 pts	Self	1 Square	Initiative	4 Rounds		
	A single Tornado s Casting i	square whi tays with s not affe	rlwind prov caster as t cted by the	hey move, bu tornado unl	Ranged/Thr It cannot pu Less the spe	caster. own attacks. sh into occupion ll is vulnerable at Wave Wall.			FOCUS:+2 AC vs Rnged/Thrwn COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50%	8 SP 6 SP

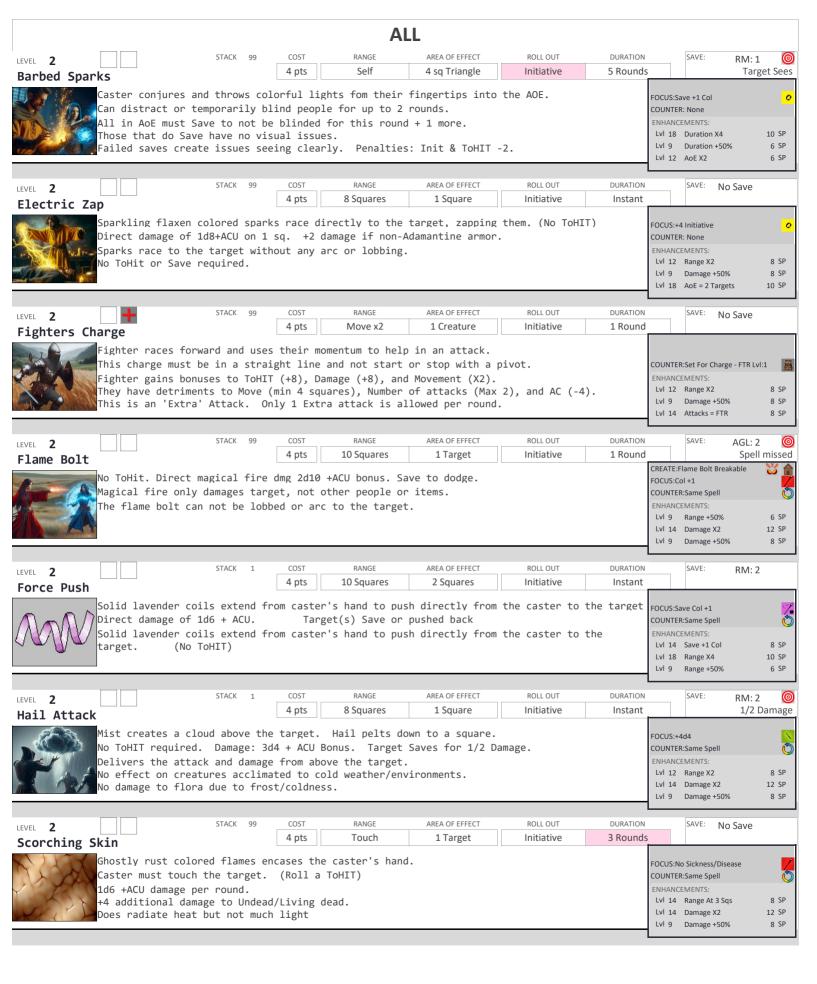


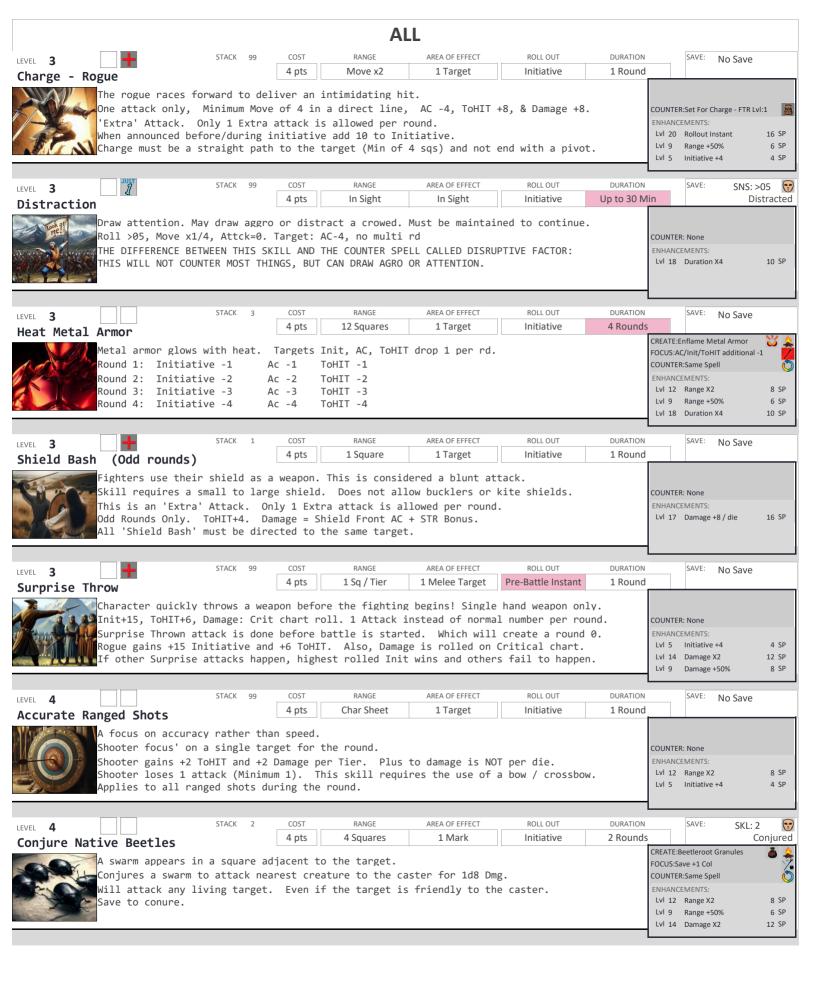


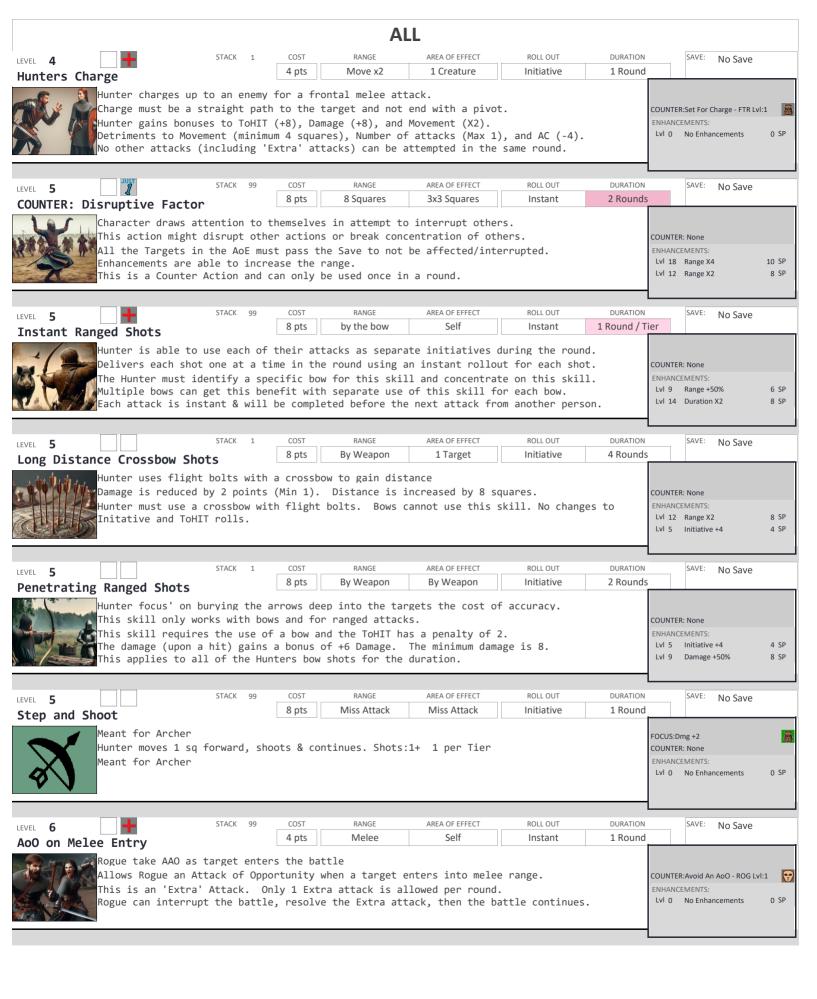
			Α	LL					
LEVEL 10 Shield	STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours		SAVE:	RM: 2 😭 Avoid Attack
Barely visible f	astral influen a mental plane stral attacks.	ce while i	n the Astral		cal.		COUNTER ENHANCE Lvl 18 Lvl 14		10 SP 8 SP
LEVEL 10	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	RM: 3
Two 3 sqs walls	flaxen colored that is 2 sqs nrough. If a p	high block erson make	ing anyone t	2-9 Sqs ded wall around t rying to pass. that does NOT le		2 Hours	COUNTER ENHANCE Lvl 18 Lvl 14	visible Wall t:Same Spell	10 SP 8 SP 6 SP
LEVEL 10	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No	Save
Magical Fire Protection		12 pts	Self	Self	2 Minutes	20 Minute	S		
	or hotter than	a forge w	ill do 1d4 d	amage per round. rotection to offe	er.		COUNTER ENHANCE LvI 10 LvI 14		6 SP 8 SP
Minor Defense Bubble	STACK 2	cost 12 pts	range Touch	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle		SAVE:	RM: 2
Attacks are slow	ved, thus the i	mpact less	ens the dama	chain-linked bubb ge. chain-linked bubb			COUNTER ENHANCE Lvl 14 Lvl 18	ther recipients t:Same Spell EMENTS: Save +1 Col Range X4 Range at 1 Sq	8 SP 10 SP 6 SP
LEVEL 10	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	SKL: 1
AC+4 vs Melee/Ra	anged/Thrown wh ne adjacent squ Debri	ich protectares to the social causes are	ts the caste e casters ta ttackers to	3x3 Squares orth in front of r from attacks. ke 1d4 damage eac take 1d4 damage.		10 Minute	COUNTER ENHANCE LvI 12 LvI 14	t:Same Spell	12 SP 8 SP 6 6 SP
LEVEL 11	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	:
Catch Small Incoming Meant for Dey Ra All attcks conve Meant for Dey Ra	erted. Thrown/M	issile att	acks=Move:1.	AC-4			COUNTER ENHANCE Lvl 0		ents 0 SP
LEVEL 12 Circle of Animal Protect	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 2x2x2 Sq Sphere	ROLL OUT 2 Minutes	DURATION 1 Hour		SAVE:	SKL: 2 (iiii) Can pass thru.
Barely visible s Animals crossing Does NOT allow a	g into or out o	f the circ	le must pass		ve failed.		ENHANCE Lvl 12 Lvl 18	:Same Spell	12 SP 10 SP 6 SP

