

## Altered Reality

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	15% Max	TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	none	99
END	2	4 pts	Rogue's Right Place, Right Time	x	Touch	1 Rogue	1 Hour	5 Minutes	none	1
	2	40% Max	TIRO: Random Friendship	Potentially makes someone more tolerant of the caster.	10 Squares	1 Target	Special	Initiative	SKL 3	99
END	3	4 pts	Breath Water	Breath water but no talking.	Touch	1 Creature	1 Day	5 Minutes	none	9
	3	10% Max	TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	SKL 1	1
END	5	8 pts	Ribbon Goblin Lookout	x	1/4 Mark	1 Ribbon Crtr	8 Hours	30 Minutes	none	3
	5	8 pts	Seaweed Dolphin	Stats: HP:2 AC:15/10 Move:12 Sqs swim 24 sqs race	3 Marks	1 Dolphin	2 Hours	10 Minutes	none	1
END	6	8 pts	Ribbon Bat	Bat - HP:2 AC:18/12 Move: 15 Sqs flight	Self	Self	2 Hours	10 Minutes	none	1
	7	8 pts	Vine Wolf	Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run	Self	Self	2 Hours	10 Minutes	none	1
END	11	12 pts	Illusional Bear	False image of a bear.	16 Squares	1 Image	1 Hour	1 Minute	none	1
	11	12 pts	Personal Decoy	Image of caster must stay in range and moves at 1/2 rate.	25 Squares	25 Sq Radius	20 Minutes	2 Rounds	none	5
END	13	16 pts	Illusional Condor	x	8 Squares	1 Image	2 Hours	1 Minute	none	1
	13	16 pts	Illusional Dolphin	x	8 Squares	1 Image	2 Hours	1 Minute	none	1
END	20	20 pts	Mirror A Person	HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	15 Square Radius	1 Person	1 Hour	2 Rounds	none	1

## Battle Actions/Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Protect vs Ranged and Thrown	Dodging (+2 AC) vs Ranged and Thrown attacks.	Self	1 Battle	3 days	1 Minute	none	1
END	1	4 pts	Reduce Fire Damage	Magical/mundane fire dmg is reduced by 2 per die, min 1.	Self	Caster	20 Minutes	5 Rounds	HTH 2	1
	3	4 pts	Take Point	Self: 30ft in front. Grp:No suprise. Init+2 in 1st round.	Self	6 Squares	Up To 1 Day	1 Minute	SNS 2	99
END	4	4 pts	Assist Another To Disengage	Highest Init. Move straight 1-3 sq. Save to avoid. Attk=0.	3 Squares	1 Recipient	1 Round	Initiative	RU/AGL 2	1
	5	8 pts	Entangle	Anyone within the AoE must Save to move a square until out.	Touch	2x2 Squares	4 Hours	1 Minute	BRU 2	3
END	5	8 pts	Point 80 ft Ahead	Self: 80ft in front. Grp:No suprise. Init+2 in 1st round.	Self	Self	Up To 1 day	10 Minutes	SNS 2	1
	6	8 pts	Decrease Movement	Inhibits movement by 4 squares. (by 5 sqs with Focus)	4 Squares	4x4 squares	4 Rounds	Initiative	RM 2	3
END	6	8 pts	Increase Nae'Em Fighter Movement	Target moves faster in normal conditions. +2 Move.	2 Squares	1 Creatures	6 Hours	Initiative	none	1
	7	8 pts	Circle of Protection vs Acid	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	none	99
END	8	8 pts	Circle of Protection vs Magic	x	Self	3x3 Squares	10 Minutes	8 Minutes	RM 2	1
	8	8 pts	Mundane Fire Immunity	Target is immune to mundane fires cooler than a forge.	1 Target	1 Target	1 Hour	5 Rounds	none	1
END	8	8 pts	Pull Aggro	Self:Attk-2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds	Initiative	none	4
	9	12 pts	Adrenalin Rush	Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	none	1
END	10	12 pts	Magical Fire Protection	Magical fire damage to 1 HP per round. Forge = 1d4 dmg.	Self	Self	2 Hours	2 Rounds	none	1
	11	12 pts	Catch Small Incoming	x						
END	12	12 pts	Circle of Animal Protection	Going into or out of circle must pass the MGC Save.	Touch	2x2x2 Sq Sphere	1 Hour	2 Minutes	SKL 2	1

