

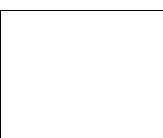
## Battle Actions/Prep

LEVEL	1	<input type="checkbox"/>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Avoid Incoming (Ranged/Thrown)</b>		4 pts	Self	Self	Initiative	1 Battle or 1 Hour						

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Weapon Expertise</b>						2 pts		Touch		1 Item		2 Minutes		End of Battle or 24 hr			

LEVEL	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Take Point</b>						4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day			
	Point person initially surveys the area, then continues to scout a head of the party.												
	Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.												
	Rogue acts as a scout (Point person) watching for potential issues.												
	Rogue is not able use any skills or efforts that require a maintained concentration.												
											COUNTER:	None	
											ENHANCEMENTS:		
											Lvl 20	AOE X4	20 SP
											Lvl 16	AoE X2	16 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Patient and Watchful</b>				8 pts	Self	2x2 Squares	4 Rounds	4 Hours		
	Non-obvious continuous scanning / monitoring of the surroundings from a standstill. This level of observation ensures nothing will be missed. This cannot be done while focusing on singular issues like traps, locks, disguises. Flank AC = Front AC, lasts until end of Duration or end of round 1 in battle.								COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 Lvl 14 Duration X2	4 SP 8 SP
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Point 80 ft Ahead</b>				8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day		
	Point person initially surveys the area, then continues to scout a head of the party. Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle Hunter acts as a scout (Point person) watching for potential issues. Hunter is not able to use any skills or efforts that require a maintained concentration.								COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 16 Rollout 1 Min Lvl 16 AoE X2	6 SP 8 SP 16 SP
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Coordinate Group Initiatives</b>				8 pts	Self	Player Party	Initiative	1 Battle		
	The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.								COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1	8 SP
LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Increase Fighter Movement</b>				8 pts	2 Squares	1 Fighter	Initiative	6 Hours		
	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 Lvl 9 Range +50% Lvl 14 Duration X2	8 SP 6 SP 8 SP
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Move Shadow to Shadow</b>				8 pts	24 Squares	Recipient	2 Rounds	1 Jump		
	Shining ruby colored flames Profile The Caster Then Dim To Nothing. Caster can jump from one shadow to another within range. Works for the caster only with shadows that the caster can see and in Range. This does allow more options at night when more shadows are available.								FOCUS:No light when cast COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting Lvl 12 Rollout Init Lvl 10 Rollout Halved	4 SP 12 SP 6 SP
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Move 1 Sq
<b>Vines of Force (Hold)</b>				8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		
	Inhibits movement by 4 squares. (by 5 sqs with Focus) Does make the target's movement 4 less. (3 sqs with Focus) Does also work on swimming and climbing if the roots/vines are in those areas. Does slow running/dashes to a walk. Does NOT stop the target's movement entirely, Minimum of 1 square movement.								CREATE:Scroll of Grabbing Roots FOCUS:Move -1 again COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Duration X2	8 SP 6 SP 8 SP
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Coordinate vs 1 Enemy</b>				8 pts	Self	1 Target	Initiative	5 rounds		
	Fighter coordinates the party's attacks for a better effect. 1 Skill per target. Fighter successfully directs at least 3 members of their party to attack one target. The party gains Initiative and ToHit bonuses of +2 per Tier of the Fighter. The Fighter loses 1 attack (Min=0), and drops AC by 1. For the 1st round of this skill the Fighter has an Initiative of 40.(He goes FIRST!!)								COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1	8 SP

LEVEL 7	<input type="checkbox"/> <input type="checkbox"/>	STACK 3	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT 3 Rounds	DURATION 4 Hours	SAVE: No Save
<b>UnEntangle</b>		Easily clears away natural materials, like roots, vines, branches, or brambles. If no root/vine/branch are in the environment then there are no changes and no SP cost. Often can remove the non-plant materials to clear out an Impedence trap, Some traps and situations my require a Skill Save for the spell to succeed.	<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP					
LEVEL 8	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 3x3 Squares	ROLL OUT 8 Minutes	DURATION 10 Minutes	SAVE: Skill 
<b>Circle of Protection vs Magic</b>		Magenta coils ripple from caster's hand to the edge of AOE. Challenges to the circle equals MGC:? Save Chalky magenta powder	<b>CREATE:</b> <b>FOCUS:</b> COL +/- 1 <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Duration +50% 6 SP					
LEVEL 8	<input type="checkbox"/> 	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 8 Sq Radius	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: Skill 
<b>Pull Aggro</b>		Fighter convinces 1d2+2 enemies to target them with an extreme show. NOTE: Enemy must be able to think. Unthinking things/creatures are not riled. Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). Party is a less attractive target with increases to Initiative (+2) and AC (+2). This is NOT a guarantee the ploy will work. It depends on the creature(s).	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP					
LEVEL 10	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 2 Rounds	DURATION 2 Hours	SAVE: No Save
<b>Magical Fire Protection</b>		Caster wraps themselves within a protective flame. Limits magical fire damage to 1 HP per round. Fires as hot as or hotter than a forge will end the spell. If the fire is mundane in nature this spell has no protection to offer.	<b>CREATE:</b> Burn Reduction Breakable  <b>FOCUS:</b> Forge fire = 1 hp / Rd. <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					
LEVEL 11	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 12 pts	RANGE	AREA OF EFFECT	ROLL OUT Instant	DURATION 3 Rounds	SAVE: Agility 
<b>Catch Small Incoming</b>		Meant for Dey Raechio All attcks converted. Thrown/Missile attacks=Move:1. AC-4 Meant for Dey Raechio Using small agile moves & full body grace able to catch thrown/missile attacks.	<b>COUNTER:</b> None					
LEVEL 11	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 3x3x3 Sq Sphere	ROLL OUT Initiative	DURATION 1 Hour	SAVE: BRU  Can Move
<b>Protection vs Animals</b>		The animal must pass the Save to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.	<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP					
LEVEL 13 NAE'EM		STACK 1	COST 32 pts	RANGE Touch	AREA OF EFFECT 1 Small Wpn	ROLL OUT 5 Minutes	DURATION 1 Battle	SAVE: No Save
<b>Enchantment of Returning</b>		Can create a Dagger of Returning. This is for single handed thrown weapons only. Make a small weapon or ammo into 'Returning' Dagger is returned to the person that threw it.	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					

LEVEL	16	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Quick Ranged Shot (PreBattle)</b>				16 pts	Melee	1 Creature	Pre-battle	Instant			
	Hunter starts a battle with a +15 Init to their bow attack. Hunter creates a zero round by with this quick shot. Only 1 attack is allowed. Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.	COUNTER: None  ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP Lvl 9 Damage +50% 8 SP Lvl 14 Attacks +1 8 SP									

# Battle Defense

LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Heat Wave Wall</b>				4 pts	Self	Self	Initiative	4 Rounds			

LEVEL	1		STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Set for A Charge</b>					4 pts	Self	1 Charge	Instant	1 Round		

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	Initiative	DURATION	4 Rounds	SAVE:	No Save
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LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 creature (self)	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: Resist (Skill/Non GM) Old AC is used
<b>Wind Wall</b>		Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+4 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.	<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> Dispel Magic. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP					

THIS CAN NOT be combined with other spells such as Heat Wave Wall.		EF. 3	Duration +50%	3 SP
		Lvl 16	AoE = 2 Targets	12 SP
LEVEL	2	STACK	1	COST
<b>Defend / Withdraw, No Attacks</b>		4 pts	Self	Self
		Initiative	ROLL OUT	DURATION
		2 Rounds	SAVE:	No Save
		<p>Fighter fully focuses on blocking and dodging attacks to avoid damage.            No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed.            +1 AC per adjacent friendly Fighter.            Fighter may withdraw from the opponent without incurring an AoO from that opponent.</p>		
		<p>COUNTER: None            ENHANCEMENTS:            Lvl 14 Duration X2            Lvl 9 Duration +50%</p>		

LEVEL	3	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Protect Fighter vs Ranged/Thrown</b>						4 pts	8 Squares	1 Recipient	Initiative	End of Battle or 4 hr			
	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		
<b>TIRO: Armor of Light</b>		LEVEL 3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster. Caster will keep their AC if it's over 16.					30% Max	Self	Self	1 Minute	4 Hours		COUNTER:Dispel Magic. Lvl:1	
<b>Urgent Disengagement w/ 1 Attack</b>		LEVEL 3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Fighter moves in a straight line up to double their basic movement. Fighters AC is improved by 4, front and back. +8 Initiative bonus. Only 1 attack at -4 ToHIT is allowed before movement. The Fighter may be subject to Attacks of Opportunity (AoO). The Fighter may also use an AoO.					6 pts	Self	Fighter	Initiative	1 Round		COUNTER:None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP	
<b>Wind Wall For Nae'Em Hunter</b>		LEVEL 3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.					4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
<b>Resist The Push</b>		LEVEL 4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU +10/Tier Unmoved	
	Fighter attempts to stay in the same square. Standard effort to not move is done with comparative BRU Save. This skill gives the resisting Fighter a bonus on the Save of +10/Tier.					4 pt	Self	1 Target	Instant	Battle		COUNTER:None	
<b>Limit Flank Attacks (Counter)</b>		LEVEL 5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Exact behind only	
	The Rogue continuously shifts so attackers have limited options to complete a flank attack. Only the single square directly behind the Rogue can attack their flank. The 3 squares behind a Rogue are normally considered flanks. This skill limits the one center flank square to be the 'Flank'. All other surrounding squares are considered 'Front'.					8 pts	Self	Self	Initiative	5 Rounds		COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP	
<b>Shield Block vs Melee</b>		LEVEL 5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Shield Still Useable	
	Fighter negates a melee attack made against them with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. Fighter blocks an enemy's attack with a small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.					8 pts	0 Squares	Self	Instant	1 Attack		COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP	

LEVEL	6	□ □	STACK 99	COST 8 pts	RANGE Full Move	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: Agility Avoids an AoO	ENHANCEMENTS:
<b>Bob and Weave</b>										Lvl 5 Initiative +4 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
										COUNTER: None
										ENHANCEMENTS:
<b>Evade Missiles</b>		□ □	STACK	COST 8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	ENHANCEMENTS:
										Lvl 5 Initiative +4 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
										COUNTER: None
										ENHANCEMENTS:
<b>Protect Strumos</b>	6	□ +	STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Strumos	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save	ENHANCEMENTS:
										Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP
										COUNTER: None
										ENHANCEMENTS:
<b>Provide Protection</b>	6	□ +	STACK 99	COST 8 pts	RANGE 3 sqs	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save	ENHANCEMENTS:
										Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
										COUNTER: None
										ENHANCEMENTS:
<b>Shield Block vs Ranged</b>	6	□ □	STACK 1	COST 8 pts	RANGE 0 Squares	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Up to 2 Rounds	SAVE: AGL	ENHANCEMENTS:
										Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP
										COUNTER: None
										ENHANCEMENTS:
<b>Half Wall of Force</b>	7	□ □	STACK 6	COST 8 pts	RANGE Touch	AREA OF EFFECT 4 Sq Long	ROLL OUT 20 Minutes	DURATION 20 Minutes	SAVE: No Save	ENHANCEMENTS:
										Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
										COUNTER: Same Skill. Lvl:1
										FOCUS:+ another corner.
										ENHANCEMENTS:
<b>Triggered Shield vs 1</b>	9	□ □	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Battle	ROLL OUT 1 Minute	DURATION 3 Days	SAVE: No Save	ENHANCEMENTS:
										CREATE: FOCUS:-1 ToHIT COUNTER:Same Skill. Lvl:1
										ENHANCEMENTS:
										Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP

LEVEL	10	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Minor Defense Bubble</b>				12 pts	Touch	Self	Initiative	1 Battle		

Lavender coils loop around the caster in a ribboned chain-linked bubble.  
Attacks are slowed, thus the impact lessens the damage.

FOCUS:Other recipients

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
<b>Tornado Wall</b>				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes		

A wind whips small loose debris from area back and forth in front of caster.  
AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks.  
All people in the adjacent squares to the casters take 1d4 damage each round.  
Melee attackers: Debris causes attackers to take 1d4 damage.  
Thrown/Ranged attackers: Does NOT affect attackers.

FOCUS:Enhancements 1/2 level

COUNTER:Control Wind Sphere Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

## Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill or non-Skill
<b>Blinding Flashes</b>				4 pts	8 squares	2 x 2 Squares	Initiative	1 Round / Tier		Target Sees

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 been cast can gain 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	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
<b>Flash Of Fire!</b>				4 pts	8 Squares	1 Target	Initiative	1 Round		Not Blinded

Sends a small ball of fire directly at target for 1d6 +ACU. No ToHIT or lobbing.  
Can be directed at a creature for damage or a single square to blind creatures.  
When cast on a creature they take 1d6 +ACU damage and must Save or be blinded.  
When cast only on a square all within 4 squares must Save or be blinded.  
Failed Saves will result in 4 rounds of Lower AC (-4) and lower ToHits (-4).

CREATE:Flash Bang!

FOCUS:Save roll -20

COUNTER:None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 9	Damage +50%	8 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
<b>Force Pinch 1d4</b>				4 pts	8 Squares	1 Square	Next Initiative	1 Round		1d4 + ACU Dmg

Barely visible coils reach out to the target and pinches a sensitive spot.  
Damage of 1d4 + ACU. Target Save Lose Attack/Action.  
Barely visible coils reach out to the target and pinches a sensitive spot.  
Caster must be able to see the target. (No ToHIT)

FOCUS:Save +1 Col

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Massive Bludgeoning Hammerstrike</b>				4 pts	Melee	Self	Initiative	2 Rounds		

Fighters uses the flat or blunt area of their Hammer. (Only Hammers)  
Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).  
Full damage is applied right away. After 30 minutes half of the damage fades away.  
Bludgeoning can be applied to all or none of the attacks.  
Cannot be applied to non-melee attacks or weapons not a 'Hammer'.

COUNTER:None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
<b>Phage (Something of Fragility???)</b>				4 pts	4 Sqs / Tier	1 adjacent sq / Tier	Initiative	5 Rounds		Temp halt of effect

Caster directs an eerie mist into the AOE square(s).  
Droplets from the mist well up on the targets skin, under any outer clothing/gear.  
Each round increments the fragility (starting at 1) for 5 rounds.  
On the 6th round the fragility status returns to none (zero) and has no effect.  
This lasts a maximum of 5 rounds.

