

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

11	#Type!	Protection vs Animals	The animal must pass the Save to enter or exit the sphere,	Touch	3x3x3 Sq Sphere	1 Hour	Initiative	BRU	1
13	#Type!	Enchantment of Returning	Creates a Dagger of Returning for 1 battle.	Touch	1 Small Wpn	1 Battle	5 Minutes	None	1
14	#Type!	Call & Direct An Attack Bear	Calls a bear to be ready for a battle. HP:200 AC:16 Attk:x2 Init&ToHit+12 Dmg:2d10 Move:15	Self	15 Squares	2 Hours	1 Minute	None	2
16	#Type!	Quick Ranged Shot (PreBattle)	Hunter shoots first to start a round zero. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Pre-battle	None	1

Battle Defense

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

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

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Blinding Flashes	Bright sparkling lights may partially blind the targets. Save vs Visual issues. Fail= Init & ToHIT -2.	8 squares	2 x 2 Squares	1 Round / Tier	Initiative	Skill or non-Sk	99
1	#Type!	Flash Of Fire!	Flash directed to target to interfere with sight. No ToHIT. 1d6 + ACU mgc fire dmg. Save or Blind 4 rds, -4 Init/ToHIT.	8 Squares	1 Target	1 Round	Initiative	Agility	99
1	#Type!	Force Pinch 1d4	x	8 Squares	1 Square	1 Round	Next Initiative	Resist (Skill/N	99
1	#Type!	Massive Bludgeoning Hammerstrike	Blunt damage for regular melee attacks. Only for Hammers. Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	None	1
1	#Type!	Phage (Something of Fragility???)	Fragility (Begin @1, +1 / rd, End @ 5) Max 5 rds.	4 Sqs / Tier	1 adjacent sq / Tier	5 Rounds	Initiative	Health	1
1	#Type!	Rose Thorns	1 Target requires a ToHIT +4 and can be lobbed. Delivers 2d6 Damage/Tier, Blunders=missed,	10 Squares	1 Target	1 Round	Initiative	None	99
1	#Type!	TIRO: Pie Fight!	Multi colored Pie appears as it is thrown. Target Saves to NOT block vision.	4 Squares	1 Target	1 Round	Initiative	Agility	99
2	#Type!	Electric Zap	Cast directly to the target w/o any arc or lobbing. Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	8 Squares	1 Square	1 Round	Initiative	None	99
2	#Type!	Fighters Charge	Use the momentum of a Charge. JUST 1: Move x2, Min 4. Attk=2. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	99
2	#Type!	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge. Magic fire, will not start fires, Not Lobbable	10 Squares	1 Target	1 Round	Initiative	Agility	99
2	#Type!	Force Push 1d6	x	10 Squares	2 Squares	1 Round	Initiative	Brute	1
2	#Type!	Melee Backstab	Attack from behind with surprise or not. EXTRA: Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Initiative	None	1
2	#Type!	TIRO: Fire Crack!	ToHit and Save required. 1d3 fire damage. Pass Save to not loose an an attack.	6 Squares	1 Target	Instant	Initiative	AGL	99

3	#Type!	Conjure Native Beetles	Conjures local insects. Save: HP=25 Creates:Bag-Beetleroot. Swarm. HP:15, AC:12, Init+4, ToHit+4, Attacks:x1x1, Dmg: 1d8	4 Squares	1 Mark	2 Rounds	Initiative	Skill	2
3	#Type!	Heat Metal Armor	Must be direct to target, no lobbing. Four rounds cumulative: AC/Init/ToHit @ -1.	12 Squares	1 Target	4 Rounds	Initiative	None	3
3	#Type!	Phage Mist	2d4 +ACU per rd. Lobbable requires ToHit.	10 Squares	Row: 3 Sqs	5 Rounds	Initiative	None	3
3	#Type!	Rogues Charge	Rogue moves x2 directly to the target (Min of 4 sqs). JUST 1: 1 Attk. AC-4. Init/ToHit/Dmg +8. No pivot.	Move x2	1 Target	1 Round	Initiative	None	99
3	#Type!	Shield Bash (Odd rounds)	Use your shield as a weapon on ODD rounds. EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+STR Bonus.	1 Square	1 Target	1 Round	Initiative	None	1
3	#Type!	TIRO: Quick Push!	Recipient forced to move 1d4 sqs directly away from caster. If there is no room for target then spell fails.	4 Squares	1 Recipient	1 Round	Next Initiative	None	99
4	#Type!	Accurate Ranged Shots	Shoot slower, but more accurately #Attack -1. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	None	99
4	#Type!	Critical Surprise Throw	Be fast and get the jump on the enemy with a round 0. JUST 1: ToHit+6. Dmg=Crit. Only 1 attack. Pre-Battle.	3 Sqs / Tier	1 Melee Target	1 Round	Pre-Battle Inst	None	99
4	#Type!	Hunters Melee Charge	Hunter charges quickly and directly to the target. EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHit/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	1
4	#Type!	TIRO: Quick Flash Fire	ToHit needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	1 Round	Initiative	Agility	99
5	#Type!	Long Distance Crossbow Shots	Requires the Hunter to use a crossbow. Distance +8 Sqs. # of Attacks -1.	By Weapon	1 Target	4 Rounds	Initiative	None	1
5	#Type!	Penetrating Ranged Shots	Shots that do more damage at the cost of accuracy. All bow shots: ToHits -2, Damage+8.	By Weapon	By Weapon	2 Rounds	Initiative	None	1
5	#Type!	Separate Ranged Shots	Roll Init for 1st, select other Inits	by the bow	Self	1 Round / Tier	Next Initiative	None	99
5	#Type!	Step and Shoot	x	Miss Attack	Miss Attack	1 Round	Initiative	None	99
6	#Type!	Held Throw, Single Target	Hold up to 4 shots to gain massive ToHit and Dmg rolls. ToHit +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks & Hel	Initiative	None	99
6	#Type!	Shoot Thru Party to Target	Target enemy on the other side of friends. All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	None	99
7	#Type!	Flame Strike	Flames shoot upward from the Caster & down towards the AoE. No ToHit. Magic fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	12 Squares	1 Square	1 Round	Initiative	Agility	99
7	#Type!	Held Shot, Single Target	Keep aiming longer and longer for a more accurate shot. Conc on 1 Target ToHit/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	None	99
7	#Type!	Hold Civilized Creature	x	8 Squares	1 Target	5 Rounds	1 Round	Health	
8	#Type!	Critical Shot At 19 to 20	Natural 19-20 ToHITs are critical Hits. 1 Ranged wpn only. 4 hrs.	By Weapon	By Weapon	4 hours	Initiative	None	1