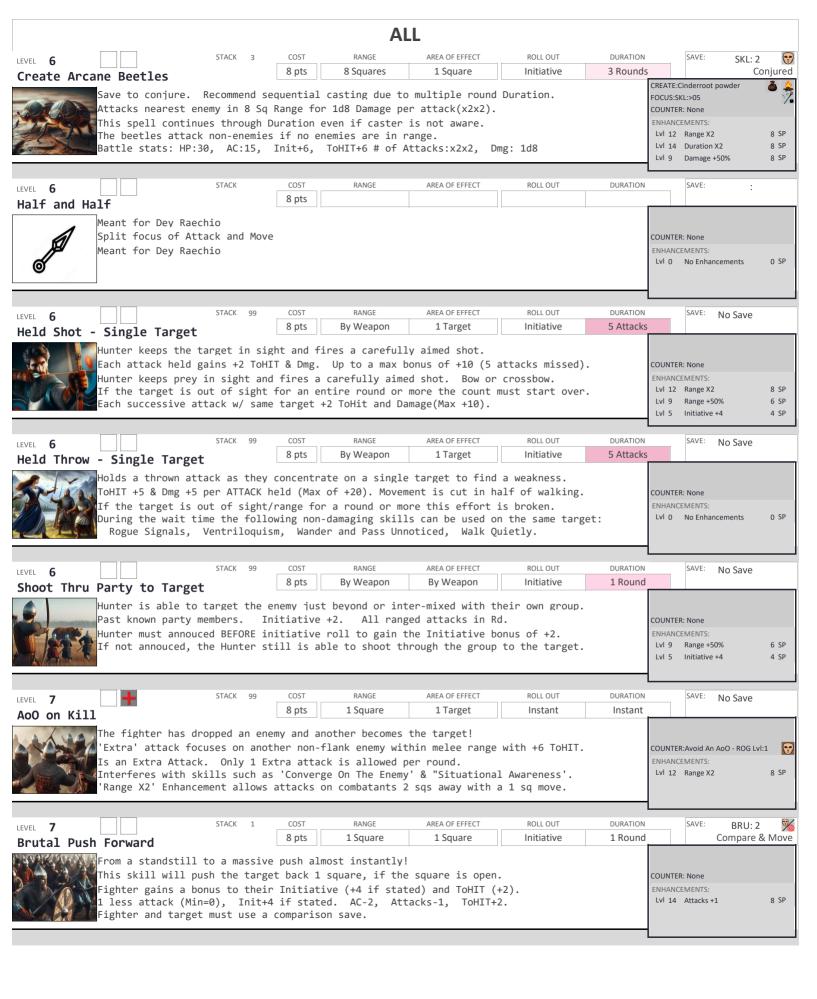




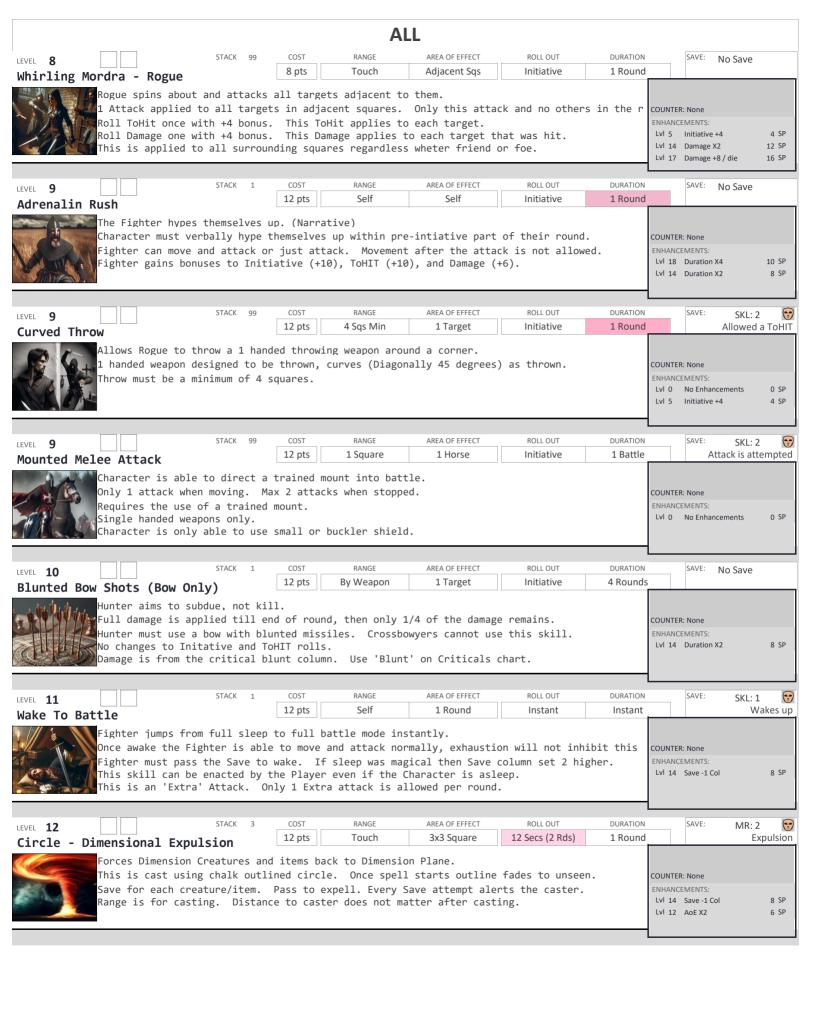


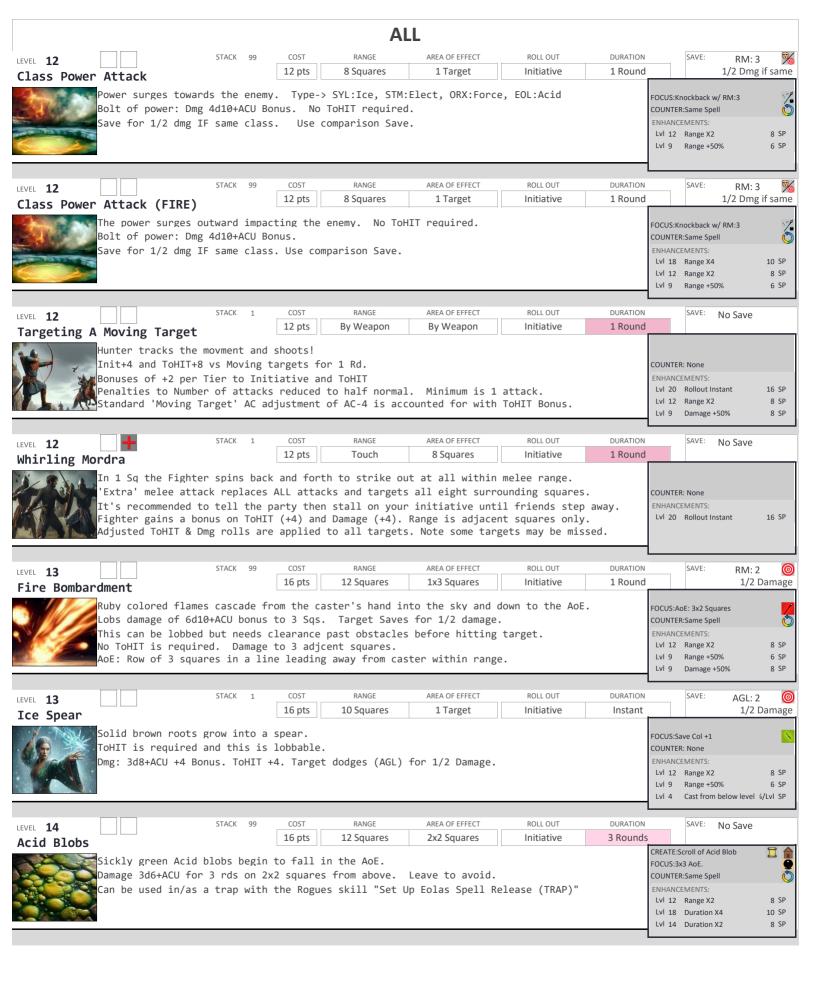


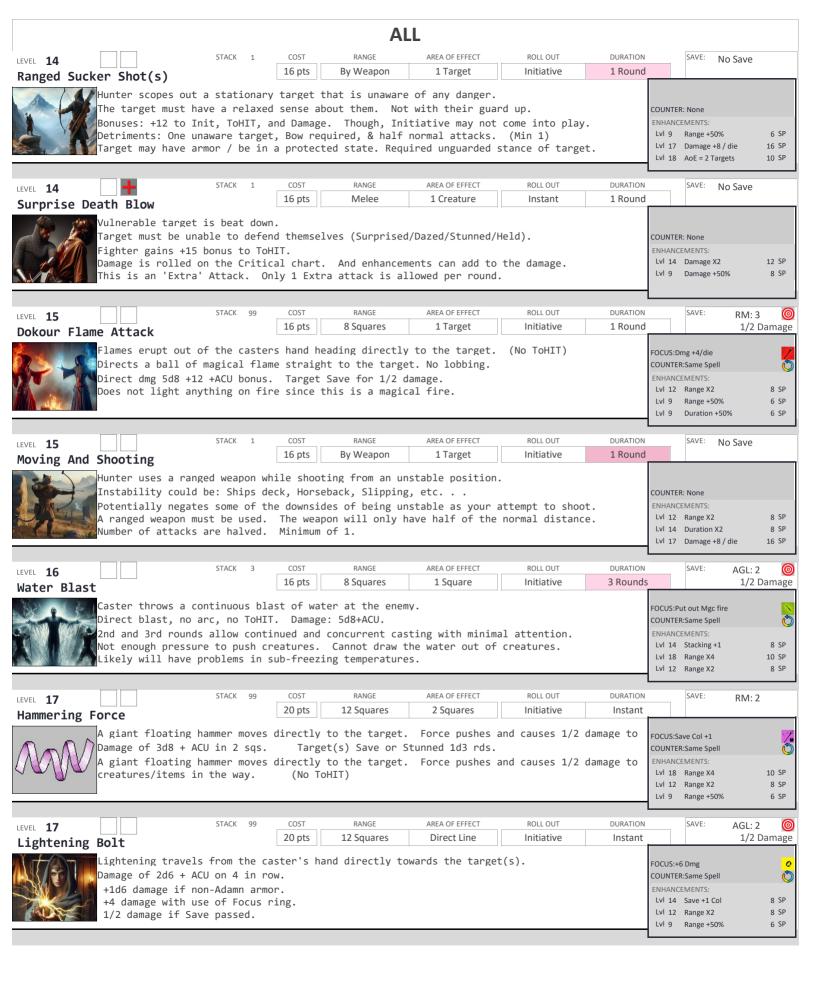


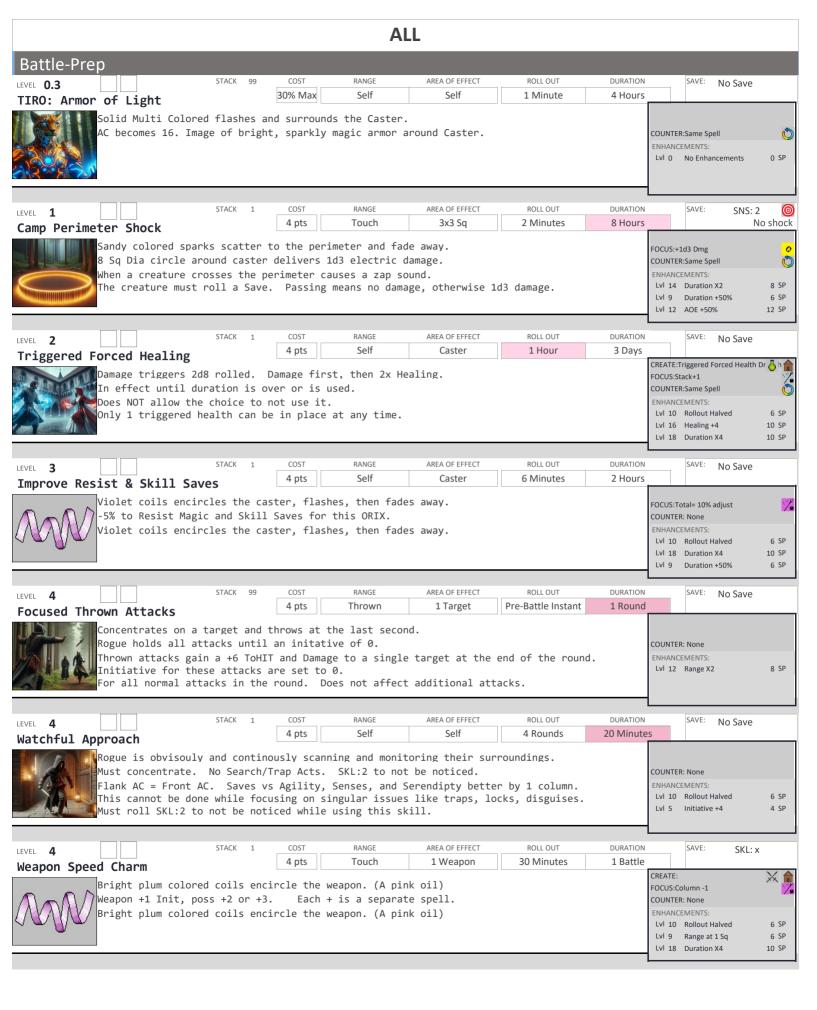


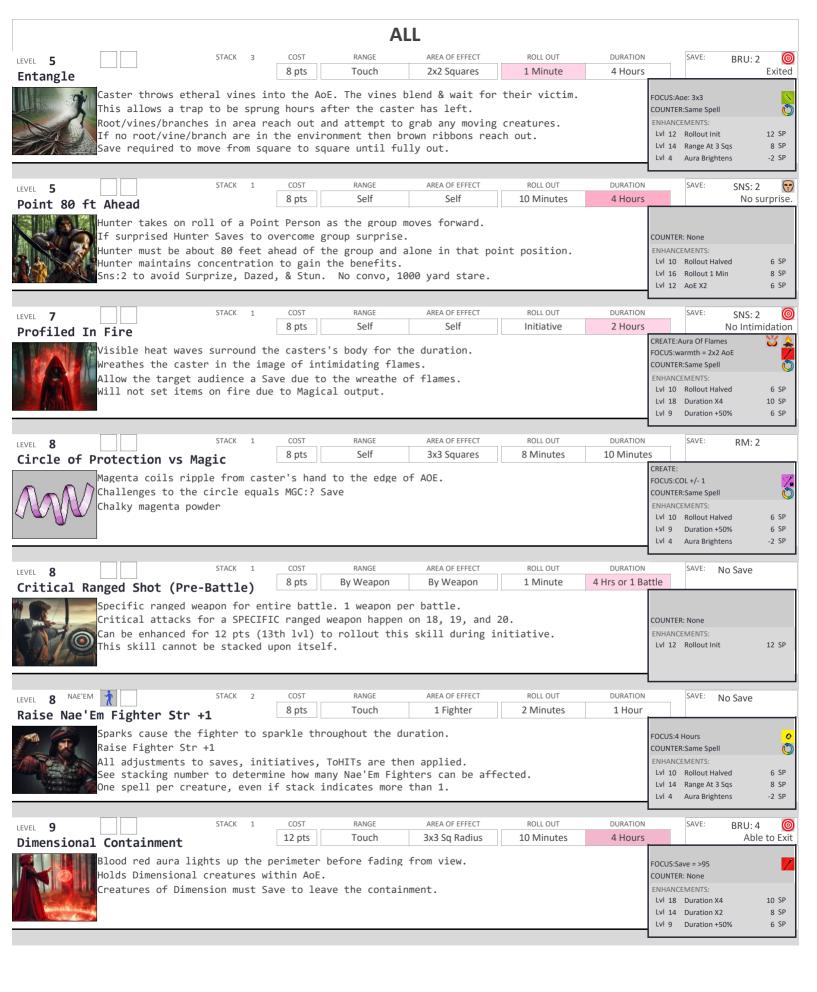
				AL	.L					
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Sav	re
Acid Rain			8 pts	8 Squares	1 Square	Initiative	2 Rounds			
	Caster draws the Damage of 3d6+AC Caster draws the Can be used in/a	U for 2 rds f ir hands dowr	rom above ward whil	the target. L e fluttering th	eave to avoid. eir fingers.	(No ToHIT) delease (TRAP)"		COUNTER: ENHANCE Lvl 12 Lvl 14	HP Damage :Same Spell :MENTS: Range X2 Duration X2 Damage +50%	8 SP 8 SP 8 SP 8 SP
		CTACK 4	7202	DANCE	ADEA OF FEFERT	DOLL OUT	DUDATION		CANE	
Desperatio	n Attack	STACK 1	8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	1 Round		SAVE: No Sav	/e
	Fighter attacks Fighter can end Roll a 1d20-8 and Then roll 1d20-8 (There is a Strum	up with a dev d adjust AC. and adjust t	vastating Then roll the ToHITs	-7 adjustment o 1d20-8 and adj . Then roll 1d	r up to +12 bon ust the Initiat 20-8 and adjust	ive.	1.	Lvl 14		10 SP 8 SP 6 SP
LEVEL 8 Flame Stri	ke	STACK 99	cost 8 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round			Л: 2 (/2 Damage
	Flames shoot upw No ToHIT require Damage of 4d10 + Magical fire doe	d. Can Lob m ACU. Target	nagical fi Saves for	re to target. 1/2 damage.	owards the AoE.			COUNTER ENHANCE Lvl 12 Lvl 9	rts fire based. :Same Spell :MENTS: Range X2 Range +50% Damage +50%	8 SP 6 SP 8 SP
LEVEL 8 Force Clap		STACK 99	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant			л: 2 (/2 Damage
	A force wall pust Damage of 2d6+AC A force wall pust be dazed and/or	U. Target hes directly	Saves or from the	Daze 1d2 rds.		the target will		ENHANCE Lvl 14 Lvl 12	:Same Spell	8 SP 8 SP 6 SP
LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: RN	л: 2 😁
Hail Stone	S		8 pts	8 Squares	2x2 Squares	Initiative	Instant		1	/2 Damage
	Barely visible rong Damage of 3d6 + 10 Has a reduced efformation Delivers the att.	ACU Bonus. S fect against	Saves for hot tempe	1/2 Damage. rature targets.	a, and throw do	own hail. (No TOHIT)	ENHANCE Lvl 12 Lvl 9	:Same Spell	8 SP 6 SP 12 SP
Portal To	Nae'Em		8 pts	Self	PMP	30 Minutes	5 Minutes	S	INO Sav	/E
. 5. (41 10	portal can't be portal can't be the caster and of through. First to	opened/create ne other pers	ed unless son can pa	Nae'Em agrees t ss through. Or	o the portal. Nae'Em and on		can pass	COUNTER ENHANCE Lvl 10		6 SP
LEVEL 8 Static Bol	t	STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT Direct Line	ROLL OUT Initiative	DURATION Instant		SAVE: No Sav	/e
	Sparks travel from Damage of 1d8 + 100 Sparks travel for 1st square of roots	ACU on 3 in r r 3 squares i	ow. +1d8 n a direc	damage if non- t row.		(ToHIT Required)	ENHANCE Lvl 12 Lvl 9	:Same Spell	8 SP 6 SP 12 SP

