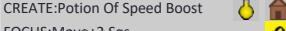


Battle Actions/Prep

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	2 Squares	1 Fighter	Initiative	6 Hours	No Save
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:
					4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr	No Save
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:
					4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier	Skill or non-Skill 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

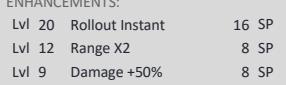
 FOCUS:Save Roll +20
COUNTER:None

 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:
					4 pts	8 Squares	1 Square	Initiative	1 Round	No Save
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:
					8 pts	15 Squares	Direct Line	Initiative	Instant	No Save
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

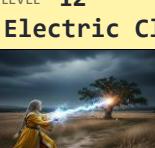
LEVEL	11	SHOW	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					2.4 pts	10 Squares	1 Target	Initiative	1 Round	Skill
Class Power Attack Duel										

 Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire
ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK.

Duel 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

LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					12 pts	12 Squares	1 Target	Initiative	1 Round	Skill 1/2 Damage
Electric Class Power Attack										

 Sends electrical stream directly to the target. No lobbing. Damage of 4d10 + 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 (Electric) 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

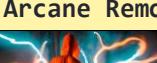
-Strumos

LEVEL	16	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	16 pts	RANGE	15 Squares	AREA OF EFFECT	ect Line up to 4 targ	ROLL OUT	Initiative	DURATION	SAVE: Agility 1/2 Damage
Lightning Bolt															

 Lightning travels from the caster's hand directly towards the target(s).
 Bolt may go through persons in a row, but will not pass through Adamantine Body armor.
 Damage Adjustments: +1d6 damage if non-Adamn armor.
 +4 damage with use of Focus ring.
 1/2 damage if Save passed.

FOCUS:+6 Dmg		
COUNTER:None		
ENHANCEMENTS:		
Lvl 14	Save Roll -20	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Class Specialty

LEVEL	18	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Arcane Removal Close (3 of 3)				60 pts	1 Square	1 Target	6 Hours	Permanent	SP not removed	
	After all 3 spells are cast target has - 5 HP and 0 SP (No future growth of that class SP) DOES NOT PERMANENTLY REMOVE CLASS OR HP. DOES PERMANENTLY REMOVE CLASS SP. This is step 3 of process to permanently remove the class SP. Focus item is required. 1st the ORIX opens, 2nd the DOKOUR burns, then lastly the STRUMOS closes. Nae'Em between casters & target. Afterwards (failed or not) Nae'Em is permanently ends.	FOCUS:Required. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP								

Communication

LEVEL	19	NAE'EM		STACK	1	COST	20 pts	RANGE	6 Squares	AREA OF EFFECT	1 Spirit	ROLL OUT	10 Minutes	DURATION	SAVE: Skill Summoned
Dead Spirit Conversation		 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:Save roll +20 COUNTER:Consecration Corpse Lvl:1 

Fences and Shelters

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Strumos Waystation				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 normal weather. Has center area for fires and posts supporting a flat roof.								FOCUS:Canvass 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

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																

LEVEL	9	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Charged Fencing, Two Sides			12 pts	6 Squares	2 - 9 SqS	Initiative	4 Hours	1/2 Dmg				

-Strumos

Find or Reveal

LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	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		

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

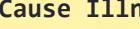
LEVEL	10	NAE'EM	 	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled	
Determine True Name				24 pts	4 Squares	1 Item		2 Hours	Permanent		success		

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		

-Strumos

Fragility

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	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
 <p>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. This can progress through Sickness II and III, to Disease I-II, then to death.</p>										FOCUS:Col +1		
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 18 Range X4	10 SP	
										Lvl 9 Range +50%	6 SP	
										Lvl 16 AoE X2	16 SP	

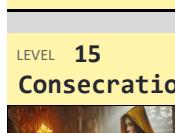
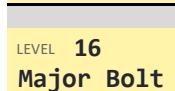
Healing and Rest