8	#Type!	Hail Stones Attack	A white cloud rises over the area, and throws down hail. Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	12 Squares	2x2 Squares	Permanent	Initiative	Resist (Skill/N	1
8	#Type!	Phage Rain (2 Rds)	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	None	99
8	#Type!	Static Bolt	Roll 1 ToHIT for up to 3 targets. Focus: +2/Tier ToHIT. Dmg 2d6+ACU. Dmg +1d6 if non-Adamantine armor. No Save.	15 Squares	Direct Line	Instant	Initiative	None	99
8	#Type!	Whirling Mordra, Rogue Style	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	Adjacent Sqs	1 Round	Initiative	None	99
9	#Type!	Desperation Attack	Hope for the best with these random bonuses. Rolls separate d20-8 and apply to AC, Init, ToHITs, & Dmg.	Self	Self	1 Round	Initiative	None	1
9	#Type!	Force Clap 2d6 Daze 1d2 rds	x	12 Squares	2 Squares	Instant	Initiative	Brute	99
9	#Type!	Single Focus Attacks	Fighter hyper focuses on a single creature. Dur:Battle +8 ToHIT for all melee attacks, then 2 rds NO bonuses (1d20).	self	1 creature	Battle	Initiative	none	1
10	#Type!	Blunted Bow Shots (Bow Only)	Damage roll Crit (Blunt col). Full then 1/2 (Min 1) Bow (only) w/blunts.	By Weapon	As per Weapon	4 Rounds	Initiative	None	1
10	#Type!	Brutal Push Forward	Push your opponent back into an open square. Attk-1 (min 0), Init+4, ToHIT+2. AC-2. Comparison BRU Save.	1 Square	1 Square	1 Round	Initiative	Brute	1
11	#Type!	Adrenaline Rush	Move and Attack. . . Or just attack! Narrative hype. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	None	1
11	#Type!	Class Power Attack Duel	ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK INTERRUPT: SYL-Ice, STM-Elect, VEN-Force, DOK-Fire	10 Squares	1 Target	1 Round	Initiative	Skill	99
11	#Type!	Fire Class Power Attack	Direct Fire Dmg 6d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
11	#Type!	Last Ditch Effort	Refusing to die. Must keep attacking. Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	None	1
11	#Type!	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None	99
12	#Type!	Electric Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	12 Squares	1 Target	1 Round	Initiative	Skill	99
12	#Type!	Force Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	#Type!	Ice Class Power Attack	Direct Dmg 5d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Round	Initiative	Skill	99
12	#Type!	Phage Class Power Attack	Direct Dmg 4d10+ACU. Dmg+ by Enhancement & Focus Staff. No Lobbing. Skill Save for 1/2 Dmg. Duel may happen.	10 Squares	1 Target	1 Rounds	Initiative	Skill	99
12	#Type!	Targeting A Moving Target	Hunter has no negatives when shooting at the target. Number of attacks -1. Minimum of 1. Bow required.	By Weapon	By Weapon	1 Round	Initiative	None	1
12	#Type!	Whirling Mordra	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	None	1

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

Battle Reaction

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

7	#Type!	Critical Roll Additions	Improve your Crit roll. (any above 100 = 99) INTERRUPT: Roll Crit(1d100) +Level +Fighters ToHIT.	Self	1 Critical	Instant	Instant	None	1
7	#Type!	End Of Life	End Life	x	x	Permanent	Instant	None	999
8	#Type!	Brace for Onslaught	Prepare for multiple attackers against you. EXTRA: Attk-2, Min=1. AC+2. BRU & AGL Save rolls +40.	Self	Self	2 Rounds	Initiative	none	99
8	#Type!	Critical Hit, 2nd Choice	After a lousy Critical Hit roll. . . INTERRUPT: Reroll Critical Hit and choose which roll.	Self	Self	Instant	Instant	None	1
13	#Type!	Feign Death	Rogue falls dead. Rogue is Prone/non-responsive. INTERRUPT: Comparative Save needed on inspection.	Self	Self	2 Rds Minimum	Instant	Skill vs non-Sk	99

Chants

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

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Climbing	Climb @ walk move. X2 walk with Kit. Fall=2d8 Dmg / Climb. Init=Instant with Enhancement	Move	Vertical Area	5 Minutes	Initiative	Agility	99
1	#Type!	Create A Field Bandage	Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire. Bees Wax, Amaranth Leaves, Sea Water.	Touch	1d3 Wraps	Permanent	4 hours	None	9
1	#Type!	Rogue To Rogue Signals	Hand and body movements to communicate in site, but quietly. 1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	30 Minutes	Next Initiative	Skill	1
1	#Type!	Skinning A Hide	Results in usable hides. Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	none	99
2	#Type!	Basic Disguise	Look generally like another person, Not exactly like someone. Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Square	Self	12 Hours	30 Minutes	Skill	7