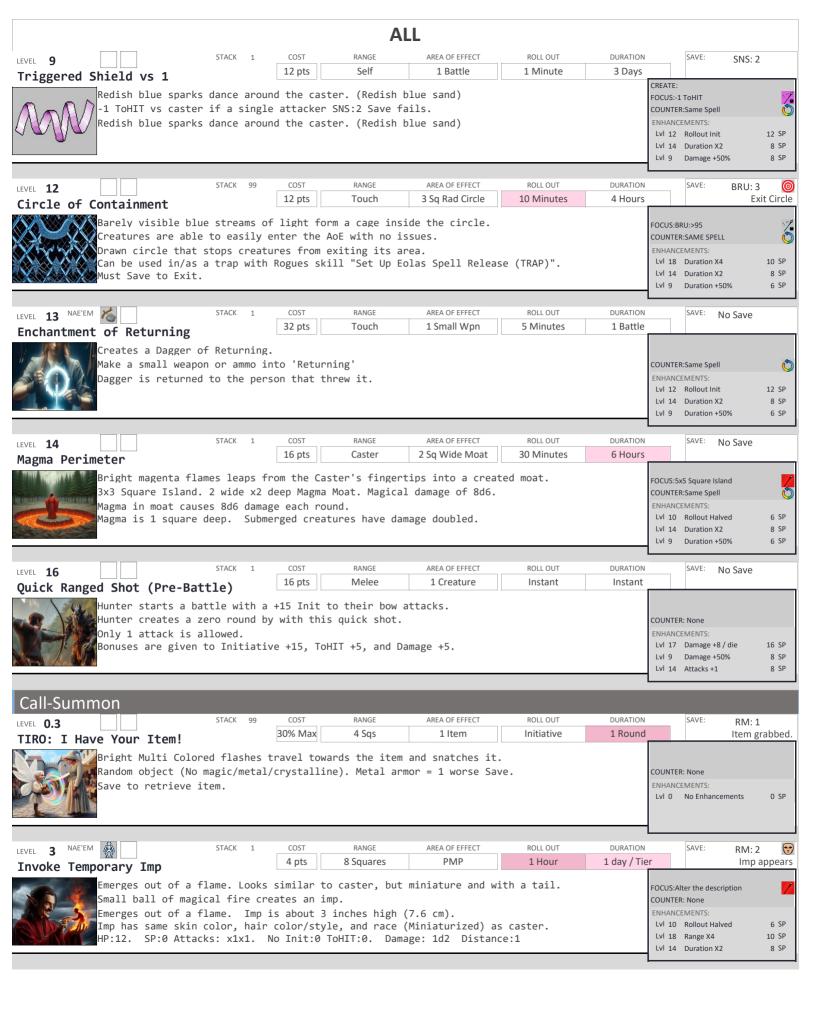


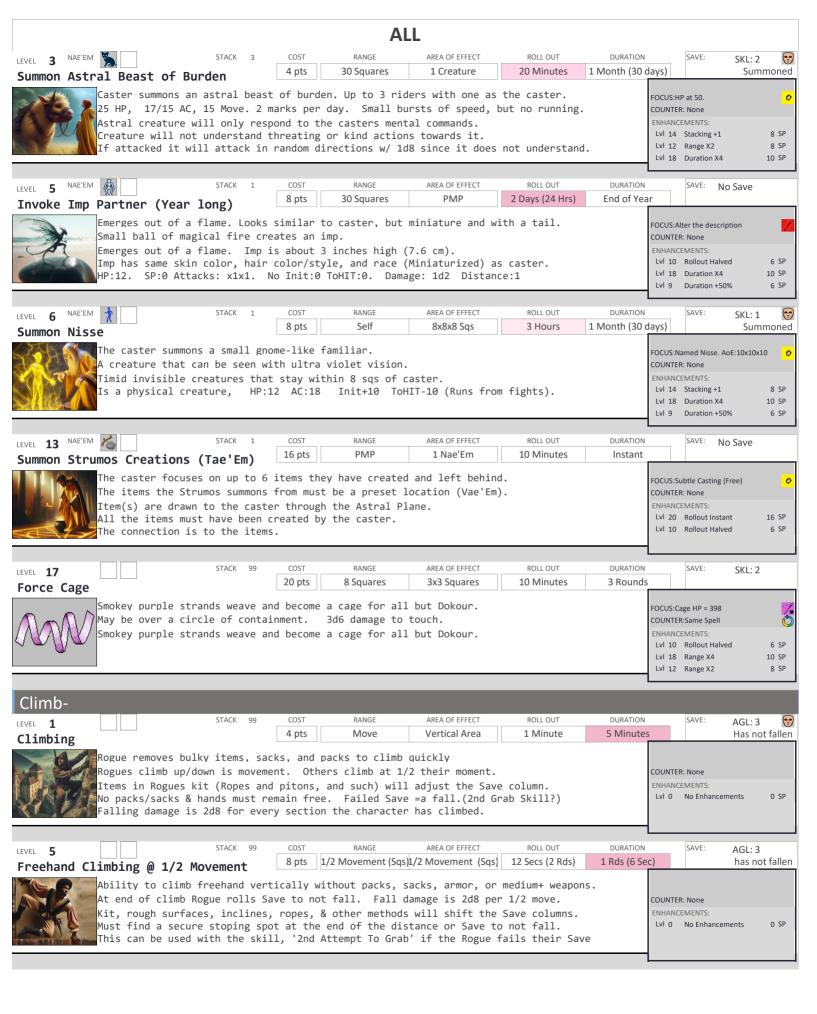




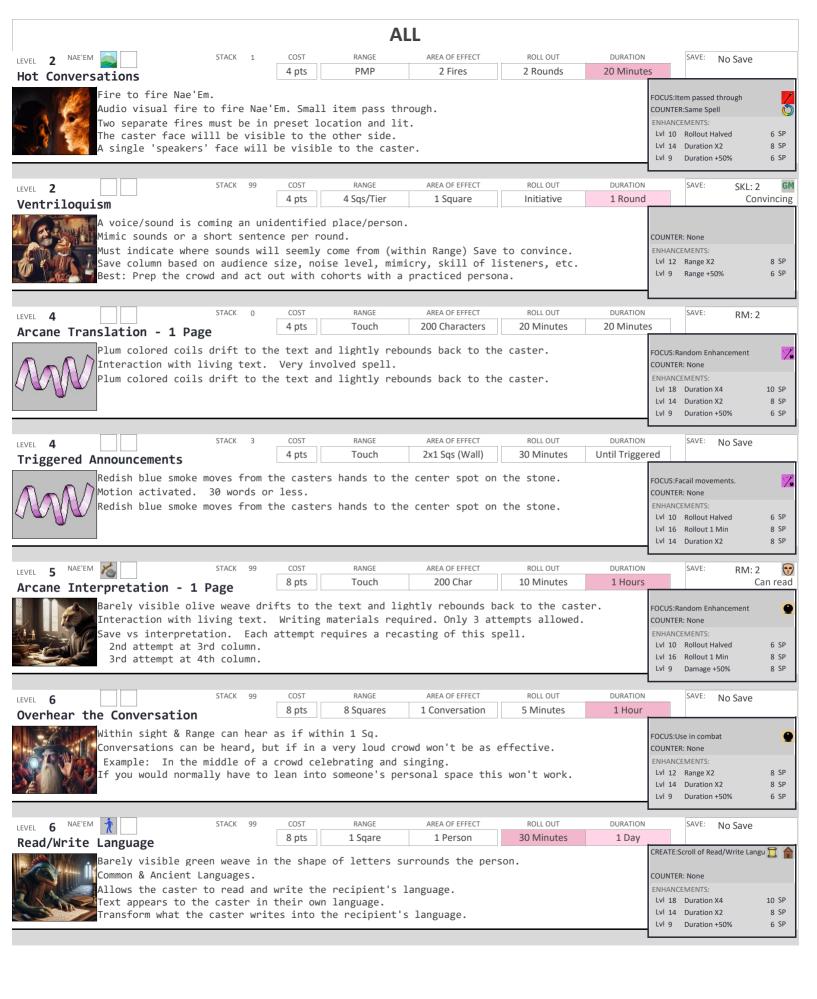


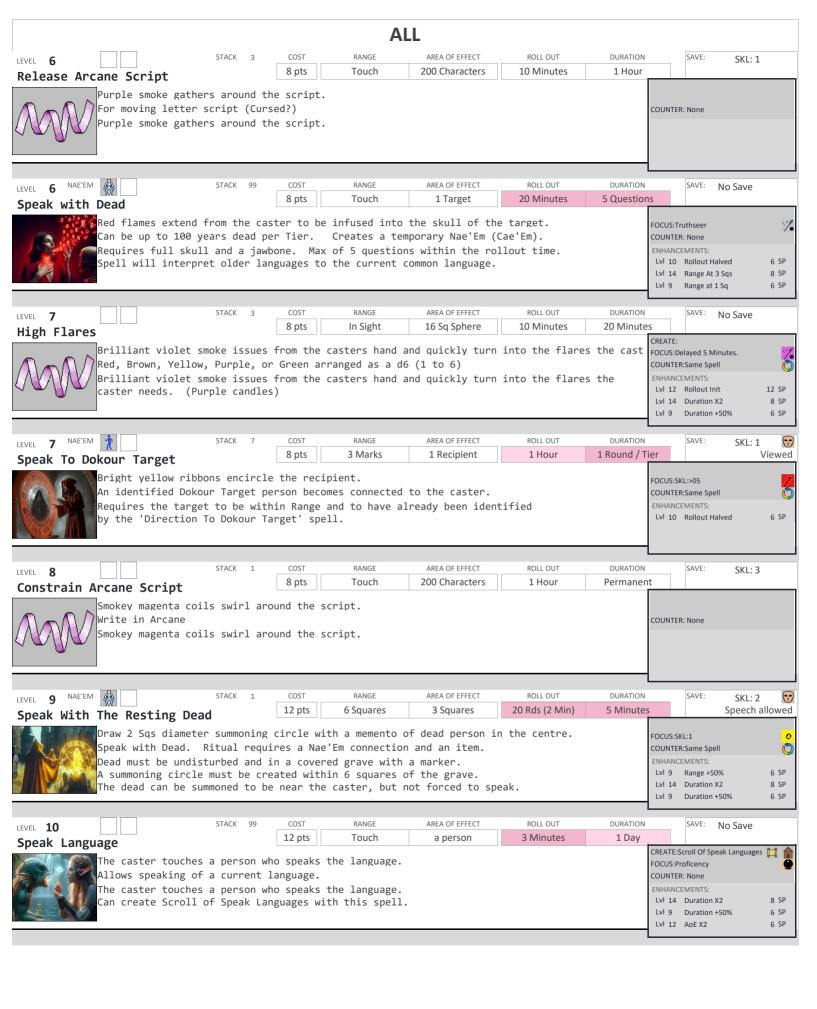


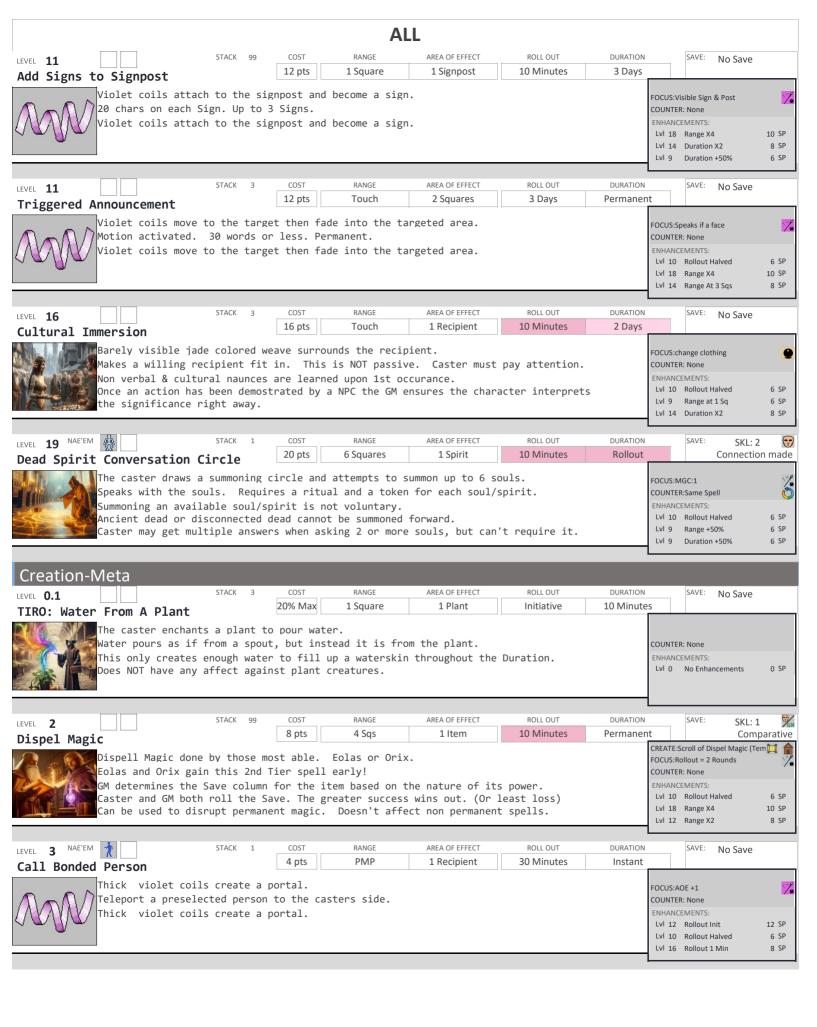




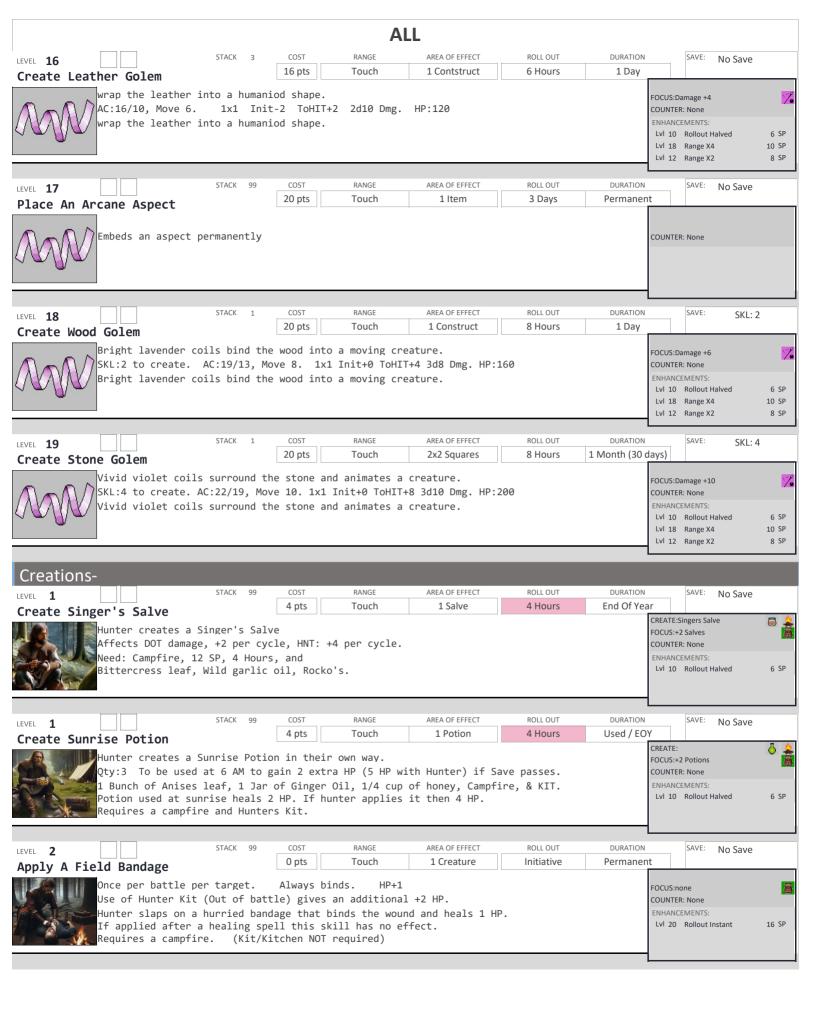
ALL										
LEVEL 9		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL		
2nd Attem	pt To Grab		12 pts	Touch	Self	Instant	Instant	G	ab works	
F	A Rogue a attempt Rogue gains an op If the Save fails	portunity to	re-attempt	a failed gr	ab if the Save i	s passed.	EN	DUNTER: None NHANCEMENTS: .vl 14 Save -1 Col	8 SP	
Commu	nication-									
LEVEL 0.2	TICACIOTI	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
	lify Own Speech		20% Max	Self	3x3x3 Sq	Initiative	5 Minutes			
	The caster takes Amplifies sound of Amplify even whis Doesn't affect ar As normal for the	out up to a 3 spers. Byone but the	Square wid	le Cube.			EN	OUNTER:Same Spell NHANCEMENTS: .vl 0 No Enhancements	0 SP	
		STACK 0	T202	DANCE	ADEA OF FEFECT	ROLL OUT	DURATION	CAVE		
LEVEL 0.3			15% Max	RANGE 20 Squares	AREA OF EFFECT 1 Flare	Initiative	1 Minute	SAVE: No Save		
TIRO. COI	10 - 1	flare. Random	red, blue, yellow,	ed, Blue, Ye	llow, and Green.	Roll 1d20	EN	DUNTER:Same Spell NHANCEMENTS: vI 0 No Enhancements	O SP	
LEVEL 0.4 NAE'	EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
	ppy Spying		25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes			
	Ghostly Multi Col Caster is the onl Others have no ir	y one that se	es the eff	ects of this	spell.	ng around.	EN	OUNTER: None NHANCEMENTS: LVI 0 No Enhancements	O SP	
LEVEL 1		STACK 1	4 pts	RANGE In Sight	AREA OF EFFECT In Sight	ROLL OUT Initiative	DURATION	SAVE: SKL	3 GM nt & Rcvd	
Rogue To	A rogue taps to a Includes Sign lar One statement per If more subtle or Coded a message of	nguage, Facial r round. Only or r complex commo	expression basic info unication	ons, and Non- ormation is p is attempted	verbal / Body la ut across. a Save must be	nguage, etc. passed.	EN	DUNTER: None NHANCEMENTS: .vl 0 No Enhancements	0 SP	
LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
Speak/Rea	d/Write Common		4 pts	Self	Self	1 Minute	1 Day			
	The character is Read and write lo The character is	cal common and	d personal	racial lang	uage.		EN	OUNTER: None NHANCEMENTS: .vl 0 No Enhancements	O SP	
LEVEL 2		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	3 GM	
_	g Another (or Li	.e)	4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	
	Rogue embelishes, Players that role Save column adjus COUNTER: Disrupti If the target is	bends, or broad this sted based on a cover Factor & co	out will audience s ontrary vo	get the Save size and mood sices against	column droped b , the extremness the Rogue can a	y 1. of the lie, et ffect column nu	C. EN	DUNTER: None NHANCEMENTS: .vl 14 Save -1 Col	8 SP	

