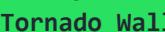


Battle Actions/Prep

LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
UnEntangle		8 pts	8 Squares	2x4 Squares	3 Rounds	10 Minutes				

Battle Defense

LEVEL	10	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Resist (Skill/Non)	
Tornado Wall				12 pts		Self		3x3 Squares		2 Rounds		10 Minutes				
	A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells 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.															
	FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP															

Battle Offense

LEVEL	Stack	Cost	Range	Area of Effect	Roll Out	Duration	Save
1	99	4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
Rose Thorns		Caster rolls a single ToHIT to be used for all thorns for this spell instance. Each spell instance creates 2d6 thorns per Tier. Each Thorn does 1 HP dmg. Each spell instance must be directed to a single target. Caster can lob this spell over and to a target. Blundered ToHITs are not rolled on the chart and merely miss the target.					FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
3	2	4 pts	10 Squares	1 Mark	Initiative	1 Round	Skill HP=25
Conjure Native Beetles		A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6					CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP
8	1	8 pts	12 Squares	2x2 Squares	Initiative	1 Round	Resist (Skill/Non) 1/2 Damage
Hail Stones Attack		A white cloud rises over the area, and throws down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a increase effect against heat based targets (+4 damage). Delivers the attack and damage from above the target. No more or less damage vs non-heat based creatures that are heated or on fire					FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
11	99	2.4 pts	10 Squares	1 Target	Initiative	1 Round	No Save
Power Attack Duel		Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.					COUNTER: None
12	99	18 pts	10 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
Ice Power Attack		Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Wand can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.					FOCUS:Enhancements 1/2 level COUNTER:Class Power Attack Duel Spell
12	3	12 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours	No Save
Tree House		Requires a tree (not a sapling), to start the spell Has a retractable ladder and muffles most sounds. When closed up light is blocked, but is visible. Shelter has 60 HP. Houses up to 10 persons.					CREATE:Pine Seeds of Tree House FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Duration +50% 6 SP
13	99	16 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Brute Exit Circle
Circle of Containment		A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.					FOCUS:Save Roll -20 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE X2 16 SP

LEVEL	19	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Fort of Thorns						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 1d4 per round. Magical fire as per the spell.
This is functional even in non-temporate environments.

Find or Reveal

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Detect Magic					8 pts	2 Squares	1-5 item	5 Minutes	Instant		Sight	

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.
Dietry Magic: Blazing light that will blind a char for 4 hrs if Save failed.

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Divining Water					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.
Auto fail in areas with water everywhere.
Wet/Tropic/Artic region Save: Skill Roll +20,
Temperate region Save: Skill Roll +0.
Desert/Arid region Save: Skill Roll -40.

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
Dispel Magic					8 pts	Touch	1 Target	2 Minutes	Permanent		Varies	

Many spells can be temporarily halted or entirely stopped by a Dispel Magic.
Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement).
The full description has the list.
Also, there is a list in the players handbook (Spells chapter).
(Strsyl)

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

Caster attempts to locate clues to find a True Name.
100 minus all Clues: Current Nae'ems (-5 pts) Mementos (-2 pts)
Current Focus Items (-20 pts) Past True Names (-10 pts)
Caster rolls 1d100, if higher than results from clues then True Name revealed.
NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.

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			

Easily capture water in readied containers as the water sprays up.
Draws on the available water/moisture in the area. (1/4 of a Mark)
Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),
Multiples: each repeated spell in same area reduces the effectiveness.

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

Barely visible red flames surrounds targetted prepared food.
Does not affect magically created food.
All action is in a backpack: Food to be doubled and the resulting food.
Does QUADRUPLE the amount of Cumber meals.

-Sylvan

Healing and Rest

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Basic Force Heal 1d4/Tier		4 pts	1 Square	1 Target	Initiative	Permanent				
 Roll 1d4 HP per Tier of the caster. Healing energy drawn from all parts of the body are forced to the wounded area. Then apply as force damage to the target, if the target is dead next step fails. Lastly, apply the full healing times two (x2) to the target.										
FOCUS:Enhancements 1/2 level										
COUNTER: None										
ENHANCEMENTS:										
Lvl 18	Range X4	10 SP								
Lvl 14	Range At 3 Sqs	8 SP								

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	2 Hours		

Swamp Lights (Greenish)



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.

CREATE:Calming Green Candle
FOCUS:Enhancements 1/2 level
COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

Shadow of the Magi



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

LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					4 pts	Touch	1 Animal	5 Minutes	4 Hours		Can communicate

Speak With Animals



Spell starts after the rollout & continues as the casters remains in touch.
Speak and understand domesticated animals, large and small.
Domesticated = No Save. Non-Domesticated = Skill Save.
Animal will respond within the limits of their intellect.