2	#Type!	Convincing Another (or Lie)	Attempting to push an opinion. Adjusting the Save on noise, audience, and any prep done.	Hearing	Varies	Usually 2 Days	5 Rounds	Skill	99
2	#Type!	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg. 1 Target per cast. Fire might spread.	6 Sqaures	1 Item	Continuous	Initiative	Resist (Skill/N	99
2	#Type!	Make Fire with Sticks	Create a fire with sticks only. Dry Kindling needed. Damp kindling +20. Wet environ +20	Touch	Kindling	Permanent	10 Minutes	None	99
2	#Type!	Silent Movements	Standard pack/sacks & leather armor = Standard Save. No packs/sacks/armor = No Save. 1/2 speed = Roll +20.	Self	Self	20 Minutes	Initiative	Skill	99
2	#Type!	Ventriloquism	Create a sound to eminate from another spot for a diversion. Save adjusted on +noise, +/-crowd, +prep, -mimicry.	4 Sqs/Tier	1 Square	1 Round	Initiative	Skill	99
3	#Type!	Hot Rocks	Rocks heat enough to boil water (@ sea level). Up=Heating. Down=No Heat. After rollout @ full heat.	Touch	9 Stones	12 Hours	2 Minutes	None	3
3	#Type!	Improve Resist & Skill Saves	x	Self	Caster	2 Hours	6 Minutes	None	1
3	#Type!	Mental Alarm Clock	Set a wake up time in your head. Wake within next 24 hrs. 1 Rd to clear head.	Self	Self	24 Hours	10 Minutes	None	1
3	#Type!	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day. Heals 1d4 Un/Living Dead.	Touch	1 Target	Permanent	1 Minute	None	99
4	#Type!	Situational Awareness	Fighter concentrates to watch and listen. FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	None	1
4	#Type!	Sleight of Hand	May attempt to take OR place an item. Small items only. Save to fool audience. Close quarters actions (arm length)	Self	Arms Length	Instant	1 Round	Skill	99
5	#Type!	Freehand Climbing @ 1/2 Movement	Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.	Self	1/2 Movement (Sqs	1 Rds (6 Sec)	12 Secs (2 Rd	Agility	99
5	#Type!	Repair Weapons/Armor	Make needed repairs to armor or weapons. Repaired = Imperfect, but usable.	1 Square	1 Wpn/Armor	Permanent	4 Hours	None	99
10	#Type!	Honing Melee Weapon	Upgrading a functioning weapon to best. Adds +1 to Damage and lasts through next battle.	Touch	1 Weapon	1 Battle	2 Hours	None	99
12	#Type!	Impersonate A Person	Rogue Alters their look, style, and demeanor. Kit required. Cost and Rollout is variable based on complexity.	Self	1 Person	12 Hours	10 Min/Compl	Skill	99
12	#Type!	Wake To Battle	Remain sensitive to battle noises. Save=Instant wakening.	Self	1 Round	1 Round	Next Initiative	Skill -40	1
17	#Type!	Impersonate Person	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	10 Min/Compl	Skill	
18	#Type!	Arcane Removal Burn (2 of 3)	2nd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N	99
18	#Type!	Arcane Removal Close (3 of 3)	3rd of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Resist (Skill/N	99
18	#Type!	Arcane Removal Open (1 of 3)	1st of 3 castings made by remove all SP from a caster. Class remains, but no SP allowed in that class again.	1 Square	1 Target	Permanent	6 Hours	Unskilled	99

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

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

Creations									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Create Singer's Salve	Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's. DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
1	#Type!	Create/Repair Arrows (24)	24 arrows created. Tier based 1=Crude/Blunt, 2=Standard, 3=Flight.	Touch	Self	Permanent	4 Hours	None	99
2	#Type!	Common Duplicate	Creates a duplicate of a common low value product.	3 Squares	1 Item	Permanent	1 Round	None	999

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

19	#Type!	Create Stone Golem	x	Touch	2x2 Squares	1 Month (30 da	8 Hours	None	1
Fences and Shelters									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Camp Shock Perimeter	Caster controls a protective line around the AoE. Crossing = zap sound & 1d3+3 electric dmg. Save for 0 dmg.	Touch	3x3 Squares	8 Hours	2 Minutes	Senses	1
2	#Type!	Create LeanTo Shelter (2 ppl)	Rough lean-to or tent struction. Quickly built (1 min) & lasts 12 hrs, unless rough weather.	Touch	1 Shelter	12 Hrs	1 Minute	None	7
2	#Type!	Perimeter Safety	Creates noticable sounds when stepped on. To cross first a SNS-20 to find, then can cross.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	None	99
2	#Type!	TIRO: Garish Pup Tent	Bright multicolored pup tent. 2 participants.	8 Squares	1x2 Squares	8 Hours	1 Minute	None	99
6	#Type!	Force Platform	x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	None	3
6	#Type!	Hunters Hut (10 ppl)	Sturdier version of a Lean-To hut. Stands for 2 days. Holds up to 10 people. Max Fragility Time -1.	Touch	2x1 Squares	2 Days	20 Minutes	None	3
7	#Type!	Circle of Protection vs Phage	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	None	99
7	#Type!	Hunters HIDDEN Shelter (5 ppl)	Take time to set up a hidden shelter. Watch for: Smoke, noise, or movements that give it away.	1 Square	3 x 3 Squares	1 day / Tier	4 Hours	None	3
7	#Type!	Strumos Waystation	platform protects anyone on it from normal weather effects. 3x3 Sqs platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	None	1
8	#Type!	Circle of Protection vs Undead	Undead are not able to cross the perimeter. Living Dead must Save to pass.	6 squares	3 Square Radius	5 Rounds	Initiative	Skill	1
8	#Type!	Walls of Force (4 to 6)	x	12 Squares	See Description	4 Hours	5 Min / Wall	None	3
9	#Type!	Charged Fencing, Two Sides	2 Thin walls, 3 sq long, 1 sq above ground, 1 sq below ground Pass and take 3d6 electric dmg. Save for 1/2.	6 Squares	2 - 9 Sqs	4 Hours	Initiative	Resist (Skill/N	99
11	#Type!	Force Wall	x	Touch	6 Sqs Long	1 Hour	20 Minutes	None	3
12	#Type!	Astral Shed	Run-down shed outside, 5 rooms inside. Accommodates 8 ppl. PMP entry/exit only through door. Windows view Astral.	Touch	1x1x2 Sqs	8 Hours	1 Minute	None	1
12	#Type!	Tree House	Requires a tree (not a sapling), to start the spell. 60 HP. When closed blocks most sounds & light. Houses 10 people.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	None	3
13	#Type!	Circle of Containment	Inhibits creatures from leaving the circle, not the caster. Those that are inside must Save to exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	Brute	99
15	#Type!	Magma Moat	2 sqs wide surrounding the AOE. Slight sulfur smell. Magical magma dmg 8d6. Submerged = double. Save for 1/2.	Caster	3x3 Sq Island	6 Hours	30 Minutes	AGL	1
19	#Type!	Fort of Thorns	Temporary protected encampment. Walls 2 sq high x 1 deep. No roof. AC:8 HP:50/sq.	12 Squares	10x10 squares	12 Hours	30 Minutes	None	1