FOCUS:Max (End) +1

COUNTER:Greater Fragility Effect Lvl:1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Rose Thorns</b>		4 pts	10 Squares	1 Target	Initiative	1 Round				
 <p>Caster rolls a single ToHIT to be used for all thorns for this spell instance. Each spell instance creates 1d6 thorns per Tier. Each Thorn does 1 HP dmg. Each spell instance must be directed to a single target. Caster can lob this spell over and to a target. Blundered ToHITs are not rolled on the chart and merely miss the target.</p>										
<b>TIRO: Pie Fight!</b>										
		20% Max	4 Squares	1 Target	Initiative	1 Round		SAVE: Agility	Vision is clear	
<p>Multi colored Pie appears as it is thrown.. Target Saves to NOT block vision.</p>										
<b>Electric Zap</b>		99	4 pts	8 Squares	1 Square	Initiative	1 Round		SAVE: No Save	
		Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)		FOCUS:+4 Initiative						
	Hurl sparks toward a target for 1d8 damage. Add 2 dmg if non-Adamantine body armor.		COUNTER:None							
Sparks race directly to the target without any arc or lobbing.		ENHANCEMENTS:								
No ToHit or Save required.		Lvl 20 Rollout Instant	16 SP							
		Lvl 12 Range X2	8 SP							
		Lvl 9 Damage +50%	8 SP							
<b>Fighters Charge</b>		99	4 pts	Move x2	1 Creature	Initiative	1 Round		SAVE: No Save	
		Fighter races forward and uses their momentum to help in an attack. (Extra Attack)	FOCUS:+4 Initiative							
	Charge must be a straight path to the non-moving target and not end with a pivot.	COUNTER:None								
Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).	ENHANCEMENTS:									
They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4).	Lvl 20 Rollout Instant	16 SP								
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.	Lvl 12 Range X2	8 SP								
	Lvl 9 Damage +50%	8 SP								
<b>Flame Bolt</b>		99	4 pts	10 Squares	1 Target	Initiative	1 Round		SAVE: Agility	
		Direct magical fire dmg 2d10 +ACU bonus. No ToHIT. Save to dodge.	FOCUS:Flame Bolt Breakable							
	Magical fire only damages target, not other people or items.	COUNTER:Target Save -20								
The flame bolt can not be lobbed or arc to the target.	ENHANCEMENTS:									
	Lvl 9 Range +50%	6 SP								
	Lvl 14 Damage X2	12 SP								
	Lvl 9 Damage +50%	8 SP								
<b>Force Push 1d6</b>		1	4 pts	10 Squares	2 Squares	Initiative	1 Round		SAVE: Brutal	
		Solid lavender coils extend from caster's hand to push directly from the caster to the target	FOCUS:Save Col +1							
	Direct damage of 1d6 + ACU. Target(s) Save or pushed back	COUNTER:No Counter Available. Lvl:1								
Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)	ENHANCEMENTS:									
	Lvl 14 Save Roll -20	8 SP								
	Lvl 18 Range X4	10 SP								
	Lvl 9 Range +50%	6 SP								
<b>Melee Backstab</b>		1	4 pts	1 Square	1 Target	Initiative	1 Round		SAVE: No Save	
		Rogue takes advantage of a nearby targets flank.	FOCUS:Save Col +1							
	ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.	COUNTER:No Counter Available. Lvl:1								
This skill improves the effect of a normal backstab.	ENHANCEMENTS:									
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.	Lvl 14 Damage X2	12 SP								
Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.	Lvl 17 Damage +8/die	16 SP								
	Lvl 9 Damage +50%	8 SP								

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL
	TIRO: Fire Crack!			20% Max	6 Squares	1 Target	Initiative	Instant		Do NOT lose an attack
	Bright Multi Colored flashes appear in the caster's hand. Caster rolls a Thrown ToHit to deliver 1d3 magic fire damage. Save or target loses 1 attack this round.								COUNTER: None	
LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
	Conjure Native Beetles			4 pts	4 Squares	1 Mark	Initiative	2 Rounds	HP=25	
	A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8								CREATE:Beetleroot Granules FOCUS:Save Roll +20 COUNTER:No Counter Available. Lvl: ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP	 
LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Heat Metal Armor			4 pts	12 Squares	1 Target	Initiative	4 Rounds		
	Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. Round 1: Initiative -1 Ac -1 ToHIT -1 Round 2: Initiative -2 Ac -2 ToHIT -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4: Initiative -4 Ac -4 ToHIT -4								CREATE:Enflame Metal Armor FOCUS:AC/Init/ToHIT additional -1 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP	 
LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Phage Mist			6 pts	10 Squares	Row: 3 Sqs	Initiative	5 Rounds		
	A green fog descends within the AoE. Direct attacks need no ToHIT. Lobbing requires ToHIT vs AC 10 if within sight. Blind lobbing is AC 17. If a ToHIT fails the mist dissipates before any damage is done. For the duration, all creatures on the surface of the AoE take damage. Damage is 2d4 +ACU. Large amounts of water can impact the duration.								COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Rogues Charge			4 pts	Move x2	1 Target	Initiative	1 Round		
	The rogue races forward to deliver an intimidating hit. (Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2. Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.								COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP	
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Shield Bash (Odd rounds)			4 pts	1 Square	1 Target	Initiative	1 Round		
	Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers. This is an 'Extra' effort. Only 1 Extra effort is allowed per round. Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus. The 'Shield Bash' must be directed to the same target that the FTR has already targeted.								COUNTER: None ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP	
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	TIRO: Quick Push!			40% Max	4 Squares	1 Recipient	Next Initiative	1 Round		
	Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to move 1d4 sqs directly away from caster. Direction of random spot is always in a direction roughly opposite of caster. If there is no room for the recipient to move then spell fails.								COUNTER: None	

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Char Sheet	1 Target	Initiative	1 Round		
<b>Accurate Ranged Shots</b> A focus on accuracy rather than speed with a bow or crossbow. Shooter loses 1 attack (Minimum 1). Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Applies to all bow/crossbow shots during the round.										
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 12 Range X2	8 SP
									Lvl 5 Initiative +4	4 SP
LEVEL	4		99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round		
<b>Critical Surprise Throw</b> Quickly throw a weapon before the fighting begins! Single hand weapon only. 1 Attack instead of normal number per round. Surprise Thrown attack is done before battle is started. Creates a round 0. Rogue gains +6 ToHIT. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest Init wins & others fail to happen.										
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 5 Initiative +4	4 SP
									Lvl 14 Damage X2	12 SP
									Lvl 9 Damage +50%	8 SP
LEVEL	4		1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Move x2	1 Creature	Initiative	1 Round		
<b>Hunters Melee Charge</b> Hunter charges up to an enemy for a melee attack.(Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.										
									COUNTER:	No Counter Available. Lvl:1
									ENHANCEMENTS:	
									Lvl 9 Range +50%	6 SP
									Lvl 5 Initiative +4	4 SP
									Lvl 9 Damage +50%	8 SP
LEVEL	4		99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
				30% Max	12 Squares	1 Target	Initiative	1 Round		1/2 Damage
<b>TIRO: Quick Flash Fire</b> Colorful embers appear in the caster's palm. Caster rolls a Thrown ToHit. 1d12 Damage. Save for half damage.										
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 9 Range +50%	6 SP
									Lvl 5 Initiative +4	4 SP
									Lvl 9 Damage +50%	8 SP
LEVEL	5		1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	1 Target	Initiative	4 Rounds		
<b>Long Distance Crossbow Shots</b> Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares. Number of attacks -1. Hunter must use a crossbow. Bows cannot be used with this skill. No changes to Initiative and ToHIT rolls.										
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 5 Initiative +4	4 SP
									Lvl 14 Attacks +1	8 SP
LEVEL	5		1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds		
<b>Penetrating Ranged Shots</b> Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works for ranged bow attacks. Adds 6 damage for all shots, Subtracts 2 from the ToHITs. This applies to all of the Hunters bow shots for the duration.										
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 5 Initiative +4	4 SP
									Lvl 9 Damage +50%	8 SP
LEVEL	5		99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	by the bow	Self	Next Initiative	1 Round / Tier		
<b>Separate Ranged Shots</b> Use each of their attacks as separate initiatives during the round. Rolled Initiative must be used for the 1st attack (shot). Once Initiative is rolled the Initiatives of each subsequent shot must be called out and listed in battle. Therefore, player may not know exactly when										
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 9 Range +50%	6 SP
									Lvl 14 Duration X2	8 SP

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Step and Shoot</b>				8 pts	Miss Attack	Miss Attack	Initiative	1 Round		
	Meant for Archer Hunter moves 1 sq forward, shoots & continues. Shots:1+ 1 per Tier Meant for Archer								FOCUS:Dmg +2 COUNTER:None	
LEVEL 6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Held Throw, Single Target</b>				8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held		
	Holds a thrown attack as they concentrate on a single target to find a weakness. ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking. If the target is out of sight/range for a round or more this effort is broken. During the wait time the following non-damaging skills can be used on the same target: Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.								COUNTER:None	
LEVEL 6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shoot Thru Party to Target</b>				8 pts	By Weapon	By Weapon	Initiative	1 Round		
	Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2. If not announced, the Hunter still is able to shoot through the group to the target. This will allow the hunter to shoot through up to 3 ranks of friends.								COUNTER:None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP	
LEVEL 7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 1/2 Damage
<b>Flame Strike</b>				8 pts	12 Squares	1 Square	Initiative	1 Round		
	Flames shoot upward from the Caster's hand and down towards the AoE. No ToHIT required. Can Lob magical fire to target. Damage of 4d10 +ACU. Target Saves for 1/2 damage. Magical fire does not light things afire.								FOCUS:hurts fire based. COUNTER:None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL 7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Held Shot, Single Target</b>				8 pts	By Weapon	1 Target	Initiative	5 Attacks		
	Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10).								COUNTER:None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP	
LEVEL 7		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health
<b>Hold Civilized Creature</b>				8 pts	8 Squares	1 Target	1 Round	5 Rounds		
	Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk. Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.								FOCUS:target can talk. COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL 8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Critical Shot At 19 to 20</b>				8 pts	By Weapon	By Weapon	Initiative	4 hours		
	Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.								COUNTER:None ENHANCEMENTS: Lvl 14 Duration X2 8 SP	

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
				8 pts	12 Squares	2x2 Squares	Initiative	Permanent		1/2 Damage	
<b>Hail Stones Attack</b>											
	A white cloud rises over the area, and throws down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a increase effect against heat based targets (+4 damage). Delivers the attack and damage from above the target. No more or less damage vs non-heat based creatures that are heated or on fire	<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP									
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	8 Squares	1 Square	Initiative	2 Rounds			
<b>Phage Rain (2 Rds)</b>											
	Caster draws their hands downward while fluttering their fingers. Damage of 3d6+ACU for 2 rds from above the target. No ToHIT. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"	<b>FOCUS:+2 HP Damage</b> <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP									
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	15 Squares	Direct Line	Initiative	Instant			
<b>Static Bolt</b>											
	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.	<b>FOCUS:+2/Tier ToHIT</b> <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP									
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Touch	Adjacent SqS	Initiative	1 Round			
<b>Whirling Mordra, Rogue Style</b>											
	Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike. Single ToHIT roll & single Damage roll are applied to all 8 squares surrounding the Rogue. The ToHIT and Damage will gain bonuses of +4. When each target has differing AC's it is likely not all targets will be hit/damaged. This Skill was created in cooperation with the player "Mordra".	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP									
LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	Self	Self	Initiative	1 Round			
<b>Desperation Attack</b>											
	Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll. (There is a Strumos spell that can change the formula to 1d20-5 !)	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP									
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
				12 pts	12 Squares	2 Squares	Initiative	Instant		1/2 Damage	
<b>Force Clap 2d6 Daze 1d2 rds</b>											
	A force wall pushes directly from the caster to the target but only the target will usually be dazed. Damage of 2d6+ACU. Target Saves or Daze 1d2 rds. A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)	<b>FOCUS:Save Col +1</b> <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 14 Save Roll +20 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP									
LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	self	1 creature	Initiative	Battle			
<b>Single Focus Attacks</b>											
	Fighter selects one enemy for this battle. Not a group, a single creature. Fighter gains ToHIT Melee bonus +8 to that enemy. Fighter also gains 1 additional attack with that enemy via an enhancement. For 2 rounds after losing focus on that enemy the Fighter has zero additions to the ToHIT. After the 2 Rounds the Fighter regains normal ToHIT bonuses.	<b>CREATE:</b> <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 14 Stacking +1 8 SP Lvl 14 Attacks +1 8 SP									

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	By Weapon	As per Weapon	Initiative	4 Rounds		
<b>Blunted Bow Shots (Bow Only)</b>										
<p>Hunter aims to subdue, not kill.      Full damage is applied till end of round, then only 1/2 of the damage remains.      Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill.      No changes to Initiative and ToHIT rolls.      Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).</p>										
		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Compare & Move
				12 pts	1 Square	1 Square	Initiative	1 Round		
<b>Brutal Push Forward</b>										
<p>From a standstill to a massive push almost instantly!      This skill will push the target back 1 square, if the square is open.      Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).      1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2.      Fighter and target must use a comparison save.</p>										
		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	Self	Initiative	1 Round		
<b>Adrenaline Rush</b>										
<p>The Fighter hypes themselves up. (Player provides a narrative)      Character must verbally hype themselves up within pre-initiative part of their round.      Fighter can move and attack or just attack. Movement after the attack is not allowed.      Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).</p>										
		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				2.4 pts	10 Squares	1 Target	Initiative	1 Round		
<b>Class Power Attack Duel</b>										
<p>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 &amp; BEFORE damage is rolled.      The GM may have to make a call if the Class Power Attack proceeds too quickly.</p>										
		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill 1/2 Damage
				14.4 pts	10 Squares	1 Target	Initiative	1 Round		
<b>Fire Class Power Attack</b>										
<p>Sends a fire stream directly to the target. No lobbing.      Damage of 6d10 + 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 (Fire) may start a 'Class Power Attack Duel'.      Class Power Attack Duels force 2 casters into a head to head personal battle.</p>										
		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	Self	Initiative	1 Battle		
<b>Last Ditch Effort</b>										
<p>Pure determination keeps a fighter in battle even after death. Must be played out.      Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4      Fighter must have 30 HP or less to use the skill.      During skill use: Binding has no effect &amp; 1/2 Healing while in negative points.      Afterwards the Fighter may be dead, out cold, or just weak.</p>										
		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	1 Square	1 Horse	Initiative	1 Battle		
<b>Mounted Melee Attack</b>										
<p>Character is able to direct a trained mount into battle.      Only 1 attack when moving. Max 2 attacks when stopped.      Requires the use of a trained mount.      Single handed weapons only.      Character is only able to use small or buckler shield.</p>										

