

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Avoid Incoming (Ranged/Thrown)	Frontal defense only, flank unchanged. Dodging (+2 AC per Tier) vs Ranged and Thrown attacks.	Self	Self	1 Battle or 1 Ho	Initiative	none	1
1	4 pts	Avoid Incoming (Ranged/Thrown)	Frontal defense only, flank unchanged. Dodging (+2 AC) vs Ranged and Thrown attacks.	Self	1 Battle	1 Battle or 1 Ho	1 Minute	none	1
1	2 pts	Melee Weapon Expertise	1 Weapon gains a Melee ToHIT bonus of +1 per Tier. Lasts for the lesser of either 24 hours or end of Battle.	Touch	1 Item	End of Battle or 2 Minutes		None	1
1	4 pts	Ranged Weapon Expertise	1 Weapon gains a Ranged ToHIT bonus of +1 per Tier. Lasts for the lesser of either 24 hours or end of Battle.	Touch	1 Item	End of Battle or 2 Minutes		None	1
1	4 pts	Thrown Weapon Expertise	1 Weapon gains a Thrown ToHIT bonus of +1 per Tier. Lasts for the lesser of either 24 hours or end of Battle.	Touch	1 Item	End of Battle or 2 Minutes		None	1
3	4 pts	Take Point	Scout ahead for the party Self: 30ft in front. Grp:No suprise. Init+2 in 1st round.	Self	6 Squares ahead	Up To 1 Day	1 Minute	none	99
4	4 pts	Assist Another To Disengage	Help another slowly get away. FTR:-2 attks(Min=1), -2 AC. Recipient moves behind w/AC+4.	3 Squares	1 Recipient	1 Round	Initiative	None	1
5	8 pts	Entangle	Vines blend & wait for their victim. Anyone within the AoE must Save to move a square until out.	2 Squares	2x2 Squares	4 Hours	1 Minute	Brute	3
5	8 pts	Mundane Fire Immunity	No damage from mundane fires cooler than a forge. Be wary of large fires that have no oxygen in some spots.	1 Target	1 Target	1 Hour	5 Rounds	None	1
5	8 pts	Patient and Watchful	This level of observation ensures nothing will be missed. Subtle Watchfulness. AC flank=front.	Self	2x2 Squares	4 Hours	4 Rounds	none	1
5	8 pts	Point 80 ft Ahead	Scout ahead for the party. Self: 80ft in front. Grp:No suprise. Init+4 in 1st round.	Self	16 Squares ahead	Up To 1 day	10 Minutes	None	1
6	8 pts	Coordinate Group Initiatives	Fighter assigns Init bonuses by Class. Self= #Attk-1. Grp= Init +8, +4, +0, -4 to classes.	Self	Player Party	1 Battle	Initiative	None	99
6	8 pts	Increase Fighter Movement	Fighter recipient can move faster (+2 sqs) Can be added on top of multipliers for move. Focus: +2 sqs.	2 Squares	1 Fighter	6 Hours	Initiative	None	1
6	8 pts	Move Shadow to Shadow	Caster jumps from one shadow to another shadow w/in Range. Caster can jump from one shadow to another within range.	24 Squares	Recipient	1 Jump	2 Rounds	None	99
6	8 pts	Vines of Force (Hold)	Inhibits movement by 4 squares. (by 5 sqs with Focus)	4 Squares	4x4 squares	4 Rounds	Initiative	Agility	3
7	8 pts	Coordinate vs 1 Enemy	Fighter focuses party attacks to 1 target. FTR=#Attk-1, AC-1, 1st Init=40. Grp=Init & HIT +2/FTR Tier.	Self	1 Target	5 rounds	Initiative	None	1
7	8 pts	UnEntangle	Clears AOE of bramble.	2 Squares	2x2 Squares	4 Hours	3 Rounds	none	3
8	8 pts	Circle of Protection vs Magic	x	Self	3x3 Squares	10 Minutes	8 Minutes	Skill	1
8	8 pts	Pull Aggro	Convince them you are the biggest threat! JUST 1: Self:Attk-2. AC-4. Grp:Init & AC +2.	Self	8 Sq Radius	3 Rounds	Initiative	Skill	1

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10	12 pts	Magical Fire Protection	Caster covered by a magical flame. Magical fire dmg to 1 HP/rd. No protection vs mundane fire.	Self	Self	2 Hours	2 Rounds	None	1
11	12 pts	Catch Small Incoming	x			3 Rounds	Instant	Agility	
11	12 pts	Protection vs Animals	The animal must pass the Save to enter or exit the sphere,	Touch	3x3x3 Sq Sphere	1 Hour	Initiative	BRU	1
13	32 pts	Enchantment of Returning	Creates a Dagger of Returning for 1 battle.	Touch	1 Small Wpn	1 Battle	5 Minutes	None	1
14	16 pts	Call & Direct An Attack Bear	Calls a bear to be ready for a battle. HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15	Self	15 Squares	2 Hours	1 Minute	None	2
16	16 pts	Quick Ranged Shot (PreBattle)	Hunter shoots first to start a round zero. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Pre-battle	None	1

Battle Defense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Heat Wave Wall	Creates a wall of heat meant to inhibit aggressors. 2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Self	Self	4 Rounds	Initiative	Resist (Skill/N)	1/Tier
1	4 pts	Set for A Charge	Increases AC by +6 vs the charge attacks ONLY. INTERRUPT: Longsword or larger required.	Self	1 Charge	1 Round	Instant	None	1
1	4 pts	Shield Expertise	Lean into your shield training. Small & Medium: Use the shield AC +2.	Self	Self	4 Rounds	Initiative	None	1
1	4 pts	Wind Wall	Gives +4 AC protection vs Thrown & Ranged. Moves with caster. Not into occupied squares.	Self	1 creature (self)	4 Rounds	Initiative	Resist (Skill/N)	1
2	4 pts	Defend / Withdraw, No Attacks	Defend as you back away. AC+2/Tier +1 per adjacent FTR. 1/2 move & no attacks.	Self	Self	2 Rounds	Initiative	None	1
3	4 pts	Protect Fighter vs Ranged/Thrown	Recipient must be a fighter class/subclass. Gains +2 vs ranged/thrown attacks. Focus Ring +2 AC.	8 Squares	1 Recipient	End of Battle or Initiative		None	99
3	30% Max	TIRO: Armor of Light	AC = 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minute	None	99
3	6 pts	Urgent Disengagement w/ 1 Attack	Swipe at the enemy then run! AoO is possible. JUST 1: Move 2x movement. 1 attack @ -4 ToHIT.	Self	Fighter	1 Round	Initiative	None	1
3	4 pts	Wind Wall For Nae'Em Hunter	Creates wall of wind around the Hunter. Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	4 Sq / Tier	1 Recipient	4 Rounds	Initiative	None	1
4	4 pt	Resist The Push	Fighter refuses to move. INTERRUPT: Adds +10 per Tier to BRU Save vs being pushed.	Self	1 Target	Battle	Instant	BRU +10/Tier	1
5	8 pts	Limit Flank Attacks (Counter)	Limits the center flank square to be the only 'Flank'.	Self	Self	5 Rounds	Initiative	Agility	99
5	8 pts	Shield Block vs Melee	Small/Medium shield to block a specific attack. Not crits. INTERRUPT: After Hit/Before Dmg. Save for no shield damage.	0 Squares	Self	1 Attack	Instant	Brute	1
6	8 pts	Bob and Weave	Dodge 1 AoO per Tier. Can move diagonally past targets.	Full Move	Self	1 Round	Initiative	Agility	99

6	8 pts	Evade Missiles	x					Skill
6	8 pts	Protect Strumos	Protecting the Partner class: Strumos: Near FTR, AC+6. EXTRA: Self: Init & HIT -1, Move 1/2.	1 Square	1 Strumos	1 Round	Initiative	None 99
6	8 pts	Provide Protection	Protect another with your martial skills. EXTRA: FTR=Init & HIT -2, Move 1/2. Recipient=Range, AC+4.	3 sqs	1 Creature	2 Rounds	Initiative	None 99
6	8 pts	Shield Block vs Ranged	Med/Lrg shld ONLY. Attk blocked: Med=1/Tier Lrg=1/Tier+1 INTERRUPT: After attacks declared. Save for each block.	0 Squares	Self	Up to 2 Rounds Instant	AGL	1
7	8 pts	Half Wall of Force	x	Touch	4 Sq Long	20 Minutes	20 Minutes	None 6
9	12 pts	Triggered Shield vs 1	x	Self	1 Battle	3 Days	1 Minute	None 1
10	12 pts	Minor Defense Bubble	x	Touch	Self	1 Battle	Initiative	Skill 2
10	12 pts	Tornado Wall	Adjacent squares to the casters take 1d4 damage each round. Caster gains +4 to AC to ALL normal attacks.	Self	3x3 Squares	10 Minutes	2 Rounds	Resist (Skill/N) 1