Find

Find or Reveal

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

Food And Drink

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Draw Up Ground Water	Capture water in containers. Area=1/4 mark. Repeats may fail. Temp & Tropic= 2 skins/Tier. Arid & Arctic= 2 skins.	Touch	2 Skins/Tier	Permanent	10 Minutes	None	99
2	#Type!	Increase Food (x2)	All within backpack: Food x2 and the resulting food. Only mundane doubled. (not this food)	2 Squares	1-21 Meals	Permanent	10 Minutes	None	3
4	#Type!	Improve Food	Improve Quality/Taste of non-cumber food. Works on all non-poisoned / non-spoiled food.	1 Square	4 Meals	1 Hour	10 Minutes	None	99
4	#Type!	Permanently Preserve Food	Each normal container within the AOE is sealed. Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	None	99
5	#Type!	Draw Out Rain Water	Create a cloud to rain water down. Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	None	99

15	#Type!	Create Food For A Family	Create food and water for 1d12+10 meals. Includes 3 skins of water.	Touch	1 Square	Permanent	5 Minutes	None	3
End									

Fragility

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

Healing and Rest

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Basic Healing 1d8+ACU	Caster's most basic form of healing. Heal 1d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Target	Permanent	Initiative	None	99
1	#Type!	Forced Heal 1d4 per Tier	roll 1d4 per caster Tier. Apply as force damage, then x2 as healing.	1 Square	1 Target	Permanent	Initiative	None	1
1	#Type!	Heal Fire Damage 2d8	PAIN FREE. Heals fire & smoke damage for living creatures. Heals 2d8 HP of fire damage to living corporeal creatures.	1 Square	Target	Instant	Initiative	None	1
1	#Type!	Sylvan Forced Healing 1d6 HP	Roll 1d6. Damage x1 then Heal x2 May knock out / kill the recipient if HP is brought too low.	Touch	1 Creature	Permanent	Initiative	None	99
1	#Type!	TIRO: Healing Bolus	A rainbow of colors surrounds the person being healed. 1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	None	99
2	#Type!	Feather Bed	A feather bed for 1 appears. 1 shift of sleep is equal to a full night.	Touch	1 Bed (1x2 sqs)	12 Hours	2 Minutes	None	3
2	#Type!	Healing Flames 1d4 HP per Tier	Caster chooses Tier to apply. Only for the living. Roll 1d4 /Tier Flame dmg x2. Healing x3. Self heal: Save.	Touch	1 Recipient	Permanent	Initiative	None	99
2	#Type!	Sleep: Light Nap	Inactive+0, Moderate+40, Very+80. Repeated cast -20 each. Save: Fail=Light sleep. Pass:Barely awake, Next Save -20.	4 Squares	1 Target	1d6 Hours	1 Minute	Senses	1
2	#Type!	Triggered Forced Healing 2d8	This is a delayed forced healing, triggered by taking damage, Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Touch	Recipient	Damage Taken	30 Minutes	None	9
4	#Type!	Consecration: Final Rites	Dead are pushed beyond this world. A deity may be named. Once cast non-Deities cannot interact w/ that dead creature.	Touch	1 Body	Permanent	30 Min	None	99

4	#Type!	Send The Dead On	Dead are put out of reach. Cannot be raised or animated. Must have been dead for less than 10 yrs. Removes Nae'Ems.	Touch	1 Body	Permanent	30 Min	None	99
4	#Type!	Slow Healing	Save each hour to heal 10 hp per recipient. 4 +1/Tier hrs. No other concentrated efforts by either caster or recipient.	2 Squares	1 Creature	permanent	4 Hours	Skill	3
5	#Type!	Assist Another's Healing	x	4 Squares	1 Heal Spell	Instant	10 Minutes	None	1
5	#Type!	Repair A Dead Body	Ensure a body is prepared for a dignified burial. Doesn't do any actual healing.	1 Square	1 Target	Permanent	30 Minutes	Skill	1
6	#Type!	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	Permanent	2 Hours	Health	1
6	#Type!	Common Healing 2d8+ACU	common healing spell from the Strumos. Heal 2d8+ACU. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
6	#Type!	Destroy Harmful Substance	x	6 Squares	1 Square	Permanent	10 Minutes	None	99
9	#Type!	Extra Healing 3d8+ACU	Extra specail healing! Heal 3d8 + ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
11	#Type!	Ectoplasmic Cast	Sprains & Broken bones mended in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour	None	99
11	#Type!	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	None	99
11	#Type!	Revive Life With A ZAP!	Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.	Touch	1 Body	Permanent	4 Hours	Skill	99
11	#Type!	Summon Life From Death	Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max	Touch	1 Body	Permanent	12 Hours	Skill	99
12	#Type!	Great Healing 5d8 +ACU	Great heavy duty healing! Heal 5d8 +ACU Bonus. Range of 8 sqs for Fighters.	2 or 8 sqs	1 Creature	Permanent	Initiative	None	99
12	#Type!	Ranged Forced Healing 2d8+2 HP	Energy from throughout the body is force to an injury. Roll 2d8+2. Dmg x1. Then Heal x2.	15 or 22 sqs	1 Target	Permanent	Initiative	None	99
12	#Type!	Sleep: Deep Doze	Does not affect very active targets. Save: Fail=Deep sleep. Pass:Barely awake, Next Save -40.	4 sqs/Tier	1 Target	4 Hours	10 Minutes	Senses	99
14	#Type!	Major Healing 5d10+4	Healing 5d10 +4 + Acumen Bonus to living corporeal creatures. If healing a Fighter the spell range becomes 16 Sqs.	8 or 16 sqs	1 Creature	Permanent	Initiative	None	99
15	#Type!	Consecration of Corpse	Corpse is no longer connected to any thing/body. Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	None	99
15	#Type!	Held In Stasis	x	Touch	1 Target	1 Month (30 da	1 Minute	Skill	1
16	#Type!	Major Bolt Of Health 6d12+6	Damages for 1d4, then heals for 6d12+6. Ftr=22 sq range. Recipient looses 1 attack, but may dodge with Save Roll +40	15 or 22 sqs	1 Recipient	Permanent	Initiative	AGL	99
17	#Type!	Ultimate Group Heal 200 HP	3 persons minimum within AoE. 200 HP divided equally. (remainder dropped)	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	None	99