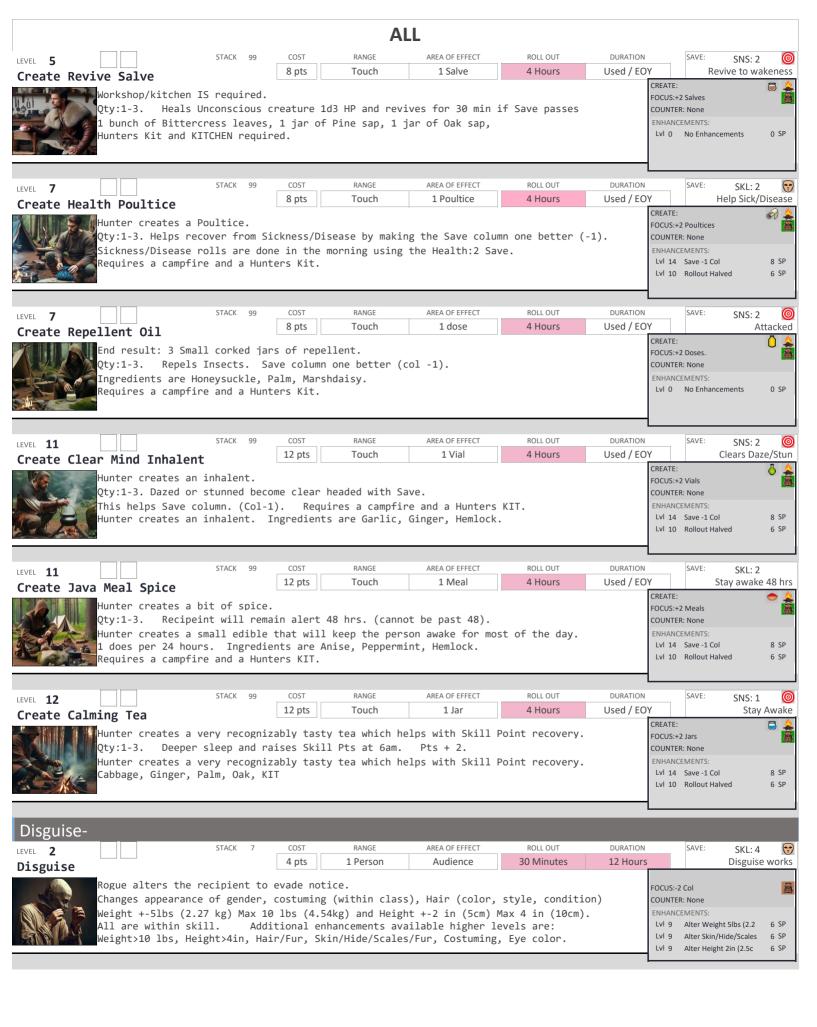


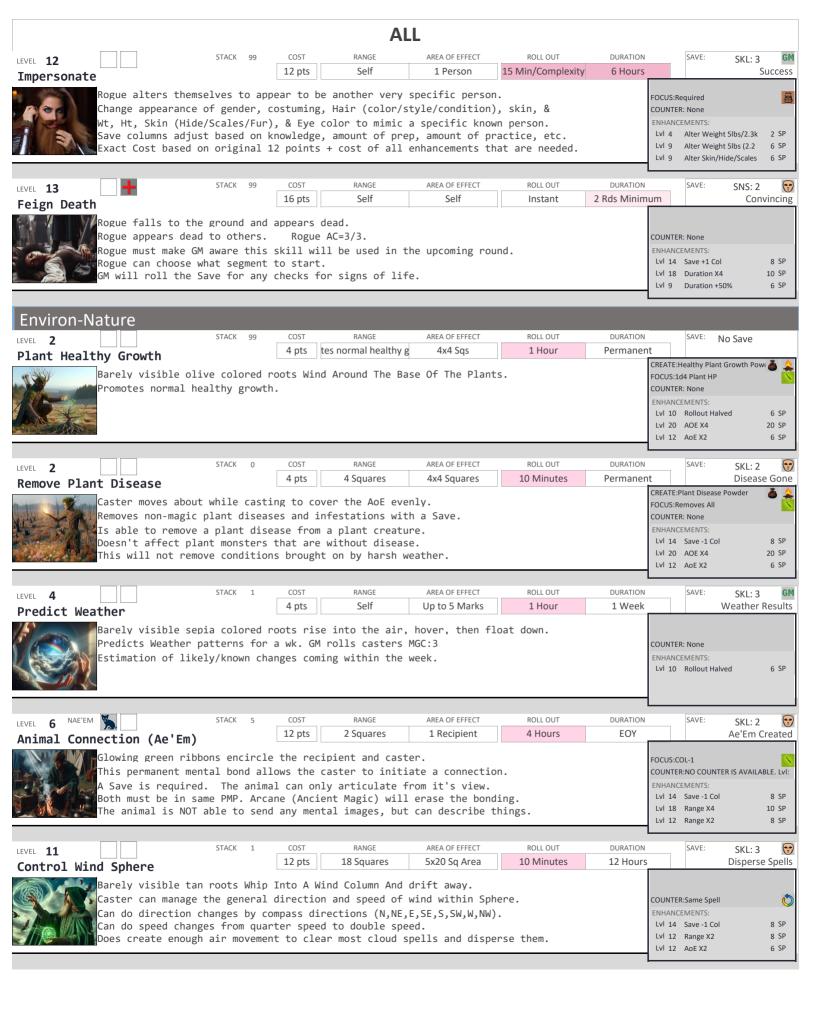


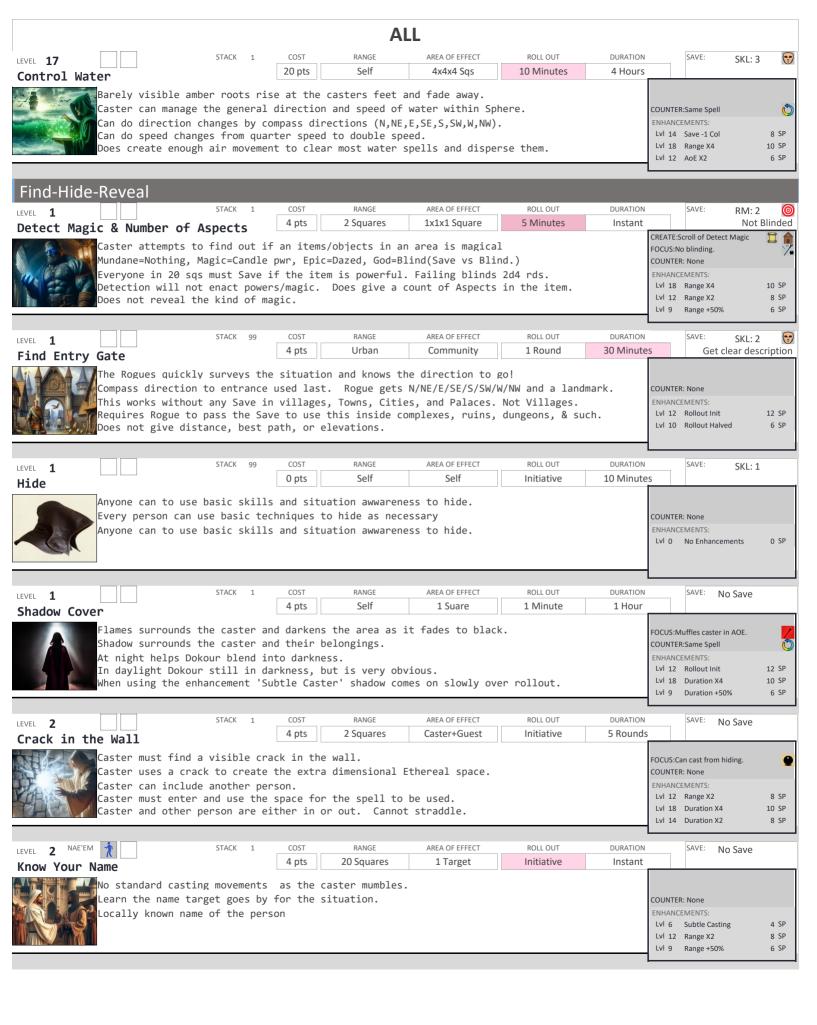


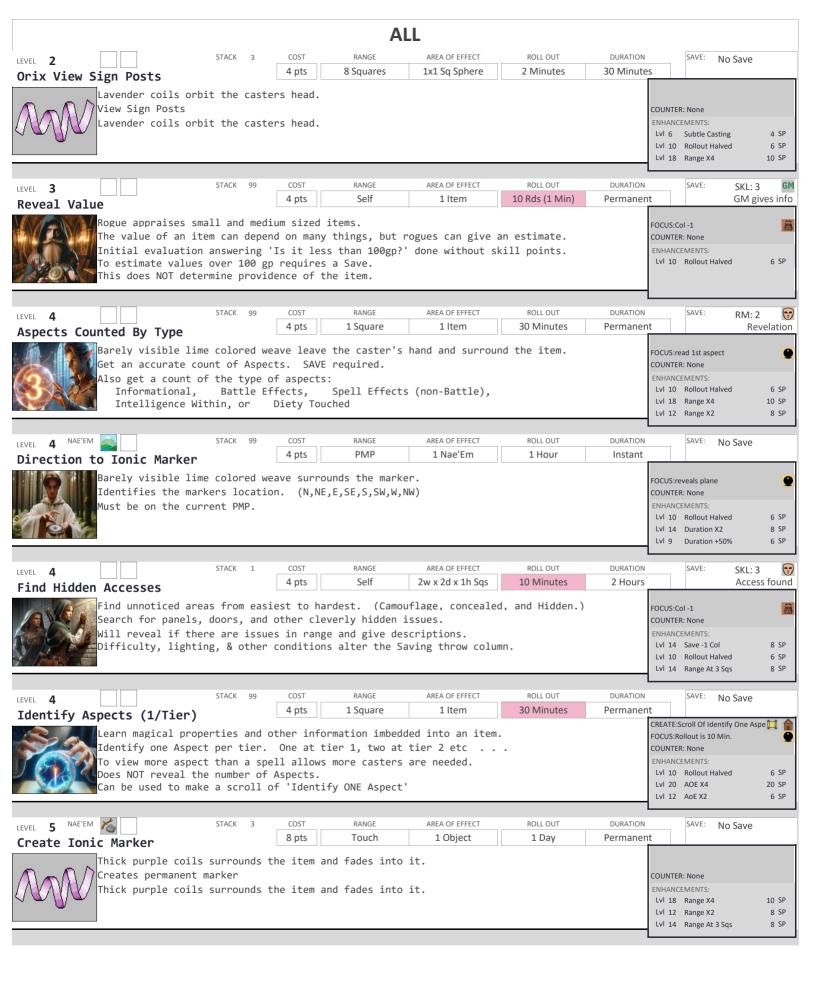


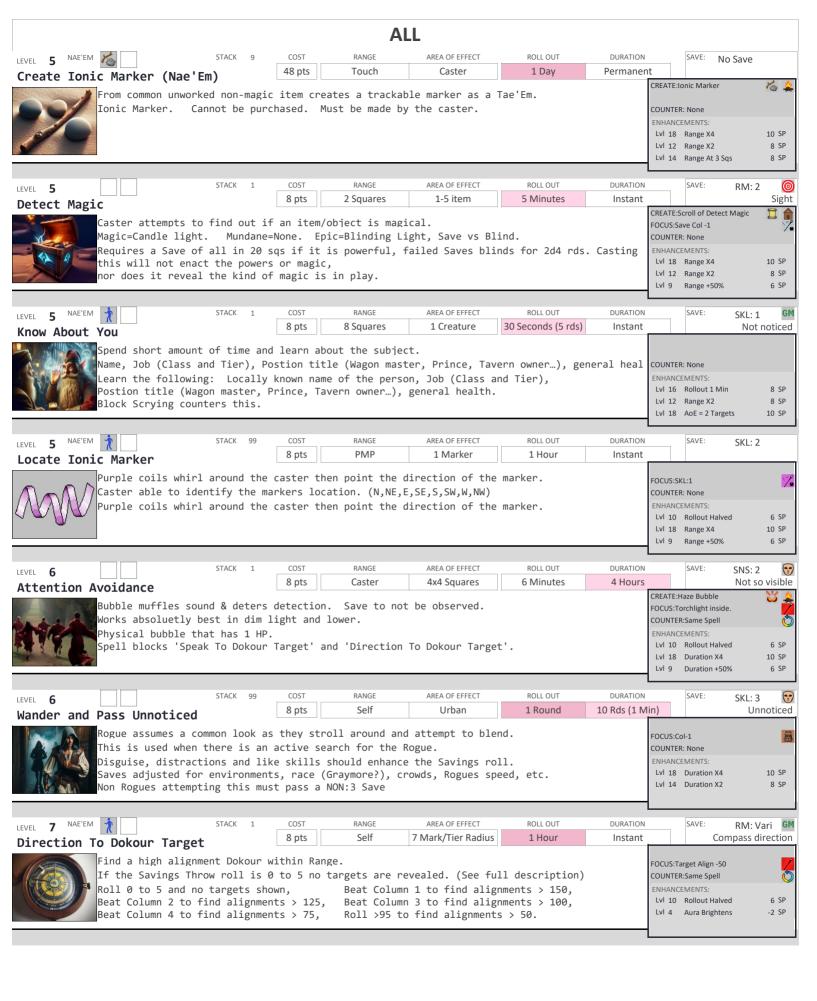


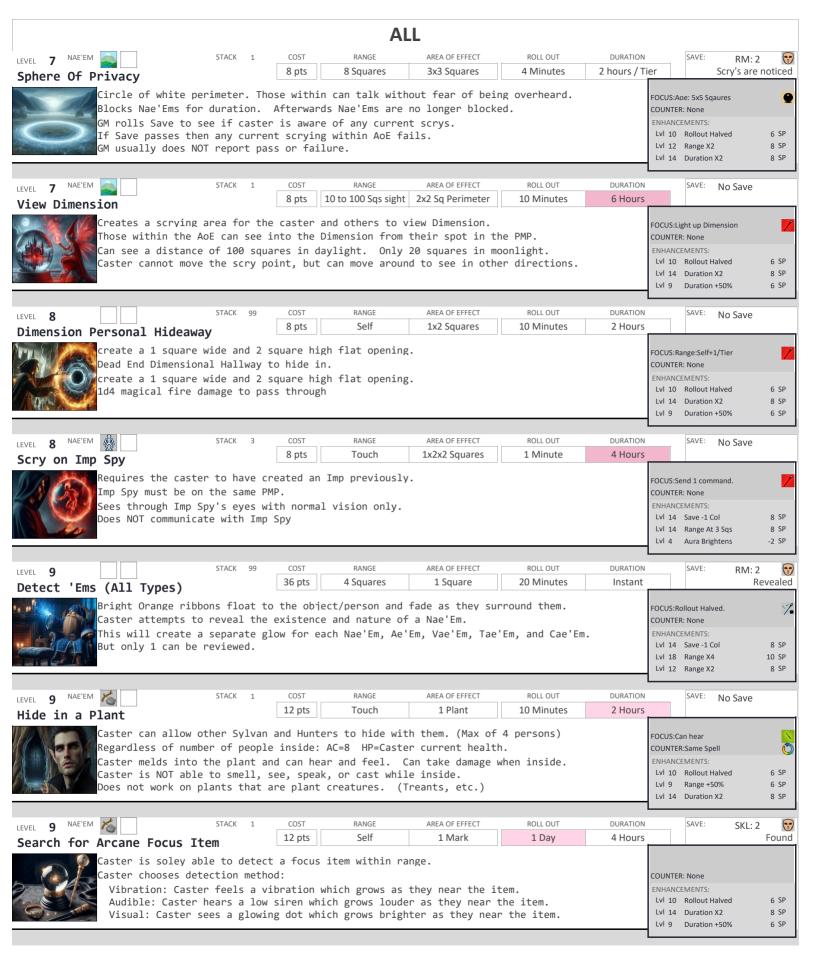




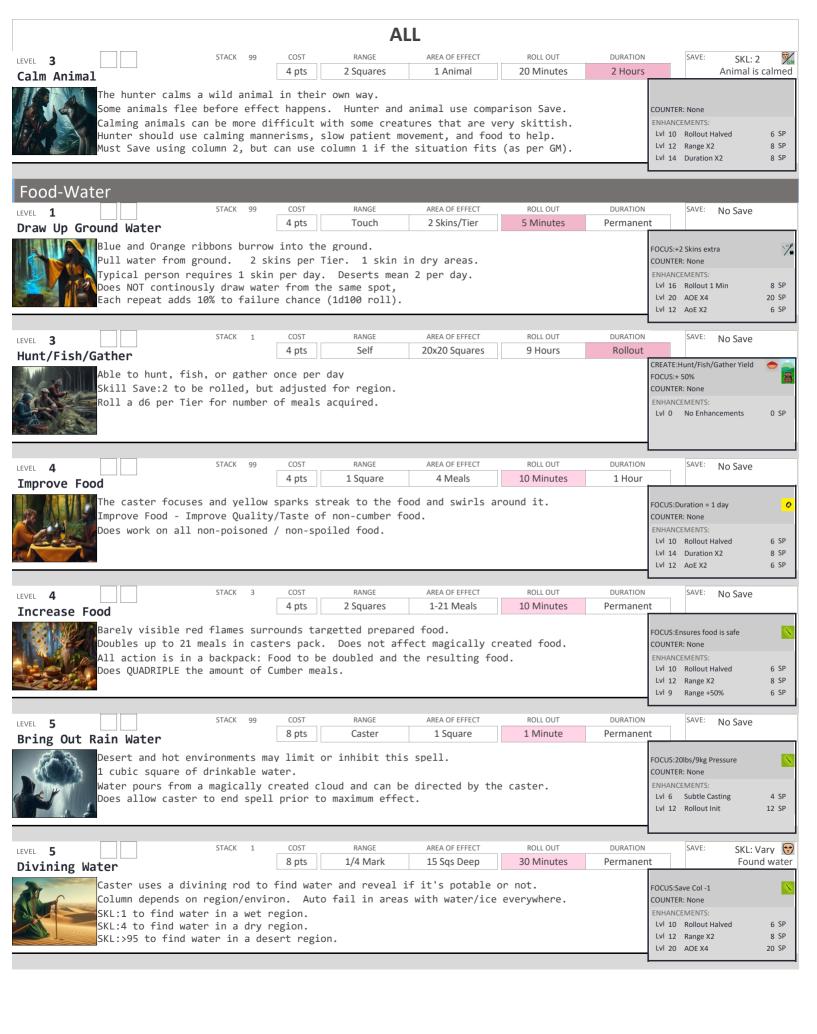


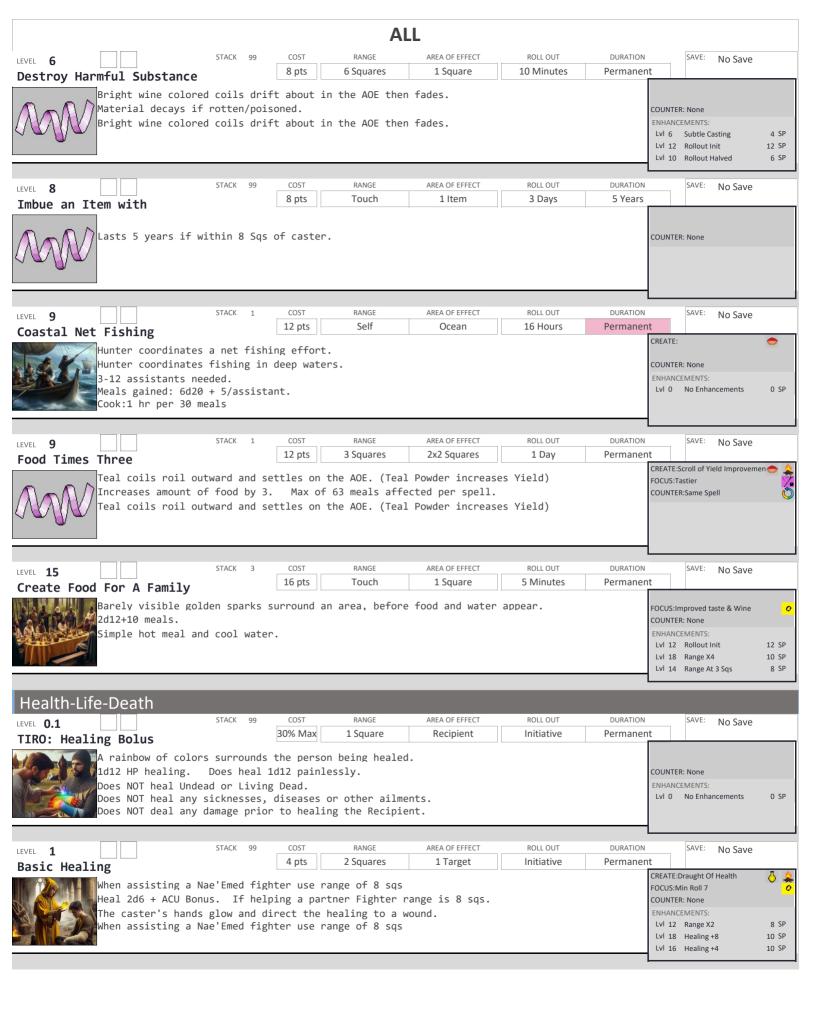


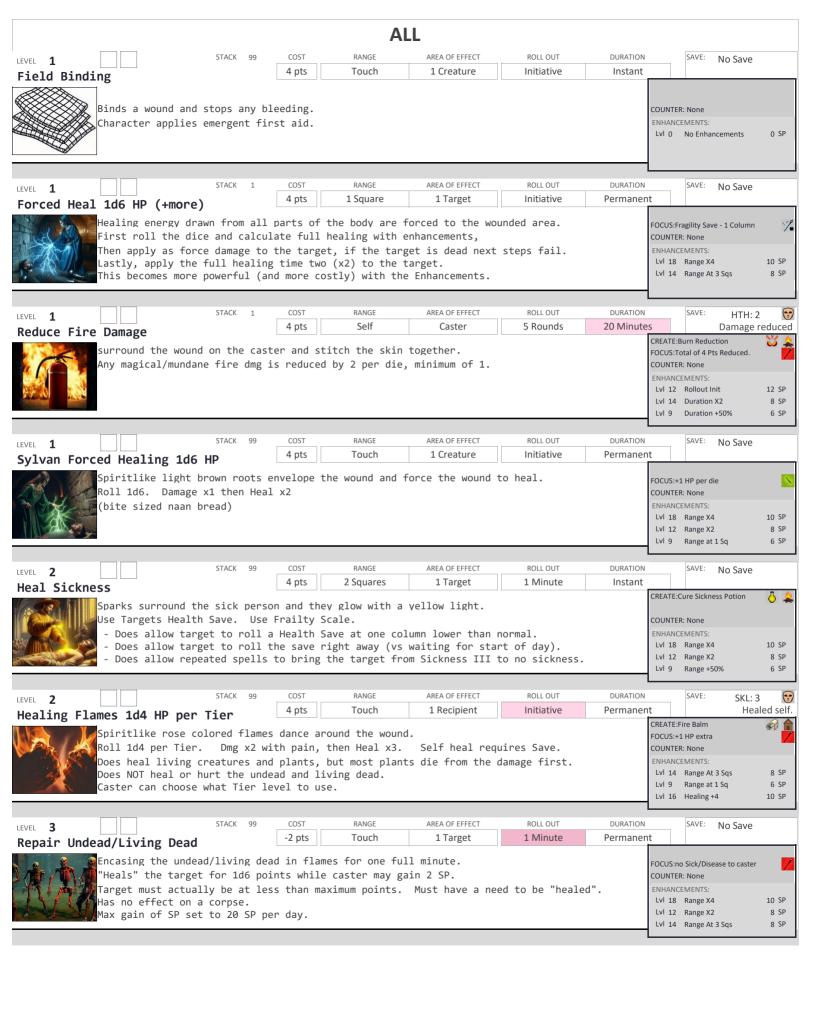


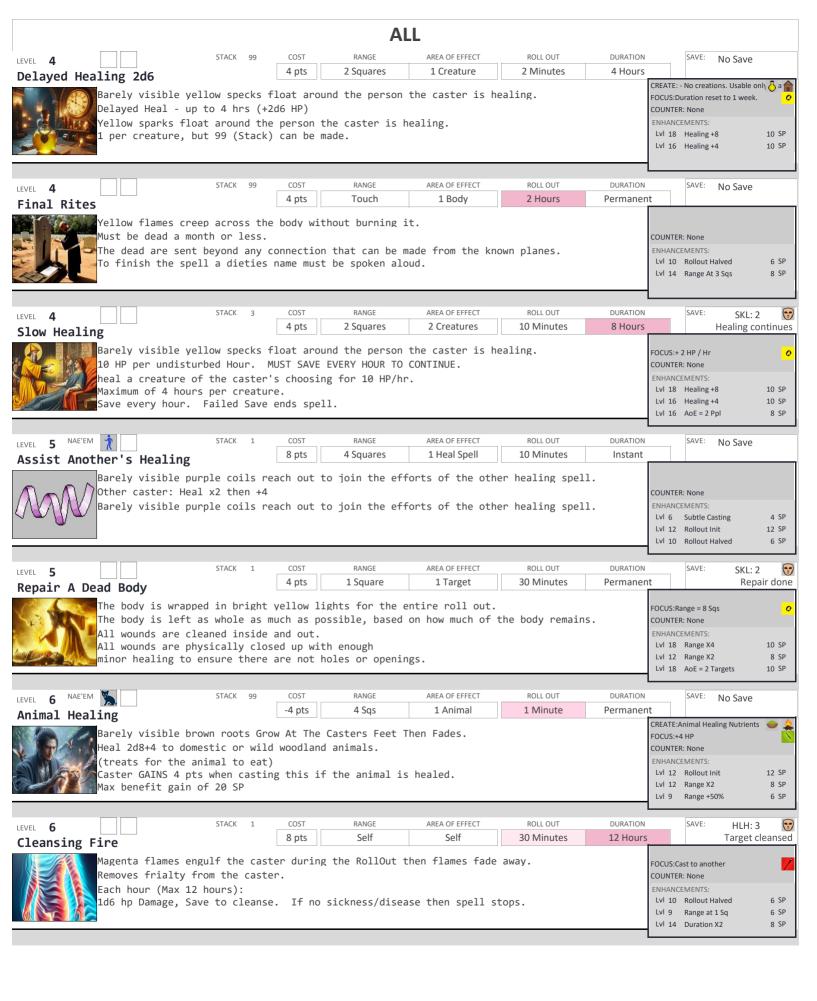


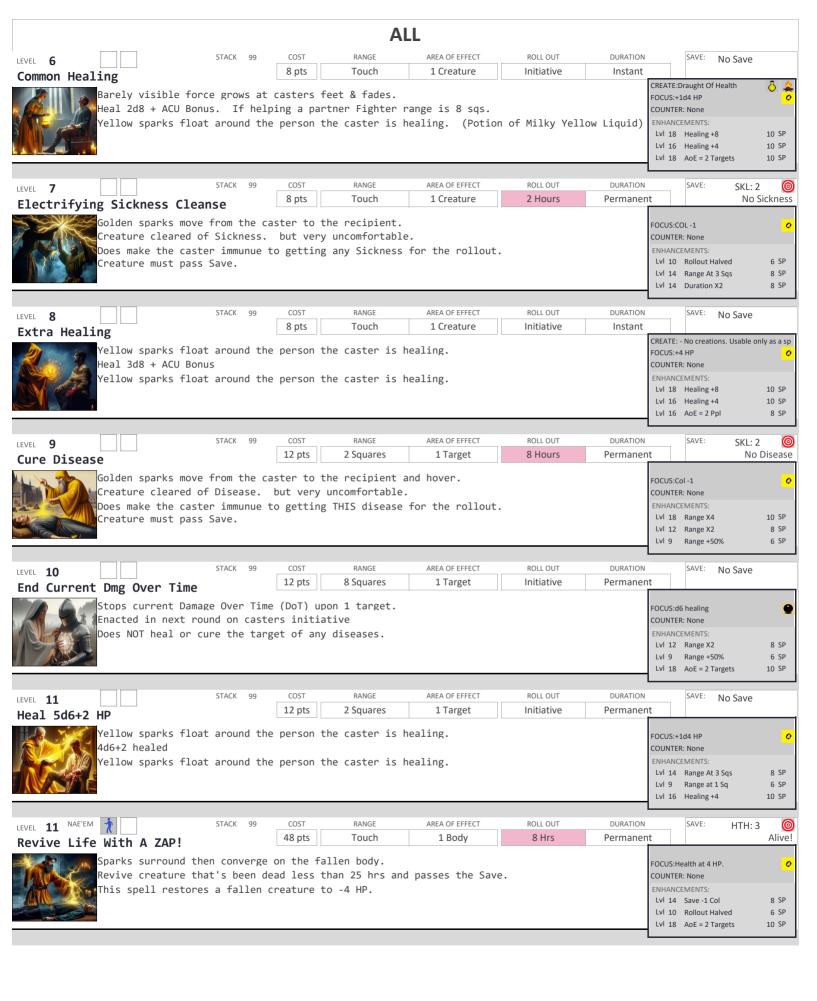


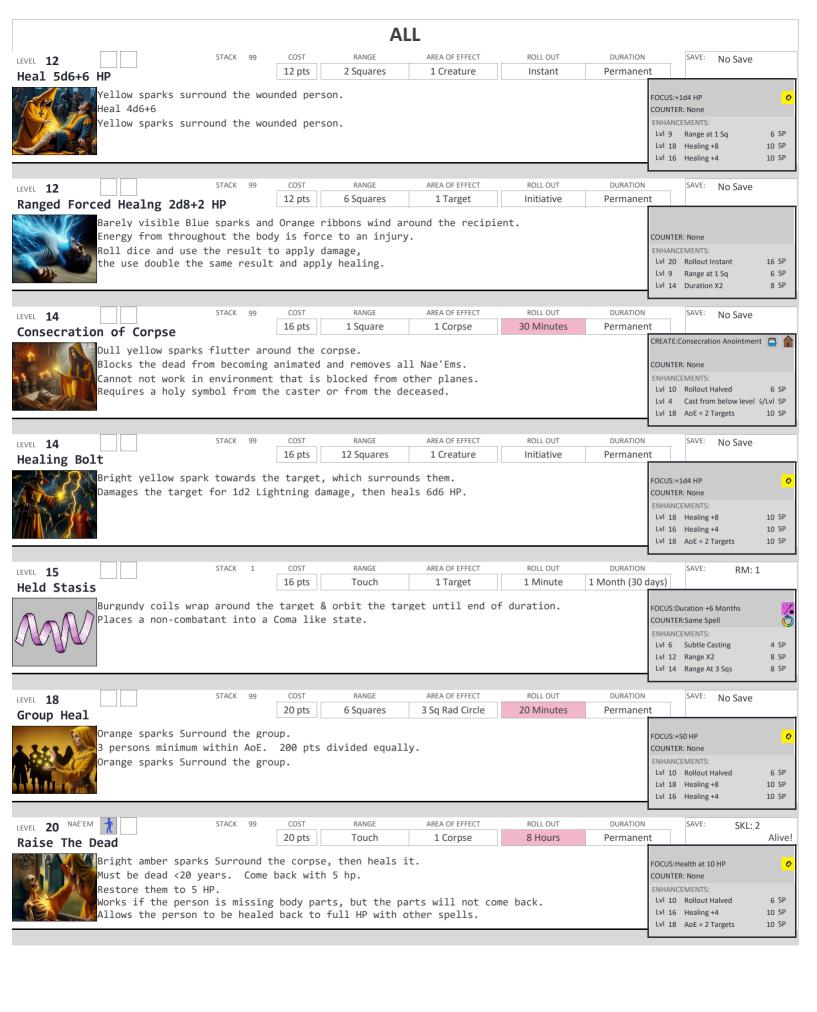


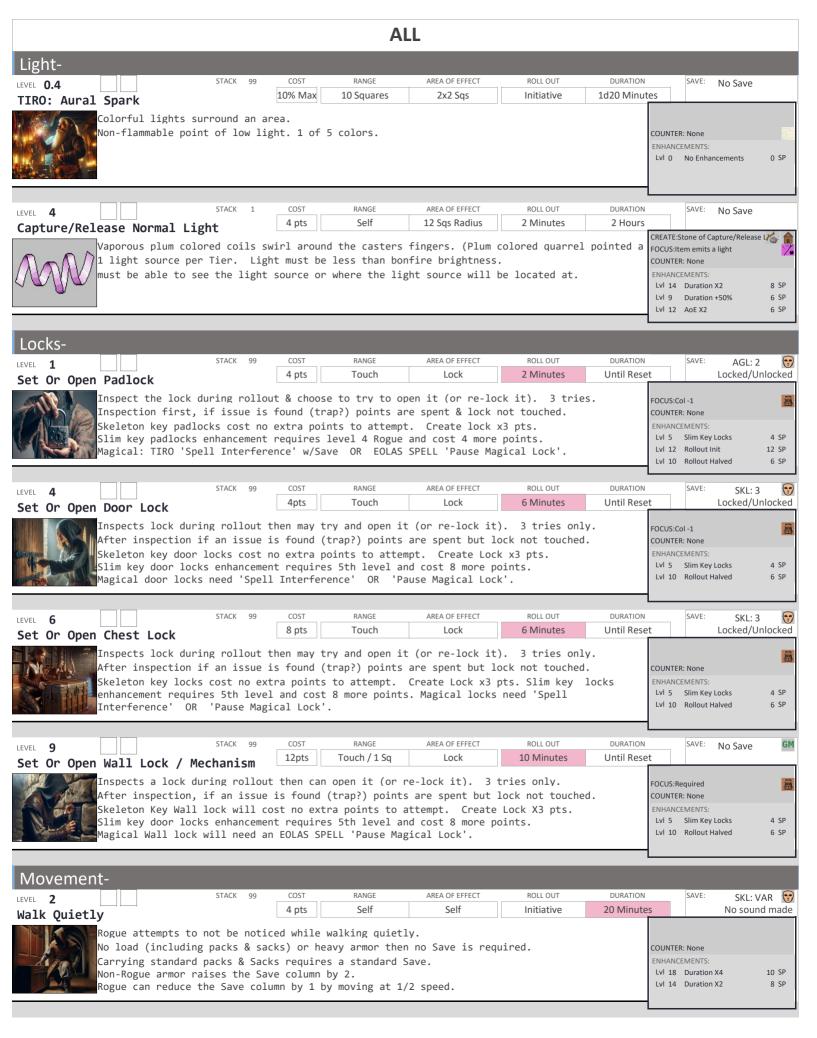




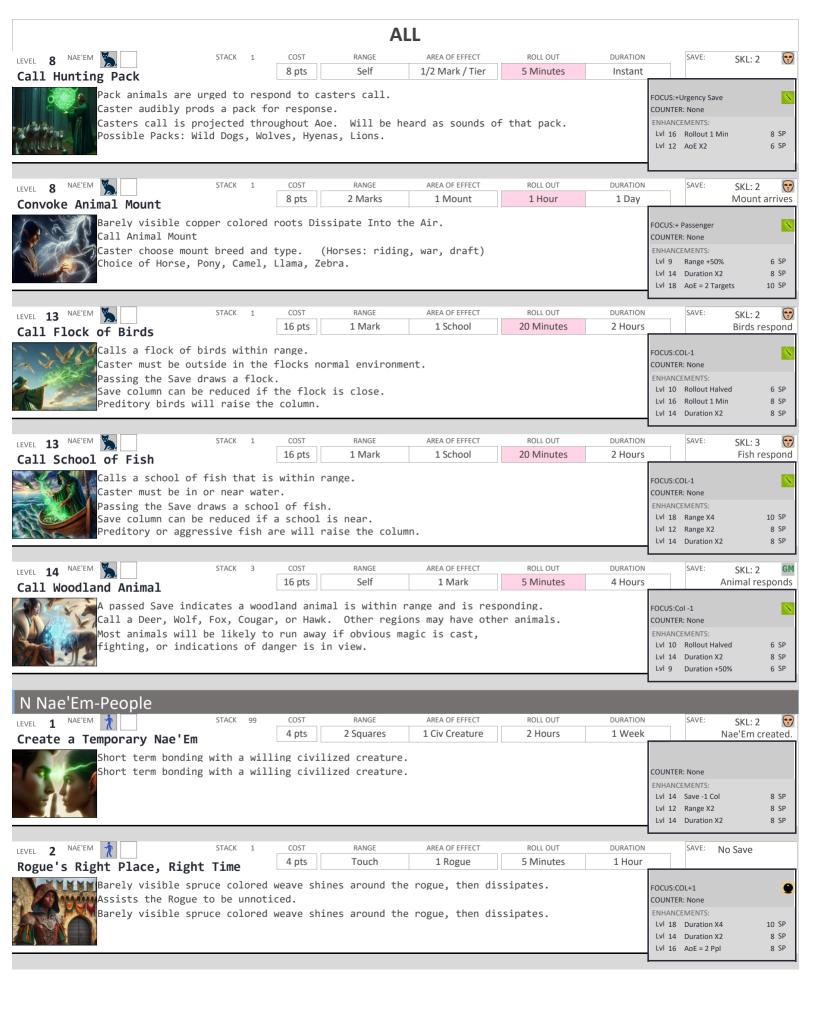


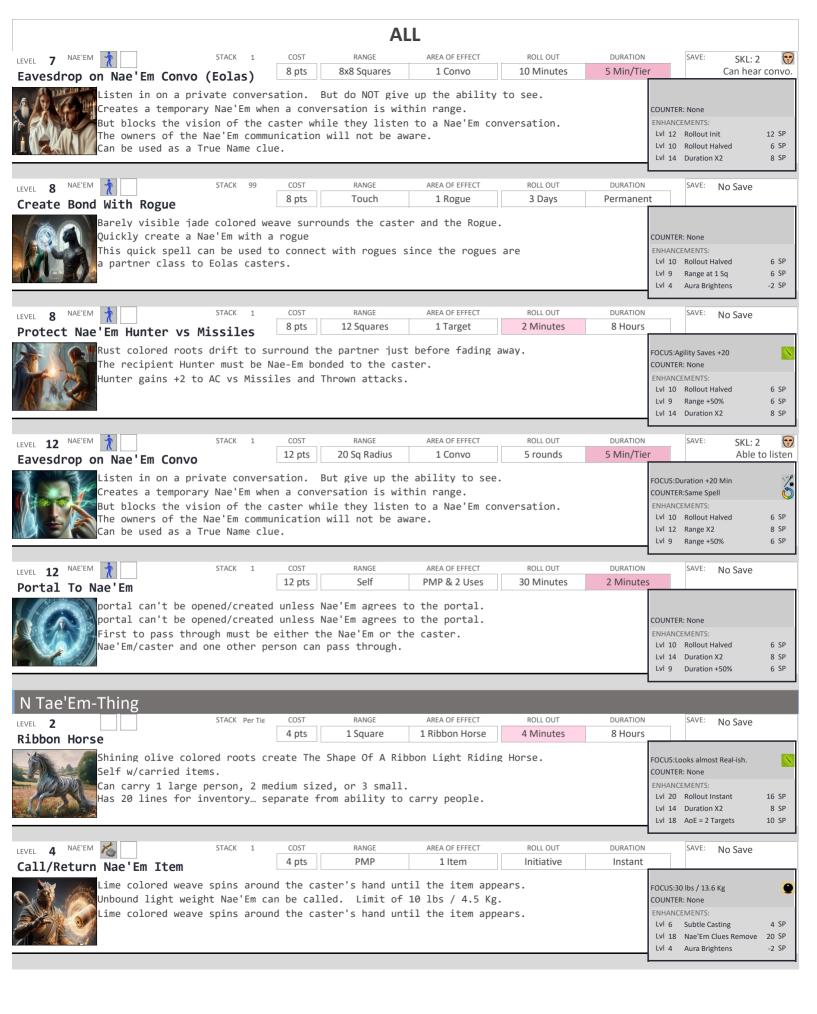


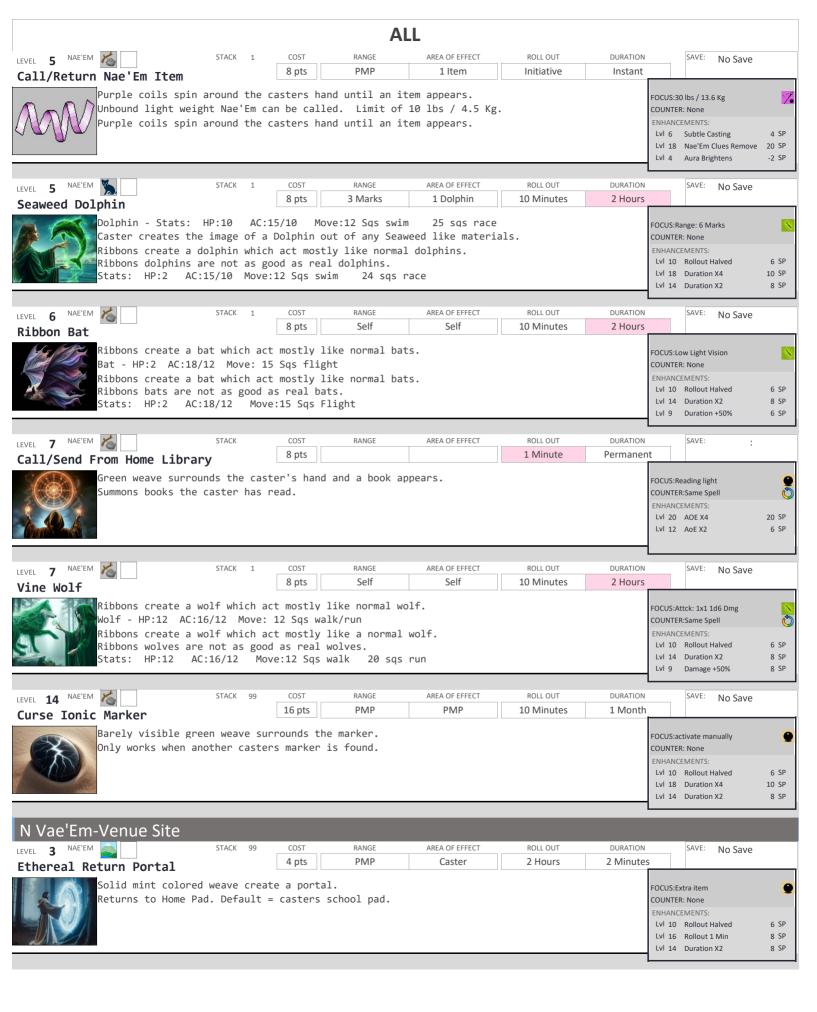


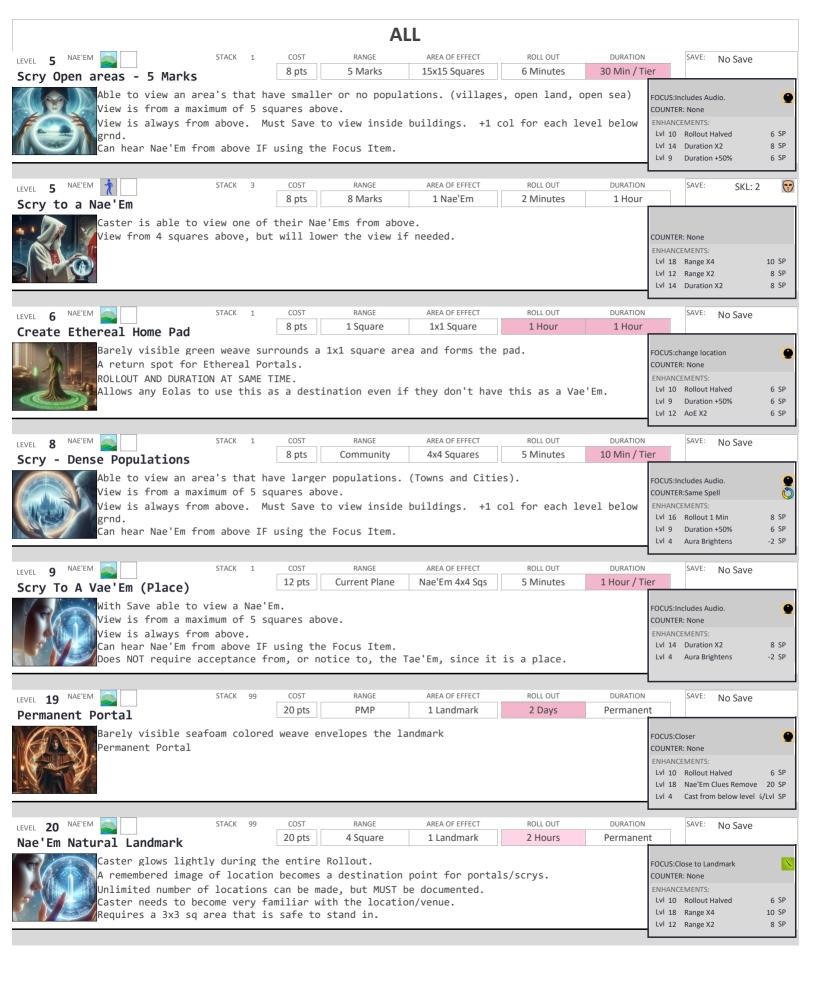


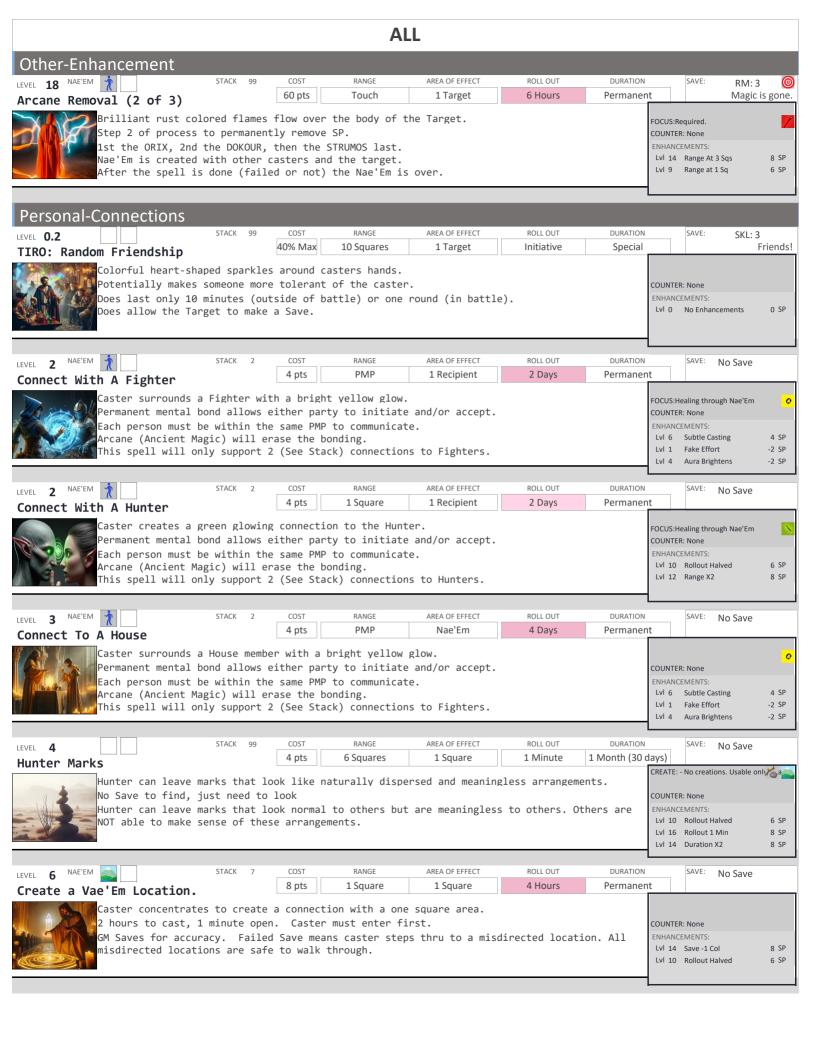


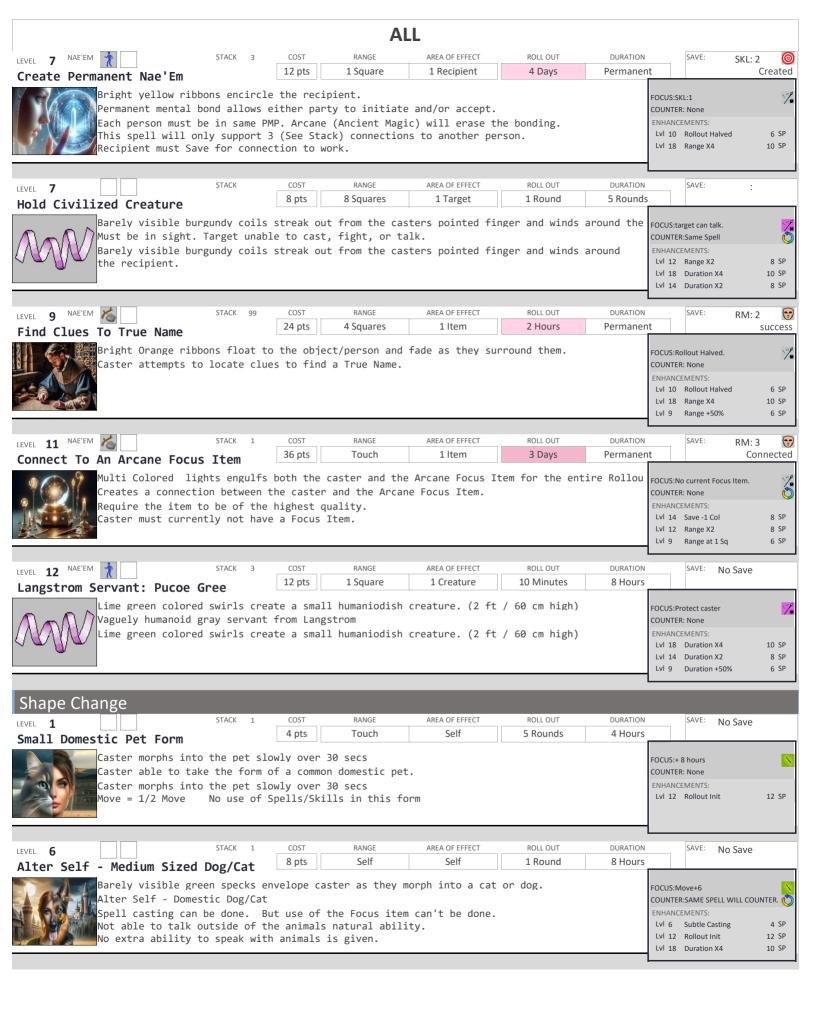


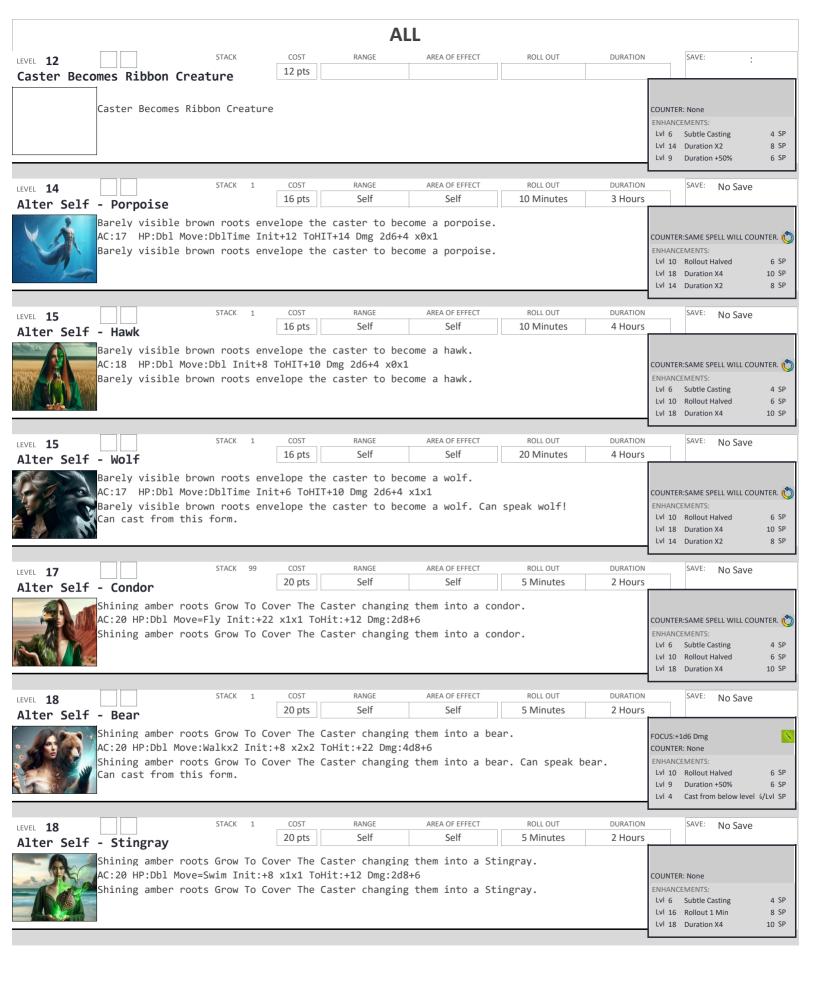


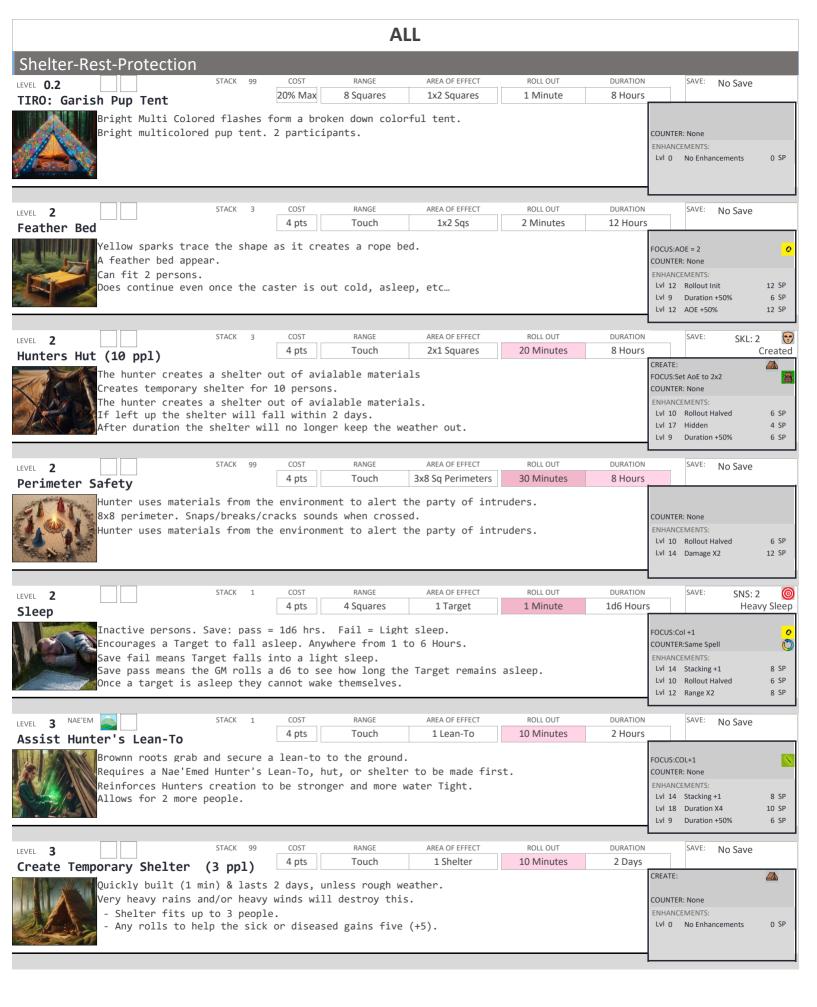


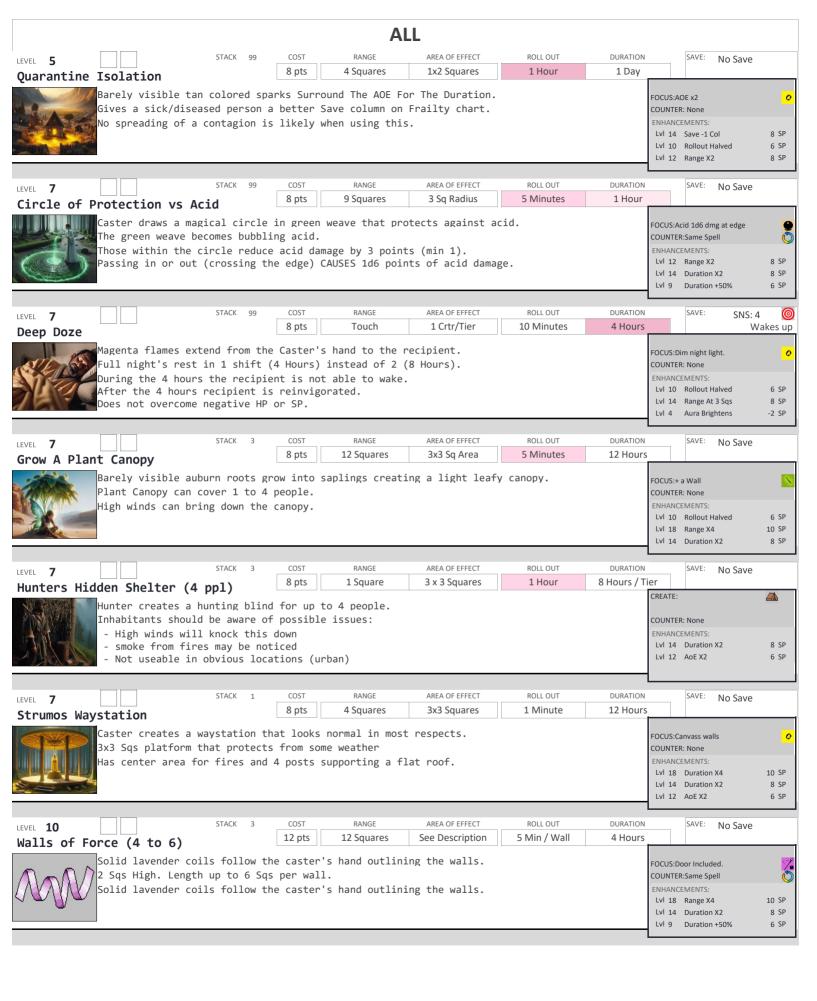


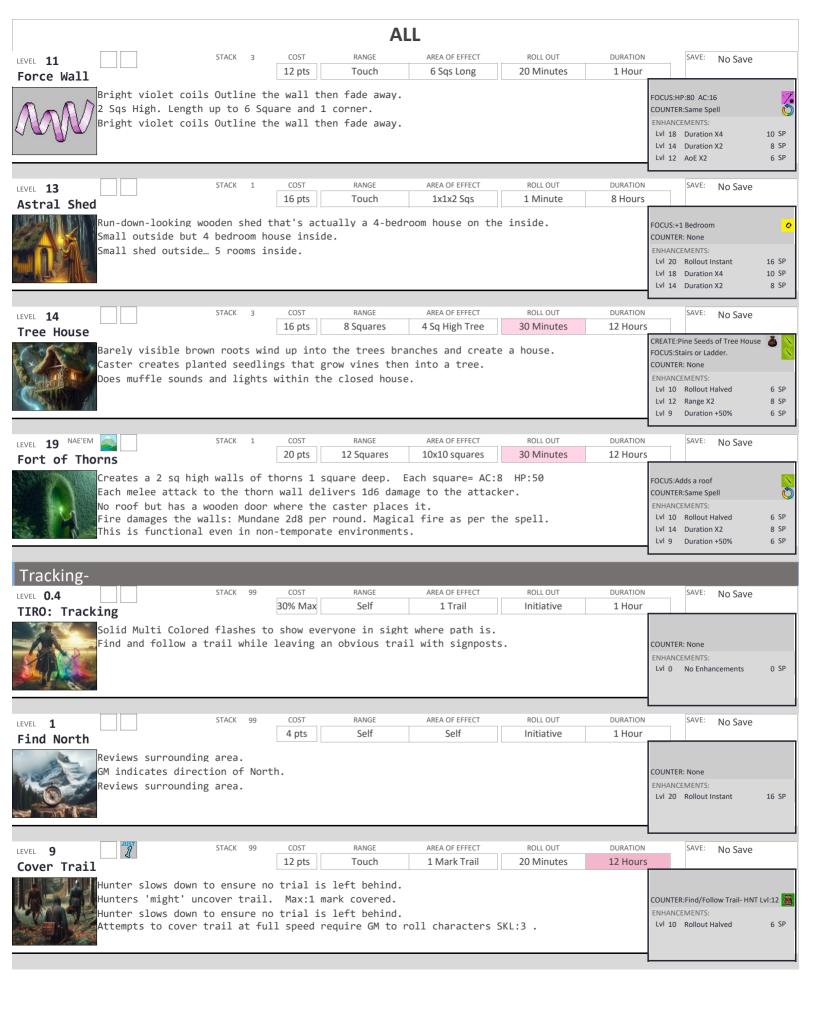






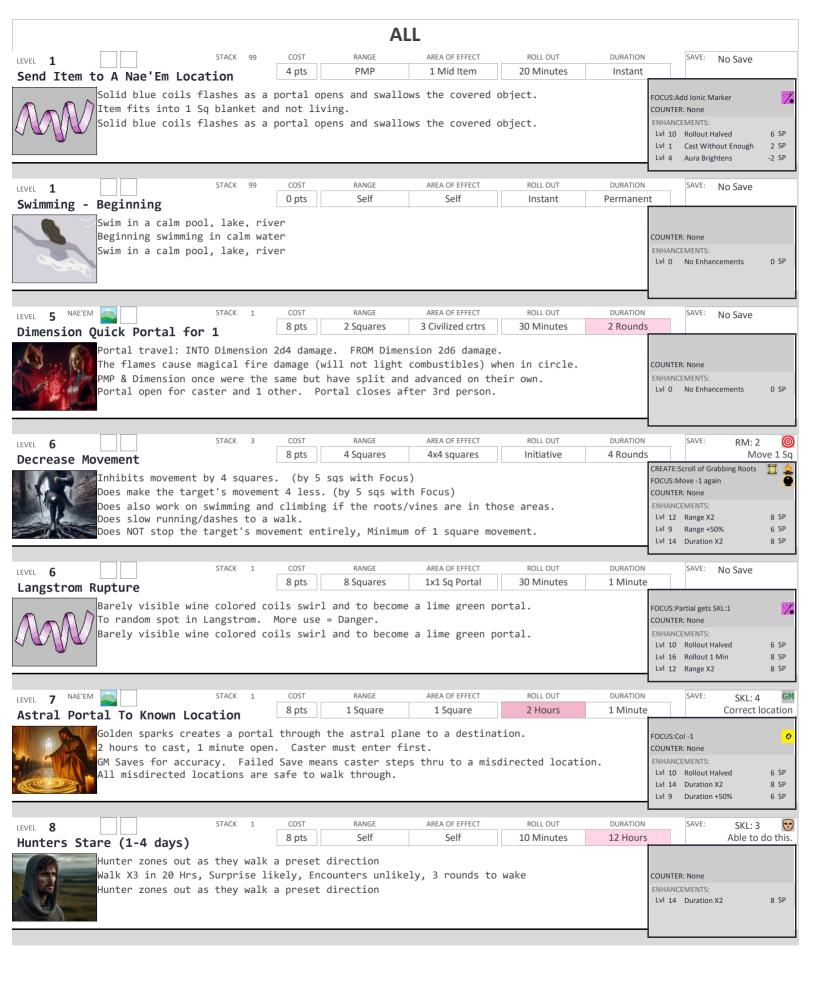


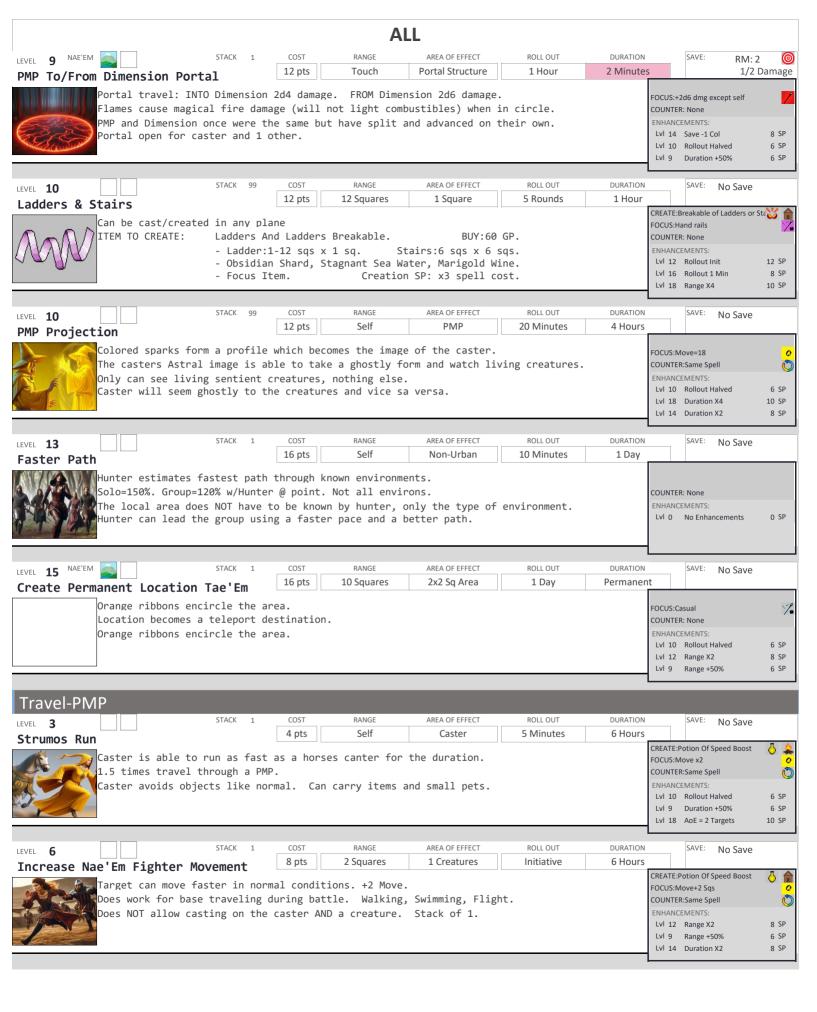