ALL

LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				12 pts	12 Squares	1 Target	Initiative	1 Round		1/2 Damage	
<b>Electric Class Power Attack</b>											
	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									
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				9 pts	10 Squares	1 Target	Initiative	1 Round		1/2 Dmg	
<b>Force Class Power Attack</b>											
	Sends a flow of force 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 (Force) 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									
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				12 pts	10 Squares	1 Target	Initiative	1 Round		1/2 Damage	
<b>Ice Class Power Attack</b>											
	Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Staff can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.	FOCUS:Enhancements 1/2 level COUNTER:Class Power Attack Duel Spell ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP									
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				12 pts	10 Squares	1 Target	Initiative	1 Rounds		1/2 Damage	
<b>Phage Class Power Attack</b>											
	Sends a stream of Phage 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 (Phage) 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									
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	By Weapon	By Weapon	Initiative	1 Round			
<b>Targeting A Moving Target</b>											
	Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.	COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP									
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	Touch	8 Squares	Initiative	1 Round			
<b>Whirling Mordra</b>											
	In 1 Sq the Fighter spins back and forth to strike out at all within melee range. 'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares. It's recommended to tell the party then stall on your initiative until friends step away. Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only. Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.	COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP									
LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds			
<b>Phage Blobs</b>											
	Sickly green Acidic blobs begin to fall in the AoE. from above. Leave to avoid. Can be used in/as a trap with the Rogues skill "Set Up Spell Release (TRAP)"	CREATE:Scroll of Phage Blob FOCUS:3x3 AoE. COUNTER:Same Skill. Lvl:1									

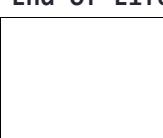
LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Ranged Sucker Shot(s)</b>				16 pts	By Weapon	1 Target	Initiative	1 Round		
	Hunter scopes out a stationary target that is unaware of any danger. The target must not have their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target.								COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8 / die 16 SP Lvl 12 AoE = 2 Recipients 10 SP	
LEVEL	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 
<b>Dokour Flame Attack</b>				16 pts	12 Squares	1 Target	Initiative	1 Round		1/2 Damage
	Flames erupt out of the casters hand heading directly to the target. (No ToHIT) Directs magical flame straight to the target. No lobbing. No mundane fire damage. Direct dmg 5d8 +10 +ACU bonus. Focus Staff adds 4 pt damage per die.								FOCUS:Dmg +4/die COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Moving And Shooting</b>				16 pts	By Weapon	1 Target	Initiative	1 Round		
	Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, Walking backwards, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Number of attacks are halved. Minimum of 1. Full walking movement.								COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 17 Damage +8 / die 16 SP	
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Surprise Death Blow</b>				16 pts	Melee	1 Creature	Next Initiative	1 Round		
	Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). Fighter gains +15 bonus to ToHIT. Damage is rolled on the Critical chart. And enhancements can add to the damage. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.								COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP	
LEVEL	15	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 
<b>Surprise Killing Blow</b>				16 pts						
	Surprise required. Lgswrd+, ToHit+10, Hit=crit+60%, Dmg+50%								COUNTER: None	
LEVEL	16	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 1/2 Dmg 
<b>Fire Bombardment</b>				20 pts	12 Squares	Row: 1 sq / Tier	Initiative	1 Round		
	Ruby colored flames cascade from the caster's hand into the sky and down to the AoE. Lobs dmg of 5d10+ACU to 2 SqS (1 roll for 2 sqs). Each squares Saves separately. Can be lobbed (clearance needed) before hitting target w/o a ToHIT. One set of damage is rolled and applied fully to each of the squares in the AOE AoE is 3 squares. The first square must be within ranged.								COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP	
LEVEL	16	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility 1/2 Damage 
<b>Lightning Bolt</b>				16 pts	15 Squares	ect Line up to 4 targ	Initiative	1 Round		
	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	

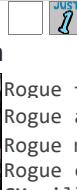
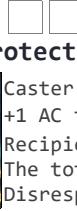
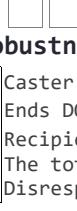
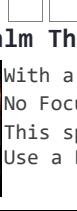
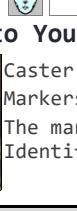
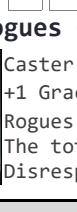
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LEVEL	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute	
Force Cage	3d6 to touch			20 pts		8 Squares	3x3 Squares		10 Minutes	3 Rounds			

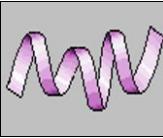
# Battle Reaction

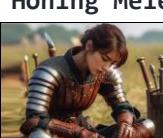
LEVEL	<b>3</b>	<input type="checkbox"/> JUST	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill to NonSkill Comparison
<b>Draw Attention</b>			4 pts	In Sight	In Sight	Instant	Up to 30 Min		

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Grab works	ENHANCEMENTS:
	2nd Attempt To Grab			8 pts	Touch	Self	Instant	Instant			Lvl 14 Save Roll +20 8 SP
	A Rogue attempts to recover from missing a grab. Rogue gains an opportunity to re-attempt a failed grab if the Save is passed. If the Save fails the 2nd attempt to grab fails.								COUNTER: None		
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	ENHANCEMENTS:
	AoO on Melee Entry			4 pts	Melee	Self	Instant	1 Round			Lvl 14 Save Roll +20 8 SP
	Rogue takes AoO as target enters the battle. Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.								COUNTER: No Counter Available. Lvl:1		
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	ENHANCEMENTS:
	AoO on Kill			8 pts	1 Square	1 Target	Instant	Instant			Lvl 12 Range X2 8 SP
	The fighter has dropped an enemy and another becomes the target! 'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra effort. Only 1 Extra effort is allowed per round. Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness". 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.								COUNTER: No Counter Available. Lvl:1		
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	ENHANCEMENTS:
	Blunder Change Up			8 pts	Self	Self	Instant	Instant			Lvl 12 Range X2 8 SP
	Rogue uses a different column for a better outcome to the Blunder. Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart. The original number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.								COUNTER: None		
LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	ENHANCEMENTS:
	Critical Roll Additions			8 pts	Self	1 Critical	Instant	Instant			Lvl 12 Range X2 8 SP
	Fighters skill and experience pays off with a critical success! Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll. Note that there are 2 ways to get an exact 100: NOTE: Anything above 100 = 99 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.								COUNTER: None		
LEVEL	7	STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	ENHANCEMENTS:
	End Of Life			8 pts	X	X	Instant	Permanent			Lvl 12 Range X2 8 SP
	End Life X X								COUNTER: None		
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	ENHANCEMENTS:
	Brace for Onslaught			8 pts	Self	Self	Initiative	2 Rounds			Lvl 14 Save Roll +20 8 SP
	Fighter must pass the Save to resist each Pushback, Stun, or Daze. Meant to help resist multiple attacks within the duration. Facing away from (not just looking) attacks will negate 'Brace for Onslaught' effect. May defend vs any direction except flanking, all during the duration.								COUNTER: None		
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20 8 SP		
									Lvl 18 Duration X4 10 SP		
									Lvl 14 Duration X2 8 SP		

LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
<b>Critical Hit, 2nd Choice</b>												
				8 pts	Self	Self	Instant	Instant				
<p>Fighter can upgrade a natural critical roll.      Fighters luck improves with more choices when rolling a critical!      Reroll a Critical and choose either the original roll or the reroll.</p>												
									COUNTER:	None		
LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected		
<b>Feign Death</b>												
				16 pts	Self	Self	Instant	2 Rds Minimum				
<p>Rogue falls to the ground and appears dead.      Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection.      Rogue must make GM aware this skill will be used as soon as possible.      Rogue can choose what segment to enact this, based on Rollout being instant.      GM will roll the Save for others trying to detect life.</p>												
									COUNTER:	None		
<p>ENHANCEMENTS:      Lvl 14 Save Roll +20 8 SP</p>												
<b>Chants</b>												
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
<b>Chant of Protection, +1 AC/Tier</b>												
				6 pts	Self	5 Radius / Tier	1 Full Round	10 Minutes				
<p>Caster creates a Shrine and reveals the current words of respect.      +1 AC to all that have spoken the words of respect aloud anytime within the Duration.      Recipients may repeat the words &amp; gain another +1 AC until there are no more to give.      The total number of +1 to AC that can be given out is equal to the casters Tier.      Disrespecting The Shrine by the caster or recipient will make it fail.</p>												
									FOCUS:Enhanced @ 1/2 cost COUNTER:	None		
<p>ENHANCEMENTS:      Lvl 10 Rollout Halved 6 SP      Lvl 9 Duration +50% 6 SP      Lvl 12 AOE +50% 12 SP</p>												
LEVEL	1	STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)		
<b>Chant Of Robustness, End DOT</b>												
				6 pts	6 Squares	2x2 Sq	10 Minutes	10 Minutes		Ends DOT		
<p>Caster creates a Shrine and reveals the current words of respect.      Ends DOT when the words of respect have been spoken aloud within the Duration.      Recipients may repeat the words &amp; loose another DOT until there are no more to give.      The total number of benefits that can be given out is equal to the casters Tier.      Disrespecting The Shrine by the caster or recipient will make it fail.</p>												
									FOCUS:Enhanced @ 1/2 cost COUNTER:	None		
<p>ENHANCEMENTS:      Lvl 10 Rollout Halved 6 SP      Lvl 9 Duration +50% 6 SP      Lvl 12 AOE +50% 12 SP</p>												
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
<b>Light To Calm The Dead</b>												
				4 pts	Self	Varies	Initiative	4 Hours				
<p>With a twirling of the fingers the caster brings about light!      No Focus = Candle power. But with Focus caster can set light equal to a lantern.      This spell does stay fixed in relation to the caster, right above them.      Use a Focus item for control of light brightness.</p>												
									CREATE:Candle Light Powder FOCUS:Lantern light COUNTER:Dispel Magic. Lvl:1			
<p>ENHANCEMENTS:      Lvl 14 Duration X2 8 SP      Lvl 9 Duration +50% 6 SP</p>												
LEVEL	4	NAE'EM	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Direction to Your Ionic Marker</b>												
				4 pts	PMP	1 Nae'Em	2 Rounds	Instant				
<p>Caster connects to their ancestor to obtain the directionn of the Marker.      Markers are made with this assistance of an Ancestor.      The marker must be on the current PMP.      Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)</p>												
									FOCUS:reveals plane COUNTER:	None		
<p>ENHANCEMENTS:      Lvl 10 Rollout Halved 6 SP      Lvl 14 Duration X2 8 SP      Lvl 9 Duration +50% 6 SP</p>												
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
<b>Chant Of Rogues Grace, +1/Tier</b>												
				10.4 pts	6 Squares	2x2 Sq	10 Minutes	10 Minutes				
<p>Caster creates a Shrine and invites Rogues to join them.      +1 Grace to the Rogue(s) who have spoken the words aloud within the Duration.      Rogues may repeat the words &amp; gain another +1 Grace until there are no more to give.      The total number of benefits that can be given out is equal to the casters Tier.      Disrespecting The Shrine by the caster or recipient will make it fail.</p>												
									FOCUS:Enhanced @ 1/2 cost COUNTER:	None		
<p>ENHANCEMENTS:      Lvl 10 Rollout Halved 6 SP      Lvl 9 Duration +50% 6 SP      Lvl 12 AOE +50% 12 SP</p>												

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Sense Undead</b>				12 pts	Self	5 Squares/Tier	asdfa	adfa	
	askldfj ajsldkjf ajsldjf								COUNTER: None
LEVEL	20	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Mirror A Person</b>				20 pts	15 Square Radius	1 Person	2 Rounds	20 Minutes	
	Caster creates the image of a person within range which can speak like the original. Image can move as the caster commands it to. No effect unless the caster can also use those skills/spells and attacks. Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2								FOCUS:see and hear COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
<b>Class Specialty</b>									
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility Has not fallen
<b>Climbing</b>				4 pts	Move	Vertical Area	Initiative	5 Minutes	
	No items in backpack. Can carry items in the Hidden Spaces Rogues climb up/down is movement. Others climb at half walk movement. Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used. Failed Save = fall. (2nd Grab Skill) Falling damage is 2d8 for every climb (1/2 walk move upwards)								FOCUS:Skill Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 20 Rollout Instant 16 SP Lvl 16 AoE X2 16 SP
LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create A Field Bandage</b>				0.40 pts	Touch	1d3 Wraps	4 hours	Permanent	
	Creates 1d3 bandages Bandage will stop bleeding. When applied by a Hunter it will also heal 2 HP. Components are fairly easy to find. Requires a Hunters Kit and a campfire.								CREATE:Field Bandage FOCUS:+ 2 HP COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sent & Rcvd
<b>Rogue To Rogue Signals</b>				4 pts	In Sight	In Sight	Next Initiative	30 Minutes	
	A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication? Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'.								COUNTER: None
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Skinning A Hide</b>				4 pts	Self	Animal	12 Hours	Permanent	
	Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day) Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying. Hunters Tier indicates the size of finished hide regardless of size of creature. 1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)								CREATE:A Hide from Skinning FOCUS:2 Hides COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Disguise works
<b>Basic Disguise</b>				4 pts	1 Square	Self	30 Minutes	12 Hours	
	Does require "AoE Select Target" Enhancement to disguise another person. Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)								FOCUS:Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 12 AOE +2 12 SP