End

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Blinding Flashes	Bright sparkling lights may partially blind the targets. Save vs Visual issues. Fail= Init & ToHIT -2.	8 squares	2 x 2 Squares	1 Round / Tier	Initiative	Skill or non-Ski	99
1	4 pts	Flash Of Fire!	Flash directed to target to interfere with sight. No ToHIT. 1d6 + ACU mgc fire dmg. Save or Blind 4 rds, -4 Init/ToHIT.	8 Squares	1 Target	1 Round	Initiative	Agility	99
1	4 pts	Force Pinch 1d4	x	8 Squares	1 Square	1 Round	Next Initiative	Resist (Skill/N)	99
1	4 pts	Massive Bludgeoning Hammerstrike	Blunt damage for regular melee attacks. Only for Hammers. Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	None	1
1	4 pts	Phage (Something of Fragility???)	Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.	4 Sq / Tier	1 adjacent sq / Tier	5 Rounds	Initiative	Health	1
1	4 pts	Rose Thorns	1 Target requires a ToHIT +4 and can be lobbed. Delivers 2d6 Damage/Tier, Blunders=missed,	10 Squares	1 Target	1 Round	Initiative	None	99
1	20% Max	TIRO: Pie Fight!	Multi colored Pie appears as it is thrown. Target Saves to NOT block vision.	4 Squares	1 Target	1 Round	Initiative	Agility	99
2	4 pts	Electric Zap	Cast directly to the target w/o any arc or lobbing. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	8 Squares	1 Square	1 Round	Initiative	None	99
2	4 pts	Fighters Charge	Use the momentum of a Charge. JUST 2: Move x2, Min 4. Attk=2. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	99
2	4 pts	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge. Magic fire, will not start fires, Not Lobbable	10 Squares	1 Target	1 Round	Initiative	Agility	99
2	4 pts	Force Push 1d6	x	10 Squares	2 Squares	1 Round	Initiative	Brute	1

2	4 pts	Melee Backstab	Attack from behind with surprise or not. EXTRA: Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Initiative	None	1
2	20% Max	TIRO: Fire Crack!	ToHit and Save required. 1d3 fire damage. Pass Save to not loose an attack.	6 Squares	1 Target	Instant	Initiative	AGL	99
3	4 pts	Conjure Native Beetles	Skill Save: Pass= HP 25, Fail=HP 15. Attk:x1x1, ToHIT+4 AC:12, Dmg: 1d6. Cannot cross protection circles.	4 Squares	1 Mark	1 Round	Initiative	Skill	2
3	4 pts	Heat Metal Armor	Must be direct to target, no lobbing. Four rounds cumulative: AC/Init/ToHIT @ -1.	12 Squares	1 Target	4 Rounds	Initiative	None	3
3	6 pts	Phage Mist	2d4 +ACU per rd. Lobbable requires ToHIT.	10 Squares	Row: 3 Sq	5 Rounds	Initiative	None	3
3	4 pts	Rogues Charge	Moves x2 directly to the target (Min of 4 sqs). MAY PIVOT. JUST 1: 1 Attk. AC-4. Init/ToHIT/Dmg +8.	Move x2	1 Target	1 Round	Initiative	None	99
3	4 pts	Shield Bash (Odd rounds)	Use your shield as a weapon on ODD rounds. EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+Tier.	1 Square	1 Target	1 Round	Initiative	None	1
3	40% Max	TIRO: Quick Push!	Recipient forced to move 1d4 sqs directly away from caster. If there is no room for target then spell fails.	4 Squares	1 Recipient	1 Round	Next Initiative	None	99
4	4 pts	Accurate Ranged Shots	Shoot slower, but more accurately ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	None	99
4	4 pts	Critical Surprise Throw	Be fast and get the jump on the enemy with a round 0. JUST 1: ToHIT+6. Dmg=Crit. Only 1 attack. Pre-Battle.	3 Sq / Tier	1 Melee Target	1 Round	Pre-Battle Inst	None	99
4	4 pts	Hunters Melee Charge	Hunter charges quickly and directly to the target. EXTRAL: Min 4 Sq. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	1
4	30% Max	TIRO: Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	1 Round	Initiative	Agility	99
5	8 pts	CROSSBOW: Long Distance Shots	Requires the Hunter to use a crossbow. Distance +8 Sq.	By Weapon	1 Target	4 Rounds	Initiative	None	1
5	8 pts	Penetrating Ranged Shots	Shots that do more damage at the cost of accuracy. All bow shots: ToHits -2, Damage+8.	By Weapon	By Weapon	2 Rounds	Initiative	None	1
5	8 pts	Separate Ranged Shots	Roll Init for 1st, select other Inits	by the bow	Self	1 Round / Tier	Next Initiative	None	99
5	8 pts	Step and Shoot	x	Miss Attack	Miss Attack	1 Round	Initiative	None	99
6	8 pts	Held Throw, Single Target	Hold up to 4 shots to gain massive ToHIT and Dmg rolls. ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks & Hel	Initiative	None	99
6	8 pts	Shoot Thru Party to Target	Target enemy on the other side of friends. All Ranged attacks in Duration. Bonus +2 Init, if announced.	By Weapon	By Weapon	1 Round	Initiative	None	99
7	8 pts	Flame Strike	Flames shoot upward from the Caster & down towards the AoE. No ToHIT. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	12 Squares	1 Square	1 Round	Initiative	Agility	99
7	8 pts	Held Shot, 1 Target	Keep aiming longer and longer for a more accurate shot. Conc on 1 Target ToHIT/Dmg +6 per held attck, max+24.	By Weapon	1 Target	5 Attacks	Initiative	None	99

7	8 pts	Hold Civilized Creature	x	8 Squares	1 Target	5 Rounds	1 Round	Health
8	8 pts	Critical Shot At 19 to 20	Natural 19-20 ToHITs are critical Hits. 1 Ranged wpn only. 4 hrs.	By Weapon	By Weapon	4 hours	Initiative	None
8	8 pts	Hail Stones Attack	A white cloud rises over the area, and throws down hail. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	12 Squares	2x2 Squares	Permanent	Initiative	Resist (Skill/N) 1
8	8 pts	Phage Rain (2 Rds)	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	None
8	8 pts	Static Bolt	Roll 1 ToHIT for up to 3 targets. Focus: +2/Tier ToHIT. Dmg 2d6+ACU. Dmg +1d6 if non-Adamantine armor. No Save.	15 Squares	Direct Line	Instant	Initiative	None
8	8 pts	Whirling Mordra, Rogue Style	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	Adjacent SqS	1 Round	Initiative	None
9	12 pts	Desperation Attack	Hope for the best with these random bonuses. Rolls separate d20-8 and apply to AC, Init, ToHITs, & Dmg.	Self	Self	1 Round	Initiative	None
9	12 pts	Force Clap 2d6 Daze 1d2 rds	x	12 Squares	2 Squares	Instant	Initiative	Brute
9	12 pts	Single Focus Attacks	Fighter hyper focuses on a single creature. Dur:Battle +8 ToHIT for all melee attacks, then 2 rnds NO bonuses (1d20).	self	1 creature	Battle	Initiative	none
10	12 pts	Blunted Bow Shots (Bow Only)	Damage roll Crit (Blunt col). Full then 1/2 (Min 1) Bow (only) w/blunts.	By Weapon	As per Weapon	4 Rounds	Initiative	None
10	12 pts	Brutal Push Forward	Push your opponent back into an open square. Attk-1 (min 0), Init+4, ToHIT+2. AC-2. Comparison BRU Save.	1 Square	1 Square	1 Round	Initiative	Brute
11	12 pts	Adrenaline Rush	Move and Attack... Or just attack! Narrative hype. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	None
11	2.4 pts	Class Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTAC INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	Skill
11	14.4 pts	Fire Class Power Attack	Direct Fire Dmg 6d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill
11	12 pts	Last Ditch Effort	Refusing to die. Must keep attacking. Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	None
11	12 pts	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None
12	12 pts	Electric Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	12 Squares	1 Target	1 Round	Initiative	Skill
12	9 pts	Force Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill
12	12 pts	Ice Class Power Attack	Direct Dmg 5d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill
12	12 pts	Phage Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Rounds	Initiative	Skill