Hide or Obscure

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

Illusions

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

Ionic Markers

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

Light-

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

Light and Darkness

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Light of Orix (Violet)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	None	99
1	#Type!	Light of Strumos Yellow	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	12 Hours	Initiative	None	99
1	#Type!	Red Light of Dokour	Default is 'Candle' light. Focus Item make brighter. Coal= 0 Sq, Candle= 1 sq, Torch=6 sqs.	Self	Varies	6 Hours	Initiative	None	99
1	#Type!	Shadow Cover (AC +1)	Shadow surrounds the caster and their belongings Obvious in daytime, Night (AC +2), Day (AC +1).	Self	1 Suare	1 Hour	Initiative	None	1

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

Mechanicals

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

END

Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Send Item to A Nae'Em Location	x	PMP	1 Mid Item	Instant	20 Minutes	None	999
2	#Type!	Connect With A Hunter (Nae'Em)	Permanent bond with a Hunter. 2 days casting to create. Reconnection Rollout 1/2. Both must be on same Plane.	1 Square	1 Recipient	Permanent	2 Days	None	99
3	#Type!	Call Bonded Person	x	PMP	1 Recipient	Instant	30 Minutes	None	999
4	#Type!	Speak With Animals	Domesticated = No Save. Non-Domesticated = Skill Save. Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	Skill	1
4	#Type!	TIRO: Sloppy Spying	Multi Colored flashes surround the caster for the duration. 1-2=Taste, 3-4=Smell, 5-14=See, 15-20=Hear into AoE.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	None	99
5	#Type!	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	None	1

6	#Type!	Animal Connection (Ae'Em)	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	Skill -20	5
6	#Type!	Create a Vae'Em Location	Landing spot for the "Vae'Em Portal (Astral Style)". Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Square	Permanent	4 Hours	None	7
7	#Type!	Create Permanent Nae'Em	Can mentally talk with a bonded person when on same plane. Resetting: 1 hr @ location or 2 days not @ location.	1 Square	1 Recipient	Permanent	4 Days	None	3
7	#Type!	Portal To Nae'Em	Caster or Nae'Em must be first to pass through. Can't be created unless Nae'Em agrees to the portal.	PMP	Self+1	5 Minutes	4 Minutes	None	1
7	#Type!	View An Animal (Ae'Em)	Top down view from about 1 square above the animal. Allows only 1 word basic communication.	PMP	1 Ae'Em, 1 sq abov	1 Hour	5 Minutes	None	1
8	#Type!	Raise Nae'Em Fighter Str +1	Add 1 to STR (in Sheet) & and it will auto adjustment.	Touch	1 Fighter	1 Hour	2 Minutes	None	2
11	#Type!	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	4 Days	Resist (Skill/N	1
14	#Type!	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99
20	#Type!	Vae'Em Natural Landmark	Designate a Vae'Em to portal back to. Location becomes a destination for portals/scrys.	PMP	3x3 Squares	Permanent	4 Hours	None	99

Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Find North	Hunter does a quick look and finds North. GM indicates direction of North.	Self	Self	1 Hour	Initiative	None	99
2	#Type!	Benign Approach	Approach animals in a benign way to get close. No attacks In sight of animal. Blending. Calm. Non-aggressive.	10 Squares	10 Squares	1 Hour	5 Minutes	May Need Skill	99
2	#Type!	Plant Growth	Growth will begin as if the conditions optimum. Growth of 4 weeks in 1 hour. Magic plants not affected.	Promotes normal he	4x4 Sqs	Permanent	1 Hour	None	99
2	#Type!	Remove Plant Disease	Removes non-magic plant diseases and infestations with a Save. Also can help plant creatures.	4 Squares	4x4 Squares	Permanent	10 Minutes	Skill	0
3	#Type!	Calm Animal	Hunters use mannerisms, food, time, to communicate calmness. Requires a Save for non-domesticated animals.	2 Squares	1 Animal	2 Hours	20 Minutes	May Need Skill	99
3	#Type!	Hunt/Fish/Gather	Hunters can stop for the day and get food. Once per day for 9 hours. 1d6 per Tier +6 meals per day.	Self	20x20 Squares	Rollout	9 Hours	May Need Skill	1
3	#Type!	Water to Steam (Reversible)	Sylvan Magic to change Water into Steam. Or Steam into Water. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	
4	#Type!	Predict Weather	Gives best estimation current environment. Estimated likely/known changes coming within the week.	Self	Up to 5 Marks	1 Week	1 Hour	Skill	1
4	#Type!	Water to Ice (Reversible)	Almost instantly change Water to Ice, or vice sa versa. Resulting steam MAY cause 2 HP damage per caster Tier.	2 Sqs per Tier	1 Sq cube per Tier	Permanent	Initiative	None	1
6	#Type!	Animal Healing	A temporary minor bond is created during this spell. Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	None	99