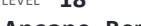
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Convincing Another (or Lie)</b>				4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	
	Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column droped by 1. Save column adjusted based on audience size and mood, the extremness of the lie, etc. COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20	8 SP	
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	GM
<b>Fire Starter</b>				4 pts	6 Squares	1 Item	Initiative	Continuous			
	Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).								FOCUS:A darkened fire bolt. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	8 SP 6 SP 12 SP	
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
<b>Make Fire with Sticks</b>				4 pts	Touch	Kindling	10 Minutes	Permanent			
	Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp Kindling +1 Col. Wet environ +1 Col Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3								FOCUS:COL -1 COUNTER: None		
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Silent Movements</b>				4 pts	Self	Self	Initiative	20 Minutes		No sound made	
	Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or armor then no Save is required. Carrying standard packs & Sacks requires a standard Save. Rogue can help the Save roll by +20 by moving at 1/2 speed. Rogue wearing robes or less can help the Save roll by +20.								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP	
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Ventriloquism</b>				4 pts	4 Squares/Tier	1 Square	Initiative	1 Round		Convincing	
	A voice/sound is coming from an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.								COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50%	8 SP 6 SP	
LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
<b>Hot Rocks</b>				4 pts	Touch	9 Stones	2 Minutes	12 Hours			
	Enchanted natural stones heat to just below a boil when activated. Flip up stones for ambient temperature, down to heat up. 20 rds to set water to boil. Will be at full heat after Rollout. Will continue for a maximum of 12 hours. Does 1 damage every round. Spell affects 9 stones. Creation makes 3 stones								CREATE:Box Of Hot Rocks COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting Lvl 14 Duration X2 Lvl 9 Duration +50%	4 SP 8 SP 6 SP	
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
<b>Improve Resist &amp; Skill Saves</b>				4 pts	Self	Caster	6 Minutes	2 Hours			
	Violet coils encircles the caster, flashes, then fades away. -5% to Resist Magic and Skill Saves for this ORIX. Violet coils encircles the caster, flashes, then fades away.								FOCUS:Total= 10% adjust COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 18 Duration X4 Lvl 9 Duration +50%	6 SP 10 SP 6 SP	

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Mental Alarm Clock			4 pts	Self	Self	10 Minutes	24 Hours		
	Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds during the rollout. Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. If used when awake the 'Alarm' still alerts the character.								COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP	
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Repair Undead/Living Dead			-2 pts	Touch	1 Target	1 Minute	Permanent		
	Encasing the undead/living dead in magical flames for one full minute. "Heals" the target for 1d4 points while caster may gain 2 SP. Target must actually be at less than maximum points. Must have a need to be "healed". Has no effect on a corpse. Max gain of SP set to 20 SP per day.								FOCUS: no Sick/Disease to caster COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP	
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Situational Awareness			4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		
	Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle pauses this skill after Round 1. Skill can be resumed after the battle is over. Fighter's party gains bonuses to Initiative (+2) and will not a surprise round. Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Success
	Sleight of Hand			4 pts	Self	Arms Length	1 Round	Instant		
	Rogue can perform skillful deception with their hands. Use comparison Save. Skillful deception Roll Save to fool an audience. May include small items only. Rogue can perform skillful deception like that of a street magician. Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4. Save column with add skills such as... Ventriloquism, Distraction, etc are easier								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Rollout Init 12 SP Lvl 5 Initiative +4 4 SP	
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility has not fallen
	Freehand Climbing @ 1/2 Movement			8 pts	Self	1/2 Movement (Sqs)	12 Secs (2 Rds)	1 Rds (6 Sec)		
	Ability to climb freehand vertically without packs, sacks, armor, or medium+ weapons. At end of climb Rogue rolls Save to not fall. Fall damage is 2d8 per 1/2 move. Kit, rough surfaces, inclines, ropes, & other methods will shift the Save columns. Must find a secure stopping spot at the end of the distance or Save to not fall. This can be used with the skill, '2nd Attempt To Grab' if the Rogue fails their Save								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Rollout Init 12 SP	
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Repair Weapons/Armor			8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		
	Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +. Items are imperfectly repaired, but usable.								FOCUS: Required COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP	
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Honing Melee Weapon			12 pts	Touch	1 Weapon	2 Hours	1 Battle		
	Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to its former best condition. A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. This will only work on non-magic weapons that are not already in its best condition.								FOCUS: Required. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 14 Damage X2 12 SP	

All

LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill -40
Wake To Battle				12 pts		Self	1 Round		Next Initiative	1 Round	Wakes up
	Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher. This skill can be enacted by the Player even if the Character is asleep. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.	COUNTER: None  ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP									

LEVEL	17	<input type="button" value=""/>	<input type="button" value=""/>	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
<b>Impersonate Person</b>				<b>20 pts</b>	<b>Self</b>	<b>1 Person</b>	<b>10 Min/Complexity</b>	<b>6 Hours</b>		<b>Success</b>
	<p>Rogue alters themselves to appear to be another very specific person.            Change appearance of gender, costuming, Hair (color/style/condition), skin, &amp; Wt, Ht, Skin (Hide/Scales/Fur), &amp; Eye color to mimic a specific known person.            Save columns adjust based on knowledge, amount of prep, amount of practice, etc.            Exact Cost based on original 12 points + cost of all enhancements that are needed.</p>									
FOCUS:none	COUNTER: None		ENHANCEMENTS:	Lvl 14	Save Roll +20	8 SP				

LEVEL	18	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
Arcane Removal Burn (2 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 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP											

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									

LEVEL	18	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled
Arcane Removal Open	(1 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							

## Commune

LEVEL	1	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Petition Ancestor Spirit Guide</b>				20 pts	Self	Self		2 - 4 Days	5 Min & Permanent		

ALL

LEVEL	8	NAE'EM		STACK	1	COST	.2 pts/Da	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	10 Min @ Dawn	DURATION	See Descr (1-6 hrs)	SAVE: Skill	GM
<b>Request Ancestor To Delve</b>																Re: Spirit Knowledge	

LEVEL	11	NAE'M		STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Use An Ancestor Skill</b>													

LEVEL	15	NAE'EM		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Possessed By Ancestor</b>				6% Max S		Self	Self	4 hours	24 hours		

# Communication

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Speak/Read/Write Common		4 pts	Self	Self	1 Minute	1 Day				

LEVEL	<b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	4 pts	RANGE	6 Squares	AREA OF EFFECT	1 Square	ROLL OUT	1 Minute	DURATION	1 Month (30 days)	SAVE:	No Save
<b>Hunter Marks</b>																	

LEVEL	3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				15% Max	20 Squares	1 Flare	Initiative	1 Minute		
<b>TIRO: Colored Signal Flare</b>										
 <p>A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20      1 - 5 is bright red,      6 - 10 is bright blue,      11 - 15 is bright yellow,      16 - 20 is bright green.</p>										
LEVEL	4	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	Touch	200 Characters	20 Minutes	20 Minutes		
<b>Arcane Translation, 1 Page</b>										
 <p>Plum colored coils drift to the text and lightly rebounds back to the caster.      Interaction with living text. Very involved spell.      Plum colored coils drift to the text and lightly rebounds back to the caster.</p>										
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	6x6 Squares	Initiative	20 Minutes		
<b>Mimic Soft Nature Sounds</b>										
 <p>Hunter creates low sounds that can be mistaken for natural sounds.      Indistinct natural outdoor sounds. Low volume and intensity.      Hunter can create soft low sounds with no penalty,      As the volume of a sound rises the GM may adjust the Save.      As the sounds become more distinct the GM may adjust the Save.</p>										
LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		
<b>High Flares</b>										
 <p>Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast      Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)      Brilliant violet smoke issues from the casters hand and quickly turn into the flares the      caster needs. (Purple candles)</p>										
LEVEL	19	NAE'EM	1	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
					20 pts	6 Squares	1 Spirit	10 Minutes	Rollout (10 Min)	Skill Summoned
<b>Dead Spirit Conversation</b>										
 <p>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.</p>										
<b>Creations</b>										
LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
				12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		
<b>Create Singer's Salve</b>										
 <p>Hunter creates a Singer's Salve      1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.      Does NOT require a kitchen or lab. Does require basic cooking gear.      Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.      Concoction originally created by the character Reginal "Singer"</p>										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				6 pts	Touch	Self	4 Hours	Permanent		
<b>Create/Repair Arrows (24)</b>										
 <p>Hunter uses a sharp blade, skill, time and materials to create arrows.      Kit required for all except blunt &amp; crude arrows.      Tier 1: 12 crude or blunt arrows.      Tier 2: 12 standard arrows, require and arrow heads and sinew      Tier 3: 12 flight arrows require, light weight shafts and sinew</p>										

LEVEL	2	STACK	999	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Common Duplicate			2 pts	3 Squares	1 Item	1 Round	Permanent		
									CREATE:Scroll of Yield Improvement	
									FOCUS:Tastier	
									COUNTER:Same Skill. Lvl:1	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 18 Range X4	10 SP
									Lvl 12 Range X2	8 SP
LEVEL	2			STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
	Create Sunrise Potion				12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	
									CREATE:Sunrise Potion	
									FOCUS:+1 Potion	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
LEVEL	3	NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Animate Cats Eye Marble				4 pts	Self	Caster	1 Minute	2 Hours	
									CREATE:Multi-Vision	
									FOCUS:Multi-Vision	
									COUNTER:Dispel Magic. Lvl:1	
									ENHANCEMENTS:	
									Lvl 12 Rollout Init	12 SP
									Lvl 14 Duration X2	8 SP
									Lvl 9 Duration +50%	6 SP
LEVEL	3			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Orix False Glow				4 pts	4 Squares	1 Item	2 Minutes	15 Minutes	
									CREATE:Visible to all	
									FOCUS:Visible to all	
									COUNTER:Dispel Magic. Lvl:1	
									ENHANCEMENTS:	
									Lvl 6 Subtle Casting	4 SP
									Lvl 12 Rollout Init	12 SP
									Lvl 14 Duration X2	8 SP
LEVEL	3			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Visible Sign Posts				4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours	
									CREATE:Dispel Magic. Lvl:1	
									FOCUS:Dispel Magic. Lvl:1	
									COUNTER:Dispel Magic. Lvl:1	
									ENHANCEMENTS:	
									Lvl 9 Range +50%	6 SP
									Lvl 4 Increase Aura	-2 SP
									Lvl 14 Duration X2	8 SP
LEVEL	4			STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: None for creation
	Create Revive Salve				12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	
									CREATE:Revive Salve	
									FOCUS:+1 Salve	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 16 Rollout 1 Min	8 SP
									Lvl 14 Duration X2	8 SP
LEVEL	4			STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	Triggered Announcements				4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered	
									CREATE:Facail movements.	
									FOCUS:Facail movements.	
									COUNTER:None	
									ENHANCEMENTS:	
									Lvl 10 Rollout Halved	6 SP
									Lvl 16 Rollout 1 Min	8 SP
									Lvl 14 Duration X2	8 SP

All

LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Release Arcane Script</b>		8 pts	Touch	200 Characters	10 Minutes	1 Hour					

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
<b>Create Repellent Oil</b>		12 pts	Touch	1d3 bottles	4 Hours	Used / EOY				

LEVEL	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
<b>Create Fragility Poultice</b>												

LEVEL	8	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	3 Days	DURATION	5 Years	SAVE:	No Save
<b>Imbue an Item with</b>  Lasts 5 years if within 8 Squares of caster.  COUNTER: None															

All

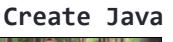
LEVEL	11	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Add Signs to Signpost			12 pts		1 Square	1 Signpost		10 Minutes	3 Days		

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Aelenes Tea				16.8 pts	Touch	1 Bag	4 Hours	Used / EOY		

 Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass. Multiple servings in a small bag.

CREATE:Aelene's Tea  
FOCUS:+1 Serving  
COUNTER:None  
ENHANCEMENTS:  
Lvl 14 Save Roll+20 8 SP  
Lvl 10 Rollout Halved 6 SP



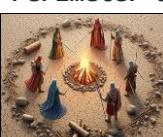
LEVEL	11	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
<b>Create Java Meal Spice</b>				24 pts		Touch	1 Meal		4 Hours		Used / EOY	
 <p>Hunter creates a bit of spice.</p> <p>Qty:1d3 doses created. Recipeint will remain alert 48 hrs. (cannot be past 48).</p> <p>Does NOT require a kitchen or lab. Does require basic cooking gear.</p> <p>Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot.</p> <p>Multiple servings in a small bag. Noticable &amp; distinct taste.</p>				CREATE:Java Meal Spice								
				FOCUS:+2 Meals								
				COUNTER: None								
				ENHANCEMENTS:								
				Lvl 14 Save Roll +20							8 SP	
				Lvl 10 Rollout Halved								6 SP

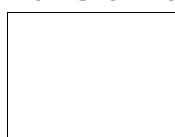
LEVEL	11	□ □	STACK	3	COST	12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Triggered Announcement</b> Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent. Violet coils move to the target then fade into the targeted area.											

LEVEL	<b>16</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	3	COST	16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Create Leather Golem</b>													

LEVEL	17	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Place An Arcane Aspect</b>		20 pts	Touch	1 Item	3 Days	Permanent			COUNTER:	None

LEVEL	18	□ □	STACK	1	COST	20 pts	RANGE	Touch	AREA OF EFFECT	1 Construct	ROLL OUT	8 Hours	DURATION	1 Day	SAVE:	Skill
<b>Create Wood Golem</b> Bright lavender coils bind the wood into a moving creature. SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Damg. HP:160 Bright lavender coils bind the wood into a moving creature.																