FOCUS:Enhancements 1/2 level
COUNTER:None

ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AoE = 2 Recipients 10 SP

LEVEL	6	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -20
					12 pts	2 Squares	1 Recipient	4 Hours	EOY		Ae'Em Created

Create Animal Ae'Em



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:Enhancements 1/2 level
COUNTER:None

ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP

LEVEL	7	NAE'EM	STACK	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	1 Square	1 Recipient	4 Days	Permanent		

Create Permanent Nae'Em



Caster mentally bonds and stays connected to another person when on the same plane.
Permanent mental bond allows either party to initiate and/or accept.
Resetting a connection:
Can be re-established with 1 hour rollout when next to the Nae'Em,
Can be re-established with a 2 day rollout while not near the Nae'Em.

FOCUS:Reset time 1/2
COUNTER:No Counter Available. Lvl:1

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

LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	PMP	Self+1	4 Minutes	5 Minutes		

Portal To Nae'Em



When Nae'Em agrees a portal can be created.
If the Nae'Em does not respond the portal will fail.
First to pass through must be either the Nae'Em or the caster.
After the caster or Nae'Em one more may follow.

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 AOE +2 12 SP

LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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 limited communication through this spell. 1 word statements.
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

-Sylvan

LEVEL	14	NACEM	█	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority		48 pts	1 Recipient	1 Target	1 Week	Permanent	FOCUS:Sense Alliegence COUNTER:None	%				

Natural Environment

LEVEL	2	STACK	99	COST	4 pts	RANGE	tes normal healthy g	AREA OF EFFECT	4x4 SqS /Tier	ROLL OUT	1 Hour	DURATION	Permanent	SAVE:	No Save
Plant Growth															

LEVEL	2	STACK	0	COST	4 pts	RANGE	4 Squares	AREA OF EFFECT	4x4 Squares	ROLL OUT	10 Minutes	DURATION	Permanent	SAVE:	Skill								
Remove Plant Disease				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.			

LEVEL	3	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Water to Steam (Reversible)			4 pts	2 Squares per Tier	1 Square cube per Tier	Initiative	Permanent	COUNTER:	None

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Sq's per Tier	1 Sq cube per Tier	Initiative	Permanent		
Water to Ice (Reversible)										
 <p>Sylvan uses magic to change Water into Ice. Or Ice into Water. Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Even near AOE is a safe area. If the Ice is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.</p>										
FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 6 Subtle Casting 4 SP	Lvl 20 Rollout Instant 16 SP						
LEVEL	6	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL
				6 pts	4 Sq's	1 Animal	1 Minute	Permanent		
Animal Healing										
 <p>Heal 2d8+4 to domestic or wild woodland animals. A minor bond is created and the caster attempts to use this temporary bond.</p>										
CREATE:Animal Healing Nutrients	FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 12 Rollout Init 12 SP	Lvl 12 Range X2 8 SP	Lvl 9 Range +50% 6 SP				
LEVEL	6		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		
Grow A Plant Canopy										
 <p>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. Very useful for/with rain and needed shade.</p>										
FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 10 Rollout Halved 6 SP	Lvl 18 Range X4 10 SP	Lvl 14 Duration X2 8 SP					
LEVEL	7		STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Self	Self	1 Minute	1 Day		
Water Breathing										
 <p>Caster is able to breath while under water. But is NOT able to breath out of water! Can be used in fresh or sea water. But the water must be un-polluted. The caster to be able to talk when underwater.</p>										
CREATE:Water Breathing Leaf	FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 20 Rollout Instant 16 SP	Lvl 12 Rollout Init 12 SP	Lvl 6 AOE = Self +1 6 SP				
LEVEL	10		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells
Control Wind Sphere										
 <p>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.</p>										
COUNTER:Same Skill. Lvl:1	ENHANCEMENTS:	Lvl 14 Save Roll +20 8 SP	Lvl 12 Range X2 8 SP	Lvl 16 AoE X2 16 SP						
LEVEL	15		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				16 pts	Self	4x4x4 Sq's	10 Minutes	4 Hours		
Control Water Currents										
 <p>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.</p>										
FOCUS:Enhancements 1/2 level	COUNTER:Same Skill. Lvl:1	ENHANCEMENTS:	Lvl 14 Save Roll +20 8 SP	Lvl 18 Range X4 10 SP	Lvl 16 AoE X2 16 SP					
Partner Cooperations										
LEVEL	2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	5 squares Radius	5 Minutes	8 Hours		
Post Yappy Camp Dog										
 <p>1d2+1 small dogs appear and will stay 'on guard' within the AOE. These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster. Stats: 1 small Sized dog. AC:13, HP:15, Attk:x1x1, Dmg:1d4.</p>										
FOCUS:Enhancements 1/2 level	COUNTER:None	ENHANCEMENTS:	Lvl 9 Duration +50% 6 SP	Lvl 14 Damage X2 12 SP	Lvl 16 AoE X2 16 SP					