## Battle Defense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Wind Wall	Moves with caster. Not into occupied squares. AC+2.	Self	1 Square	4 Rounds	Initiative	none	1
END	2	4 pts	Defend - No attacks	AC: +1 / Tier. No attacks.	Self	Self	2 Rounds	Instant	none	1
	3	4 pts	Disengage	Before Init. Move straight 1-3 sq. Save to avoid. Attk=0.	Self	2-3 Squares	1 Round	Initiative	none	1
END	3	4 pts	Protect Fighter vs Ranged/Thrown	Recipient gains +2 vs ranged/thrown attacks.	8 Squares	1 Recipient	4 Hours	Initiative	none	1
	3	30% Max	TIRO: Armor of Light	AC = 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minute	none	99
END	3	4 pts	Wind Wall For Nae'Em Hunter	Wind storm gives AC+2 vs Ranged/Thrown. (Not Melee)	4 Sqs / Tier	1 Recipient	4 Rounds	Initiative	none	1
	4	4 pts	Shield Block	Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)	0 Squares	Self	Instant	Instant	BRU 2	1
END	5	8 pts	Limit Flank Attacks (Counter)	Limits the center flank square to be the only 'Flank'.	Self	Self	5 Rounds	Initiative	AGL 2	99
	5	8 pts	Provide Protection	Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.	1 Square	1 Creature	1 Round	initiative	none	99

End	6	8 pts	Bob and Weave	Dodge 1 AoO per Tier. Can move diagonally past targets.	Full Move	Self	1 Round	Initiative	AGL 1	99
	6	8 pts	Evade Missiles	x						
End	7	8 pts	Half Wall of Force	x	Touch	4 Sqs Long	20 Minutes	20 Minutes	none	6
	9	12 pts	Triggered Shield vs 1	x	Self	1 Battle	3 Days	1 Minute	SNS 2	1
End	10	12 pts	Minor Defense Bubble	x	Touch	Self	1 Battle	Initiative	RM 2	2
	10	12 pts	Tornado Wall	Caster gains +4 to AC to all normal attacks.	Self	3x3 Squares	10 Minutes	2 Rounds	SKL 1	1

## Battle Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Acid Mist	Dmg: 2d4 +ACU for 2 rds, 1 square. No ToHIT.	6 Squares	1 Square	3 Rounds	Initiative	none	2
End	1	4 pts	Acid Rash w/ Ongoing Fragility	Dmg: 2d4 +ACU for 3 rds. Lobbable ToHIT. Save or Sickness I.	3 Squares	1 Square	until Healed	Initiative	HTH 1	99
	1	4 pts	Cause Illness	Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I	4 Squares	1 Square	Possibly Days	Initiative	HTH 2	99
End	1	4 pts	Flash Of Fire!	1d6 + ACU magical fire damage, no ToHit. Save to blind 5 rds.	4 Squares	1 Target	1 Round	Initiative	none	99
	1	4 pts	Force Pinch	x	8 Squares	1 Square	Instant	Initiative	RM 2	99
End	1	4 pts	Heat Wave Wall	2d3+ACU Fire Dmg vs Melee. Save for 1/2 Dmg.	Touch	1 Sq (1 Target)	5 Rounds	Initiative	SKL 2	1/Tier
	1	4 pts	Massive Bludgeoning Attacks	Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	none	1
End	1	4 pts	Rose Thorns	ToHIT+4, 2d6+ACU Dmg, Blunders=Only missed, No Counters.	10 Squares	1 Target	Instant	Initiative	none	99
	1	20% Max	TIRO: Pie Fight!	Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative	RM 1	99
End	2	2 pts	Attack Defenses	For non-magical AC. Drop 1 AC per hit. Max of 1/4 of orig AC.	1 Square	1 Target	4 Hours	Initiative	none	99
	2	4 pts	Backstab - Melee	Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Instant	none	1
End	2	4 pts	Barbed Sparks	Save vs Visual issues. Fail= Init & ToHIT -2.	Self	4 sq Triangle	5 Rounds	Initiative	RM 1	99
	2	4 pts	Electric Zap	Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.	8 Squares	1 Square	Instant	Initiative	none	99
End	2	4 pts	Fighters Charge	Attk Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.	Move x2	1 Creature	1 Round	Initiative	none	99
	2	4 pts	Flame Bolt	No ToHit. Direct magical dmg 2d10 +ACU. Save to dodge.	10 Squares	1 Target	1 Round	Initiative	AGL 2	99
End	2	4 pts	Force Push	x	10 Squares	2 Squares	Instant	Initiative	RM 2	1
	2	4 pts	Hail Attack	No ToHIT. Damage: 3d4+ACU.	8 Squares	1 Square	Instant	Initiative	RM 2	1
End	2	4 pts	Scorching Skin	1d6 +ACU dmg per round. Save for none. +4 to Dead.	Touch	1 Target	3 Rounds	Initiative	none	99
	2	20% Max	TIRO: Fire Crack!	ToHit required. 1d3 Dmg. Metal armor requires Save.	6 Squares	1 Target	Instant	Initiative	RM 1	99
End	3	4 pts	Charge - Rogue	Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. AC-4.	Move x2	1 Target	1 Round	Initiative	none	99
	3	4 pts	Heat Metal Armor	Four rounds cumulative: AC/Init/ToHIT @ -1.	12 Squares	1 Target	4 Rounds	Initiative	none	3
End	3	4 pts	Shield Bash (Odd rounds)	Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.	1 Square	1 Target	1 Round	Initiative	none	1
	3	4 pts	Surprise Throw	Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.	1 Sq / Tier	1 Melee Target	1 Round	Pre-Battle Inst	none	99
End	3	40% Max	TIRO: Quick Push!	Caster moves an ally to a random spot 4 squares away.	4 Squares	1 Recipient	Instant	Initiative	BRU 2	99
	4	4 pts	Accurate Ranged Shots	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	none	99
End	4	4 pts	Focused Thrown Attacks	Single Target. Init set to 0. ToHIT+6. Dmg+6.	Thrown	1 Target	1 Round	Pre-Battle Inst	none	99
	4	4 pts	Hunters Charge	#Attk=1. Move x2, straight, no pivot. ToHIT & Dmg +8.	Move x2	1 Creature	1 Round	Initiative	none	1
End	4	30% Max	TIRO: Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	Instant	Initiative	AGL 2	99
	5	8 pts	Instant Ranged Shots	Each attack has a rollout of 'instant' for the duration.	by the bow	Self	1 Round / Tier	Instant	none	99
End	5	8 pts	Long Distance Crossbow Shots	Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	By Weapon	1 Target	4 Rounds	Initiative	none	1
	5	8 pts	Penetrating Ranged Shots	All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds	Initiative	none	1
End	5	8 pts	Step and Shoot	x	Miss Attack	Miss Attack	1 Round	Initiative	none	99
	6	8 pts	Held Shot - Single Target	Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	none	99
End	6	8 pts	Held Throw - Single Target	ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks	Initiative	none	99
	6	8 pts	Shoot Thru Party to Target	All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	none	99
End	7	8 pts	Brutal Push Forward	Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round	Initiative	BRU 2	1
	7	8 pts	Hold Civilized Creature	x	8 Squares	1 Target	5 Rounds	1 Round		
End	8	8 pts	Acid Rain	ToHit not required. Dmg: 3d6+ACU for 2 rds.	8 Squares	1 Square	2 Rounds	Initiative	none	99