LEVEL 19		STACK 1	COST 20 pts	RANGE Touch	AREA OF EFFECT 2x2 Squares	ROLL OUT 8 Hours	DURATION 1 Month (30 days)	SAVE: No Save
<b>Create Stone Golem</b>								
		Vivid violet coils surround the stone and animates a creature. SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Damg. HP:200 Vivid violet coils surround the stone and animates a creature.						<b>FOCUS:</b> Damage +10 <b>COUNTER:</b> None
LEVEL 1		STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 3x3 Squares	ROLL OUT 2 Minutes	DURATION 8 Hours	SAVE: Senses Avoiding the trap
<b>Camp Shock Perimeter</b>								
		Sandy colored sparks scatter to the perimeter and fade away. 3x3 Squares circle may delivers 1d3+3 electric damage if Save failed. When a creature crosses the perimeter causes a zap sound regardless wether damage is taken or not.						<b>FOCUS:</b> +3 Damage <b>COUNTER:</b> Dispel Magic. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 12 AOE +50% 12 SP
LEVEL 2		STACK 7	COST 3 pts	RANGE Touch	AREA OF EFFECT 1 Shelter	ROLL OUT 1 Minute	DURATION 12 Hrs	SAVE: No Save
<b>Create LeanTo Shelter (2 ppl)</b>								
		Quickly built (1 min) & lasts 12 hrs, unless rough weather. Very heavy rains and/or heavy winds will destroy this. - Shelter fits up to 2 people.						<b>CREATE:</b> Lean-To for 2 ppl  <b>COUNTER:</b> None
LEVEL 2		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 3x8 Sq Perimeters	ROLL OUT 30 Minutes	DURATION 8 Hours	SAVE: No Save
<b>Perimeter Safety</b>								
		Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders.						<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP
LEVEL 2		STACK 99	COST 20% Max	RANGE 8 Squares	AREA OF EFFECT 1x2 Squares	ROLL OUT 1 Minute	DURATION 8 Hours	SAVE: No Save
<b>TIRO: Garish Pup Tent</b>								
		Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.						<b>COUNTER:</b> None
LEVEL 6		STACK 3	COST 8 pts	RANGE 16 Squares	AREA OF EFFECT 2x2 Sq Platform	ROLL OUT 2 Minutes	DURATION 10 Minutes	SAVE: No Save
<b>Force Platform</b>								
		Shining wine colored coils Outline the platform. Levitating plafom. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.						<b>FOCUS:</b> Half Wall <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL 6		STACK 3	COST 10 pts	RANGE Touch	AREA OF EFFECT 2x1 Squares	ROLL OUT 20 Minutes	DURATION 2 Days	SAVE: No Save
<b>Hunters Hut (10 ppl)</b>								
		The hunter creates a shelter out of avialable materials Creates temporary shelter for 10 persons. Inside= Fragility Max time -1. The hunter creates a shelter out of avialable materials. If left up the shelter will fall within 2 days. After duration the shelter will no longer keep the weather out.						<b>CREATE:</b> Hut  <b>FOCUS:</b> Set AoE to 2x2 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 17 Hidden 4 SP Lvl 9 Duration +50% 6 SP

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Circle of Protection vs Phage</b>				8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		
	Caster draws a magical circle in green weave that protects against acidic damage. The green weave becomes bubbling acidic phage which fades from sight. Those within the circle reduce phage damage by 3 points (min 1). Passing in or out (crossing the edge) CAUSES 1d6 points of phage damage.								FOCUS: Acid 1d6 dmg at edge 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	
<b>Hunters HIDDEN Shelter (5 ppl)</b>		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Hunter creates a hidden hut for up to 5 people that has a single entrance/exit. Casual by-passers will not normally notice the shelter. <ul style="list-style-type: none"><li>- smoke from fires may be noticed</li><li>- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)</li></ul>			12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier	CREATE: Hidden Shelter FOCUS: Rollout 1/2 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP	
<b>Strumos Waystation</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Caster creates a waystation that looks normal in most respects. 3x3 Sq platform that protects from normal weather. Has center area for fires and posts supporting a flat roof.			8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours	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	
<b>Circle of Protection vs Undead</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Cross Perimeter
	Undead are not able to cross the perimeter of the circle. Living Dead can only cross the perimeter if the target passes a Skill Save Class symbol must be represented in the art of the circle.			8 pts	6 squares	3 Square Radius	Initiative	5 Rounds	FOCUS: Range +6 Sqs COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll -20 8 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP	
<b>Walls of Force (4 to 6)</b>		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Solid lavender coils follow the caster's hand outlining the walls. 2 Sq High. Length up to 6 Sqs per wall. Solid lavender coils follow the caster's hand outlining the walls.			8 pts	12 Squares	See Description	5 Min / Wall	4 Hours	FOCUS: Door Included. COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
<b>Charged Fencing, Two Sides</b>		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) 1/2 Dmg
	Creates two very thin walls are joined at a 90 degree angle. The walls are each 3 sqs long and 1 sq above the ground and 1 sq below the ground. Creatures must roll a Save as they move through it. Pass the Save to make it 1/2 damage.			12 pts	6 Squares	2 - 9 Sqs	Initiative	4 Hours	FOCUS: Invisible Wall COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP	
<b>Force Wall</b>		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Bright violet coils Outline the wall then fade away. 2 Sq High. Length up to 6 Square and 1 corner. Bright violet coils Outline the wall then fade away.			12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour	FOCUS: HP:80 AC:16 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	12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Tree House</b>					12 pts		8 Squares	4 Sq High Tree		30 Minutes		12 Hours

LEVEL	15	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: AGL	
Magma Moat						16 pts		Caster		3x3 Sq Island		30 Minutes		6 Hours		1/2 dmg &/or Out	
	Bright magenta flames leaps from the Caster's fingertips into a created moat. 3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6. Magma in moat causes 8d6 damage each round. Magma is 1 square deep. Submerged creatures have damage doubled. May attempt a Save for 1/2 damage.																
															FOCUS:5x5 Square Island		
															COUNTER:Same Skill. Lvl:1		
															ENHANCEMENTS:		
															Lvl 10 Rollout Halved	6 SP	
															Lvl 9 Duration +50%	6 SP	
															Lvl 16 AoE X2	16 SP	

LEVEL	19	NAE'M		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Fort of Thorns</b>						20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours		
	Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50 Each melee attack to the thorn wall delivers 1d6 damage to the attacker. No roof but has a wooden door where the caster places it. Fire damages the walls: Mundane 1d4 per round. Magical fire as per the spell. This is functional even in non-temporate environments.	<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP										

## Find or Reveal

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT Variable	ROLL OUT 1 Minute	DURATION Instant	SAVE: SKL Issue/Item Found	GM
<b>Search For Item</b>											

LEVEL 2		STACK 3	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1x1 Sq Sphere	ROLL OUT 2 Minutes	DURATION 30 Minutes	SAVE: No Save
<b>Orix View Sign Posts</b>		Lavender coils orbit the casters head.						
		View Sign Posts						
		Lavender coils orbit the casters head.						
LEVEL 3		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Item	ROLL OUT 10 Rds (1 Min)	DURATION Permanent	SAVE: Skill GM gives info
<b>Reveal Value</b>		Rogue appraises small and medium sized items.						
		The value of an item can depend on many things, but rogues can give an estimate.						
		Initial evaluation answering 'Is it less than 100gp?' done without skill points.						
		To estimate values over 100 gp requires a Save.						
		This does NOT determine providence of the item.						
LEVEL 4		STACK 99	COST 8 pts	RANGE 4 Sqs	AREA OF EFFECT 1 Target	ROLL OUT 2 Rounds	DURATION Permanent	SAVE: Skill Varies
<b>Dispel Magic (Venorx)</b>		Many spells can be temporarily halted or entirely stopped by a Dispel Magic.						
		Soothsayers are able to Rollout this spell in 2 rounds (1 with the enhancement). Fastest!						
		The full description has the list.						
		Also, there is a list in the players handbook (Spells chapter).						
LEVEL 4		STACK 1	COST 4 pts	RANGE Touch	AREA OF EFFECT 2w x 2d x 1h Sqs	ROLL OUT 10 Minutes	DURATION 2 Hours	SAVE: Skill Access found
<b>Search The Area</b>		Search in and FOR areas. (Camouflage, concealed, and Hidden.)						
		Search for multiple issues within panels, doors, and other items.						
		Will reveal if there are issues in range and give descriptions.						
		Difficulty, lighting, & other conditions alter the Saving throw column.						
		This does not work as well when searching for a specific item (Save Roll - 30)						
LEVEL 4		STACK 99	COST 30% Max	RANGE Self	AREA OF EFFECT 1 Trail	ROLL OUT Initiative	DURATION 1 Hour	SAVE: Senses Trail located
<b>TIRO: Tracking</b>		Solid Multi Colored flashes to show everyone in sight where path is.						
		Find and follow a trail while leaving an obvious trail with visible signposts.						
		Brightly painted signposts left every 100 squares, and will stay in place for 2 days.						
		If a path is not found (no path or lost Save) a single signpost is left.						
LEVEL 5		STACK 1	COST 8 pts	RANGE 2 Squares	AREA OF EFFECT 1-5 item	ROLL OUT 5 Minutes	DURATION Instant	SAVE: Skill Sight
<b>Detect Magic</b>		Caster attempts to find out if an item/object is magical.						
		No Magic: No light means no magic found in/on item. (Best description in FULL report)						
		Minor Magic: Dim light (candle) shines if it has lower powered effects.						
		Major Magic: Bright light that dazes a character for 1 round if Save failed.						
		Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.						
LEVEL 5		STACK 1	COST 8 pts	RANGE 1/4 Mark	AREA OF EFFECT 15 Sqs Deep	ROLL OUT 30 Minutes	DURATION Permanent	SAVE: Skill Found water
<b>Divining Water</b>		Caster uses a divining rod to find water and reveal if it's potable or not.						
		Auto fail in areas with water everywhere.						
		Wet/Tropic/Arctic region Save: Skill Roll +20,						
		Temperate region Save: Skill Roll +0.						
		Desert/Arid region Save: Skill Roll -40.						

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				8 pts	Touch	1 Target	2 Minutes	Permanent		Varies	
<b>Dispel Magic (Strsyl)</b>											
	Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement). The full description has the list. Also, there is a list in the players handbook (Spells chapter).	COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range at 1 Sq 6 SP									
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				8 pts	Touch	1 Target	6 Minutes	Permanent			
<b>Dispel Magic (Doknec)</b>											
	Many spells can be temporarily halted or entirely stopped by a Dispel Magic. Dokour are able to Rollout this spell in 6 minutes (3 with the enhancement). Slowest :( The full description has the list. Also, there is a list in the players handbook (Spells chapter).	COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP									
LEVEL	10	NAE'EM	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Unskilled	GM
				24 pts	4 Squares	1 Item	2 Hours	Permanent		success	
<b>Determine True Name</b>											
	Caster attempts to locate clues to find a True Name. 100 minus all Clues: Current Nae'ems (-5 pts) Mementos (-2 pts) Current Focus Items (-20 pts) Past True Names (-10 pts) Caster rolls 1d100, if higher than results from clues then True Name revealed. NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.	FOCUS:Rollout Halved. COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP									
Food And Drink											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
				4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent			
<b>Draw Up Ground Water</b>											
	Easily capture water in readied containers as the water sprays up. Draws on the available water/moisture in the area. (1/4 of a Mark) Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell), Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell), Multiples: each repeated spell in same area reduces the effectiveness.	FOCUS:+2 Skins extra COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP									
LEVEL	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
				4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent			
<b>Increase Food (x2)</b>											
	Barely visible red flames surrounds targetted prepared food. Doubles up to 21 meals in casters pack. Does not affect magically created food. All action is in a backpack: Food to be doubled and the resulting food. Does QUADRUPLE the amount of Cumber meals.	FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP									
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
				4 pts	1 Square	4 Meals	10 Minutes	1 Hour			
<b>Improve Food</b>											
	The caster focuses and yellow sparks streak to the food and swirls around it. Improve Food - Improve Quality/Taste of non rations (& non-cumber food). Does work on all non-poisoned / non-spoiled food.	FOCUS:Duration = 1 day COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP									
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
				12 pts	4 Squares	1 Square Cube	2 Hours	Permanent			
<b>Permanently Preserve Food</b>											
	Each normal container within the AOE is sealed. Max of 150 meals. Only mundane foods can be preserved. No magical food or containers.	FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 16 AoE X2 16 SP									

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5	99	8 pts	Caster	1 Square	1 Minute	Permanent	No Save
<b>Draw Out Rain Water</b>							
	Create a cloud to rain water down. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.						
15	3	16 pts	Touch	1 Square	5 Minutes	Permanent	No Save
<b>Create Food For A Family</b>							
	Barely visible golden sparks surround an area, before food and water appear. 2d12+10 meals and 3 skins of water. Simple hot meal and cool water.						
1	99	8 pts	4 Squares	1 Square	Initiative	Possibly Days	Health Illness Increased
<b>Fragility</b>							
	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.						
2	99	4 pts	Touch	1 Target	Initiative	3 Rounds	Health no extra dmg
<b>Burn Out Disease/Sickness.</b>							
	Touch Attack uses a ToHIT vs Prone. Thus, Armor and coverings are not a concern. Damage per round: Infected:1d6+ACU, Non Mortal:1d6+ACU+4, Healthy:1d4. After 3 rounds removes all mundane (non-magical) Diseases and sicknesses. If Healed by another caster within Duration a Health Save is rolled. If Save fails the healing still works, but another rounds worth of damage is done.						
3	99	4 pts	2 Squares	1 Target	1 Minute	Permanent	Skill Sickness 1 better
<b>Aid Poisons (Fragility)</b>							
	Sparks surround the sick person and they glow with a yellow light. Use Targets Health Save. Use Frailty Scale. <ul style="list-style-type: none"><li>- Does allow target to roll a Health Save at one column lower than normal.</li><li>- Does allow target to roll the save right away (vs waiting for start of day).</li><li>- Does allow repeated spells to bring the target from Sickness III to no sickness.</li></ul>						
5	99	8 pts	4 Squares	1x2 Squares	1 Day	Permanent	No Save
<b>Quarantine Isolation</b>							
	For the Fragility of Disease and Sickness						
8	99	8 pts	Touch	1 Creature	30 Minutes	Permanent	Resist (Skill/Non) Fragility 0
<b>Electrifying Spell Effect Cleanse</b>							
	This spell works to help the victim get past the fragility effect from a spell.						