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12	12 pts	Targeting A Moving Target	Hunter has no negatives when shooting at the target. Number of attacks -1. Minimum of 1. Bow required.	By Weapon	By Weapon	1 Round	Initiative	None	1
12	12 pts	Whirling Mordra	Attack EVERYONE at once when surrounded. (Adjacent Squares) JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	None	1
13	16 pts	Phage Blobs		12 Squares	2x2 Squares	3 Rounds	Initiative	None	99
13	16 pts	Ranged Sucker Shot(s)	Take aim and shoot an unaware target. Bow only. Init/ToHIT/Dmg +12. Attk 1/2(Min 1). AoE=1.	By Weapon	1 Target	1 Round	Initiative	None	1
14	16 pts	Dokour Flame Attack	Magical fire damage sent directly w/ no lobbing. Dmg 5d8 +10 +ACU bonus. Focus +4/die. Save for 1/2 dmg.	12 Squares	1 Target	1 Round	Initiative	Resist (Skill/N)	99
15	16 pts	Surprise Death Blow	Most useful in the surprise round. FTR: ToHIT+15, Dmg:Crit. EXTRA: Target: Surprised, Dazed, Stunned, or Held.	Melee	1 Creature	1 Round	Next Initiative	None	1
15	16 pts	Surprise Killing Blow	x					Agility	
15	16 pts	Unstable and Shooting	Reduces shot distance 1/2, can walk full. Bow required. Negates detriments of unstable footing.	By Weapon	1 Target	1 Round	Initiative	None	1
16	20 pts	Fire Bombardment	Caster lobs magical fire into multiple squares. 5d10 +ACU dmg. Save within each sq for 1/2 dmg.	12 Squares	Row: 1 sq / Tier	1 Round	Initiative	Agility	99
16	16 pts	Lightning Bolt	Can go through 3 persons not wearing Adamantine body armor. Damage: 2d6+ACU. Admn amor -1d6. Save for 1/2.	15 Squares	Direct Line up to 4 t	1 Round	Initiative	Agility	99
17	20 pts	Force Cage 3d6 to touch	x	8 Squares	3x3 Squares	3 Rounds	10 Minutes	Brute	99
17	20 pts	Hammering Force 3d8 @ 2sq	x	12 Squares	2 Squares	Instant	Initiative	Skill	99

Battle Reaction

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	AoO on Enter or Exit	1 attack as opponent enters/exits area. INTERRUPT: 1 attack per round. No Movement.	1 Square	1 Target	1 Round	Instant	None	1
3	4 pts	Blunder Reroll	Disregards the first Blunder roll and rolls again. INTERRUPT: One Use. Cannot be used 2 times in a round.	Self	1 Blunder	Instant	Instant	None	1
3	4 pts	Dodge AoO Attacks	Effort to avoid EXTRA attacks w/ comparison AGL Saves. INTERRUPT: Dodge 1/Tier. Must call before AoO dmg is rolled.	Self	Movement	1 Round	Instant	Agility	99
3	4 pts	Draw Attention	Draw attention and possibly aggro to self. INTERRUPT: Move 1/2. May make 1 attack.	In Sight	In Sight	Up to 30 Min	Instant	Skill to NonSki	99
5	8 pts	Disrupt Concentration	Attempt to interrupt a target that is concentrating. INTERRUPT: Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Senses	99
6	8 pts	2nd Attempt To Grab	Second chance to grab and not fall. Reroll Save to grab. INTERRUPT: Not usable to grab weapons.	Touch	Self	Instant	Instant	none	1
6	4 pts	AoO on Melee Entry	Interrupt and attack an enemy that has come to you. INTERRUPT: Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	None	99

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7	8 pts	AoO on Kill	Continue an attack through to another. INTERRUPT: After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	None	99
7	8 pts	Blunder Change Up	Rolled the percent as normal. INTERRUPT: On the chart select the column you want.	Self	Self	Instant	Instant	None	99
7	8 pts	Critical Roll Additions	Improve your Crit roll. (any above 100 = 99) INTERRUPT: Roll Crit(1d100) +Level +Fighters ToHIT.	Self	1 Critical	Instant	Instant	None	1
7	8 pts	End Of Life	End Life	x	x	Permanent	Instant	None	999
8	8 pts	Brace for Onslaught	Prepare for multiple attackers against you. EXTRA: Attk2-2, Min=1. AC+2. BRU & AGL Save rolls +40.	Self	Self	2 Rounds	Initiative	none	99
8	8 pts	Critical Hit, 2nd Choice	After a lousy Critical Hit roll... INTERRUPT: Reroll Critical Hit and choose which roll.	Self	Self	Instant	Instant	None	1
13	16 pts	Feign Death	Rogue falls dead. Rogue is Prone/non-responsive. INTERRUPT: Comparative Save needed on inspection.	Self	Self	2 Rds Minimum	Instant	Skill vs non-Sk	99
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Chants

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	6 pts	Chant of Protection, +1 AC/Tier	Gives +1 AC to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	Self	5 Radius / Tier	10 Minutes	1 Full Round	None	1
1	6 pts	Chant Of Robustness, End DOT	Clears DOT to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Resist (Skill/N	1/Tier
1	4 pts	Light To Calm The Dead	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	4 Hours	Initiative	None	99
4	4 pts	Direction to Your Ionic Marker	Casters Ancestor shares the direction with the caster. Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	Instant	2 Rounds	None	9
8	10.4 pts	Chant Of Rogues Grace, +1/Tier	+1 Grace to Rogues who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	2x2 SqS	10 Minutes	10 Minutes	None	1
10	12 pts	Sense Undead	lasdjk ajsldfj	Self	5 Squares/Tier	adfa	asdfa		1
20	20 pts	Mirror A Person	HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	15 Square Radius	1 Person	20 Minutes	2 Rounds	None	1

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Climbing	Climb @ walk move. X2 walk with Kit. Fall=2d8 Dmg / Climb. Init=Instant with Enhancement	Move	Vertical Area	5 Minutes	Initiative	Agility	99
1	2 pts	Create A Field Bandage	Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire. Bees Wax, Amaranth Leaves, Sea Water.	Touch	1d3 Wraps	Permanent	4 hours	None	9
1	4 pts	Rogue To Rogue Signals	Hand and body movements to communicate in site, but quietly. 1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	30 Minutes	Next Initiative	Skill	1

1	4 pts	Skinning A Hide	Results in usable hides. Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	none	99
2	4 pts	Basic Disguise	Look generally like another person, Not exactly like someone. Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Square	Self	12 Hours	30 Minutes	Skill	7
2	4 pts	Convincing Another (or Lie)	Attempting to push an opinion. Adjusting the Save on noise, audience, and any prep done.	Hearing	Varies	Usually 2 Days	5 Rounds	Skill	99
2	4 pts	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg. 1 Target per cast. Fire might spread.	6 Squares	1 Item	Continuous	Initiative	Resist (Skill/N)	99
2	4 pts	Make Fire with Sticks	Create a fire with sticks only. Dry Kindling needed. Damp kindling +20. Wet environ +20	Touch	Kindling	Permanent	10 Minutes	None	99
2	4 pts	Silent Movements	Standard pack/sacks & leather armor = Standard Save. No packs/sacks/armor = No Save. 1/2 speed = Roll +20.	Self	Self	20 Minutes	Initiative	Skill	99
2	4 pts	Ventriloquism	Create a sound to emanate from another spot for a diversion. Save adjusted on +noise, +/-crowd, +prep, -mimicry.	4 Sqs/Tier	1 Square	1 Round	Initiative	Skill	99
3	4 pts	Hot Rocks	Rocks heat enough to boil water (@ sea level). Up=Heating. Down=No Heat. After rollout @ full heat.	Touch	9 Stones	12 Hours	2 Minutes	None	3
3	4 pts	Improve Resist & Skill Saves	x	Self	Caster	2 Hours	6 Minutes	None	1
3	4 pts	Mental Alarm Clock	Set a wake up time in your head. Wake within next 24 hrs. 1 Rd to clear head.	Self	Self	24 Hours	10 Minutes	None	1
3	-2 pts	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day. Heals 1d4 Un/Living Dead.	Touch	1 Target	Permanent	1 Minute	None	99
4	4 pts	Situational Awareness	Fighter concentrates to watch and listen. FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	None	1
4	4 pts	Sleight of Hand	May attempt to take OR place an item. Small items only. Save to fool audience. Close quarters actions (arm length)	Self	Arms Length	Instant	1 Round	Skill	99
5	8 pts	Freehand Climbing @ 1/2 Movement	Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.	Self	1/2 Movement (Sqs)	1 Rds (6 Sec)	12 Secs (2 Rd)	Agility	99
5	8 pts	Repair Weapons/Armor	Make needed repairs to armor or weapons. Repaired = Imperfect, but usable.	1 Square	1 Wpn/Armor	Permanent	4 Hours	None	99
10	12 pts	Honing Melee Weapon	Upgrading a functioning weapon to best. Adds +1 to Damage and lasts through next battle.	Touch	1 Weapon	1 Battle	2 Hours	None	99
12	12 pts	Impersonate A Person	Rogue Alters their look, style, and demeanor. Kit required. Cost and Rollout is variable based on complexity.	Self	1 Person	12 Hours	10 Min/Comple	Skill	99
12	12 pts	Wake To Battle	Remain sensitive to battle noises. Save=Instant wakening.	Self	1 Round	1 Round	Next Initiative	Skill -40	1
17	20 pts	Impersonate Person	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	10 Min/Comple	Skill	
18	60 pts	Arcane Removal Burn (2 of 3)	2nd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N)	99

