

ALL

Battle Actions/Prep					Battle Defense					Battle Offense										
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Avoid Incoming (Ranged/Thrown)	4	Self	Self	Initiative	1 Battle or 1	1	Heat Wave Wall	4	Self	Self	Initiative	4 Rounds	1	Blinding Flashes	4	8 squares	2 x 2 Square	Initiative	1 Round / Ti
1	Avoid Incoming (Ranged/Thrown)	4	Self	1 Battle	1 Minute	1 Battle or 1	1	Set for A Charge	4	Self	1 Charge	Instant	1 Round	1	Flash Of Fire!	4	8 Squares	1 Target	Initiative	1 Round
1	Weapon Expertise	2	Touch	1 Item	2 Minutes	End of Battle	1	Shield Expertise	4	Self	Self	Initiative	4 Rounds	1	Force Pinch 1d4	4	8 Squares	1 Square	Next Initiative	1 Round
3	Take Point	4	Self	6 Squares a	1 Minute	Up To 1 Day	1	Wind Wall	4	Self	1 creature (s	Initiative	4 Rounds	1	Massive Bludgeoning Hammers!	4	Melee	Self	Initiative	2 Rounds
4	Assist Another To Disengage	4	3 Squares	1 Recipient	Initiative	1 Round	2	Defend / Withdraw, No Attacks	4	Self	Self	Initiative	2 Rounds	1	Phage (Something of Fragility??)	4	4 SqS / Tier	1 adjacent s	Initiative	5 Rounds
5	Entangle	8	2 Squares	2x2 Squares	1 Minute	4 Hours	3	Protect Fighter vs Ranged/Throw	4	8 Squares	1 Recipient	Initiative	End of Battle	1	Rose Thorns	4	10 Squares	1 Target	Initiative	1 Round
5	Mundane Fire Immunity	8	1 Target	1 Target	5 Rounds	1 Hour	3	TIRO: Armor of Light	30	Self	Self	1 Minute	4 Hours	1	TIRO: Pie Fight!	20	4 Squares	1 Target	Initiative	1 Round
5	Patient and Watchful	8	Self	2x2 Squares	4 Rounds	4 Hours	3	Urgent Disengagement w/ 1 Atta	6	Self	Fighter	Initiative	1 Round	2	Electric Zap	4	8 Squares	1 Square	Initiative	1 Round
5	Point 80 ft Ahead	8	Self	16 Squares	10 Minutes	Up To 1 day	3	Wind Wall For Nae'Em Hunter	4	4 SqS / Tier	1 Recipient	Initiative	4 Rounds	2	Fighters Charge	4	Move x2	1 Creature	Initiative	1 Round
6	Coordinate Group Initiatives	8	Self	Player Party	Initiative	1 Battle	4	Resist The Push	4	Self	1 Target	Instant	Battle	2	Flame Bolt	4	10 Squares	2 Squares	Initiative	1 Round
6	Increase Fighter Movement	8	2 Squares	1 Fighter	Initiative	6 Hours	5	Limit Flank Attacks (Counter)	8	Self	Self	Initiative	5 Rounds	2	Force Push 1d6	4	10 Squares	2 Squares	Initiative	1 Round
6	Move Shadow to Shadow	8	24 Squares	Recipient	2 Rounds	1 Jump	5	Shield Block vs Melee	8	0 Squares	Self	Instant	1 Attack	2	Melee Backstab	4	1 Square	1 Target	Initiative	1 Round
6	Vines of Force (Hold)	8	4 Squares	4x4 squares	Initiative	4 Rounds	6	Bob and Weave	8	Full Move	Self	Initiative	1 Round	2	TIRO: Fire Crack!	20	6 Squares	1 Target	Initiative	Instant
7	Coordinate vs 1 Enemy	8	Self	1 Target	Initiative	5 rounds	6	Evade Missiles	8					3	Conjure Native Beetles	4	4 Squares	1 Mark	Initiative	2 Rounds
7	UnEntangle	8	2 Squares	2x2 Squares	3 Rounds	4 Hours	6	Protect Strumos	8	1 Square	1 Strumos	Initiative	1 Round	3	Heat Metal Armor	4	12 Squares	1 Target	Initiative	4 Rounds