-Sylvan

LEVEL 3 NAE'EM		STACK 5	COST 4 pts	RANGE Self	AREA OF EFFECT 20 Squares	ROLL OUT 1 Minute	DURATION 30 Min	SAVE: No Save
Direct Rodent								
	B A rodent (appropriate to the environment) appears. They are not noticed by others. This rodent can join and be accepted by other rodents of the same kind. Rodent will stay within the AoE and follow directions via the Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.	FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP						
LEVEL 3 NAE'EM		STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Lean-To	ROLL OUT 10 Minutes	DURATION 12 Hours	SAVE: No Save
Waterproof A LeanTo								
	B Brown roots grab and secure a lean-to to the ground. Requires a 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:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP						
LEVEL 4 NAE'EM		STACK 1	COST 8 pts	RANGE 1/2 Mile	AREA OF EFFECT Familiar	ROLL OUT 2 Days	DURATION Permanent	SAVE: Skill Nae'Em Kept
Summon Feline Familiar								
	B Timid common feline is bound to the caster. Any breed of common house cat that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHIT+6, Dmg:1d6, Move=15.	FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP						
LEVEL 5 NAE'EM		STACK 1	COST 16 pts	RANGE 1/4 Mile	AREA OF EFFECT Familiar	ROLL OUT 1 Day	DURATION Permanent	SAVE: SKL Familiar Found
Summon Canine Familiar								
	B Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHIT+8, Dmg:1d6, Move=12.	FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP						
LEVEL 6 NAE'EM		STACK 1	COST 20 pts	RANGE 2 Marks	AREA OF EFFECT Familiar	ROLL OUT 1d4 Days	DURATION Permanent	SAVE: Skill Nae'Em Kept
Summon Equine Familiar								
	B Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Dmg:1d4, HP:80, Move=18 or burst of 30.	FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP						
LEVEL 7 NAE'EM		STACK 1	COST 8 pts	RANGE self	AREA OF EFFECT 1 Mark	ROLL OUT 20 Minutes	DURATION 2 Hours	SAVE: No Save
Call Corvus								
	B Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus. This black bird can mingle with any flock of other like birds in the area. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6, Move=18/24.	FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP						
LEVEL 8 NAE'EM		STACK 3	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT 2 Rounds	DURATION 2 Hours	SAVE: No Save
Aid Hunter vs Missiles								
	B Hunter gains +2 to AC vs Missiles. No effect vs other kinds of attack.	FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP						

-Sylvan

Shape Change

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shape Of A Dog				4 pts	Self	Self	2 Minutes	8 Hours		

LEVEL	3	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE	No Save
Shape Of A Plant				4 pts		Self		1x2 Squares		1 Round		4 Hrs (Min 1 Hr)			

LEVEL	4	SWARM	1	SPD	100%	HP	100%	MANA	100%	ROLL OUT	0%	SOUL BURN	0%	NO Save
Shape of A Familiar				8 pts	Self	Self	6 Minutes	4 Hours						

LEVEL 5	Medium	8 pts	Self	Self	1 Minute	1 Day	No Save
Shape Of A Dolphin							

 Caster becomes a medium sized mundane dolphin.
 HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min)
 Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6.
 Loss of points beyond 40 will revert the caster back to normal form with that damage. They
 will be able to hear underwater well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level
 COUNTER:Same Skill. Lvl:1
 ENHANCEMENTS:
 Lvl 12 Rollout Init 12 SP
 Lvl 10 Rollout Halved 6 SP
 Lvl 18 Duration X4 10 SP

LEVEL **18**

STACK 1

COST

20 pts

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Shape Of A Harpy

With this skill the caster changes into a Harpy. (Haggerd vulture-like bird / person)
In this form spells and speech are enabled. But speech will always have a screech to it.
Can fly & dive. Diving: 1 per min, No ToHit Bonuses, additional 8 dmg to "Fist" dmg.
Caster gains 30 HP while in this form. Damage taken follows back to normal form.
It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

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