6	#Type!	Grow A Plant Canopy	Very useful for/with rain and needed shade. Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	None	3
7	#Type!	Water Breathing	Can breath fresh/sea water and talk. Does not protect against polluted water.	Self	Self	1 Day	1 Minute	None	9
8	#Type!	Coastal Net Fishing	Not a Solo skill. Hunter direct 3+ helpers Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	None	1
10	#Type!	Control Wind Sphere	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	Skill	1
15	#Type!	Control Water Currents	manage the general direction and speed of water Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	Self	4x4x4 Sqs	4 Hours	10 Minutes	Skill	1

End

Partner Cooperations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Call & Direct Small Assistants	Direct group of natural critters via a weak Nae'Em. 3d4 critters for minor tasks. 20 lbs Max.	Self	10 Square Radius	8 Hours	4 Minutes	None	7
2	#Type!	Call & Post Yappy Camp Dog	1d2+1 Dogs brought by the caster. Move = 6. w/AC:13, HP:15, Attk:1, Init&ToHit:+0, Dmg:1d4.	Self	5 squares Radius	8 Hours	5 Minutes	None	3
2	#Type!	Rogue's Right Place, Right Time	Caster pass Save for 1d6 x 5. Used by ROG for Saves. Caster directs spirit to push or murmur to ROG (1/rd).	10 Squares	1 Rogue	1 Hour	1 Round	Skill	1
3	#Type!	Assist Hunter's LeanTo	Improves a currently constructed Lean-To. Lean-To first, then magic to make better.	Touch	1 Lean-To	2 Hours	10 Minutes	None	1
3	#Type!	Call & Direct Rodent	A small, often un-noticed, rodent appears. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.	Self	20 Squares	30 Min + Ken	1 Minute	None	5
3	#Type!	Invoke Temporary Imp	Image of mini caster w/ Nae'Em. Walk:3, Flight:7 @ 4 high. HP:12, SP:0, Attk:x1x1, Dmg:1d2, Range:1.	8 Squares	PMP	1 day / Tier	1 Hour	Resist (Skill/N	1
4	#Type!	Invoke Imp Partner (Year long)	Image of mini caster w/ Nae'Em. Walk:3, Flight:8 @ 6 high. HP:22, SP:0, Attk:x1x1, Dmg:1d2+2, Range:1.	30 Squares	PMP	End of Year	24 Hours	None	1
4	#Type!	Summon Feline Familiar	Medium sized mundane/common looking cat. HP=30, AC:15/15, Attk x1x1, Init+6, HIT+6, Dmg:1d6, Move=15	1/2 Mile	Familiar	Permanent	2 Days	Skill	1
5	#Type!	Summon Canine Familiar	Timid common canine is bound to the caster. HP=40, AC:15/15, Attk x1x1, Init+4, HIT+8, Dmg:1d6, Move=12	1/4 Mile	Familiar	Permanent	1 Day	Resist (Skill/N	1
5	#Type!	Summon Nisse Spirit	Small timid invisible helper must stay within 1/2 a Mark. Will heal caster 1d6 x2 a day and does minor chores.	Self	1/2 Mark	Perm	10 Minutes	Skill	1
6	#Type!	Summon Equine Familiar	Riding horse Nae'Em bonds to the caster. HP=80, AC:15/15, Attk x1x1, Init+0, HIT+0, Dmg:1d4, Move=24.	2 Marks	Familiar	Permanent	1d4 Days	Skill	1
7	#Type!	Call & Direct Corvus	Single bird to observe for the caster. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6.	self	1 Mark + Rep	2 Hours	20 Minutes	None	3
8	#Type!	Call & Set Wolverine Defender	A small bear-like weasel to defends the caster. Defend, HP:50, AC:16/12, Attk:x2x2, Init&ToHit+6, Dmg:1d8+Ken	Self	1 Wolverine	2 Hours	1 Minute	None	3
8	#Type!	Protect Hunter vs Missiles	Hunter gains +2 to AC vs Missiles and Thrown attacks. No effect vs other kinds of attack.	12 Squares	1 Target	2 Hours	2 Rounds	None	1

8	#Type!	View Imp Spy	From 2 sqs above or through eyes of casters current Imp. Must be on same plane. Dimension sets range to 400 sqs.	100 Squares	1x2x2 Squares	4 Hours	1 Minute	None	3
9	#Type!	Call & Set Wolf Protector	Brings a wolf to defend the caster. Move:15, HP:80 AC:18/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10	16 Squares	1 Image	2 Hours	1 Minute	None	3
9	#Type!	Shape of Nae'Em Rogue	Need current Nae'Em with Rogue & Uses Rogues current image. Caster gains image, but not the skills or knowledge.	Self	Self	2 Hours	3 Minutes	None	99
20	#Type!	Raise The Dead	Must be dead <20 years and recipient is revived with 5 HP. Any missing parts/limbs are still gone.	Touch	1 Corpse	Permanent	8 Hours	Skill	99