8	Circle of Protection vs Magic	8	Self	3x3 Squares	8 Minutes	10 Minutes	6	Provide Protection	8	3 sqs	1 Creature	Initiative	2 Rounds	3	Phage Mist	6	10 Squares	Row: 3 SqS	Initiative	5 Rounds
8	Pull Aggro	8	Self	8 Sq Radius	Initiative	3 Rounds	6	Shield Block vs Ranged	8	0 Squares	Self	Instant	Up to 2 Rou	3	Rogues Charge	4	Move x2	1 Target	Initiative	1 Round
10	Magical Fire Protection	12	Self	Self	2 Rounds	2 Hours	7	Half Wall of Force	8	Touch	4 SqS Long	20 Minutes	20 Minutes	3	Shield Bash (Odd rounds)	4	1 Square	1 Target	Initiative	1 Round
11	Catch Small Incoming	12		Instant	3 Rounds		9	Triggered Shield vs 1	12	Self	1 Battle	1 Minute	3 Days	3	TIRO: Quick Push!	40	4 Squares	1 Recipient	Next Initiative	1 Round
11	Protection vs Animals	12	Touch	3x3x3 Sq Sp	Initiative	1 Hour	10	Minor Defense Bubble	12	Touch	Self	Initiative	1 Battle	4	Accurate Ranged Shots	4	Char Sheet	1 Target	Initiative	1 Round
13	Enchantment of Returning	32	Touch	1 Small Wpn	5 Minutes	1 Battle	10	Tornado Wall	12	Self	3x3 Squares	2 Rounds	10 Minutes	4	Critical Surprise Throw	4	3 SqS / Tier	1 Melee Tar	Pre-Battle In	1 Round
14	Call & Direct An Attack Bear	16	Self	15 Squares	1 Minute	2 Hours								4	Hunters Melee Charge	4	Move x2	1 Creature	Initiative	1 Round
16	Quick Ranged Shot (PreBattle)	16	Melee	1 Creature	Pre-battle	Instant								4	TIRO: Quick Flash Fire	30	12 Squares	1 Target	Initiative	1 Round
														5	Long Distance Crossbow Shots	8	By Weapon	1 Target	Initiative	4 Rounds
														5	Penetrating Ranged Shots	8	By Weapon	By Weapon	Initiative	2 Rounds
														5	Separate Ranged Shots	8	by the bow	Self	Next Initiative	1 Round / Ti
														5	Step and Shoot	8	Miss Attack	Miss Attack	Initiative	1 Round
														6	Held Throw, Single Target	8	By Weapon	1 Target	Initiative	5 Attacks &
														6	Shoot Thru Party to Target	8	By Weapon	By Weapon	Initiative	1 Round
														7	Flame Strike	8	12 Squares	1 Square	Initiative	1 Round
														7	Held Shot, Single Target	8	By Weapon	1 Target	Initiative	5 Attacks
														7	Hold Civilized Creature	8	8 Squares	1 Target	1 Round	5 Rounds
														8	Critical Shot At 19 to 20	8	By Weapon	By Weapon	Initiative	4 hours
														8	Hail Stones Attack	8	12 Squares	2x2 Squares	Initiative	Permanent

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8 Phage Rain (2 Rds)	8	8 Squares	1 Square	Initiative	2 Rounds
8 Static Bolt	8	15 Squares	Direct Line	Initiative	Instant
8 Whirling Mordra, Rogue Style	8	Touch	Adjacent Sq	Initiative	1 Round
9 Desperation Attack	12	Self	Self	Initiative	1 Round
9 Force Clap 2d6 Daze 1d2 rds	12	12 Squares	2 Squares	Initiative	Instant
9 Single Focus Attacks	12	self	1 creature	Initiative	Battle
10 Blunted Bow Shots (Bow Only)	12	By Weapon	As per Wea	Initiative	4 Rounds
10 Brutal Push Forward	12	1 Square	1 Square	Initiative	1 Round
11 Adrenaline Rush	12	Self	Self	Initiative	1 Round