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18	60 pts	Arcane Removal Close (3 of 3)	3rd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N)	99
18	60 pts	Arcane Removal Open (1 of 3)	1st of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Unskilled	99

End

Commune

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	20 pts	Petition Ancestor Spirit Guide	Try to bring a new Ancestor Spirit Guide to an open slot. After this spell other Commune spells can be used.	Self	Self	5 Min & Perma	2 - 4 Days	None	1
3	4 pts	Converse with Ancestor	This spell overrides the non-communication to another plane. Caster submits queries about a specific topic.	Self	Self	10 Min	10 min @ Daw	Skill	1
8	12 pts/Day	Request Ancestor To Delve	This spell overrides the non-communication to another plane. Submit queries about a specific topic beyond Ancestors era.	Self	Self	See Descr (1-6	10 Min @ Daw	Skill	1
11	4% SP Max	Use An Ancestor Skill	Use 1 Ancestor skill @ min of caster/Ancestor level. No overcasting or mastercrafts, High quality can be done.	Skill based	Skill based	6 hrs	1 Hour	none	1
15	6% Max S	Possessed By Ancestor	Take advantage of the Ancestors skills. No overcasting or mastercrafts, but high quality can be done.	Self	Self	24 hours	4 hours	none	

Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Speak/Read/Write Common	The character is able to read and write the language known as 'Com'	Self	Self	1 Day	1 Minute	None	99
2	4 pts	Hot Conversations	Fire to Fire talking to Nae'Em and those near by. Can pass small non-mgc items. May be overheard.	PMP	2 Fires	20 Minutes	2 Rounds	None	1
3	4 pts	Hunter Marks	Hunters leave messages in nature that others miss. If Marks are not obvious then Skill Save is needed to notice.	6 Squares	1 Square	1 Month (30 da	1 Minute	None	99
3	15% Max	TIRO: Colored Signal Flare	Random flare shot about 20 squares upward. 1-5=Red, 6-10=Blue, 11-15=Yellow, 16-20=Green.	20 Squares	1 Flare	1 Minute	Initiative	None	0
4	4 pts	Arcane Translation, 1 Page	x	Touch	200 Characters	20 Minutes	20 Minutes	Skill	0
4	4 pts	Mimic Soft Nature Sounds	Soft low volume natural sounds to discourage attention. Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	None	99
7	8 pts	High Flares	x	In Sight	16 Sq Sphere	20 Minutes	10 Minutes	None	3
19	20 pts	Dead Spirit Conversation	Speaks with up to 6 souls. Requires a shrine, ritual, and tokens.	6 Squares	1 Spirit	Rollout (10 Min)	10 Minutes	Skill	1

End

Creations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	12 pts	Create Singer's Salve	Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's. DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9

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1	6 pts	Create/Repair Arrows (24)	24 arrows created. Tier based 1=Crude/Blunt, 2=Standard, 3=Flight.	Touch	Self	Permanent	4 Hours	None	99
2	2 pts	Common Duplicate	Creates a duplicate of a common low value product.	3 Squares	1 Item	Permanent	1 Round	None	999
2	12 pts	Create Sunrise Potion	Campfire Only. Anise Leaf, Ginger Oil, Honey. Effect: Heal +2 HP @ Sunrise. HNT +4 HP.	Touch	1d3 Potions	Used / EOY	4 Hours	None for creati	9
3	4 pts	Animate Cats Eye Marble	x	Self	Caster	2 Hours	1 Minute	None	1
3	4 pts	Orix False Glow	x	4 Squares	1 Item	15 Minutes	2 Minutes	None	1
3	4 pts	Visible Sign Posts	x	5 Squares	1 Sign Post	2 Hours	1 Minute	None	1
4	12 pts	Create Revive Salve	Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap. 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
4	4 pts	Triggered Announcements	x	Touch	2x1 Sqs (Wall)	Until Triggered	30 Minutes	None	3
4	4 pts	Weapon Speed Charm	x	Touch	1 Weapon	1 Battle	30 Minutes	None	1
6	8 pts	Release Arcane Script	x	Touch	200 Characters	1 Hour	10 Minutes	Resist (Skill/N	3
7	12 pts	Create Repellent Oil	Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash. Yield 1d3 items. Repells insects. Large= Health Save.	Touch	1d3 bottles	Used / EOY	4 Hours	None for creati	99
8	8 pts	Constrain Arcane Script	x	Touch	200 Characters	Permanent	1 Hour	None	1
8	16 pts	Create Fragility Poultice	Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves. Yield 1d3 items. Effect: Fragility issues -1 level	Touch	1d3 Poultices	Used / EOY	4 Hours	None for creati	99
8	8 pts	Imbue an Item with	x	Touch	1 Item	5 Years	3 Days	None	99
10	18 pts	Create Maidens Breath (Inhalent)	Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil. Yield of 1d3 items. Effect: Dazed or stunned made better.	Touch	1d3 Vials	Used / EOY	4 Hours	None for creati	99
11	12 pts	Add Signs to Signpost	x	1 Square	1 Signpost	3 Days	10 Minutes	None	99
11	16.8 pts	Create Aelenes Tea	Campfire Only: Amaranth & Anise leaves, and Ethereal Grass Yield of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am	Touch	1 Bag	Used / EOY	4 Hours	None for creati	99
11	24 pts	Create Java Meal Spice	Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot Yield= 1d3 servings. Effect: 24 or 48 hrs awake.	Touch	1 Meal	Used / EOY	4 Hours	None for creati	99
11	12 pts	Triggered Announcement	x	Touch	2 Squares	Permanent	3 Days	None	3
16	16 pts	Create Leather Golem	x	Touch	1 Construct	1 Day	6 Hours	None	3

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17	20 pts	Place An Arcane Aspect	x	Touch	1 Item	Permanent	3 Days	None	99
18	20 pts	Create Wood Golem	x	Touch	1 Construct	1 Day	8 Hours	Skill	1
19	20 pts	Create Stone Golem	x	Touch	2x2 Squares	1 Month (30 da)	8 Hours	None	1

Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Camp Shock Perimeter	Caster controls a protective line around the AoE. Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg.	Touch	3x3 Squares	8 Hours	2 Minutes	Senses	1
2	3 pts	Create LeanTo Shelter (2 ppl)	Rough lean-to or tent struction. Quickly built (1 min) & lasts 12 hrs, unless rough weather.	Touch	1 Shelter	12 Hrs	1 Minute	None	7
2	4 pts	Perimeter Safety	Creates noticeable sounds when stepped on. To cross first a SNS-20 to find, then can cross.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	None	99
2	20% Max	TIRO: Garish Pup Tent	Bright multicolored pup tent. 2 participants.	8 Squares	1x2 Squares	8 Hours	1 Minute	None	99
6	8 pts	Force Platform	x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	None	3
6	10 pts	Hunters Hut (10 ppl)	Sturdier version of a Lean-To hut. Stands for 2 days. Holds up to 10 people. Max Fragility Time -1.	Touch	2x1 Squares	2 Days	20 Minutes	None	3
7	8 pts	Circle of Protection vs Phage	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	None	99
7	12 pts	Hunters HIDDEN Shelter (5 ppl)	Take time to set up a hidden shelter. Watch for: Smoke, noise, or movements that give it away.	1 Square	3 x 3 Squares	1 day / Tier	4 Hours	None	3
7	8 pts	Strumos Waystation	platform protects anyone on it from normal weather effects. 3x3 Sq platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	None	1
8	8 pts	Circle of Protection vs Undead	Undead are not able to cross the perimeter. Living Dead must Save to pass.	6 squares	3 Square Radius	5 Rounds	Initiative	Skill	1
8	8 pts	Walls of Force (4 to 6)	x	12 Squares	See Description	4 Hours	5 Min / Wall	None	3
9	12 pts	Charged Fencing, Two Sides	2 Thin walls, 3 sq long, 1 sq above ground, 1 sq below ground Pass and take 3d6 electric dmg. Save for 1/2.	6 Squares	2 - 9 Sqs	4 Hours	Initiative	Resist (Skill/N)	99
11	12 pts	Force Wall	x	Touch	6 Sqs Long	1 Hour	20 Minutes	None	3
12	12 pts	Astral Shed	Run-down shed outside, 5 rooms inside. Accommodates 8 ppl. PMP entry/exit only through door. Windows view Astral.	Touch	1x1x2 Sqs	8 Hours	1 Minute	None	1
12	12 pts	Tree House	Requires a tree (not a sapling), to start the spell. 60 HP. When closed blocks most sounds & light. Houses 10 people.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	None	3
13	16 pts	Circle of Containment	Inhibits creatures from leaving the circle, not the caster. Those that are inside must Save to exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	Brute	99