## Healing and Rest

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Heal Fire Damage 2d8</b>				<input type="checkbox"/>	<input checked="" type="checkbox"/>	4 pts		1 Square		Target		Initiative		Instant			
	Heals fire damage from living creatures.	Heals 2d8 HP of damage caused by fire.	Will not heal HP damage that has been caused by any other means.	Will not heal non-living and/or non-corporeal creatures.											FOCUS:Die -4, Min 1.	COUNTER:Same Skill. Lvl:1	

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Healing Bolus</b>				30% Max		1 Square	Recipient		Initiative	Permanent			

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
<b>Healing Flames 1d4 HP per Tier</b>				4 pts	Touch	1 Recipient	Initiative	Permanent						
	Spiritlike rose colored flames dance around the wound. Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. Does heal living creatures and plants, but most plants die from the damage first. Does NOT heal or hurt the undead and living dead. Caster can choose what Tier level to use.								CREATE:Fire Balm FOCUS:+1 HP extra COUNTER:None ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP Lvl 16 Healing +4 10 SP					
<b>Sleep: Light Nap</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Tired, but aware				
	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.			4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		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				
<b>Triggered Forced Healing 2d8</b>		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
	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.			8 pts	Touch	Recipient	30 Minutes	Damage Taken		CREATE:Triggered Forced Health Dr COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP				
<b>Consecration: Final Rites</b>		LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
	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.			4 pts	Touch	1 Body	30 Min	Permanent						
<b>Send The Dead On</b>		LEVEL	4	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	The Caster is able to converse with the dead as a final part of this spell. Only a small part of the body must remain. Must be dead a decade or less. The dead are sent beyond any connection that can be made from the known planes. The targeted dead move on to the spirit world.			4 pts	Touch	1 Body	30 Min	Permanent						
<b>Slow Healing</b>		LEVEL	4		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Healing continues	
	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.			10 pts	2 Squares	1 Creature	4 Hours	permanent		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				
<b>Assist Another's Healing</b>		LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Barely visible purple coils reach out to join the efforts of the other healing spell. Other caster: Heal x2 then +4 Barely visible purple coils reach out to join the efforts of the other healing spell.			8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant						

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
				2 pts	1 Square	1 Target	30 Minutes	Permanent		Repair done	
<b>Repair A Dead Body</b>											
	<p>The body is wrapped in bright yellow lights for the entire roll out.</p> <p>The body is left as whole as much as possible, based on how much of the body remains.</p> <p>All wounds are cleaned inside and out.</p> <p>All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.</p>										
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	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Health	
				8 pts	Self	Self	2 Hours	Permanent		Target cleansed	
<b>Cleansing Fire</b>											
	<p>Magenta flames engulf the caster during the RollOut then flames fade away.</p> <p>Removes frialty from the caster.</p> <p>Each hour (Max 12 hours):</p> <p>1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.</p>										
FOCUS:Cast to another	COUNTER:No Counter Available. Lvl:1	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 9 Range at 1 Sq	6 SP	Lvl 14 Duration X2	8 SP			
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				6 pts	2 or 8 sqs	1 Creature	Initiative	Permanent			
<b>Common Healing 2d8+ACU</b>											
	<p>One of the most common healing spells from the Strumos.</p> <p>Heals living creatures. Any Heal also binds.</p> <p>If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares).</p> <p>Does NOT heal anything not currently living.</p>										
CREATE:Draught Of Health	FOCUS:+1 HP/Tier	COUNTER:None	Lvl 12 Range X2	8 SP	Lvl 18 Healing +8	10 SP	Lvl 16 Healing +4	10 SP			
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	6 Squares	1 Square	10 Minutes	Permanent			
<b>Destroy Harmful Substance</b>											
	<p>Bright wine colored coils drift about in the AOE then fades.</p> <p>Material decays if rotten/poisoned.</p> <p>Bright wine colored coils drift about in the AOE then fades.</p>										
COUNTER:None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 12 Range X2	8 SP	Lvl 9 Range +50%	6 SP				
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8.4 pts	2 or 8 sqs	1 Creature	Initiative	Permanent			
<b>Extra Healing 3d8+ACU</b>											
	<p>A Strumos healing spell that has something Extra in it.</p> <p>Heals living creatures. Any Heal also binds.</p> <p>If the recipient is a Fighter then the Range is 8 squares. (all others = 2 squares).</p> <p>Does NOT heal anything not currently living.</p>										
FOCUS:+1 HP/Tier	COUNTER:None	ENHANCEMENTS:	Lvl 18 Healing +8	10 SP	Lvl 16 Healing +4	10 SP	Lvl 16 AoE = 2 Targets	12 SP			
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	Touch	1 broken bone	1 Hour	Permanent			
<b>Ectoplasmic Cast</b>											
	<p>Without this spell healing a broken bone can take from 1 to 6 months.</p> <p>Broken bone heals in 1 Hour.</p> <p>Will even heal sprains.</p>										
FOCUS:Rollout = 1 Min	COUNTER:None	ENHANCEMENTS:	Lvl 14 Range At 3 Sqs	8 SP	Lvl 20 AoE X4	20 SP	Lvl 16 AoE X2	16 SP			
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	8 Squares	1 Target	Initiative	Permanent			
<b>End Current Dmg Over Time</b>											
	<p>Stops current Damage Over Time (DoT) upon 1 target.</p> <p>Enacted in next round on casters initiative</p> <p>Does NOT heal or cure the target of any diseases.</p>										
FOCUS:d6 healing	COUNTER:None	ENHANCEMENTS:	Lvl 12 Range X2	8 SP	Lvl 9 Range +50%	6 SP	Lvl 12 AoE = 2 Recipients	10 SP			

LEVEL	11	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Alive!
<b>Revive Life With A ZAP!</b>		36 pts	Touch	1 Body	4 Hours	Permanent					

LEVEL	12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Great Healing 5d8 +ACU</b>				12 pts		2 or 8 sqs		1 Creature		Initiative		Permanent	

LEVEL	12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Ranged Forced Healing 2d8+2 HP</b>				12 pts	15 or 22 sqs	1 Target	Initiative	Permanent				
	Cast from a distance away to shock (w/ damage) then heal. Roll dice (2d8+2) and use the result to apply damage, then use double the same result and apply healing. If the caster has a Focus Ring, Recipients that have a Nae'Em connection with the caster gain +1/Tier.	FOCUS:Enhancements 1/2 level										
		COUNTER:None										
		ENHANCEMENTS:										
	Lvl 20 Rollout Instant	16 SP										
	Lvl 9 Range at 1 Sq	6 SP										
	Lvl 14 Duration X2	8 SP										

LEVEL	14	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Major Healing</b> 5d10+4		15.2 pts	8 or 16 sqs	1 Creature	Initiative	Permanent				
	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 Sq.s.									
	FOCUS:+1 HP/Tier COUNTER: None ENHANCEMENTS: Lvl 18 Healing +8 Lvl 16 Healing +4 Lvl 12 AoE = 2 Recipients	o								

All

LEVEL	16	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL Bolt Misses
<b>Major Bolt Of Health 6d12+6</b>		16 pts	15 or 22 sqs	1 Recipient	Initiative	Permanent			(Target)

LEVEL	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Ultimate Group Heal 200 HP</b>												
				20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent				

 Orange sparks Surround the group.  
3 persons minimum within AoE. 200 pts divided equally. (remainder dropped)

FOCUS:+1 HP/Tier  
COUNTER:None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Healing +8 10 SP  
Lvl 16 Healing +4 10 SP

## Hide or Obscure

# Illusions

LEVEL	1	<input type="checkbox"/> <input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
<b>TIRO: Beauty Contestant:2nd Prize</b>				5.6% Max		Self	Self		5 Minutes	12 Hours		Appears more acceptable

LEVEL	2	□ □	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill No effect
<b>TIRO: Random Friendship</b>				40% Max	10 Squares	1 Target	Initiative	2 Rounds			©

LEVEL	<b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	10% Max	RANGE	1 Rope	AREA OF EFFECT	1 Rope	ROLL OUT	1 Minute	DURATION	2 Hours	SAVE:	Resist (Skill/Non)
<b>TIRO: 2 Rope Image</b>																	

All

## Ionic Markers

LEVEL	5	NAE'EM		STACK	3	COST	8 pts	RANGE	Touch	AREA OF EFFECT	1 Object	ROLL OUT	1 Day	DURATION	SAVE:	No Save
<b>Create Ionic Marker</b>																
Thick purple coils surrounds the item and fades into it.														COUNTER: None		
Creates permanent marker														ENHANCEMENTS:		
Thick purple coils surrounds the item and fades into it.														Lvl 18	Range X4	10 SP
														Lvl 12	Range X2	8 SP
														Lvl 18	Nae'Em Clues Remov	20 SP

Light-

LEVEL	10	STACK	1	COST	12 pts	RANGE	15 Squares	AREA OF EFFECT	1 Square	ROLL OUT	Initiative	DURATION	1 Hour	SAVE: SKL Scrying blocked
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## Light and Darkness

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Light of Orix (Violet)</b>				4 pts	Self	Varies	Initiative	4 Hours			

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Light of Strumos Yellow</b>			4 pts		Self	Varies		Initiative	12 Hours				
	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.	CREATE:Healthy Yellow Candle	FOCUS:Brighter by Tier	COUNTER:Dispel Magic. Lvl:1	 								

All

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Shadow Cover (AC +1)</b>						4 pts		Self		1 Suare		Initiative		1 Hour			

LEVEL	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
<b>Swamp Lights (Greenish)</b>			4 pts			Self	Varies		Initiative		2 Hours										
			<p>With a twirling of the fingers the caster brings about light!        No Focus = Candle power. With Focus caster can set power.        This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>																		
			<b>CREATE:</b> Calming Green Candle <b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> Dispel Magic. Lvl:1																		
			<b>ENHANCEMENTS:</b> <table> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table>										Lvl 6	Subtle Casting	4 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 6	Subtle Casting	4 SP																			
Lvl 18	Duration X4	10 SP																			
Lvl 14	Duration X2	8 SP																			

LEVEL	<b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Shadow of the Magi</b>				4 pts		Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

LEVEL	4	STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	12 Sq's Radius	ROLL OUT	2 Minutes	DURATION	2 Hours	SAVE:	No Save
<b>Capture/Release Light (Violet)</b>															

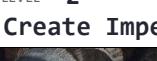
ALL

LEVEL	<b>4</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	10% Max	RANGE	10 Squares	AREA OF EFFECT	2x2 SqS	ROLL OUT	Initiative	DURATION	1d20 Minutes	SAVE:	No Save
<b>TIRO: Aural Spark</b>				Colorful lights surround an area. Random color of sparks for 1d20 minutes.												COUNTER: None	

## Mechanicals

LEVEL	1	<input type="checkbox"/>	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
<b>Create Message Trap</b>				20 pts	Touch	1 Square	20 Minutes	Until Triggered		Trap in place	
	Creates a single trap that reveals a message when sprung.									CREATE:Message Trap	
	Requires description of the trigger, Message, and Location.									FOCUS:Trap Seen +20	
	This is the creation of a hidden non-damaging trigger type trap.									COUNTER: None	
	Enhancements and Rogues Kit's can add 1 column to Save.									ENHANCEMENTS:	
	Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).									Lvl 14 Save Roll -20	8 SP
										Lvl 14 Save Roll +20	8 SP

LEVEL	1	<input type="checkbox"/> <input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Locked/Unlocked	
<b>Disarm/Arm Locks and Traps</b>					8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		

LEVEL	2	<input type="checkbox"/> <input type="checkbox"/>	STACK	7	COST	12 pts	RANGE	Touch	AREA OF EFFECT	1x2 Squares	ROLL OUT	5 Minutes	DURATION	Until Triggered	SAVE:	No Save
<b>Create Impediment Trap</b>  Single trap that covers the AoE with miscellaneous items that impede movement by half. Should have description of the trigger, as well as the specific location. This is the creation of a hidden non-damaging trigger type trap. Enhancements and Rogues Kit's can add 1 column to Save. Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).  <b>CREATE:Impediment Trap</b> <b>FOCUS:Trap Seen +20</b> <b>COUNTER:None</b> <b>ENHANCEMENTS:</b> Lvl 14 Save Roll -20 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP																

LEVEL	<b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	4 SP	RANGE	Touch	AREA OF EFFECT	1x1 Square	ROLL OUT	30 Min	DURATION	Permanent	SAVE:	Resist (Skill/Non)	GM
<b>Acid Etching</b>																		

 Speak the title words wanted as they cause an acid mist to sprinkle over the surface. Standard surfaces are of stone, metal, wood, or leather and require no Save. Non-standard surfaces OR Magical surfaces require a RM:3 Save. Although the more powerful the magic the more likely the Resist Magic Save will be higher.

FOCUS:none	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 AoE X2	16 SP

Nae'ems

All

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	NAE'EM	1	16 pts	1 Square	1 Recipient	4 Days	Permanent	No Save
<b>Create Permanent Nae'Em</b>								
 <b>Description:</b> Caster mentally bonds and stays connected to another person when on the same plane. Permanent mental bond allows either party to initiate and/or accept. <b>Resetting a connection:</b> Can be re-established with 1 hour rollout when next to the Nae'Em, Can be re-established with a 2 day rollout while not near the Nae'Em.								
<b>FOCUS:</b> Reset time 1/2 <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP								
7		1	12 pts	PMP	Self+1	4 Minutes	5 Minutes	No Save
<b>Portal To Nae'Em</b>								
 <b>Description:</b> When Nae'Em agrees a portal can be created. If the Nae'Em does not respond the portal will fail. First to pass through must be either the Nae'Em or the caster. After the caster or Nae'Em one more may follow.								
<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 12 AOE +2 12 SP								
7	NAE'EM	1	8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour	No Save
<b>View An Animal (Ae'Em)</b>								
 <b>Description:</b> Portal opens to show the animal the caster has bonded to. This is a top down view from about 1 square above the animal. The spell stays with the animal as it moves. There is limited communication through this spell. 1 word statements. but can be done with other spells.								
<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP								
8	NAE'EM	2	8 pts	Touch	1 Fighter	2 Minutes	1 Hour	No Save
<b>Raise Nae'Em Fighter Str +1</b>								
 <b>Description:</b> Use Character sheet to add 1 to Strength. It will automatically make the adjustments. All adjustments to saves, initiatives, ToHITs are then applied. See stacking number to determine how many Nae'Em Fighters can be affected. One spell per recipient, even if stack indicates more than 1.								
<b>FOCUS:</b> Duration= 4 hr <b>COUNTER:</b> Same Skill. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sq 8 SP Lvl 4 Increase Aura -2 SP								
11	NAE'EM	1	36 pts	Touch	1 Item	4 Days	Permanent	Resist (Skill/Non) Connected
<b>Connect To An Arcane Focus Item</b>								
 <b>Description:</b> Multi Colored lights engulfs 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.								
<b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP								
14	NAE'EM	99	48 pts	1 Recipient	1 Target	1 Week	Permanent	No Save
<b>Bestow House Authority</b>								
 <b>Description:</b> 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.								
<b>FOCUS:</b> Sense Alliegence <b>COUNTER:</b> None								
20	NAE'EM	99	20 pts	PMP	3x3 Squares	4 Hours	Permanent	No Save
<b>Vae'Em Natural Landmark</b>								
 <b>Description:</b> Caster glows lightly during the entire Rollout. A remembered image of location becomes a destination point for portals/scrys. Unlimited number of locations can be made, but MUST be documented. Caster needs to become very familiar with the location/venue. Requires a 3x3 sq area that is safe to stand in.								
<b>FOCUS:</b> Enhancements 1/2 level <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 16 AoE X2 16 SP								