	8	8 pts	Critical Ranged Shot (Pre-Battle)	Ranged ToHIT are a natural 18, 19, or 20 then use Critical.	By Weapon	By Weapon	4 Hrs or 1 Battl	1 Minute	none	1
End	8	8 pts	Desperation Attack	1d20-8 to AC, Init, ToHITs (all), & Dmg.	Self	Self	1 Round	Initiative	none	1
	8	8 pts	Flame Strike	No ToHIT. Magical fire lobbed. Dmg 4d10 +ACU. Save for 1/2.	4 Squares	1 Square	1 Round	Initiative	RM 2	99
End	8	8 pts	Force Clap	x	12 Squares	2 Squares	Instant	Initiative	RM 2	99
	8	8 pts	Hail Stones	Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.	8 Squares	2x2 Squares	Instant	Initiative	RM 2	1
End	8	8 pts	Static Bolt	Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.	10 Squares	Direct Line	Instant	Initiative	none	99
	8	8 pts	Whirling Mordra - Rogue	Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.	Touch	Adjacent Sqs	1 Round	Initiative	none	99
End	9	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
	10	12 pts	Blunted Bow Shots (Bow Only)	Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.	By Weapon	1 Target	4 Rounds	Initiative	none	1
End	10	12 pts	Last Ditch Effort	Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	none	1
	12	12 pts	Class Power Attack	Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
End	12	12 pts	Class Power Attack (FIRE)	Class Bolt Dmg 5d10+ACU. Save for 1/2 dmg IF same class.	8 Squares	1 Target	1 Round	Initiative	RM 3	99
	12	12 pts	Targeting A Moving Target	Attk: 1/2 (Min 1). Init & ToHIT +2 / Tier.	By Weapon	By Weapon	1 Round	Initiative	none	1
End	12	12 pts	Whirling Mordra	8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	none	1
	13	16 pts	Fire Bombardment	Lobs magical fire. 6d10 +ACU dmg. 3 Sqs. Save for 1/2 dmg.	12 Squares	1x3 Squares	1 Round	Initiative	AGL 2	99
End	13	16 pts	Ice Spear	Lobabble and ToHIT +4. Damage: 3d8+ACU+4.	10 Squares	1 Target	Instant	Initiative	AGL 2	1
	14	16 pts	Acid Blobs	Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT.	12 Squares	2x2 Squares	3 Rounds	Initiative	none	99
End	14	16 pts	Ranged Sucker Shot(s)	Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attk 1/2(Min 1)	By Weapon	1 Target	1 Round	Initiative	none	1
	14	16 pts	Surprise Death Blow	Trgt:Sprzd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.	Melee	1 Creature	1 Round	Instant	none	1
End	15	16 pts	Dokour Flame Attack	Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 dmg.	8 Squares	1 Target	1 Round	Initiative	RM 2	99
	15	16 pts	Moving And Shooting	1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	none	1
End	15	16 pts	Surprise Killing Blow	x						
	16	16 pts	Quick Ranged Shot (Pre-Battle)	Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Instant	none	1
End	16	16 pts	Water Blast	Direct blast, no arc, no ToHIT. Damage: 5d8+ACU.	8 Squares	1 Square	3 Rounds	Initiative	AGL 2	3
	17	20 pts	Force Cage	x	8 Squares	3x3 Squares	3 Rounds	10 Minutes	SKL 2	99
End	17	20 pts	Hammering Force	x	12 Squares	2 Squares	Instant	Initiative	RM 2	99
	17	20 pts	Lightening Bolt	Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.	12 Squares	Direct Line	Instant	Initiative	AGL 2	99