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15	16 pts	Magma Moat	2 sqs wide surrounding the AOE. Slight sulfur smell. Magical magma dmg 8d6. Submerged = double. Save for 1/2.	Caster	3x3 Sq Island	6 Hours	30 Minutes	AGL	1
19	20 pts	Fort of Thorns	Temporary protected encampment. Walls 2 sq high x 1 deep. No roof. AC:8 HP:50/sq.	12 Squares	10x10 squares	12 Hours	30 Minutes	None	1
End									
Find or Reveal									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Find Entrance/Gate	When in a Village/Town/City this gives compass direction out. DOES work in complex underground environments.	Urban	Community	Instant	Initiative	None	99
1	4 pts	Search For Item	Search for a single item with no Save Roll adjustment. -30 to the Save Roll when performing a general search.	Touch	Variable	Instant	1 Minute	SKL	99
2	4 pts	Orix View Sign Posts	x	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	None	3
3	4 pts	Reveal Value	Rogue reviews an item. Must be able to touch the item. Max weight: 50 lbs or value over 100 gp.	Touch	1 Item	Permanent	10 Rds (1 Min)	Skill	99
4	8 pts	Dispel Magic (Venorx)	List of spells in the Full Descriptions.	4 SqS	1 Target	Permanent	2 Rounds	Skill	99
4	4 pts	Search The Area	Rogue looks for oddities & hints in the search of an area. This scan method is not best for single item searches (-30)	Touch	2w x 2d x 1h SqS	2 Hours	10 Minutes	Skill	1
4	30% Max	TIRO: Tracking	Brightly painted signposts left every 100 squares, and will stay in place for 2 days.	Self	1 Trail	1 Hour	Initiative	Senses	99
5	8 pts	Detect Magic	Item glows if magical. Brightness depends on power of magic. Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	Skill	1
5	8 pts	Divining Water	Age old method to find where to dig a well. Save Roll... Artic/Tropic: +20, Temperate: +0, Arid/Desert: -40.	1/4 Mark	15 SqS Deep	Permanent	30 Minutes	Skill	1
6	8 pts	Dispel Magic (Strsyl)	See the list of spells this affects in Full Descriptions	Touch	1 Target	Permanent	2 Minutes	Skill	99
8	8 pts	Dispel Magic (Doknec)	Many spells can be temporarily halted or entirely stopped. List of spells in the Full Descriptions.	Touch	1 Target	Permanent	6 Minutes	Skill	99
10	24 pts	Determine True Name	Caster attempts to locate clues to find a True Name.	4 Squares	1 Item	Permanent	2 Hours	Unskilled	99

Food And Drink

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Draw Up Ground Water	Capture water in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99
2	4 pts	Increase Food (x2)	All within backpack: Food x2 and the resulting food. Only mundane doubled. (not this food)	2 Squares	1-21 Meals	Permanent	10 Minutes	None	3
4	4 pts	Improve Food	Improve Quality/Taste of non-cumber food. Works on all non-poisoned / non-spoiled food.	1 Square	4 Meals	1 Hour	10 Minutes	None	99

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4	12 pts	Permanently Preserve Food	Each normal container within the AOE is sealed. Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	None	99
5	8 pts	Draw Out Rain Water	Create a cloud to rain water down. Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	None	99
15	16 pts	Create Food For A Family	Create food and water for 1d12+10 meals. Includes 3 skins of water.	Touch	1 Square	Permanent	5 Minutes	None	3

End

Fragility

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	8 pts	Cause Illness	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I	4 Squares	1 Square	Possibly Days	Initiative	Health	99
2	4 pts	Burn Out Disease/Sickness.	Touch = ToHit vs Prone (touch armor/covering). Dmg/rd= Infected:1d6+ACU. Non Mortal:1d6+ACU+4. Healthy:1d4.	Touch	1 Target	3 Rounds	Initiative	Health	99
3	4 pts	Aid Poisons (Fragility)	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Permanent	1 Minute	Skill	99
5	8 pts	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	Permanent	1 Day	None	99
8	8 pts	Electrifying Spell Effect Cleanse		Touch	1 Creature	Permanent	30 Minutes	Resist (Skill/N	99
9	12 pts	Cure Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	4 Hours	Skill	99

Healing and Rest

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Basic Healing 1d8+ACU	Caster's most basic form of healing. Heal 1d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Target	Permanent	Initiative	None	99
1	4 pts	Forced Heal 1d4 per Tier	roll 1d4 per caster Tier. Apply as force damage, then x2 as healing.	1 Square	1 Target	Permanent	Initiative	None	1
1	4 pts	Heal Fire Damage 2d8	PAIN FREE. Heals fire & smoke damage for living creatures. Heals 2d8 HP of fire damage to living corporeal creatures.	1 Square	Target	Instant	Initiative	None	1
1	4 pts	Sylvan Forced Healing 1d6 HP	Roll 1d6. Damage x1 then Heal x2 May knock out / kill the recipient if HP is brought too low.	Touch	1 Creature	Permanent	Initiative	None	99
1	30% Max	TIRO: Healing Bolus	A rainbow of colors surrounds the person being healed. 1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	None	99
2	4 pts	Feather Bed	A feather bed for 1 appears. 1 shift of sleep is equal to a full night.	Touch	1 Bed (1x2 sqs)	12 Hours	2 Minutes	None	3
2	4 pts	Healing Flames 1d4 HP per Tier	Caster chooses Tier to apply. Only for the living. Roll 1d4 /Tier. Flame dmg x2. Healing x3. Self heal: Save.	Touch	1 Recipient	Permanent	Initiative	None	99
2	4 pts	Sleep: Light Nap	Inactive+0, Moderate+40, Very+80. Repeated cast -20 each. Save: Fail=Light sleep. Pass=Barely awake, Next Save -20.	4 Squares	1 Target	1d6 Hours	1 Minute	Senses	1

2	8 pts	Triggered Forced Healing 2d8	This is a delayed forced healing, triggered by taking damage, Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Touch	Recipient	Damage Taken	30 Minutes	None	9
4	4 pts	Consecration: Final Rites	Dead are pushed beyond this world. A deity may be named. Once cast non-Deities cannot interact w/ that dead creature.	Touch	1 Body	Permanent	30 Min	None	99
4	4 pts	Send The Dead On	Dead are put out of reach. Cannot be raised or animated. Must have been dead for less than 10 yrs. Removes Nae'Ems.	Touch	1 Body	Permanent	30 Min	None	99
4	10 pts	Slow Healing	Save each hour to heal 10 hp per recipient. 4 +1/Tier hrs. No other concentrated efforts by either caster or recipient.	2 Squares	1 Creature	permanent	4 Hours	Skill	3
5	8 pts	Assist Another's Healing	x	4 Squares	1 Heal Spell	Instant	10 Minutes	None	1
5	2 pts	Repair A Dead Body	Ensure a body is prepared for a dignified burial. Doesn't do any actual healing.	1 Square	1 Target	Permanent	30 Minutes	Skill	1
6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	Permanent	2 Hours	Health	1
6	6 pts	Common Healing 2d8+ACU	common healing spell from the Strumos. Heal 2d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
6	8 pts	Destroy Harmful Substance	x	6 Squares	1 Square	Permanent	10 Minutes	None	99
9	8.4 pts	Extra Healing 3d8+ACU	Extra specail healing! Heal 3d8 + ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
11	12 pts	Ectoplasmic Cast	Sprains & Broken bones mended in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour	None	99
11	12 pts	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	None	99
11	36 pts	Revive Life With A ZAP!	Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.	Touch	1 Body	Permanent	4 Hours	Skill	99
11	36 pts	Summon Life From Death	Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max	Touch	1 Body	Permanent	12 Hours	Skill	99
12	12 pts	Great Healing 5d8 +ACU	Great heavy duty healing! Heal 5d8 +ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
12	12 pts	Ranged Forced Healing 2d8+2 HP	Energy from throughout the body is force to an injury. Roll 2d8+2. Dmg x1. Then Heal x2.	15 or 22 sqs	1 Target	Permanent	Initiative	None	99
12	12 pts	Sleep: Deep Doze	Does not affect very active targets. Save: Fail=Deep sleep. Pass=Barely awake, Next Save -40.	4 sqs/Tier	1 Target	4 Hours	10 Minutes	Senses	99
14	15.2 pts	Major Healing 5d10+4	Healing 5d10 +4 + Acumen Bonus to living corporeal creatures. If healing a Fighter the spell range becomes 16 Sqs.	8 or 16 sqs	1 Creature	Permanent	Initiative	None	99
15	16 pts	Consecration of Corpse	Corpse is no longer connected to any thing/body. Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	None	99
15	16 pts	Held In Stasis	x	Touch	1 Target	1 Month (30 da	1 Minute	Skill	1