## Natural Environment

LEVEL	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	May Need Skill Sa
<b>Benign Approach</b>						4 pts		10 Squares		10 Squares		5 Minutes		1 Hour			

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

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sa	GM				
Calm Animal		4 pts	2 Squares	1 Animal	20 Minutes	2 Hours	Animal is calmed								
 The hunter calms a wild animal in their own way. Some animals flee before effect happens. Hunter and animal use comparison Save. Calming animals can be more difficult with some creatures that are very skittish. Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM).															
COUNTER:	None														
ENHANCEMENTS:															
Lvl 10	Rollout Halved			6 SP											
Lvl 12	Range X2			8 SP											
Lvl 14	Duration X2			8 SP											

LEVEL	5			4 pts	Self	20x20 Squares	9 Hours	Rollout	May Need Skill: Su
<b>Hunt/Fish/Gather</b>				Able to hunt, fish, or gather once per day Skill Save to be rolled, but adjusted for region. Roll a d6 per Tier for number of meals acquired.				<b>CREATE:Hunt/Fish/Gather Yield</b> <b>FOCUS:+ 50%</b> <b>COUNTER: None</b>	

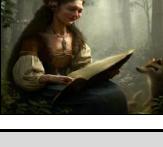
<b>Water to Steam (Reversible)</b>	4 pts	2 Sq per Tier	1 Sq cube per Tier	Initiative	Permanent	
 Sylvan uses magic to change Water into Steam. Or Steam into Water. Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier. Damage can only be applied to creatures within the AOE. Above or near is a safe area. If the steam is turned into water the water can capture a single 2 Square cube. Can be Dispelled by the 'Dispel Magic' spell.				COUNTER: None	<b>ENHANCEMENTS:</b> Lvl 6 Subtle Casting 4 SP Lvl 20 Rollout Instant 16 SP	

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
	Predict Weather			4 pts	Self	Up to 5 Marks	1 Hour	1 Week		Weather Results	
									FOCUS:Enhancements 1/2 level		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 10 Rollout Halved	6 SP	
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Water to Ice (Reversible)			4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent			
									FOCUS:Enhancements 1/2 level		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 6 Subtle Casting	4 SP	
									Lvl 20 Rollout Instant	16 SP	
LEVEL	6 NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Animal Healing			6 pts	4 Sqs	1 Animal	1 Minute	Permanent			
									CREATE:Animal Healing Nutrients		
									FOCUS:Enhancements 1/2 level		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 12 Rollout Init	12 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Grow A Plant Canopy			8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours			
									FOCUS:Enhancements 1/2 level		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 10 Rollout Halved	6 SP	
									Lvl 18 Range X4	10 SP	
									Lvl 14 Duration X2	8 SP	
LEVEL	7	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Water Breathing			8 pts	Self	Self	1 Minute	1 Day			
									CREATE:Water Breathing Leaf		
									FOCUS:Enhancements 1/2 level		
									COUNTER:None		
									ENHANCEMENTS:		
									Lvl 20 Rollout Instant	16 SP	
									Lvl 12 Rollout Init	12 SP	
									Lvl 6 AOE = Self +1	6 SP	
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Coastal Net Fishing			8 pts	Self	Ocean	16 Hours	Permanent			
									CREATE:		
									COUNTER:None		
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	
	Control Wind Sphere			12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells	
									COUNTER:Same Skill. Lvl:1		
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 16 AOE X2	16 SP	

## Partner Cooperations

LEVEL	1	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Call &amp; Direct Small Assistants</b>		1 pt	Self	10 Square Radius	4 Minutes	8 Hours					

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Call &amp; Post Yappy Camp Dog</b>						4 pts		Self		5 squares Radius		5 Minutes		8 Hours			

LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	30 Squares	PMP	24 Hours	End of Year		
<b>Invoke Imp Partner (Year long)</b>												
 <p>Emerges out of a flame. Looks similar to caster, but miniature and with a tail.</p> <p>MOVE: Run= 3 SqS. Flight= 7 SqS (4 SqS above lava).</p> <p>Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, &amp; race as a small imp (3" or 7.6 cm). HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.</p>												
<p>FOCUS:Alter the description COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Alter Hair/Whiskers/F 6 SP</p>												
LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Nae'Em Kept
						8 pts	1/2 Mile	Familiar	2 Days	Permanent		
<b>Summon Feline Familiar</b>												
 <p>Timid common feline is bound to the caster.</p> <p>Any breed of common house cat that is not known for aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHIT+6, Dmg:1d6, Move=15.</p>												
<p>FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP</p>												
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
						16 pts	1/4 Mile	Familiar	1 Day	Permanent		
<b>Summon Canine Familiar</b>												
 <p>Timid common canine is bound to the caster.</p> <p>Any breed of common dog that is not known for specifically aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHIT+8, Dmg:1d6, Move=12.</p>												
<p>FOCUS: Nae'Em break= fails COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP</p>												
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Summoned
						16 pts	Self	1/2 Mark	10 Minutes	Perm		
<b>Summon Nisse Spirit</b>												
 <p>A small invisible familiar-like creature that can be seen via ultra violet vision.</p> <p>After the summoning, the Nisse and caster are joined in a Nae'Em.</p> <p>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.</p>												
<p>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</p>												
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Nae'Em Kept
						20 pts	2 Marks	Familiar	1d4 Days	Permanent		
<b>Summon Equine Familiar</b>												
 <p>Riding horse Nae'Em bonds to the caster.</p> <p>A standard light riding horse that is not known for aggression can be summoned.</p> <p>After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+0, ToHIT+0, Dmg:1d4, HP:10, Move=24 or burst of 30.</p>												
<p>FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP</p>												
LEVEL	7	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	self	1 Mark + Rep	20 Minutes	2 Hours		
<b>Call &amp; Direct Corvus</b>												
 <p>Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus.</p> <p>This black bird can mingle with any flock of other like birds in the area.</p> <p>Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.</p>												
<p>FOCUS:Enhancements 1/2 level COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>												
LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1 Wolverine	1 Minute	2 Hours		
<b>Call &amp; Set Wolverine Defender</b>												
 <p>The spell calls a small bear-like weasel to defend the caster.</p> <p>This defender will only attack if they or the caster are physically attacked.</p> <p>Caster must have an Animal Ken Reputation of 1 or higher to cast.</p> <p>Wolverine will stay and follow directions via the weak Nae'Em.</p> <p>Ken &gt;0 HP:50 AC:18/15 Attk:x2x2 Init&amp;ToHit+6 Dmg:1d8+Ken Move:12</p>												
<p>FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 9 Duration +50% 6 SP</p>												

LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape of Nae'Em Rogue</b>				12 pts	Self	Self	3 Minutes	2 Hours				

LEVEL	20	NAE EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
<b>Raise The Dead</b>				40 pts	Touch	1 Corpse	8 Hours	Permanent	Alive!			
	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	<b>2</b>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Langstrom Cloak Pockets</b>				4 pts	Touch	1 Worn Garment	1 Minute	1 Week		

Barely visible lavender wisps spiral around the caster.  
 Pocket within current cloak/robe  
 Barely visible lavender wisps spiral around the caster.

FOCUS:Hides magic  
 COUNTER: None  
 ENHANCEMENTS:  
 Lvl 12 Rollout Init 12 SP  
 Lvl 9 Range at 1 Sq 6 SP  
 Lvl 14 Duration X2 8 SP



ALL

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Noticed/Seen	Icons
				4 pts	Caster	4x4 Squares	6 Minutes	12 Hours			
<b>Veil of Shadows</b>											
		The shadow descends to muffle sound & hide those within from sight. Works absolutely best in dim light and darker. Save to not be observed. Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'. Does NOT block anything if spell is enacted from a breakable.								<b>CREATE:Haze Bubble</b> <b>FOCUS:Torchlight inside.</b> <b>COUNTER:Dispel Magic. Lvl:1</b> <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP	
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Non (if Mgc items) Items still there.
						8 pts	Touch	1 Square	2 Minutes	Permanent	
<b>Arlo's Astral Storage</b>											
		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.								<b>FOCUS:+5 items</b> <b>COUNTER:None</b> <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP	
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds	
<b>Dimension Quick Portal for 3</b>											
		Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage. The flames cause magical fire damage (will not light combustibles) when in circle. PMP & Dimension once were the same but have split and advanced on their own. Portal open for caster and 2 others. Portal closes after 3rd person. Portal causes damage: 2d3 damage for PMP --> Dimension. 2d4 damage for Dimension --> PMP.								<b>COUNTER:Same Skill. Lvl:1</b> <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP	
LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM Does not blind
						8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout	
<b>Reveal Origin Plane</b>											
		Without a Focus Item it reveals only if the object/person is from this current plane. With a Focus Item a color is revealed: Yellow/Orange for Astral. Tan/Brown for Ethereal. Lime Green for Langstrom. Grey for Dimension. White for PMP (w/ pmp name). Blinding white (Save) for Diety planes.								<b>FOCUS:Shows color of Plane</b> <b>COUNTER:None</b> <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP	
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						6 pts	Self+2 persons	1wx2hx3d Squares	Initiative	2 Hours	
<b>Dimension Personal Hideaway</b>											
		Creates a small Dimensional flaming doorway for the caster and 2 friends. Flaming portal is 1 sq wide, 2 sqs tall and 3 sqs deep & causes 1d4 damage to pass through. Caster may end the spell thus creating a flaming exit, If duration simply ends the people and contents are dumped into the PMP with no damage.								<b>FOCUS:Range:Self+1/Tier</b> <b>COUNTER:Dispel Magic. Lvl:1</b> <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP Lvl 20 AOE X4 20 SP Lvl 16 AoE X2 16 SP	
LEVEL	6			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts					
<b>Langstrom Portal</b>											
		Langstrom Portal Open for 30 days								<b>COUNTER:No Counter Available. Lvl:1</b>	
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute	
<b>Langstrom Rupture</b>											
		Barely visible wine colored coils swirl and to become a lime green portal. To random spot in Langstrom. More use = Danger. Barely visible wine colored coils swirl and to become a lime green portal.								<b>FOCUS:Partial gets SKL:1</b> <b>COUNTER:None</b>	

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
7	Reach To My Home Nook	1	8 pts	PMP	Self	10 Minutes	Permanent	No Save	
7	Vae'Em Portal (Astral Style)	1	8 pts	1 Square	1 Square	4 Hours	2 Hrs	Skill	GM
7	View Dimension	1	8 pts	1 Square	2x2 Sq Perimeter	4 Minutes	6 Hours	No Save	
9	Dimension Portal	1	12 pts	Touch	Portal Structure	1 Hour	2 Minutes	No Save	
9	Dimensional Containment	1	12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours	Resist (Skill/Non)	
10	Astral Mental Shield	99	12 pts	Self	Self	2 Minutes	4 Hours	Skill	Avoid Attack
11	Astral Plane Projection	99	12 pts	3 sq Radius	1 Person / Tier	4 Hours	3 Days	No Save	

LEVEL	12	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Portal To A Connecting Soul</b>				12 pts		Self	PMP		30 Minutes	2 Minutes	

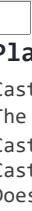
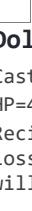
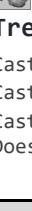
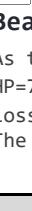
LEVEL	13	<input type="button" value=""/>	<input type="button" value=""/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
<b>Circle of Astral Expulsion</b>					16 pts		Touch	3 Sq Radius	10 Minutes	4 Hours	Expulsion
	Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature. Returns Astral creatures to their home plane. The caster rolls a Save. Creature lands in a random location within the Astral plane. Spell continues until end of duration regardless of number of creatures/save. Circle can be kept going if recast before end of duration.										
											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

LEVEL	13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)	
<b>Circle, Dimensional Expulsion</b>			16 pts	Touch	2 x 2 Square	12 Secs (2 Rds)	1 Round	Stay in PMP				

LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Find Nearest Langstrom Portal</b>		16 pts	Self	10 Marks	1 Hour	6 Days				

 Bright purple coils arrange into 1 to 2 letters indicating the compass direction.  
Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.  
Bright purple coils arrange into 1 to 2 letters indicating the compass direction.

FOCUS:Distance in Marks  
COUNTER: None

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Deer</b>				4 pts	Self	Self	10 Minutes	2 Hours		
	Caster Shifts into existing as a medium sized mundane deer (Buck or Doe). Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute) The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6. Loss of points beyond 30 will revert the caster back to normal form with that damage. They will be able to hear well (+20 to Saves regarding hearing and smells).								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
<b>LEVEL 3</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Plant</b>				4 pts	Self	1x2 Squares	1 Minute	4 Hrs (Min 1 Hr)		
	Caster changes into the shape of a plant that is The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster. Caster melds into the plant and can hear and feel. Can take damage when inside. Caster is NOT able to smell, see, speak, or cast while inside. Does not work on plants that are plant creatures. (Treants, etc.)								COOUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP	
<b>LEVEL 4</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape of A Familiar</b>				8 pts	Self	Self	6 Minutes	4 Hours		
	Cast takes a form similar of (same creature type) a current Familiar. Caster keeps their own HP. Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement. Casters are NOT able to use normal speech. Doubles the Range with current Familiars								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP	
<b>LEVEL 5</b>		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Dolphin</b>				8 pts	Self	Self	1 Minute	1 Day		
	Caster becomes a medium sized mundane dolphin. HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min) Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6. Loss of points beyond 40 will revert the caster back to normal form with that damage. They will be able to hear underwater well (+20 to Saves regarding hearing and smells).								FOCUS:Enhancements 1/2 level COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP	
<b>LEVEL 7</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Wolf</b>				8 pts	Self	Self	10 Minutes	4 Hours		
	As this skill rolls out the Sylvan morphs into a medium sized mundane wolf. HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute) Loss of points beyond 50 will revert the caster back to normal form with that damage. They will be able to hear howling well (+30 to Saves regarding hearing any howls).								COOUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP	
<b>LEVEL 8 NAE'EM</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Tree</b>				8 pts	Touch	1 tree	10 Minutes	4 Hrs		
	Caster can allow others to hide with them. (1 per Tier) Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round. Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 & HP=caster. Does not work on trees that are also creatures. (Treants, etc.)								FOCUS:Enhancements 1/2 level COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP	
<b>LEVEL 9</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Bear</b>				12 pts	Self	Self	5 Minutes	2 Hours		
	As this skill rolls out the Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, x3x3 +4/+8/2d8, Move=15 Loss of points beyond 70 will revert the caster back to normal form with that damage. The Bear has heightened senses of hearing and smell. (+10 on related Saves).								FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Duration +50% 6 SP	