11 Class Power Attack Duel	2	10 Squares	1 Target	Initiative	1 Round
11 Fire Class Power Attack	14	10 Squares	1 Target	Initiative	1 Round
11 Last Ditch Effort	12	Self	Self	Initiative	1 Battle
11 Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle
12 Electric Class Power Attack	12	12 Squares	1 Target	Initiative	1 Round
12 Force Class Power Attack	9	10 Squares	1 Target	Initiative	1 Round
12 Ice Class Power Attack	12	10 Squares	1 Target	Initiative	1 Round
12 Phage Class Power Attack	12	10 Squares	1 Target	Initiative	1 Rounds
12 Targeting A Moving Target	12	By Weapon	By Weapon	Initiative	1 Round
12 Whirling Mordra	12	Touch	8 Squares	Initiative	1 Round
13 Phage Blobs	16	12 Squares	2x2 Squares	Initiative	3 Rounds
13 Ranged Sucker Shot(s)	16	By Weapon	1 Target	Initiative	1 Round
14 Dokour Flame Attack	16	12 Squares	1 Target	Initiative	1 Round
15 Moving And Shooting	16	By Weapon	1 Target	Initiative	1 Round
15 Surprise Death Blow	16	Melee	1 Creature	Next Initiativ	1 Round
15 Surprise Killing Blow	16				
16 Fire Bombardment	20	12 Squares	Row: 1 sq /	Initiative	1 Round
16 Lightning Bolt	16	15 Squares	Direct Line u	Initiative	1 Round
17 Force Cage 3d6 to touch	20	8 Squares	3x3 Squares	10 Minutes	3 Rounds
17 Hammering Force 3d8 @ 2sq	20	12 Squares	2 Squares	Initiative	Instant

Battle Reaction						Class Specialty							
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
2	AoO on Enter or Exit	4	1 Square	1 Target	Instant	1 Round	1	Climbing	4	Move	Vertical Area	Initiative	5 Minutes
3	Blunder Reroll	4	Self	1 Blunder	Instant	Instant	1	Create A Field Bandage	0	Touch	1d3 Wraps	4 hours	Permanent
3	Dodge AoO Attacks	4	Self	Movement	Instant	1 Round	1	Rogue To Rogue Signals	4	In Sight	In Sight	Next Initiativ	30 Minutes
3	Draw Attention	4	In Sight	In Sight	Instant	Up to 30 Min	1	Skinning A Hide	4	Self	Animal	12 Hours	Permanent
5	Disrupt Concentration	8	8 Squares	3x3 Squares	Instant	2 Rounds	2	Basic Disguise	4	1 Square	Self	30 Minutes	12 Hours
6	2nd Attempt To Grab	8	Touch	Self	Instant	Instant	2	Convincing Another (or Lie)	4	Hearing	Varies	5 Rounds	Usually 2 Da
6	AoO on Melee Entry	4	Melee	Self	Instant	1 Round	2	Fire Starter	4	6 Squares	1 Item	Initiative	Continuous
7	AoO on Kill	8	1 Square	1 Target	Instant	Instant	2	Make Fire with Sticks	4	Touch	Kindling	10 Minutes	Permanent
7	Blunder Change Up	8	Self	Self	Instant	Instant	2	Silent Movements	4	Self	Self	Initiative	20 Minutes
7	Critical Roll Additions	8	Self	1 Critical	Instant	Instant	2	Ventriloquism	4	4 Sqs/Tier	1 Square	Initiative	1 Round
7	End Of Life	8	x	x	Instant	Permanent	3	Hot Rocks	4	Touch	9 Stones	2 Minutes	12 Hours
8	Brace for Onslaught	8	Self	Self	Initiative	2 Rounds	3	Improve Resist & Skill Saves	4	Self	Caster	6 Minutes	2 Hours
8	Critical Hit, 2nd Choice	8	Self	Self	Instant	Instant	3	Mental Alarm Clock	4	Self	Self	10 Minutes	24 Hours