## Battle Reaction

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	AoO on Enter or Exit	As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1
End	1	4 pts	Avoid An AoO	Save to Avoid AoO. 1 dodge per Tier.	Self	Movement	Instant	Instant	AGL 2	99
	1	4 pts	Set for Charge	Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only 1 attack.	Self	1 Charge	Instant	Instant	none	1
End	3	4 pts	Blunder Reroll	One Use. Disregards the first Blunder roll and rolls again.	Self	1 Blunder	Instant	Instant	none	1
	3	4 pts	Distraction	Draws aggro or distract a crowd, continued up to duration	In Sight	In Sight	Up to 30 Min	Initiative	SNS >05	99
End	5	8 pts	Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Observe 2	99
	6	4 pts	AoO on Melee Entry	Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	none	99
End	6	8 pts	Brace for Onslaught	Attk-1. Save vs Pshbck, Stun, Daze. Must face attk.	Self	Self	2 Rounds	Initiative	BRU 2	99
	6	8 pts	Critical Roll Additions	Roll 1d100 +Lvl +ToHIT to improve critical roll.	Self	1 Attack	Instant	Instant	none	1
End	7	8 pts	AoO on Kill	After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99
	7	8 pts	Blunder Change Up	Rogue may apply a Melee Blunder to a less impactful column.	Self	Self	Instant	Instant	none	99
End	9	12 pts	2nd Attempt To Grab	2nd chance to grab and not fall. Save to grab.	Touch	Self	Instant	Instant	SKL 2	1
	9	12 pts	Critical Hit - 2nd Choice	Reroll Critical Hit and must take the roll.	Self	Self	Instant	Instant	none	1
End	13	16 pts	Feign Death	GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.	Self	Self	2 Rds Minimum	Instant	SNS 3	99

## Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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1	4 pts	Climbing	Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.	Move	Vertical Area	5 Minutes	1 Minute	AGL 3	99
1	4 pts	Create Singer's Salve	Affects DOT damage, +2 per cycle, HNT: +4 per cycle.	Touch	1 Salve	End Of Year	4 Hours	none	99
1	4 pts	Create Sunrise Potion	Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.	Touch	1 Potion	Used / EOY	4 Hours	none	99
1	100% Max	Graduate Tiro Ritual	2 days of introspection and caster learns school location.	Self	Self	Permanent	Instant	none	99
1	4 pts	Shield Dancing	x				Initiative	none	99
1	4 pts	Skinning A Hide	Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	SKL 1	99
2	4 pts	Convincing Another (or Lie)	Adj Save on noise, audience, and any prep.	Hearing	Varies	Usually 2 Days	5 Rounds	SKL 3	99
2	4 pts	Disguise	Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Square	Self	12 Hours	30 Minutes	SKL 3	7
3	4 pts	Improve Resist & Skill Saves	x	Self	Caster	2 Hours	6 Minutes	none	1
3	-2 pts	Repair Undead/Living Dead	Max gain of SP set to 20 SP per day.	Touch	1 Target	Permanent	1 Minute	none	99
5	8 pts	Converge On The Enemy	Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier	Self	1 Target	Conc + 2 Rds	Initiative	none	1
5	8 pts	Coordinate Group Initiative	Self=#Attk-1, Grp= Init +6, +4, +0, -2 to classes	Self	Player Party	1 Battle	Initiative	none	99
5	8 pts	Create Revive Salve	KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1 Salve	Used / EOY	4 Hours	SNS 2	99
5	8 pts	Freehand Climbing @ 1/2 Movement	Climb @ 1/2 move. Fall=2d8 Dmg / 1/2 move distance.	Self	1/2 Movement (Sqs	1 Rds (6 Sec)	12 Secs (2 Rd	AGL 3	99
5	8 pts	Repair Weapons/Armor	Fixed damaged, but not broken metal weapons and armor.	1 Square	1 Wpn/Armor	Permanent	4 Hours	SKL 3	99
6	8 pts	Make/Repair Arrows	12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.	Touch	Self	Permanent	4 Hours	none	99
7	8 pts	Create Health Poultice	Yield 1d3 items. Effect: Sick/Dis Col -1	Touch	1 Poultice	Used / EOY	4 Hours	SKL 2	99
7	8 pts	Create Repellent Oil	Yeild 1d3 items. Effect: Repells insects Save col-1.	Touch	1 dose	Used / EOY	4 Hours	SNS 2	99
10	12 pts	Create Clear Mind Inhalent	Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.	Touch	1 Vial	Used / EOY	4 Hours	SNS 2	99
10	12 pts	Honing Melee Weapon	Weapon in best condition can have +1 added to damage.	Touch	1 Weapon	1 Battle	2 Hours	none	99
11	36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM 3	1
11	12 pts	Create Calming Tea	Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.	Touch	1 Jar	Used / EOY	4 Hours	SNS 1	99
11	12 pts	Create Java Meal Spice	Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.	Touch	1 Meal	Used / EOY	4 Hours	SKL 2	99
12	12 pts	Impersonate A Person	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	12 Hours	10 Min/Compl	SKL 3	99
13	16 pts	Magical Trap Assistance	x						
17	20 pts	Impersonate Person	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	10 Min/Compl	SKL 3	
18	60 pts	Arcane Removal (1 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99
18	60 pts	Arcane Removal (2 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99
18	60 pts	Arcane Removal (3 of 3)	2nd of 3 castings made by separate casters to remove power.	Touch	1 Target	Permanent	6 Hours	RM 3	99

## Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Rogue To Rogue Signals	1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	Instant	Initiative	SKL 3	1
1	4 pts	Speak/Read/Write Common	The character is able to read and write the language known as 'Comm	Self	Self	1 Day	1 Minute	none	99
2	4 pts	Hot Conversations	Audio visual fire to fire Nae'Em. Small item pass through.	PMP	2 Fires	20 Minutes	2 Rounds	none	1
3	15% Max	TIRO: Colored Signal Flare	Random flare between Red, Blue, Yellow, and Green.	20 Squares	1 Flare	1 Minute	Initiative	none	0
4	4 pts	Arcane Translation - 1 Page	x	Touch	200 Characters	20 Minutes	20 Minutes	RM 2	0
4	4 pts	Hunter Marks	Unworked items arranged to leave a message to another Hunter.	6 Squares	1 Square	1 Month (30 da	1 Minute	none	99
4	4 pts	Mimic Soft Nature Sounds	Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	SNS 2	99
5	8 pts	Arcane Interpretation - 1 Page	Save vs interpretation. Can recast 2 times with Col +1.	Touch	200 Char	1 Hours	10 Minutes	RM 2	99
6	8 pts	Overhear the Conversation	Within sight & Range can hear as if within 1 Sq.	12 Squares	1 Conversation	1 Hour	5 Minutes	none	99
6	8 pts	Read/Write Language	Read/Write Recipients Language. Common & Ancient Languages.	1 Sqare	1 Person	1 Day	30 Minutes	none	99
6	8 pts	Speak with Dead	Up to 100 years dead per Tier. Skull answers in common.	Touch	1 Target	20 Minutes	1 Round	none	99
7	8 pts	Eavesdrop on Nae'Em Convo (Eolas)	Listen to a private convo and NOT give up sight.	8x8 Squares	1 Convo	5 Min/Tier	10 Minutes	SKL 2	1
7	8 pts	High Flares	x	In Sight	16 Sq Sphere	20 Minutes	10 Minutes	none	3
7	8 pts	Sphere Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hours / Tier	4 Minutes	RM 2	1
9	12 pts	Speak With The Resting Dead	Requires undisturbed & marked grave. Save allows speech.	6 Squares	3 Squares	5 Minutes	20 Rds (2 Min)	SKL 2	1

End	10	12 pts	Speak Language	Can speak an unknown language.	Touch	a person	1 Day	3 Minutes	None	99
	16	16 pts	Cultural Immersion	Non verbal & cultural naunces are learned upon 1st occurance.	Touch	1 Recipient	2 Days	10 Minutes	none	3
End	19	20 pts	Dead Spirit Conversation Circle	Speaks with up to 6 souls. Requires a ritual & tokens.	6 Squares	1 Spirit	Rollout	10 Minutes	SKL 2	1