Planar

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Langstrom Location (Vae'Em)	x	xx	xx	xx	xx	None	999
2	#Type!	Langstrom Cloak Pockets	x	Touch	1 Worn Garment	1 Week	1 Minute	None	3
4	#Type!	Veil of Shadows	Helps to stay hidden at night. Can intimidate in daytime. Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS	Caster	4x4 Squares	12 Hours	6 Minutes	Skill	1
5	#Type!	Arlo's Astral Storage	Holds up to 10 small to medium items. No Save if no magic. Caster opens/views/closes from PMP. No crystals.	Touch	1 Square	Permanent	2 Minutes	Non (if Mgc ite	1
5	#Type!	Dimension Quick Portal for 3	Caster 1st & two more. PMP>Dimension = 2d3 dmg. Dimension>PMP = 2d4 dmg.	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	None	1
5	#Type!	Reveal Origin Plane	Colors reveal the Plane of Origin.	2 Squares	5 items / 1 Square	Rollout	20 Minutes	RM	99
6	#Type!	Dimension Personal Hideaway	Small flaming Dimensional doorway for caster and 2 friends. 1d4 magical fire damage to pass through entrance/exit.	Self +2 persons	1wx2hx3d Squares	2 Hours	Initiative	None	99
6	#Type!	Langstrom Portal	x					None	
6	#Type!	Langstrom Rupture	x	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	None	1
7	#Type!	Reach To My Home Nook	Summons one (1 handed) item from a preset permanent library.	PMP	Self	Permanent	10 Minutes	None	1
7	#Type!	Vae'Em Portal (Astral Style)	from/To PMP portal. Vae'Em removes need for a Save. Remote Vae'Em reset reduces Rollout to 2 hrs.	1 Square	1 Square	2 Hrs	4 Hours	Skill	1
7	#Type!	View Dimension	Caster/party may view into the Dimension, & vice sa versa. Sight Distance: Day=20 sqs. Night=2 sqs.	1 Square	2x2 Sq Perimeter	6 Hours	4 Minutes	None	1
9	#Type!	Dimension Portal	Caster creates a portal to/from Dimension plane. 2d4 Damage INTO or 2d6 Damage OUT of the Dimension plane.	Touch	Portal Structure	2 Minutes	1 Hour	None	1
9	#Type!	Dimensional Containment	Small flames during rollout, but no edge showing for duration. Non-Dimension creatures may enter and exit at will.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	Resist (Skill/N	1
10	#Type!	Astral Mental Shield	When in the Astral plane this protects the caster. +2 AC vs Astral creatures. Caster Save Rolls +20.	Self	Self	4 Hours	2 Minutes	Skill	99

11	#Type!	Astral Plane Projection	Astral HP/AC/Wpn Dmg/Base Move = ACU x2. Init/ToHit/Astral daily SP = ACU. Astral SP Max= ACU x3.	3 sq Radius	1 Person / Tier	3 Days	4 Hours	None	99
12	#Type!	Circle of Langstrom Expulsion	Returns Langstrom creatures. The caster rolls a MGC:2 save.	Touch	3x3 Squares	4 Hours	10 Minutes	None	1
12	#Type!	Portal To A Connecting Soul	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	2 Minutes	30 Minutes	None	1
13	#Type!	Circle of Astral Expulsion	Circle can be kept going if recast before end of duration. Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Minutes	Skill	1
13	#Type!	Circle, Dimensional Expulsion	Up to 5 creatures can be forced back to Dimension. Casters use Skill Save, all others use non-Skill Save.	Touch	2 x 2 Square	1 Round	12 Secs (2 Rd	Resist (Skill/N	5
13	#Type!	Find Nearest Langstrom Portal	x	Self	10 Marks	6 Days	1 Hour	None	1
19	#Type!	Vae'Em Portal (Ethereal Portal)	Creates a portal for anyone to use.	PMP	1 Landmark	Permanent	2 Days	None	99
End									

Shape Change

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Shape Of A Dog	Physically changes to a dog, no spell casting. HP:20. AC=20/18, Attkx2, Init & ToHit+8, Dmg=1d6, Move:18	Self	Self	8 Hours	2 Minutes	None	1
2	#Type!	Shape Of A Deer	Shifts into a medium sized mundane deer (Buck or Doe). HP=30, AC=26/18, Attk:x1, Init+12, Dmg=1d6, Move: 18/22	Self	Self	2 Hours	10 Minutes	None	1
3	#Type!	Shape Of A Plant	Plant form: 1x1 or 1x2. Verticle or Horizontal. Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Self	1x2 Squares	4 Hrs (Min 1 Hr	1 Minute	None	1
4	#Type!	Shape of A Familiar	Takes a form similar of a current Familiar. Casters HP. Familiars Attk, Init, ToHit, Dmg, and movement.	Self	Self	4 Hours	6 Minutes	None	1
5	#Type!	Shape Of A Dolphin	Caster becomes a medium sized mundane dolphin HP=40, AC=25/22, Attkx1, Init+0, ToHit+10, Dmg=2d6, Move:15	Self	Self	1 Day	1 Minute	None	9
7	#Type!	Shape Of A Wolf	Shifts into a medium sized wolf. HP=50, AC=22/20, Attkx2, Init & ToHit+8, Dmg=2d6, Move:15/18	Self	Self	4 Hours	10 Minutes	None	1
8	#Type!	Shape Of A Tree	Caster can allow others to hide with them. (1 per Tier) Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 tree	4 Hrs	10 Minutes	None	1
9	#Type!	Shape Of A Bear	Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, Attksx2x3, Init+4 ToHit+8, Dmg=2d8, Move:15	Self	Self	2 Hours	5 Minutes	None	1
11	#Type!	Shape Of A Hawk	Shifts into a medium sized mundane Hawk. HP=25, AC=32/27, Attk:sx1, Init & ToHit +0, Dmg=1d8, Fly=20	Self	Self	4 Hours	4 Minutes	None	99
13	#Type!	Shape Of A Satyr	Morphs into Satyr (Half man, Half Goat) Able to speak & cast. Move@ 150% sqs (1 hr / day). HP+10.	Self	Self	4 Hours	10 Minutes	None	1
15	#Type!	Shape Of A Centaur	Shifts into existing half horse, half man Able to speak & cast. Move@ 150% Marks. HP+20.	Self	Self	6 Hours	10 Minutes	None	1
16	#Type!	Shape Of A Mer Person	Morphs into a mer-creature. Gender as caster chooses. Able to speak & cast. Swim & breath water. HP+20.	Touch	Self	8 Hours	20 Minutes	None	1