13	Feign Death	16	Self	Self	Instant	2 Rds Minim	3	Repair Undead/Living Dead	-2	Touch	1 Target	1 Minute	Permanent
Chants													
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration							
1	Chant of Protection, +1 AC/Tier	6	Self	5 Radius / Ti	1 Full Round	10 Minutes	4	Sleight of Hand	4	Self	Arms Length	1 Round	Instant
1	Chant Of Robustness, End DOT	6	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	5	Freehand Climbing @ 1/2 Movem	8	Self	1/2 Moveme	12 Secs (2	1 Rds (6 Se
1	Light To Calm The Dead	4	Self	Varies	Initiative	4 Hours	5	Repair Weapons/Armor	8	1 Square	1 Wpn/Armo	4 Hours	Permanent
4	Direction to Your Ionic Marker	4	PMP	1 Nae'Em	2 Rounds	Instant	10	Honing Melee Weapon	12	Touch	1 Weapon	2 Hours	1 Battle
8	Chant Of Rogues Grace, +1/Tier	10	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	12	Impersonate A Person	12	Self	1 Person	10 Min/Com	12 Hours
10	Sense Undead	12	Self	5 Squares/Ti	adfa	adfa	12	Wake To Battle	12	Self	1 Round	Next Initiativ	1 Round
20	Mirror A Person	20	15 Square R	1 Person	2 Rounds	20 Minutes	17	Impersonate Person	20	Self	1 Person	10 Min/Com	6 Hours
							18	Arcane Removal Burn (2 of 3)	60	1 Square	1 Target	6 Hours	Permanent
							18	Arcane Removal Close (3 of 3)	60	1 Square	1 Target	6 Hours	Permanent
							18	Arcane Removal Open (1 of 3)	60	1 Square	1 Target	6 Hours	Permanent
Commune													
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration							
1	Petition Ancestor Spirit Guide	20	Self	Self	2 - 4 Days	5 Min & Per	3	Converse with Ancestor	4	Self	Self	10 min @ D	10 Min
8	Request Ancestor To Delve	12	Self	Self	10 Min @ D	See Descr (11	Use An Ancestor Skill	5	Skill based	Skill based	1 Hour	6 hrs
15	Possessed By Ancestor	25	Self	Self	4 hours	24 hours							

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Healing and Rest						Illusions						Nae'Em's								
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Basic Healing 1d8+ACU	4	2 or 8 sqs	1 Target	Initiative	Permanent	1	TIRO: Beauty Contestant:2nd Pri	5	Self	Self	5 Minutes	12 Hours	1	Send Item to A Nae'Em Location	4	PMP	1 Mid Item	20 Minutes	Instant
1	Forced Heal 1d4 per Tier	4	1 Square	1 Target	Initiative	Permanent	2	TIRO: Random Friendship	40	10 Squares	1 Target	Initiative	2 Rounds	2	Connect With A Hunter (Nae'Em)	4	1 Square	1 Recipient	2 Days	Permanent
1	Heal Fire Damage 2d8	4	1 Square	Target	Initiative	Instant	3	TIRO: 2 Rope Image	10	1 Rope	1 Rope	1 Minute	2 Hours	3	Call Bonded Person	4	PMP	1 Recipient	30 Minutes	Instant
1	Sylvan Forced Healing 1d6 HP	4	Touch	1 Creature	Initiative	Permanent	5	Ribbon Goblin Lookout	8	1/4 Mark	1 Ribbon Crt	30 Minutes	8 Hours	4	Speak With Animals	4	Touch	1 Animal	5 Minutes	4 Hours
1	TIRO: Healing Bolus	30	1 Square	Recipient	Initiative	Permanent	Ionic Markers						4	TIRO: Sloppy Spying	25	12 Squares	3x3x3 SqS	Initiative	5 Minutes	