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

-Strumos

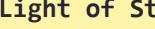
LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Feather Bed				4 pts	Touch	1 Bed (1x2 sqs)	2 Minutes	12 Hours	No Save
	Yellow sparks trace the shape as it creates a rope bed. A feather bed with a blank and pillow appears. Can fit 1 person. Does continue even once the caster is out cold, asleep, etc... 1 shift of sleep is equal to a full night.								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 2		STACK 1		COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION 1d6 Hours	SAVE: Senses Tired, but aware
Sleep: Light Nap									 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 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 8 pts	RANGE Touch	AREA OF EFFECT Recipient	ROLL OUT 30 Minutes	DURATION Damage Taken	SAVE: No Save
Triggered Forced Healing 2d8									 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 1 H COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL 4		STACK 99		COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Body	ROLL OUT 30 Min	DURATION Permanent	SAVE: No Save
Consecration: Final Rites									 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.
									COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP
LEVEL 4		STACK 3		COST 10 pts	RANGE 2 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 4 Hours	DURATION permanent	SAVE: Skill Healing continues
Slow Healing									 Maximum of 4 hours + 1 hour per caster Tier. Only 1 or 2 creatures per spell. 10 HP per undisturbed Hour per creature. Save at beginning of every hour. Failed Save ends spell. MUST SAVE EVERY HOUR TO CONTINUE. No other concentrated efforts by either caster or recipient.
									FOCUS: +1 HP/Tier/Cycle COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 AoE = 2 Targets 12 SP
LEVEL 5		STACK 1		COST 2 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT 30 Minutes	DURATION Permanent	SAVE: Skill Repair done
Repair A Dead Body									 The body is wrapped in bright yellow lights for the entire roll out. The body is left as whole as much as possible, based on how much of the body remains. All wounds are cleaned inside and out. All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.
									FOCUS: Range = 8 Sqs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 AoE = 2 Recipients 10 SP
LEVEL 6		STACK 99		COST 6 pts	RANGE 2 or 8 sqs	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
Common Healing 2d8+ACU									 One of the most common healing spells from the Strumos. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.
									CREATE: Draught Of Health FOCUS: +1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Healing +8 10 SP Lvl 16 Healing +4 10 SP

-Strumos

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Extra Healing 3d8+ACU				8.4 pts	2 or 8 sqs	1 Creature	Initiative	Permanent		
	A Strumos healing spell that has something Extra in it. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.								FOCUS:+1 HP/Tier	
	Revive Life With A ZAP!	Stack	99	Cost	Range	Area of Effect	Roll Out	Duration	Save:	Skill Alive!
	Sparks surround then converge on the fallen body. Restore a creature that has been 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.			36 pts	Touch	1 Body	4 Hours	Permanent	FOCUS:Dead less than 2 mo	
	Great Healing 5d8 +ACU	Stack	99	Cost	Range	Area of Effect	Roll Out	Duration	Save:	No Save
	A great Strumos healing spell. Heals living creatures. Any Heal also binds. If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares). Does NOT heal anything not currently living.			12 pts	2 or 8 sqs	1 Creature	Initiative	Permanent	FOCUS:+1 HP/Tier	
	Sleep: Deep Doze	Stack	99	Cost	Range	Area of Effect	Roll Out	Duration	Save:	Senses Tired, but awake.
	Push a person to a deep sleep. Multiple castings may be needed. Save roll -40 each. Failure means target falls asleep for 2d6 Hours. Or if voluntary 8-10 hrs of rest. Success means the target is very tired but awake. Very active targets are not put to sleep, though they might feel a bit tired. Subsequent Deep Doze spells have a Save Roll -40			12 pts	4 sqs/Tier	1 Target	10 Minutes	4 Hours	FOCUS:Save Roll -20	
	Major Healing 5d10+4	Stack	99	Cost	Range	Area of Effect	Roll Out	Duration	Save:	No Save
	One of the most powerful healing spells Healing of 5d10 +4 + Acumen Bonus to living corporeal creatures. If the Strumos heals a Fighter the spell range becomes 16 Sqs.			15.2 pts	8 or 16 sqs	1 Creature	Initiative	Permanent	FOCUS:+1 HP/Tier	
	Consecration of Corpse	Stack	99	Cost	Range	Area of Effect	Roll Out	Duration	Save:	No Save
	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. Must be dead a month or less.			16 pts	1 Square	1 Corpse	30 Minutes	Permanent	CREATE:Consecration Anointment	
	Major Bolt Of Health 6d12+6	Stack	99	Cost	Range	Area of Effect	Roll Out	Duration	Save:	AGL Bolt Misses
	A Major electrical bolt is arched out the the recipient. NoHit or direct needed. Recipient can dodge if desired with AGL Save. Save Roll adjustment of +40. If the bolt hits the recipient loses 1 attack & 1d4 HP, then healed for 6d12+6+ACU. Range of 15 squares, but if recipient is a FTR then 22 squares.			16 pts	15 or 22 sqs	1 Recipient	Initiative	Permanent	FOCUS:+1 HP/Tier	