18	#Type!	Shape Of A Harpy	Changes into a Harpy. (Haggerd vulture-like bird / person) +30 HP. Can speak, & cast. Can fly & dive (1/min).	self	self	2 Hours	20 Minutes	None	1
Shrines									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Shrine Of Healing, 1d4/Tier	Heals 1d4 to those who have spoken the words of respect. # of times = caster Tier (w/ words spoken each time).	6 Squares	3x3 Sqs	as Rollout	4 hours	none	1
5	#Type!	Arcane Interpretation, 1 Page	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	1 Hour	10 Minutes	Resist (Skill/N	99
5	#Type!	Obscure Magic Aura				Permanent	5 Minutes	Skill	1
5	#Type!	Scry (to a Nae'Em of any kind)	From 4 Sqs above Nae'Em. Use current sight/hearing.	2 Marks / Level	Nae'Em on PMP	1 Hour	2 Minutes	None	3
5	#Type!	Sky Scrying	View the AoE from 10 Sqs up. Use current sight/hearing.	5 Marks	15x15 Squares	30 Min / Tier	6 Minutes	None	1
6	#Type!	Create A Home (Ethereal Home Pad)	A return spot for Ethereal Portals	1 Square	1x1 Square	12 Hours	1 Hour	None	1
6	#Type!	Shrine Of the Mystical Mechanic	Negates the Magic part of mechanisms w/ words of respect. # of mechs = caster Tier (w/ words spoken each time).	6 Squares	2x2 Sqs	10 Minutes	10 Minutes	Resist (Skill/N	1
6	#Type!	Shrine Of the Written Word	In AoE read/Write any visible common or ancient Language, if a Resist Magic Save is passed.	6 Squares	3x3 Sqs	10 Minutes	10 Minutes	Resist (Skill/N	99
8	#Type!	Obscure Magical Depth				1 Year	5 Minutes	Skill	1
8	#Type!	Shrine of Portal Revelation		Shrine	10 Square Radius	4 Hours	4 Minutes	None	3
8	#Type!	Sphere Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hours / Tier	4 Minutes	Skill	1
9	#Type!	Bonded Spirit Within A Statue	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	1 Day	30 Minutes	None	4
9	#Type!	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	20 Minutes	Resist (Skill/N	99
10	#Type!	Remove Obscure Magic				Instant	5 Minutes	Skill	1
10	#Type!	Speak Language	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99
12	#Type!	Circle of Spiritual Expulsion	x	8 Squares	3x3 squares	4 Hours	30 Minutes	Skill	
14	#Type!	Establish A House	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	None	99
14	#Type!	Ionic Marker Detector	Locate another casters Ionic Marker.	12 Squares	5x5 Squares	30 Minutes	10 Minutes	None	99

End

Summon or Send

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	#Type!	TIRO: I Have Your Item!	A colored flash travels towards the item and snatches it. Target may attempt a Save to keep item.	4 Sqs	1 Item	1 Round	Initiative	Resist (Skill/N	99
4	#Type!	Call Item (in Sight)	x	6 Squares	1 Item	Instant	Next Initiative	None	1
6	#Type!	Conjure Arcane Beetles	Conjures a swarm of Arcane Beetles by succeeding on the Save. Beetles attack nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	Skill	3
7	#Type!	Invoke Skeleton/Drifter	Magically draws in a Skeleton, which can become a Drifting Ailment.	2 Squares	1 Corpse	7 Days	2 Hours	Resist (Skill/N	3
8	#Type!	Create Zombie/Skeleton	x	Touch	1 Target	Save @ EOY	6 Hours	Resist (Skill/N	7
9	#Type!	Create Plague Bearer/Drifter	Plague Bearers last around 6 months, Drifters last indefinitely.	Touch	1 Corpse	Save @ EOY	6 Hours	Resist (Skill/N	7
12	#Type!	Langstrom Servant: Pucoe Gree	x	1 Square	1 Creature	8 Hours	10 Minutes	None	3
13	#Type!	Summon Item (Tae'Em)	Sumon a Tae'Em from a Vae'Em that is on the same PMP. Kinds of Nae'Ems: Tae'Em=Thing/Item, Vae'Em=Venue/Location.	Same PMP	1 Tae'Em	Instant	Initiative	None	1
20	#Type!	Invoke Wraith/Ghoul	x	50 Marks	2x2 Squares	4 Hrs/Tier	20 Minutes	Skill	1

Traveling (PMP)

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	No Road Needed	Can be much slower or much faster than the road. Stay at normal road speed. No Double time. May need SKL:2	Self	Traversable Land	8 Hours	10 Minutes	May Need Skil	
1	#Type!	TIRO: Quick Jump	Glow appears under caster follows them as they jump. 1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	None	99
3	#Type!	Summon Astral Beast of Burden	Up to 3 riders with one as the caster. HP=25 AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.	30 Squares	1 Creature	1 Month (30 da	20 Minutes	None	3
4	#Type!	Strumos Run	Caster is able to run as fast as a horses canter. 2 times travel through a PMP/Astral. (speed of a horse)	Self	Caster	8 Hours	5 Minutes	None	1
9	#Type!	1000 Yard Stare (1 to 4 days)	Long constant pace, with no rest. Walk x3 in 20 hours. Max 3 days. Encntr unlikely. Suprise likely. Wake=2 rds.	Self	Self	20 Hours	10 Minutes	None	1
9	#Type!	Cover Wilderness Trail	Hunter masks the trail where poss. Another HNT may find it. JUST 1: 1/2 Move until 10th lvl enhancement resets to full.	Touch	Trail 1 Mark Long	Permanent	12 Hours	none	99
10	#Type!	Ladders & Stairs Of The Mist	Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.	12 Squares	1 Square	1 Hour	5 Rounds	None	99
12	#Type!	Find/Follow Wilderness Trail	Attempt to find another Hunters trail. JUST 1: Comparison Skill used, situation may add modifiers.	Self	1 Mark	12 Hours	20 Minutes	Skill	1

End

Urban Environment

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

Utility or Misc

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

End

Watch/Scry

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

z - Basic Skills To All

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	#Type!	Field Binding	Binds a wound and stops any bleeding.	Touch	1 Creature	Permanent	Initiative	None	99
1	#Type!	Hide	Anyone can use basic skills & situation awwareness to hide.	Self	Self	10 Minutes	Initiative	None	99
1	#Type!	Riding (horses and other)	Using domesticated animals for travel.	Self	Self	Permanent	Initiative	None	99
1	#Type!	Swimming, Beginning	Swim in a calm pool, lake, river	Self	Self	Permanent	Initiative	None	99

End