All

LEVEL	<b>11</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Shape Of A Hawk</b>				12 pts		Self	Self		4 Minutes	4 Hours		

# Shrines

LEVEL	1	STACK	1	COST	6 pts	RANGE	6 Squares	AREA OF EFFECT	3x3 Sq's	ROLL OUT	4 hours	DURATION	as Rollout	SAVE:	No Save
<b>Shrine Of Healing, 1d4/Tier</b>															

LEVEL	5	NAE'EM	 	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Resist (Skill/Non)		
<b>Arcane Interpretation, 1 Page</b>				8 pts		Touch		200 Char		10 Minutes		1 Hour	Can read	

All

LEVEL	5	□ □	STACK	1	COST	8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Sight
<b>Obscure Magic Aura</b>									5 Minutes	Permanent	

LEVEL	5	NAE'EM	 	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Sky Scrying</b>		8 pts	5 Marks	15x15 Squares	6 Minutes	30 Min / Tier											

LEVEL	6	NAE'EM		<input type="checkbox"/>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create A Home (Ethereal Home Pad)</b>		8 pts	1 Square	1x1 Square	1 Hour	12 Hours							

LEVEL	6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)	
<b>Shrine Of the Written Word</b>		10.4 pts	6 Squares	3x3 SqS	10 Minutes	10 Minutes	Read/Speak						

All

LEVEL	8		STACK	3	COST	8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
											FOCUS:	Title Revealed
LEVEL	8		STACK	1	COST	8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
											COUNTER:	Scry's are noticed
LEVEL	9		STACK	4	COST	12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
											COUNTER:	None
LEVEL	9		STACK	99	COST	36 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
											ENHANCEMENTS:	Revealed
LEVEL	10		STACK	1	COST	12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
											Sight	
LEVEL	10		STACK	99	COST	12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
											CREATE:	Scroll Of Speak Languages
LEVEL	12		STACK	1	COST	12 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
											Circle Created	

ALL

LEVEL 14 NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Month	DURATION Permanent	SAVE: No Save
<b>Establish A House</b>								
		Character is able to draw followers to their banner	The Character is able to know 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.		COUNTER: None
LEVEL 14 NAE'EM		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 5x5 Squares	ROLL OUT 10 Minutes	DURATION 30 Minutes	SAVE: No Save
<b>Ionic Marker Detector</b>								
		Barely visible green weave surrounds the marker.	Only works when another casters marker is found.					FOCUS:activate manually COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
<b>Summon or Send</b>								
LEVEL 3		STACK 99	COST 30% Max	RANGE 4 SqS	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION 1 Round	SAVE: Resist (Skill/Non) Item kept.
<b>TIRO: I Have Your Item!</b>								
		Bright Multi Colored flash travels towards the item and snatches it.	Random object (No magic/metal/crystalline).	Target may attempt a Save to keep item.				COUNTER: None
LEVEL 4		STACK 1	COST 4 pts	RANGE 6 Squares	AREA OF EFFECT 1 Item	ROLL OUT Next Initiative	DURATION Instant	SAVE: No Save
<b>Call Item (in Sight)</b>								
		Barely visible plum colored coils extend from casters hand to the item.	Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.	Barely visible plum colored coils extend from casters hand to the item.				FOCUS:20 lbs / 4.5 Kg COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP
LEVEL 6		STACK 3	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: Skill Conjured
<b>Conjure Arcane Beetles</b>								
		Save to conjure. Recommend sequential casting due to multiple round Duration.	Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).	This spell continues through Duration even if caster is not aware.	The beetles attack non-enemies if no enemies are in range.	Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8		CREATE:Cinderroot powder FOCUS:Save Roll +40 COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP
LEVEL 7 NAE'EM		STACK 3	COST 24 pts	RANGE 2 Squares	AREA OF EFFECT 1 Corpse	ROLL OUT 2 Hours	DURATION 7 Days	SAVE: Resist (Skill/Non) Creation Done!
<b>Invoke Skeleton/Drifter</b>								
		Barely visible crimson flames extend from the Caster and surround the AoE.	MAGICALLY draws in a Skeleton, which can become a Drifting Ailment.	Barely visible crimson flames extend from the Caster and surround the AoE.	Save passed at end of Duration creates an uncontrolled Drifting Ailment. (Diseased Skeleton)			CREATE: FOCUS:Stacking=5 COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 12 AoE = 2 Recipients 10 SP
LEVEL 8 NAE'EM		STACK 7	COST 20 pts	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT 6 Hours	DURATION Save @ EOY	SAVE: Resist (Skill/Non) Creation Done!
<b>Create Zombie/Skeleton</b>								
		Brilliant crimson flames surround and infuse a corpse.	Zombies usually last around 6 months, Skeletons last indefinitely.	Brilliant crimson flames surround and infuse a corpse.				CREATE:This spell creates A ... FOCUS:Creation Pt+20 Marks COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 SqS 8 SP Lvl 9 Range at 1 Sq 6 SP

LEVEL 9 NAE'EM		STACK 7	COST 24 pts	RANGE Touch	AREA OF EFFECT 1 Corpse	ROLL OUT 6 Hours	DURATION Save @ EOY	SAVE: Resist (Skill/Non)
<b>Create Plague Bearer/Drifter</b>								
	Creates 1 Plague Bearer. Plague Bearers usually last around 6 months, Drifters last indefinitely. <ul style="list-style-type: none"><li>- 6 pch Cinderroot, Grave dirt, Pine ash, Oak leaves.</li><li>- Need a diseased corpse,</li><li>- Duration: 6 months. Then Drifter is possible.</li></ul>	<b>FOCUS:</b> Creation Pt+20 Marks <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> <ul style="list-style-type: none"><li>Lvl 10 Rollout Halved 6 SP</li><li>Lvl 14 Range At 3 Sq 8 SP</li><li>Lvl 9 Range at 1 Sq 6 SP</li></ul>						
LEVEL 12 NAE'EM		STACK 3	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Creature	ROLL OUT 10 Minutes	DURATION 8 Hours	SAVE: No Save
<b>Langstrom Servant: Pucroe Gree</b>								
	Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high)	<b>FOCUS:</b> Protect caster <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> <ul style="list-style-type: none"><li>Lvl 18 Duration X4 10 SP</li><li>Lvl 14 Duration X2 8 SP</li><li>Lvl 9 Duration +50% 6 SP</li></ul>						
LEVEL 13 NAE'EM		STACK 1	COST 16 pts	RANGE Same PMP	AREA OF EFFECT 1 Tae'Em	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
<b>Summon Item (Tae'Em)</b>								
	The caster focuses on up to 6 items they have created and left behind. The items the Strumos summons from must be a preset location (Vae'Em). Item(s) are drawn to the caster from a Vae'Em. The connection is to the items.	<b>FOCUS:</b> Subtle Casting (Free) <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> <ul style="list-style-type: none"><li>Lvl 20 Rollout Instant 16 SP</li><li>Lvl 10 Rollout Halved 6 SP</li><li>Lvl 12 AoE = 2 Recipients 10 SP</li></ul>						
LEVEL 20 NAE'EM		STACK 1	COST 50 pts	RANGE 50 Marks	AREA OF EFFECT 2x2 Squares	ROLL OUT 20 Minutes	DURATION 4 Hrs/Tier	SAVE: Skill Creation Done!
<b>Invoke Wraith/Ghoul</b>								
	Flames extend from the Caster and surround the AoE. This magically draws in either a Wraith or a Ghoul.	<b>CREATE:</b> <b>FOCUS:</b> Stacking=3 <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> <ul style="list-style-type: none"><li>Lvl 10 Rollout Halved 6 SP</li><li>Lvl 14 Duration X2 8 SP</li><li>Lvl 9 Duration +50% 6 SP</li></ul>						
<b>Traveling (PMP)</b>								
LEVEL 1		STACK	COST 4 pts	RANGE Self	AREA OF EFFECT Traversable Land	ROLL OUT 10 Minutes	DURATION 8 Hours	SAVE: May Need Skill Sa Keep course/speed
<b>No Road Needed</b>								
	Hunter is able to stay on course when no path or road is available. Hunter guides up to 10 other people while maintaining the normal WALKING road speed. Extreme environments require the GM roll a Skill Save to keep the course and speed. Hunter can use this skill while using other skills like Point Person, Find North. Double time is NOT an option while using this skill.	<b>FOCUS:</b> Duration = 10 hrs <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> <ul style="list-style-type: none"><li>Lvl 10 Rollout Halved 6 SP</li><li>Lvl 16 Rollout 1 Min 8 SP</li></ul>						
LEVEL 1		STACK 99	COST 20% Max	RANGE 1d6 Squares	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION Instant	SAVE: No Save
<b>TIRO: Quick Jump</b>								
	Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.	<b>COUNTER:</b> None						
LEVEL 3 NAE'EM		STACK 3	COST 4 pts	RANGE 30 Squares	AREA OF EFFECT 1 Creature	ROLL OUT 20 Minutes	DURATION 1 Month (30 days)	SAVE: No Save
<b>Summon Astral Beast of Burden</b>								
	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.	<b>FOCUS:</b> HP at 50. <b>COUNTER:</b> No Counter Available. Lvl:1 <b>ENHANCEMENTS:</b> <ul style="list-style-type: none"><li>Lvl 14 Stacking +1 8 SP</li><li>Lvl 12 Range X2 8 SP</li><li>Lvl 18 Duration X4 10 SP</li></ul>						

All

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Strumos Run</b>		4 pts		Self		Caster				5 Minutes		8 Hours					

LEVEL	9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>1000 Yard Stare (1 to 4 days)</b>					12 pts		Self	Self		10 Minutes	20 Hours	

LEVEL	9	<input type="checkbox"/> JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Cover Wilderness Trail</b>			12 pts		Touch	Trail 1 Mark Long	12 Hours	Permanent			

LEVEL	12	<input type="checkbox"/> JUST	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
<b>Find/Follow Wilderness Trail</b>										
	Hunter becomes the tracker. Succeed=GM rolls Skill Save to find/follow Movement is reduced in half.	12 pts	Self	1 Mark	20 Minutes	12 Hours	Find Follow			
COUNTER:Cover Trail - HNT Lvl:1	ENHANCEMENTS:	Lvl 14 Duration X2	8 SP							

# Urban Environment

LEVEL	<b>9</b>	<input type="checkbox"/> JUST	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Path found
<b>Urban Tracking</b>			12 pts	Self	Urban or Subterranean	3d8 Minutes	4 Hours		

LEVEL	10	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Evasion Is working
<b>Lose A Tail (Urban)</b>		12 pts	Self	Urban	3d8 Rounds	30 Minutes					

## Utility or Misc

LEVEL 1		STACK 3	COST 20% Max	RANGE 1 Square	AREA OF EFFECT 1 Plant	ROLL OUT Initiative	DURATION 10 Minutes	SAVE: No Save
<b>TIRO: Water From A Plant</b>								
	The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.						COUNTER: None	
LEVEL 2		STACK 99	COST 20% Max	RANGE 1d20+4 Squares.	AREA OF EFFECT Forward, Right, & Left	ROLL OUT Initiative	DURATION 5 Minutes	SAVE: No Save
<b>TIRO: Amplify Own Speech</b>								
	The caster takes a deep breath and speaks at an amplified volume. Amplifies caster's voice to range of 1d20+4 Squares. Amplify even whispers. Only Amplifies the casters voice. It does carry over walls/barriers.						COUNTER: Dispel Magic. Lvl:1	
LEVEL 4		STACK 99	COST 25% Max	RANGE Touch	AREA OF EFFECT Varies	ROLL OUT 1 Minute	DURATION 1 Hour	SAVE: No Save
<b>TIRO: Tasty Gruel</b>								
	Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.						COUNTER: None	
<b>Watch/Scry</b>								
LEVEL 2		STACK 9	COST 2 pts	RANGE 4 Squares	AREA OF EFFECT 1 Item	ROLL OUT 1 Minute	DURATION End Of Year	SAVE: No Save
<b>Create A Magical Glow</b>								
	The item appears magical by creating a visible glow around it. Make an item appear magical. Trap? Lock? Weapon? Rock? Rope? The false glow will show as a magic item even when Detect Magic is used. This spell will not affect any creatures or magic items.						CREATE: Scroll Of Arcane Glow FOCUS: AoE X2 COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 4 Increase Aura -2 SP	
LEVEL 10		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT PMP	ROLL OUT 20 Minutes	DURATION 4 Hours	SAVE: No Save
<b>Project Astral Image Within PMP</b>								
	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 versa. Ghost-like: HP=50, AC=12/12, Move=12, no attacks/spells/skills.						FOCUS: Move=18 COUNTER: Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL 11 NAE'EM		STACK 1	COST 12 pts	RANGE 20 Sq Radius	AREA OF EFFECT 1 Convo	ROLL OUT 5 rounds	DURATION 5 Min/Tier	SAVE: Skill Able to listen
<b>Eavesdrop on Nae'Em Convo</b>								
	Listen in on a private Nae'Em conversation. But give up the ability to see. Creates a temporary Nae'Em when a conversation is within range. But blocks the vision of the caster while they listen to a Nae'Em conversation. The owners of the Nae'Em communication will not be aware. Can be used as a True Name clue.						FOCUS: Duration +20 Min COUNTER: Same Skill. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	
<b>z - Basic Skills To All</b>								
LEVEL 1		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
<b>Field Binding</b>								
	Binds a wound and stops any bleeding. Character applies emergent first aid to another character.						COUNTER: None	

LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 0.2 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 10 Minutes	SAVE: No Save
<b>Hide</b>		Anyone can use basic skills and situation awareness to hide. Every person can use basic techniques to hide as necessary The player must explain how the hiding is to be done. Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...						COUNTER: None
LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 0.16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
<b>Riding (horses and other)</b>		Using domesticated animals for travel. Able to ride mounts that are equal to a horse. Twice speed of walking.						COUNTER: None
LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 0.2 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION Permanent	SAVE: No Save
<b>Swimming, Beginning</b>		Swim in a calm pool, lake, river Beginning swimming in calm water						COUNTER: None