ALL											
LEVEL 13	STACK	COST 16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:				
Magical Trap Assistance Eolas to cast a mg Create and Disarm		'. If four	nd it shows	how a trained ro	gue can deactiv	ate it. N	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP				
Travel-Mundane											
LEVEL 6 NAE'EM	STACK 7	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT 30 Minutes	DURATION 12 Hours	SAVE: No Save				
Attach Wings To Animal Wings sprout out of New Stats - Attk:> Creature gets the	0x1 Init+6	res back. ToHIT+6	_	AC 22/12 1 Mark	/Day		FOCUS: 2 Marks/Day COUNTER: Same Spell ENHANCEMENTS: LvI 14 Range At 3 Sqs 8 SP LvI 14 Duration X2 8 SP LvI 9 Duration +50% 6 SP				
LEVEL 12	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save				
Personal Wings Of Flying		12 pts	Self	Self	10 Minutes	4 Hours					
Brown, White, or B New stats= Attk:> non-battle flight Casting while flyi	0x1 Init+8 = 2 marks/12	ToHit+8 hrs.	Dmg:1d12	AC:22/12	d wings.		FOCUS:+Recipient COUNTER: None ENHANCEMENTS: LvI 10 Rollout Halved 6 SP LvI 14 Duration X2 8 SP LvI 9 Duration +50% 6 SP				