2	Feather Bed	4	Touch	1 Bed (1x2 s	2 Minutes	12 Hours	5	Create Ionic Marker	8	Touch	1 Object	1 Day	Permanent	5	Call/Return Nae'Em Item	8	PMP	1 Item	Initiative	Instant
2	Healing Flames 1d4 HP per Tier	4	Touch	1 Recipient	Initiative	Permanent	5	Imbue Ionic Marker (Tae'Em)	48	Touch	Caster	1 Day	Permanent	6	Animal Connection (Ae'Em)	12	2 Squares	1 Recipient	4 Hours	EOY
2	Sleep: Light Nap	4	4 Squares	1 Target	1 Minute	1d6 Hours	5	Locate Ionic Marker	8	PMP	1 Marker	1 Hour	Instant	6	Create a Vae'Em Location	8	1 Square	1 Square	4 Hours	Permanent
2	Triggered Forced Healing 2d8	8	Touch	Recipient	30 Minutes	Damage Ta	Light-						7	Create Permanent Nae'Em	16	1 Square	1 Recipient	4 Days	Permanent	
4	Consecration: Final Rites	4	Touch	1 Body	30 Min	Permanent	10	SHRINE: Block Scrying	12	15 Squares	1 Square	Initiative	1 Hour	7	Portal To Nae'Em	12	PMP	Self+1	4 Minutes	5 Minutes
4	Send The Dead On	4	Touch	1 Body	30 Min	Permanent	Light and Darkness						7	View An Animal (Ae'Em)	8	PMP	1 Ae'Em, 1 s	5 Minutes	1 Hour	
4	Slow Healing	10	2 Squares	1 Creature	4 Hours	permanent	1	Light of Orix (Violet)	4	Self	Varies	Initiative	4 Hours	8	Raise Nae'Em Fighter Str +1	8	Touch	1 Fighter	2 Minutes	1 Hour
5	Assist Another's Healing	8	4 Squares	1 Heal Spell	10 Minutes	Instant	1	Light of Strumos Yellow	4	Self	Varies	Initiative	12 Hours	11	Connect To An Arcane Focus Ite	36	Touch	1 Item	4 Days	Permanent
5	Repair A Dead Body	2	1 Square	1 Target	30 Minutes	Permanent	1	Red Light of Dokour	4	Self	Varies	Initiative	6 Hours	14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent
6	Cleansing Fire	8	Self	Self	2 Hours	Permanent	1	Shadow Cover (AC +1)	4	Self	1 Suare	Initiative	1 Hour	20	Vae'Em Natural Landmark	20	PMP	3x3 Squares	4 Hours	Permanent
6	Common Healing 2d8+ACU	6	2 or 8 sqs	1 Creature	Initiative	Permanent	1	Swamp Lights (Greenish)	4	Self	Varies	Initiative	2 Hours	Natural Environment						
6	Destroy Harmful Substance	8	6 Squares	1 Square	10 Minutes	Permanent	3	Shadow of the Magi	4	Self	3 Sq Dia Sp	Initiative	Conc +4 Rd	1	Find North	4	Self	Self	Initiative	1 Hour
9	Extra Healing 3d8+ACU	8	2 or 8 sqs	1 Creature	Initiative	Permanent	3	The Darkness	4	Self	5 Sq Dia Sp	Initiative	4 Hours	2	Benign Approach	4	10 Squares	10 Squares	5 Minutes	1 Hour
11	Ectoplasmic Cast	12	Touch	1 broken bo	1 Hour	Permanent	4	Capture/Release Light (Violet)	4	Self	12 Sqs Radi	2 Minutes	2 Hours	2	Plant Growth	4	Promotes no 4x4 SqS	1 Hour	Permanent	
11	End Current Dmg Over Time	12	8 Squares	1 Target	Initiative	Permanent	4	Profiled In Fire	4	12 Squares	Recipient	Initiative	2 Hours	2	Remove Plant Disease	4	4 Squares	4x4 Squares	10 Minutes	Permanent
11	Revive Life With A ZAP!	36	Touch	1 Body	4 Hours	Permanent	4	TIRO: Aural Spark	10	10 Squares	2x2 SqS	Initiative	1d20 Minute	3	Calm Animal	4	2 Squares	1 Animal	20 Minutes	2 Hours
11	Summon Life From Death	36	Touch	1 Body	12 Hours	Permanent	Mechanicals						3	Hunt/Fish/Gather	4	Self	20x20 Squar	9 Hours	Rollout	