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16	16 pts	Major Bolt Of Health 6d12+6	Damages for 1d4, then heals for 6d12+6. Ftr=22 sq range. Recipient loses 1 attack, but may dodge with Save Roll +40	15 or 22 sqs	1 Recipient	Permanent	Initiative	AGL	99
17	20 pts	Ultimate Group Heal 200 HP	3 persons minimum within AoE. 200 HP divided equally. (remainder dropped)	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	None	99
End									

Hide or Obscure

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
7	8 pts	Slow Alteration Into Ancestor	Change age/clothes/carried items/hair/eyes/facial hair.	Self	Self	4 Hours	4 Rounds	None	1

Illusions

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	5.6% Max	TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	Senses	99
2	40% Max	TIRO: Random Friendship	Potentially makes someone more tolerant of the caster. Colorful heart-shaped sparkles around casters hands.	10 Squares	1 Target	2 Rounds	Initiative	Skill	99
3	10% Max	TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	Resist (Skill/N)	1
5	8 pts	Ribbon Goblin Lookout	x	1/4 Mark	1 Ribbon Crtr	8 Hours	30 Minutes	none	3
End									

Ionic Markers

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Create Ionic Marker	x	Touch	1 Object	Permanent	1 Day	None	3
5	48 pts	Imbue Ionic Marker (Tae'Em)	Connects with an unworked mundane (non-magic) item. Must have proper scrying spell/device to fully use.	Touch	Caster	Permanent	1 Day	None	9
5	8 pts	Locate Ionic Marker	x	PMP	1 Marker	Instant	1 Hour	Skill -60	99

Light-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
10	12 pts	SHRINE: Block Scrying	2 GM rolls Save.	15 Squares	1 Square	1 Hour	Initiative	SKL	1
End									

Light and Darkness

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Light of Orix (Violet)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	None	99

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1	4 pts	Light of Strumos Yellow	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	12 Hours	Initiative	None	99
1	4 pts	Red Light of Dokour	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	6 Hours	Initiative	None	99
1	4 pts	Shadow Cover (AC +1)	Shadow surrounds the caster and their belongings Obvious in daytime, Night (AC +2), Day (AC +1).	Self	1 Suare	1 Hour	Initiative	None	1
1	4 pts	Swamp Lights (Greenish)	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	2 Hours	Initiative	None	99
3	4 pts	Shadow of the Magi	Darkness centered just above caster. Duration of concentration + 4 rounds.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	None	99
3	4 pts	The Darkness	Darkness centers just above caster. Very noticeable during the day.	Self	5 Sq Dia Sphere	4 Hours	Initiative	None	1
4	4 pts	Capture/Release Light (Violet)	x	Self	12 Sqs Radius	2 Hours	2 Minutes	None	1
4	4 pts	Profiled In Fire	Shrouds the recipient in flames. Those in adjacent squares feel warmth from the magical fire.	12 Squares	Recipient	2 Hours	Initiative	None	3
4	10% Max	TIRO: Aural Spark	Random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	None	99

Mechanicals

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	20 pts	Create Message Trap	Hidden non-damaging trap. Enhancements/Kit may help. Campfire Only. Need Straps, Triggers, and Levers.	Touch	1 Square	Until Triggered	20 Minutes	Skill	7
1	8 pts	Disarm/Arm Locks and Traps	For locks, Traps, and other mechanical devices. Simple +0, Advanced -20, Complex -50. Rogues Kit +20.	Touch	1 Mechanical	Until Reset	10 Minutes	Skill	99
2	12 pts	Create Impedance Trap	Hidden non-damaging trap. Enhancements/Kit may help. Trap that slows movement by half when Save is failed.	Touch	1x2 Squares	Until Triggered	5 Minutes	None	7
3	4 SP	Acid Etching	Non-magic Stone/Metal/Wood/Leather = No Save. No artifacts.	Touch	1x1 Square	Permanent	30 Min	Resist (Skill/N)	99
5	40 pts	Create Damaging Trap	Hidden damage trap 2d6 damage. Kit Required. Trigger sets off damage. Typically 2d6 dmg.	Touch	1 Square	Until Triggered	2 Hours	Skill	7

End

Nae'Em's

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Send Item to A Nae'Em Location	x	PMP	1 Mid Item	Instant	20 Minutes	None	999
2	4 pts	Connect With A Hunter (Nae'Em)	Permanent bond with a Hunter. 2 days casting to create. Reconnection Rollout 1/2. Both must be on same Plane.	1 Square	1 Recipient	Permanent	2 Days	None	99
3	4 pts	Call Bonded Person	x	PMP	1 Recipient	Instant	30 Minutes	None	999

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4	4 pts	Speak With Animals	Domesticated = No Save. Non-Domesticated = Skill Save. Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	Skill	1
4	25% Max	TIRO: Sloppy Spying	Multi Colored flashes surround the caster for the duration. 1-2=Taste, 3-4=Smell, 5-14=See, 15-20=Hear into AoE.	12 Squares	3x3x3 Sq's	5 Minutes	Initiative	None	99
5	8 pts	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	None	1
6	12 pts	Animal Connection (Ae'Em)	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	Skill -20	5
6	8 pts	Create a Vae'Em Location	Landing spot for the "Vae'Em Portal (Astral Style)". Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Square	Permanent	4 Hours	None	7
7	16 pts	Create Permanent Nae'Em	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	3
7	12 pts	Portal To Nae'Em	Caster or Nae'Em must be first to pass through. Can't be created unless Nae'Em agrees to the portal.	PMP	Self+1	5 Minutes	4 Minutes	None	1
7	8 pts	View An Animal (Ae'Em)	Top down view from about 1 square above the animal. Allows only 1 word basic communication.	PMP	1 Ae'Em, 1 sq abov	1 Hour	5 Minutes	None	1
8	8 pts	Raise Nae'Em Fighter Str +1	Add 1 to STR (in Sheet) & and it will auto adjustment.	Touch	1 Fighter	1 Hour	2 Minutes	None	2
11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N)	1
14	48 pts	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99
20	20 pts	Vae'Em Natural Landmark	Designate a Vae'Em to portal back to. Location becomes a destination for portals/scrys.	PMP	3x3 Squares	Permanent	4 Hours	None	99

Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Find North	Hunter does a quick look and finds North. GM indicates direction of North.	Self	Self	1 Hour	Initiative	None	99
2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks In sight of animal. Blending. Calm. Non-aggressive.	10 Squares	10 Squares	1 Hour	5 Minutes	May Need Skill	99
2	4 pts	Plant Growth	Growth will begin as if the conditions optimum. Growth of 4 weeks in 1 hour. Magic plants not affected.	Promotes normal he	4x4 Sq's	Permanent	1 Hour	None	99
2	4 pts	Remove Plant Disease	Removes non-magic plant diseases and infestations with a Save. Also can help plant creatures.	4 Squares	4x4 Squares	Permanent	10 Minutes	Skill	0
3	4 pts	Calm Animal	Hunters use mannerisms, food, time, to communicate calmness. Requires a Save for non-domesticated animals.	2 Squares	1 Animal	2 Hours	20 Minutes	May Need Skill	99
3	4 pts	Hunt/Fish/Gather	Hunters can stop for the day and get food. Once per day for 9 hours. 1d6 per Tier +6 meals per day.	Self	20x20 Squares	Rollout	9 Hours	May Need Skill	1
3	4 pts	Water to Steam (Reversible)	Sylvan Magic to change Water into Steam. Or Steam into Water. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sq's per Tier	1 Sq cube per Tier	Permanent	Initiative	None	

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4	4 pts	Predict Weather	Gives best estimation current environment. Estimated likely/known changes coming within the week.	Self	Up to 5 Marks	1 Week	1 Hour	Skill	1
4	4 pts	Water to Ice (Reversible)	Almost instantly change Water to Ice, or vice versa. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	1
6	6 pts	Animal Healing	A temporary minor bond is created during this spell. Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	None	99
6	8 pts	Grow A Plant Canopy	Very useful for/with rain and needed shade. Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	None	3
7	8 pts	Water Breathing	Can breath fresh/sea water and talk. Does not protect against polluted water.	Self	Self	1 Day	1 Minute	None	9
8	8 pts	Coastal Net Fishing	Not a Solo skill. Hunter direct 3+ helpers Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	None	1
10	12 pts	Control Wind Sphere	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	Skill	1
15	16 pts	Control Water Currents	manage the general direction and speed of water Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	Self	4x4x4 Sqs	4 Hours	10 Minutes	Skill	1