## Enchantments

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	8 pts	Dispel Magic Spell	List of spells that can be affected are in the Full Description list.	4 Sqs	1 Item	Permanent	6 Minutes	SKL 1	99
End	3	4 pts	Animate Cats Eye Marble	x	Self	Caster	2 Hours	1 Minute	none	1
	3	2 pts	Eolas False Magical Glow	Creates a glow that shows when using Dectect Magic.	4 Squares	1 Item	End Of Year	10 Minutes	none	9
	3	4 pts	Orix False Glow	x	4 Squares	1 Item	15 Minutes	2 Minutes	none	1
	3	4 pts	Visible Sign Posts	x	5 Squares	1 Sign Post	2 Hours	1 Minute	none	1
End	4	4 pts	Triggered Announcements	x	Touch	2x1 Sqs (Wall)	Until Triggered	30 Minutes	None	3
	4	4 pts	Weapon Speed Charm	x	Touch	1 Weapon	1 Battle	30 Minutes	SKL x	1
End	5	8 pts	Create Ionic Marker	x	Touch	1 Object	Permanent	1 Day	none	3
	5	48 pts	Create Ionic Marker (Nae'Em)	Connects with an unworked mundane (non-magic) item.	Touch	Caster	Permanent	1 Day	none	9
End	6	8 pts	Dispel Magic Spell	List of spells that can be affected are in the Full Description list.	Touch	1 Item	Permanent	6 Minutes	SKL 2	99
	6	8 pts	Release Arcane Script	x	Touch	200 Characters	1 Hour	10 Minutes	SKL 1	3
End	8	8 pts	Constrain Arcane Script	x	Touch	200 Characters	Permanent	1 Hour	SKL 3	1
	8	8 pts	Dispel Magic Spell	Caster and GM both roll the Save. Affected spells list in Full Descr.	Touch	1 Target	Permanent	6 Minutes	SKL 3	99
End	8	8 pts	Imbue an Item with	x	Touch	1 Item	5 Years	3 Days	none	99
	8	8 pts	Increase Nae'Em Rogues Grace	Increase Grace of a Nae'Em Rogue by 2. (Stack of 1)	Touch	1 Rogue	1 Day	3 Minutes	none	1
End	11	12 pts	Add Signs to Signpost	x	1 Square	1 Signpost	3 Days	10 Minutes	none	99
	11	12 pts	Sight of the Statue	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	1 Day	30 Minutes	SNS 2	99
End	11	12 pts	Triggered Announcement	x	Touch	2 Squares	Permanent	3 Days	none	3
	13	32 pts	Enchantment of Returning	Creates a Dagger of Returning for 1 battle.	Touch	1 Small Wpn	1 Battle	5 Minutes	none	1
End	16	16 pts	Create Leather Golem	x	Touch	1 Contstruct	1 Day	6 Hours	none	3
	17	20 pts	Place An Arcane Aspect	x	Touch	1 Item	Permanent	3 Days	none	99
End	18	20 pts	Create Wood Golem	x	Touch	1 Construct	1 Day	8 Hours	SKL 2	1
	19	20 pts	Create Stone Golem	x	Touch	2x2 Squares	1 Month (30 da	8 Hours	SKL 4	1

## Fences and Shelters

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Camp Perimeter Shock	1d3 electric dmg. Save for no dmg. Crossing = zap sound.	Touch	3x3 Squares	8 Hours	2 Minutes	SNS 2	1
End	2	4 pts	Hunters Hut (10 ppl)	Stands for 2 days. Holds up to 10 people.	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3
	2	4 pts	Perimeter Safety	Creates noticable sounds when stepped on.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	none	99
End	2	20% Max	TIRO: Garish Pup Tent	xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99
	3	4 pts	Assist Hunter's Lean-To	Lean-To first, then magic to make better.	Touch	1 Lean-To	2 Hours	10 Minutes	none	1
End	3	4 pts	Create Temporary Shelter (3 ppl)	Quickly built (1 min) & lasts 2 days, unless rough weather.	Touch	1 Shelter	2 Days	10 Minutes	none	99
	6	8 pts	Force Platform	x	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	none	3
End	7	8 pts	Hunters Hidden Shelter (4 ppl)	Hunting blind for 4 people. Not for urban use.	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3
	7	8 pts	Strumos Waystation	3x3 Sqs platform that protects from some weather	4 Squares	3x3 Squares	12 Hours	1 Minute	none	1
End	8	8 pts	Circle of Protection vs Undead	Undead must Save to pass. Column = casters tier.	Self	3 Square Radius	4 Hours	Initiative	RM Tier	1
	10	12 pts	Charged Fencing - Two Sides	3d6 touch dmg. Save to pass through.	6 Squares	2 - 9 Sqs	4 Hours	Initiative	RM 3	99
End	10	12 pts	Walls of Force (4 to 6)	x	12 Squares	See Description	4 Hours	5 Min / Wall	none	3
	11	12 pts	Force Wall	x	Touch	6 Sqs Long	1 Hour	20 Minutes	none	3
End	13	16 pts	Astral Shed	Small shed outside... 5 rooms inside.	Touch	1x1x2 Sqs	8 Hours	1 Minute	none	1
	13	16 pts	Circle of Containment	Creatures from exiting its area. Must Save to Exit.	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99