12	Great Healing 5d8 +ACU	12	2 or 8 sqs	1 Creature	Initiative	Permanent	1	Create Message Trap	20	Touch	1 Square	20 Minutes	Until Trigger	3	Water to Steam (Reversible)	4	2 Sqs per Ti	1 Sq cube p	Initiative	Permanent
12	Ranged Forced Healing 2d8+2 H	12	15 or 22 sq	1 Target	Initiative	Permanent	1	Disarm/Arm Locks and Traps	8	Touch	1 Mechanica	10 Minutes	Until Reset	4	Predict Weather	4	Self	Up to 5 Mar	1 Hour	1 Week
12	Sleep: Deep Doze	12	4 sqs/Tier	1 Target	10 Minutes	4 Hours	2	Create Impediment Trap	12	Touch	1x2 Squares	5 Minutes	Until Trigger	4	Water to Ice (Reversible)	4	2 Sqs per Ti	1 Sq cube p	Initiative	Permanent
14	Major Healing 5d10+4	15	8 or 16 sqs	1 Creature	Initiative	Permanent	3	Acid Etching	4	Touch	1x1 Square	30 Min	Permanent	6	Animal Healing	6	4 Sqs	1 Animal	1 Minute	Permanent
15	Consecration of Corpse	16	1 Square	1 Corpse	30 Minutes	Permanent	5	Create Damaging Trap	40	Touch	1 Square	2 Hours	Until Trigger	6	Grow A Plant Canopy	8	12 Squares	3x3 Sq Area	5 Minutes	12 Hours
15	Held In Stasis	16	Touch	1 Target	1 Minute	1 Month (30	Hide or Obscure						7	Water Breathing	8	Self	Self	1 Minute	1 Day	
16	Major Bolt Of Health 6d12+6	16	15 or 22 sqs	1 Recipient	Initiative	Permanent	7	Coastal Net Fishing	8	Self	Ocean	16 Hours	Permanent	10	Control Wind Sphere	12	18 Squares	5x20 Sq Are	10 Minutes	12 Hours
17	Ultimate Group Heal 200 HP	20	6 Squares	3 Sq Rad Cir	20 Minutes	Permanent	Hide or Obscure						15	Control Water Currents	16	Self	4x4x4 SqS	10 Minutes	4 Hours	
7	Slow Alteration Into Ancestor	8	Self	Self	4 Rounds	4 Hours	Hide or Obscure													

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Partner Cooperations					Planar					Shape Change											
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
1	Call & Direct Small Assistants	1	Self	10 Square R	4 Minutes	8 Hours	1	Langstrom Location (Vae'Em)	4	xx	xx	xx	xx	1	Shape Of A Dog	4	Self	Self	2 Minutes	8 Hours	
2	Call & Post Yappy Camp Dog	4	Self	5 squares R	5 Minutes	8 Hours	2	Langstrom Cloak Pockets	4	Touch	1 Worn Gar	1 Minute	1 Week		2	Shape Of A Deer	4	Self	Self	10 Minutes	2 Hours
2	Rogue's Right Place, Right Time	4	10 Squares	1 Rogue	1 Round	1 Hour	4	Veil of Shadows	4	Caster	4x4 Squares	6 Minutes	12 Hours		3	Shape Of A Plant	4	Self	1x2 Squares	1 Minute	4 Hrs (Min 1)
3	Assist Hunter's LeanTo	4	Touch	1 Lean-To	10 Minutes	2 Hours	5	Arlo's Astral Storage	8	Touch	1 Square	2 Minutes	Permanent		4	Shape of A Familiar	8	Self	Self	6 Minutes	4 Hours
3	Call & Direct Rodent	4	Self	20 Squares	1 Minute	30 Min + Ke	5	Dimension Quick Portal for 3	8	2 Squares	3 Civilized or 30 Minutes	2 Rounds		5	Shape Of A Dolphin	8	Self	Self	1 Minute	1 Day	
3	Invoke Temporary Imp	4	8 Squares	PMP	1 Hour	1 day / Tier	5	Reveal Origin Plane	8	2 Squares	5 items / 1 S	20 Minutes	Rollout		7	Shape Of A Wolf	8	Self	Self	10 Minutes	4 Hours