End

Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	1 pt	Call & Direct Small Assistants	Direct group of natural critters via a weak Nae'Em. 3d4 critters for minor tasks. 20 lbs Max.	Self	10 Square Radius	8 Hours	4 Minutes	None	7
2	4 pts	Call & Post Yappy Camp Dog	1d2+1 Dogs brought by the caster. Move = 6. w/AC:13, HP:15, Attk:1, Init&ToHit:+0, Dmg:1d4.	Self	5 squares Radius	8 Hours	5 Minutes	None	3
2	4 pts	Rogue's Right Place, Right Time	Caster pass Save for 1d6 x 5. Used by ROG for Saves. Caster directs spirit to push or murmur to ROG (1/rd).	10 Squares	1 Rogue	1 Hour	1 Round	Skill	1
3	4 pts	Assist Hunter's LeanTo	Improves a currently constructed Lean-To. Lean-To first, then magic to make better.	Touch	1 Lean-To	2 Hours	10 Minutes	None	1
3	4 pts	Call & Direct Rodent	A small, often un-noticed, rodent appears. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.	Self	20 Squares	30 Min + Ken	1 Minute	None	5
3	4 pts	Invoke Temporary Imp	Image of mini caster w/ Nae'Em. Walk:3, Flight:7 @ 4 high. HP:12, SP:0, Attk:x1x1, Dmg:1d2, Range:1.	8 Squares	PMP	1 day / Tier	1 Hour	Resist (Skill/N)	1
4	4 pts	Invoke Imp Partner (Year long)	Image of mini caster w/ Nae'Em. Walk:3, Flight:8 @ 6 high. HP:22, SP:0, Attk:x1x1, Dmg:1d2+2, Range:1.	30 Squares	PMP	End of Year	24 Hours	None	1
4	8 pts	Summon Feline Familiar	Medium sized mundane/common looking cat. HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15	1/2 Mile	Familiar	Permanent	2 Days	Skill	1
5	16 pts	Summon Canine Familiar	Timid common canine is bound to the caster. HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12	1/4 Mile	Familiar	Permanent	1 Day	Resist (Skill/N)	1
5	16 pts	Summon Nisse Spirit	Small timid invisible helper must stay within 1/2 a Mark. Will heal caster 1d6 x2 a day and does minor chores.	Self	1/2 Mark	Perm	10 Minutes	Skill	1
6	20 pts	Summon Equine Familiar	Riding horse Nae'Em bonds to the caster. HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.	2 Marks	Familiar	Permanent	1d4 Days	Skill	1

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7	8 pts	Call & Direct Corvus	Single bird to observe for the caster. HP=15, AC=22, Attk=x1, Init&ToHit=0, Dmg=1d6.	self	1 Mark	2 Hours	20 Minutes	None	3
8	8 pts	Call & Set Wolverine Defender	A small bear-like weasel to defends the caster. Defend, HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8+Ken	Self	1 Wolverine	2 Hours	1 Minute	None	3
8	8 pts	Protect Hunter vs Missiles	Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.	12 Squares	1 Target	2 Hours	2 Rounds	None	1
8	6 pts	View Imp Spy	From 2 sqs above or through eyes of casters current Imp. Must be on same plane. Dimension sets range to 400 sqs.	100 Squares	1x2x2 Squares	4 Hours	1 Minute	None	3
9	12 pts	Call & Set Wolf Protector	Brings a wolf to defend the caster. Move:15, HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10	16 Squares	1 Image	2 Hours	1 Minute	None	3
9	12 pts	Shape of Nae'Em Rogue	Need current Nae'Em with Rogue & Uses Rogues current image. Caster gains image, but not the skills or knowledge.	Self	Self	2 Hours	3 Minutes	None	99
20	40 pts	Raise The Dead	Must be dead <20 years and recipient is revived with 5 HP. Any missing parts/limbs are still gone.	Touch	1 Corpse	Permanent	8 Hours	Skill	99

Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Langstrom Location (Vae'Em)	x	xx	xx	xx	xx	None	999
2	4 pts	Langstrom Cloak Pockets	x	Touch	1 Worn Garment	1 Week	1 Minute	None	3
4	4 pts	Veil of Shadows	Helps to stay hidden at night. Can intimidate in daytime. Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:	Caster	4x4 Squares	12 Hours	6 Minutes	Skill	1
5	8 pts	Arlo's Astral Storage	Holds up to 10 small to medium items. No Save if no magic. Caster opens/views/closes from PMP. No crystals.	Touch	1 Square	Permanent	2 Minutes	Non (if Mgc ite	1
5	8 pts	Dimension Quick Portal for 3	Caster 1st & two more. PMP>Dimension = 2d3 dmg. Dimension>PMP = 2d4 dmg.	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	None	1
5	8 pts	Reveal Origin Plane	Colors reveal the Plane of Origin.	2 Squares	5 items / 1 Square	Rollout	20 Minutes	RM	99
6	6 pts	Dimension Personal Hideaway	Small flaming Dimensional doorway for caster and 2 friends. 1d4 magical fire damage to pass through entrance/exit.	Self +2 persons	1wx2hx3d Squares	2 Hours	Initiative	None	99
6	8 pts	Langstrom Portal	x					None	
6	8 pts	Langstrom Rupture	x	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	None	1
7	8 pts	Reach To My Home Nook	Summons one (1 handed) item from a preset permanent library.	PMP	Self	Permanent	10 Minutes	None	1
7	8 pts	Vae'Em Portal (Astral Style)	from/To PMP portal. Vae'Em removes need for a Save. Remote Vae'Em reset reduces Rollout to 2 hrs.	1 Square	1 Square	2 Hrs	4 Hours	Skill	1
7	8 pts	View Dimension	Caster/party may view into the Dimension, & vice sa versa. Sight Distance: Day=20 sqs. Night=2 sqs.	1 Square	2x2 Sq Perimeter	6 Hours	4 Minutes	None	1

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9	12 pts	Dimension Portal	Caster creates a portal to/from Dimension plane. 2d4 Damage INTO or 2d6 Damage OUT of the Dimension plane.	Touch	Portal Structure	2 Minutes	1 Hour	None	1
9	12 pts	Dimensional Containment	Small flames during rollout, but no edge showing for duration. Non-Dimension creatures may enter and exit at will.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	Resist (Skill/N)	1
10	12 pts	Astral Mental Shield	When in the Astral plane this protects the caster. +2 AC vs Astral creatures. Caster Save Rolls +20.	Self	Self	4 Hours	2 Minutes	Skill	99
11	12 pts	Astral Plane Projection	Astral HP/AC/Wpn Dmg/Base Move = ACU x2. Init/ToHIT/Astral daily SP = ACU. Astral SP Max= ACU x3.	3 sq Radius	1 Person / Tier	3 Days	4 Hours	None	99
12	12 pts	Circle of Langstrom Expulsion	Returns Langstrom creatures. The caster rolls a MGC:2 save.	Touch	3x3 Squares	4 Hours	10 Minutes	None	1
12	12 pts	Portal To A Connecting Soul	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	2 Minutes	30 Minutes	None	1
13	16 pts	Circle of Astral Expulsion	Circle can be kept going if recast before end of duration. Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Minutes	Skill	1
13	16 pts	Circle, Dimensional Expulsion	Up to 5 creatures can be forced back to Dimension. Casters use Skill Save, all others use non-Skill Save.	Touch	2 x 2 Square	1 Round	12 Secs (2 Rd	Resist (Skill/N)	5
13	16 pts	Find Nearest Langstrom Portal	x	Self	10 Marks	6 Days	1 Hour	None	1
19	20 pts	Vae'Em Portal (Ethereal Portal)	Creates a portal for anyone to use.	PMP	1 Landmark	Permanent	2 Days	None	99

End

Shape Change

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Shape Of A Dog	Physically changes to a dog, no spell casting. HP:20. AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18	Self	Self	8 Hours	2 Minutes	None	1
2	4 pts	Shape Of A Deer	Shifts into a medium sized mundane deer (Buck or Doe). HP=30, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22	Self	Self	2 Hours	10 Minutes	None	1
3	4 pts	Shape Of A Plant	Plant form: 1x1 or 1x2. Vertical or Horizontal. Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Self	1x2 Squares	4 Hrs (Min 1 Hr)	1 Minute	None	1
4	8 pts	Shape of A Familiar	Takes a form similar of a current Familiar. Casters HP. Familiars Attk, Init, ToHIT, Dmg, and movement.	Self	Self	4 Hours	6 Minutes	None	1
5	8 pts	Shape Of A Dolphin	Caster becomes a medium sized mundane dolphin HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15	Self	Self	1 Day	1 Minute	None	9
7	8 pts	Shape Of A Wolf	Shifts into a medium sized wolf. HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18	Self	Self	4 Hours	10 Minutes	None	1
8	8 pts	Shape Of A Tree	Caster can allow others to hide with them. (1 per Tier) Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 tree	4 Hrs	10 Minutes	None	1
9	12 pts	Shape Of A Bear	Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15	Self	Self	2 Hours	5 Minutes	None	1
11	12 pts	Shape Of A Hawk	Shifts into a medium sized mundane Hawk. HP=25, AC=32/27, Attksx1, Init & ToHIT +0, Dmg=1d8, Fly=20	Self	Self	4 Hours	4 Minutes	None	99