End	14	16 pts	Magma Perimeter	Magical magma dmg 8d6. Double dmg if submerged.	Caster	4x4 Sq Island	6 Hours	30 Minutes	none	1
	14	16 pts	Tree House	Tree: 60 HP with ladder/stairs.	8 Squares	4 Sq High Tree	12 Hours	30 Minutes	none	3
End	19	20 pts	Fort of Thorns	Walls 2 sq high x 1 deep. AC:8 HP:50.	12 Squares	10x10 squares	12 Hours	30 Minutes	none	1

## Find or Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Detect Magic & Number of Aspects	Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind	2 Squares	1x1x1 Square	Instant	5 Minutes	RM 2	1
End	1	4 pts	Find Entry Gate	Only Large ruins,dungeons,complexes require a Save.	Urban	Community	30 Minutes	1 Round	SKL 2	99
	1	4 pts	Find North	GM indicates direction of North.	Self	Self	1 Hour	Initiative	none	99
	2	4 pts	Know Your Name	Locally known name of the person	20 Squares	1 Target	Instant	Initiative	none	1
	2	4 pts	Orix View Sign Posts	x	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	none	3
End	3	4 pts	Reveal Sign Posts	Make signposts visible (or not).	15 Squares	1 Sign Post	2 Days	1 Minute	none	1
	3	4 pts	Reveal Value	Max weight: 50 lbs to reveal if over 100 gp.	Self	1 Item	Permanent	10 Rds (1 Min)	SKL 3	99
End	4	4 pts	Aspects Counted By Type	Get an accurate count of Aspects.	1 Square	1 Item	Permanent	30 Minutes	RM 2	99
	4	4 pts	Direction to Ionic Marker	Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	Instant	1 Hour	none	99
End	4	4 pts	Find Hidden Accesses	Easy to Hard: camouflaged, concealed, and Hidden.	Self	2w x 2d x 1h Sqs	2 Hours	10 Minutes	SKL 3	1
	4	4 pts	Identify Aspects (1/Tier)	Identify 1 Aspect per Tier.	1 Square	1 Item	Permanent	30 Minutes	none	99
End	4	30% Max	TIRO: Tracking	Find and follow a trail while leaving an obvious trail.	Self	1 Trail	1 Hour	Initiative	none	99
	5	8 pts	Detect Magic	Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.	2 Squares	1-5 item	Instant	5 Minutes	RM 2	1
End	5	8 pts	Divining Water	Save based on region/environ.	1/4 Mark	15 Sqs Deep	Permanent	30 Minutes	SKL Vary	1
	5	8 pts	Know About You	Tier-Class, HP%, SP%, Postion title (Wagon master, Prince...)	8 Squares	1 Creature	Instant	30 Seconds (5	SKL 1	1
End	5	8 pts	Locate Ionic Marker	x	PMP	1 Marker	Instant	1 Hour	SKL 2	99
	9	24 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM 2	99
End	9	12 pts	Search for Focus Item	Detects focus item within range. Vibration/Audible/Visual.	Self	1 Mark	4 Hours	1 Day	SKL 2	1
	12	12 pts	Find/Follow Trail	Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls	Self	1 Mark	24 Hours	20 Minutes	none	1
End	14	16 pts	Curse Ionic Marker	x	PMP	PMP	1 Month	10 Minutes	none	99
	16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	99
End	18	30 pts	Identify All Aspects	Fully Identify a magical item	Touch	1 Object	Permanent	6 Hours	none	99

## Healing and Rest

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Basic Healing 2d6+ACU	Heal 2d6+ACU. Range of 8 sqs for Nae'Em Fighters.	2 Squares	1 Target	Permanent	Initiative	none	99
End	1	4 pts	Forced Heal 1d6 HP (+more)	Roll dice. Apply as force damage. Apply x2 as healing.	1 Square	1 Target	Permanent	Initiative	none	1
	1	4 pts	Sylvan Forced Healing 1d6 HP	Roll 1d6. Damage x1 then Heal x2	Touch	1 Creature	Permanent	Initiative	none	99
End	1	30% Max	TIRO: Healing Bolus	1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	none	99
	2	0 pts	Apply A Field Bandage	[Cloth/moss, before healing]=1 attempt. Binds. HP+1.	Touch	1 Creature	Permanent	Initiative	none	99
End	2	4 pts	Feather Bed	A feather bed for 2 appears.	Touch	1x2 Sqs	12 Hours	2 Minutes	none	3
	2	4 pts	Heal Sickness	Target can Save (@ - 1 Col) right away instead of morning.	2 Squares	1 Target	Instant	1 Minute	HTH 2	99
End	2	4 pts	Healing Flames 1d4 HP per Tier	Roll 1d4. Flame damage x2. Healing x3. Save if self heal.	Touch	1 Recipient	Permanent	Initiative	SKL 3	99
	2	4 pts	Sleep	Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.	4 Squares	1 Target	1d6 Hours	1 Minute	SNS 2	1
End	2	6 pts	Triggered Forced Healing 2d8	Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.	Self	Caster	3 Days	1 Hour	none	1
	4	4 pts	Delayed Healing 2d6	Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.	2 Squares	1 Creature	4 Hours	2 Minutes	none	99
End	4	4 pts	Final Rites	Dead are pushed beyond this world. A diety must be named.	Touch	1 Body	Permanent	30 Min	none	99
	4	10 pts	Slow Healing 10/Hr (Max=4 hrs)	10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.	2 Squares	2 Creatures	permanent	4 Hours	SKL 2	3
End	5	8 pts	Assist Another's Healing	x	4 Squares	1 Heal Spell	Instant	10 Minutes	none	1
	5	8 pts	Quarantine Isolation	Sick/Diseased/Poisoned get 1 column better. No spreading.	4 Squares	1x2 Squares	1 Day	1 Hour	none	99
End	5	4 pts	Repair A Dead Body	Preps a body for funeral viewing.	1 Square	1 Target	Permanent	30 Minutes	SKL 2	1