4	Invoke Imp Partner (Year long)	4	30 Squares	PMP	24 Hours	End of Year	6	Dimension Personal Hideaway	6	Self +2 pers	1wx2hx3d	Initiative	2 Hours		8	Shape Of A Tree	8	Touch	1 tree	10 Minutes	4 Hrs
4	Summon Feline Familiar	8	1/2 Mile	Familiar	2 Days	Permanent	6	Langstrom Portal	8						9	Shape Of A Bear	12	Self	Self	5 Minutes	2 Hours
5	Summon Canine Familiar	16	1/4 Mile	Familiar	1 Day	Permanent	6	Langstrom Rupture	8	8 Squares	1x1 Sq Port	30 Minutes	1 Minute		11	Shape Of A Hawk	12	Self	Self	4 Minutes	4 Hours
5	Summon Nisse Spirit	16	Self	1/2 Mark	10 Minutes	Perm	7	Reach To My Home Nook	8	PMP	Self	10 Minutes	Permanent		13	Shape Of A Satyr	16	Self	Self	10 Minutes	4 Hours
6	Summon Equine Familiar	20	2 Marks	Familiar	1d4 Days	Permanent	7	Vae'Em Portal (Astral Style)	8	1 Square	1 Square	4 Hours	2 Hrs		15	Shape Of A Centaur	16	Self	Self	10 Minutes	6 Hours
7	Call & Direct Corvus	8	self	1 Mark + Re	20 Minutes	2 Hours	7	View Dimension	8	1 Square	2x2 Sq Peri	4 Minutes	6 Hours		16	Shape Of A Mer Person	16	Touch	Self	20 Minutes	8 Hours
8	Call & Set Wolverine Defender	8	Self	1 Wolverine	1 Minute	2 Hours	9	Dimension Portal	12	Touch	Portal Struct	1 Hour	2 Minutes		18	Shape Of A Harpy	20	self	self	20 Minutes	2 Hours
8	Protect Hunter vs Missiles	8	12 Squares	1 Target	2 Rounds	2 Hours	9	Dimensional Containment	12	Touch	3x3 Sq Radii	10 Minutes	4 Hours		Shrines						
8	View Imp Spy	6	100 Squares	1x2x2 Squar	1 Minute	4 Hours	10	Astral Mental Shield	12	Self	Self	2 Minutes	4 Hours		1	Shrine Of Healing, 1d4/Tier	6	6 Squares	3x3 Sq	4 hours	as Rollout
9	Call & Set Wolf Protector	12	16 Squares	1 Image	1 Minute	2 Hours	11	Astral Plane Projection	12	3 sq Radius	1 Person / Ti	4 Hours	3 Days		5	Arcane Interpretation, 1 Page	8	Touch	200 Char	10 Minutes	1 Hour
9	Shape of Nae'Em Rogue	12	Self	Self	3 Minutes	2 Hours	12	Circle of Langstrom Expulsion	12	Touch	3x3 Squares	10 Minutes	4 Hours		5	Obscure Magic Aura	8			5 Minutes	Permanent
20	Raise The Dead	40	Touch	1 Corpse	8 Hours	Permanent	12	Portal To A Connecting Soul	12	Self	PMP	30 Minutes	2 Minutes		5	Scry (to a Nae'Em of any kind)	10	2 Marks / Le	Nae'Em on	2 Minutes	1 Hour
							13	Circle of Astral Expulsion	16	Touch	3 Sq Radius	10 Minutes	4 Hours		5	Sky Scrying	8	5 Marks	15x15 Squar	6 Minutes	30 Min / Tier
							13	Circle, Dimensional Expulsion	16	Touch	2 x 2 Square	12 Secs (2	1 Round		6	Create A Home (Ethereal Home	8	1 Square	1x1 Square	1 Hour	12 Hours
							13	Find Nearest Langstrom Portal	16	Self	10 Marks	1 Hour	6 Days		6	Shrine Of the Mystical Mechanic	10	6 Squares	2x2 Sq	10 Minutes	10 Minutes
							19	Vae'Em Portal (Ethereal Portal)	20	PMP	1 Landmark	2 Days	Permanent		6	Shrine Of the Written Word	10	6 Squares	3x3 Sq	10 Minutes	10 Minutes
														8	Obscure Magical Depth	8			5 Minutes	1 Year	
														8	Shrine of Portal Revelation	8	Shrine	10 Square R	4 Minutes	4 Hours	
														8	Sphere Of Privacy	8	8 Squares	3x3 Squares	4 Minutes	2 hours / Tie	