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13	16 pts	Shape Of A Satyr	Morphs into Satyr (Half man, Half Goat) Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.	Self	Self	4 Hours	10 Minutes	None	1
15	16 pts	Shape Of A Centaur	Shifts into existing half horse, half man Able to speak & cast. Move@ 150% Marks. HP+20.	Self	Self	6 Hours	10 Minutes	None	1
16	16 pts	Shape Of A Mer Person	Morphs into a mer-creature. Gender as caster chooses. Able to speak & cast. Swim & breath water. HP+20.	Touch	Self	8 Hours	20 Minutes	None	1
18	20 pts	Shape Of A Harpy	Changes into a Harpy. (Hagged vulture-like bird / person) +30 HP. Can speak, & cast. Can fly & dive (1/min).	self	self	2 Hours	20 Minutes	None	1

Shrines

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	6 pts	Shrine Of Healing, 1d4/Tier	Heals 1d4 to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	3x3 SqS	as Rollout	4 hours	none	1
5	8 pts	Arcane Interpretation, 1 Page	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	1 Hour	10 Minutes	Resist (Skill/N)	99
5	8 pts	Obscure Magic Aura				Permanent	5 Minutes	Skill	1
5	10 pts	Scry (to a Nae'Em of any kind)	From 4 SqS above Nae'Em. Use current sight/hearing.	2 Marks / Level	Nae'Em on PMP	1 Hour	2 Minutes	None	3
5	8 pts	Sky Scrying	View the AoE from 10 SqS up. Use current sight/hearing.	5 Marks	15x15 Squares	30 Min / Tier	6 Minutes	None	1
6	8 pts	Create A Home (Ethereal Home Pad)	A return spot for Ethereal Portals	1 Square	1x1 Square	12 Hours	1 Hour	None	1
6	10.4 pts	Shrine Of the Mystical Mechanic	Negates the Magic part of mechanisms w/ words of respect. # of mechs = caster Tier (w/ words spoken each time).	6 Squares	2x2 SqS	10 Minutes	10 Minutes	Resist (Skill/N)	1
6	10.4 pts	Shrine Of the Written Word	In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.	6 Squares	3x3 SqS	10 Minutes	10 Minutes	Resist (Skill/N)	99
8	8 pts	Obscure Magical Depth				1 Year	5 Minutes	Skill	1
8	8 pts	Shrine of Portal Revelation		Shrine	10 Square Radius	4 Hours	4 Minutes	None	3
8	8 pts	Sphere Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hours / Tier	4 Minutes	Skill	1
9	12 pts	Bonded Spirit Within A Statue	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	1 Day	30 Minutes	None	4
9	36 pts	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	20 Minutes	Resist (Skill/N)	99
10	12 pts	Remove Obscure Magic				Instant	5 Minutes	Skill	1
10	12 pts	Speak Language	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99

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12	12 pts	Circle of Spiritual Expulsion	x	8 Squares	3x3 squares	4 Hours	30 Minutes	Skill	
14	48 pts	Establish A House	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	None	99
14	16 pts	Ionic Marker Detector	Locate another casters Ionic Marker.	12 Squares	5x5 Squares	30 Minutes	10 Minutes	None	99
End									
Summon or Send									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	30% Max	TIRO: I Have Your Item!	A colored flash travels towards the item and snatches it. Target may attempt a Save to keep item.	4 SqS	1 Item	1 Round	Initiative	Resist (Skill/N)	99
4	4 pts	Call Item (in Sight)	x	6 Squares	1 Item	Instant	Next Initiative	None	1
6	8 pts	Conjure Arcane Beetles	Conjures a swarm of Arcane Beetles by succeeding on the Save. Beetles attack nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	Skill	3
7	24 pts	Invoke Skeleton/Drifter	Magically draws in a Skeleton, which can become a Drifting Ailment.	2 Squares	1 Corpse	7 Days	2 Hours	Resist (Skill/N)	3
8	20 pts	Create Zombie/Skeleton	x	Touch	1 Target	Save @ EOY	6 Hours	Resist (Skill/N)	7
9	24 pts	Create Plague Bearer/Drifter	Plague Bearers last around 6 months, Drifters last indefinitely.	Touch	1 Corpse	Save @ EOY	6 Hours	Resist (Skill/N)	7
12	12 pts	Langstrom Servant: Pucoe Gree	x	1 Square	1 Creature	8 Hours	10 Minutes	None	3
13	16 pts	Summon Item (Tae'Em)	Sumon a Tae'Em from a Vae'Em that is on the same PMP. Kinds of Nae'ems: Tae'Em=Thing/Item, Vae'Em=Venue/Location.	Same PMP	1 Tae'Em	Instant	Initiative	None	1
20	50 pts	Invoke Wraith/Ghoul	x	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	Skill	1
Traveling (PMP)									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	No Road Needed	Can be much slower or much faster than the road. Stay at normal road speed. No Double time. May need SKL save.	Self	Traversable Land	8 Hours	10 Minutes	May Need Skill	
1	20% Max	TIRO: Quick Jump	Glow appears under caster follows them as they jump. 1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	None	99
3	4 pts	Summon Astral Beast of Burden	Up to 3 riders with one as the caster. HP=25 AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.	30 Squares	1 Creature	1 Month (30 da)	20 Minutes	None	3
4	4 pts	Strumos Run	Caster is able to run as fast as a horses canter. 2 times travel through a PMP/Astral. (speed of a horse)	Self	Caster	8 Hours	5 Minutes	None	1
9	12 pts	1000 Yard Stare (1 to 4 days)	Long constant pace, with no rest. Walk x3 in 20 hours. Max 3 days. Encntr unlikely. Surprise likely. Wake=2 rds.	Self	Self	20 Hours	10 Minutes	None	1

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9	12 pts	Cover Wilderness Trail	Hunter masks the trail where poss. Another HNT may find it. JUST 1: 1/2 Move until 10th lvl enhancement resets to full.	Touch	Trail 1 Mark Long	Permanent	12 Hours	none	99
10	12 pts	Ladders & Stairs Of The Mist	Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.	12 Squares	1 Square	1 Hour	5 Rounds	None	99
12	12 pts	Find/Follow Wilderness Trail	Attempt to find another Hunters trail. JUST 1: Comparison Skill used, situation may add modifiers.	Self	1 Mark	12 Hours	20 Minutes	Skill	1
End									

Urban Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
9	12 pts	Urban Tracking	Track a target through a community or complex. JUST 1: Move 1/2. Attacks=1. Comparison Save to find/follow.	Self	Urban or Subtrm	4 Hours	3d8 Minutes	Skill	99
10	12 pts	Lose A Tail (Urban)	Avoiding an active pursuer. Comparative Skill/Non-Skill Saves.	Self	Urban	30 Minutes	3d8 Rounds	Skill	99

Utility or Misc

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	20% Max	TIRO: Water From A Plant	Water pours as if from a spout, but it is from a plant. The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	None	3
2	20% Max	TIRO: Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares. Even whispers and does carry over most walls / barries.	1d20+4 Squares.	Forward, Right, & Le	5 Minutes	Initiative	None	99
4	25% Max	TIRO: Tasty Gruel	1d12 meals appear at waist height in front of the Caster Provides low levels of nourishment.	Touch	Varies	1 Hour	1 Minute	None	99

End

Watch/Scry

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	2 pts	Create A Magical Glow	Item appears magical by creating a visible glow around it. Detect Magic spell = Yes. Number of Aspects = 0.	4 Squares	1 Item	End Of Year	1 Minute	None	9
10	12 pts	Project Astral Image Within PMP	Caster vs others: each seem ghostly yellow to each other. Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	None	99
11	12 pts	Eavesdrop on Nae'Em Convo	Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	Skill	1

z - Basic Skills To All

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Field Binding	Binds a wound and stops any bleeding.	Touch	1 Creature	Permanent	Initiative	None	99
1	0.2 pts	Hide	Anyone can use basic skills & situation awarness to hide.	Self	Self	10 Minutes	Initiative	None	99
1	0.16 pts	Riding (horses and other)	Using domesticated animals for travel.	Self	Self	Permanent	Initiative	None	99

ALL

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1	0.2 pts	Swimming, Beginning	Swim in a calm pool, lake, river	Self	Self	Permanent	Initiative	None	99
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