Traval Dlamas		_	_								
Travel-Planes	STACK	COST 4 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :				
creates a 'known'		COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 18 Nae'Em Clues Remove 20 SP									
LEVEL 0.1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save				
TIRO: Quick Jump		20% Max	1d6 Squares	Self	Initiative	Instant					
Colorful glow appe 1d6 squares in dir			: & follows	them as they jum	p.		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP				
LEVEL 0.3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU: 2				
TIRO: Quick Push!		40% Max	4 Squares	1 Recipient	Initiative	Instant	Not moved				
Bright Multi Color Recipient forced t					them.		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP				
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save				
Riding (horses and other) Using domesticated Able to ride mount Using domesticated	s that are e	qual to a h	Self norse. Twi	Self ce speed of walki	Instant	Permanen	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP				





ALL										
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
	ow to Shadow		8 pts	24 Squares	Caster	2 Rounds	20 Minute	es		
	Shining ruby colored Caster can jump from This does work for t This dowoes allow m	m one shadow the caster o	to anoth	er within rang adows that the	ge. e caster can se			ENHANCE Lvl 10 Lvl 12		6 SP 8 SP 6 SP
Tricks-										
LEVEL 4		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: AGL:	
Call Item (in Sight)		4 pts	6 Squares	1 Item	Initiative	Instant			
MANA	Barely visible plum Unbound & light (10 Barely visible plum	lbs / 4.5 K	(g) within	sight. Grab a	attempt possibl	е.		ENHANCE Lvl 18 Lvl 12		10 SP 8 SP 6 SP
LEVEL 4		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: SKL: 2	GM
Sleight of H	L L Hand		4 pts	Self	Arms Length	5 Rounds	Instant			Success
	Rogue can perform s Skillful deception Rogue can perform s Audience must not b Save column with ad	Roll Save to killful dece e at Rogues	fool an eption like flank. If	audience. Use e that of a st audience is f	treet magician. Flanking, Rogue	column is 4.		Lvl 10		12 SP 6 SP 4 SP
Utility-										
LEVEL 0.4		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
TIRO: Tasty		L	25% Max	Touch	Varies	1 Minute	1 Hour			
	Multi Colored flash 1d12 meals appear a				orm into consum	able food.		COUNTER ENHANCE Lvl ()		0 SP
LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Arcane Light	t with Class Hue)	4 pts	Self	Varies	Initiative	4 Hours	CREATE: A	stral Candle Light Powd	er 👗 📤
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.								FOCUS:Bri COUNTER: ENHANCE LVI 14 LVI 9	ighter by Tier :Same Spell	8 SP 6 SP 20 SP
LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Cooking - Ba	asic		0 pts 5	feet / 1/5 meters	Campfire	2 Hours	10 Minute	es		
A	Meal for four peopl Allows a character Meal for four peopl	to cook a si	mple meal	for 4 people.				COUNTER ENHANCE LVI 0		O SP
LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Graduate Ti	ro Ritual		.00% Max	Self	Self	Instant	Permaner	nt		
2	fog envelops charac 2 days of introspec fog envelops charac	tion and cas	ter learn	s school locat	tion.			COUNTER ENHANCE Lvl ()		0 SP