														9	Bonded Spirit Within A Statue	12	1 Mark per T	1 Object	30 Minutes	1 Day	
														9	Detect 'Ems (All Types)	36	4 Squares	1 Square	20 Minutes	Instant	
														10	Remove Obscure Magic	12			5 Minutes	Instant	
														10	Speak Language	12	Touch	a person	3 Minutes	1 Day	
														12	Circle of Spiritual Expulsion	12	8 Squares	3x3 squares	30 Minutes	4 Hours	
														14	Establish A House	48	1 Recipient	1 Target	1 Month	Permanent	
														14	Ionic Marker Detector	16	12 Squares	5x5 Squares	10 Minutes	30 Minutes	

ALL

Summon or Send					z - Basic Skills To All									
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
3	TIRO: I Have Your Item!	30	4 Squs	1 Item	Initiative	1 Round	1	Field Binding	4	Touch	1 Creature	Initiative	Permanent	
4	Call Item (in Sight)	4	6 Squares	1 Item	Next Initiative	Instant	1	Hide	0	Self	Self	Initiative	10 Minutes	
6	Conjure Arcane Beetles	8	8 Squares	1 Square	Initiative	3 Rounds	1	Riding (horses and other)	0	Self	Self	Initiative	Permanent	
7	Invoke Skeleton/Drifter	24	2 Squares	1 Corpse	2 Hours	7 Days	1	Swimming, Beginning	0	Self	Self	Initiative	Permanent	
8	Create Zombie/Skeleton	20	Touch	1 Target	6 Hours	Save @ EO								
9	Create Plague Bearer/Drifter	24	Touch	1 Corpse	6 Hours	Save @ EO								
12	Langstrom Servant: Pucoe Gree	12	1 Square	1 Creature	10 Minutes	8 Hours								
13	Summon Item (Tae'Em)	16	Same PMP	1 Tae'Em	Initiative	Instant								
20	Invoke Wraith/Ghoul	50	50 Marks	2x2 Squares	20 Minutes	4 Hrs/Tier								

Traveling (PMP)						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	No Road Needed	4	Self	Traversable	10 Minutes	8 Hours
1	TIRO: Quick Jump	20	1d6 Squares	Self	Initiative	Instant
3	Summon Astral Beast of Burden	4	30 Squares	1 Creature	20 Minutes	1 Month (30)
4	Strumos Run	4	Self	Caster	5 Minutes	8 Hours
9	1000 Yard Stare (1 to 4 days)	12	Self	Self	10 Minutes	20 Hours
9	Cover Wilderness Trail	12	Touch	Trail 1 Mark	12 Hours	Permanent
10	Ladders & Stairs Of The Mist	12	12 Squares	1 Square	5 Rounds	1 Hour
12	Find/Follow Wilderness Trail	12	Self	1 Mark	20 Minutes	12 Hours

Urban Environment						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
9	Urban Tracking	12	Self	Urban or Suburb	3d8 Minutes	4 Hours
10	Lose A Tail (Urban)	12	Self	Urban	3d8 Rounds	30 Minutes

Utility or Misc						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	TIRO: Water From A Plant	20	1 Square	1 Plant	Initiative	10 Minutes
2	TIRO: Amplify Own Speech	20	1d20+4 Squ	Forward, Right	Initiative	5 Minutes
4	TIRO: Tasty Gruel	25	Touch	Varies	1 Minute	1 Hour

Watch/Scry						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
2	Create A Magical Glow	2	4 Squares	1 Item	1 Minute	End Of Year
10	Project Astral Image Within PMP	12	Self	PMP	20 Minutes	4 Hours
11	Eavesdrop on Nae'Em Convos	12	20 Sq Radius	1 Convos	5 rounds	5 Min/Tier