-Strumos

Light and Darkness

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Light of Strumos Yellow												
	With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power level. This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.	4 pts	Self	Varies	Initiative	12 Hours	CREATE:Healthy Yellow Candle		FOCUS:Brighter by Tier		COUNTER:Dispel Magic. Lvl:1	
							ENHANCEMENTS:					
							Lvl 18	Duration X4	10 SP			
							Lvl 14	Duration X2	8 SP			
							Lvl 9	Duration +50%	6 SP			

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	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		

Nae'Ems

LEVEL	7	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Portal To Nae'Em						12 pts	PMP	Self+1	4 Minutes	5 Minutes		

-Strumos

LEVEL 11 NAE'EM		STACK 1	COST 36 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 4 Days	DURATION Permanent	SAVE: Resist (Skill/Non) Connected
Connect To An Arcane Focus Item								
	Multi Colored lights engulf 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.							COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP
LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
Bestow House Authority								
	Character is able to draw followers to their banner. Character knows if the follower has acted properly according to House ideals. But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.							FOCUS: Sense Allegience COUNTER: None
Partner Cooperations								
LEVEL 5 NAE'EM		STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT 1/2 Mark	ROLL OUT 10 Minutes	DURATION Perm	SAVE: Skill Summoned
Summon Nisse Spirit								
	A small invisible familiar-like creature that can be seen via ultra violet vision. After the summoning, the Nisse and caster are joined in a Nae'Em. Timid invisible creatures stay within 1/2 a Mark of caster. 1 Mark w/ Focus Ring. Is a spirit creature, HP:12 SP:4 AC:18 Init+10 ToHIT-10 Move=3 Wt=Inventory. Will heal the caster for 1d6 up to twice a day. Can carry 10 lines of inventory.							FOCUS: Range = 1 Mark COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL 20 NAE'EM		STACK 99	COST 40 pts	RANGE Touch	AREA OF EFFECT 1 Corpse	ROLL OUT 8 Hours	DURATION Permanent	SAVE: Skill Alive!
Raise The Dead								
	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: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Healing +4 10 SP Lvl 12 AoE = 2 Recipients 10 SP
Planar								
LEVEL 5 NAE'EM		STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 Square	ROLL OUT 2 Minutes	DURATION Permanent	SAVE: Non (if Mgc items) Items still there.
Arlo's Astral Storage								
	The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster can open, close, or view the items within. Items must be small to medium, non-living, and not a crystal. (Shortsword or smaller) Magic items can be found & taken by Astral creatures. Best to not leave magic in there. Non-Skill Save required if magic or crystal left in the area.							FOCUS: +5 items COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP
LEVEL 7 NAE'EM		STACK 1	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT 4 Hours	DURATION 2 Hrs	SAVE: Skill Expected location
Vae'Em Portal (Astral Style)								
	Creates a portal from and to destinations within the same PMP. A disconnected Vae'Em can be reconnected while on the same plane, At the site of the Vae'Em with a recasting but the rollout is only 4 minutes, or When not at the Vae'Em site the rollout is 4 days							FOCUS: Col-1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 10		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Minutes	DURATION 4 Hours	SAVE: Skill Avoid Attack
Astral Mental Shield								
	When in the Astral plane this creates strong yellow glowing field around the caster. Protection from Astral influence while in the Astral Plane. Caster Save Rolls +20. +2 AC vs Astral creatures (while in the Astral plane).							FOCUS: AoE +1 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE = 2 Targets 12 SP

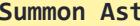
-Strumos

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Astral Plane Projection		12 pts	3 sq Radius	1 Person / Tier	4 Hours	3 Days				

LEVEL	13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	16 pts	RANGE	Touch	AREA OF EFFECT	3 Sq Radius	ROLL OUT	10 Minutes	DURATION	SAVE: Skill Expulsion	
Circle of Astral Expulsion																FOCUS:Save roll +20. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP

Summon or Send

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)								
	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:No Counter Available. Lvl:1	o	Lvl 14	Stacking +1	8	SP	Lvl 12	Range X2	8	SP	Lvl 18	Duration X4	10	SP

Watch/Scry

LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Project Astral Image Within PMP										
	12 pts	Self	PMP	20 Minutes	4 Hours					

Colored sparks form a profile which becomes the image of the caster.
Casters Astral image is able to take a ghostly form and watch living creatures.
The caster can only see living sentient creatures, nothing else.
Caster will seem ghostly to the local creatures and vice sa versa.
Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.