	6	8 pts	Cleansing Fire	1 hp Dmg per hour. Immune to Sickness/Disease.	Self	Self	12 Hours	30 Minutes	HLH 3	1
End	6	8 pts	Common Healing 2d8+ACU	Heal 2d8+ACU	Touch	1 Creature	Instant	Initiative	none	99
	6	8 pts	Destroy Harmful Substance	x	6 Squares	1 Square	Permanent	10 Minutes	none	99
End	7	8 pts	Deep Doze	4 deep sleep hours to recover from exhaustion.	Touch	1 Ctr/Tier	4 Hours	10 Minutes	SNS 4	99
	7	8 pts	Electrifying Sickness Cleanse	1 pt damage, removes Sickness I, II, III (with Save).	Touch	1 Creature	Permanent	2 Hours	SKL 2	99
End	9	12 pts	Cure Disease	2d8 pts damage, removes Disease I, II, III (with Save).	2 Squares	1 Target	Permanent	4 Hours	SKL 2	99
	9	12 pts	Extra Healing 3d8+ACU	Heal 3d8 + ACU Bonus	Touch	1 Creature	Instant	Initiative	none	99
End	10	12 pts	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	none	99
	11	12 pts	Ectoplasmic Cast	Broken bone heals in 1 Hour.	Touch	1 broken bone	Permanent	1 Hour		99
End	11	36 pts	Revive Life With A ZAP!	Dead < 25 hrs & pass Save to be alive with 0 HP. Perm: loss of HP.	Touch	1 Body	Permanent	10 Minutes	SKL 3	99
	11	36 pts	Summon Life From Death	Dead < 25 Hrs. SKL:3 & -4 current HP, Permanent -5 HP from Max H	Touch	1 Body	Permanent	12 Hours	SKL 3	99
End	12	12 pts	Ranged Forced Healing 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	99
	13	20 pts	Great Healing 5d6+6 +ACU	Heal 4d6+6 +ACU Bonus	2 Squares	1 Creature	Permanent	Instant	none	99
End	14	16 pts	Consecration of Corpse	Block animation and removes Nae'Ems.	1 Square	1 Corpse	Permanent	30 Minutes	none	99
	14	16 pts	Major Healing Bolt 6d6-1d2	1d2 electrical damage, then 6d6 Healing.	12 Squares	1 Creature	Permanent	Initiative	none	99
End	15	16 pts	Held Stasis	x	Touch	1 Target	1 Month (30 da	1 Minute	RM 1	1
	18	20 pts	Major Group Heal 200 HP	3 persons minimum within AoE. 200 pts divided equally.	6 Squares	3 Sq Rad Circle	Permanent	20 Minutes	none	99
End	20	40 pts	Raise The Dead	Must be dead <20 years. Come back with 5 hp.	Touch	1 Corpse	Permanent	8 Hours	SKL 2	99

## Hide or Obscure

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Crack in the Wall	Caster & 1 other person moves into a visible crack.	2 Squares	Caster+Guest	5 Rounds	Initiative	none	1
End	6	8 pts	Wander and Pass Unnoticed	Any more than casual passage requires Save. Non-Rogues NON:3	Self	Urban	10 Rds (1 Min)	1 Round	SKL 3	99
	9	12 pts	Cover Trail	Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99
End	9	12 pts	Hide in a Plant	Can hear/feel. Can NOT see/speak/cast. AC=8. HP=Caster	Touch	1 Plant	2 Hours	10 Minutes	none	1
	10	12 pts	Lose A Tail	This skill is about avoiding a currently active pursuer.	Self	Urban	Permanent	3d8 Minutes	SKL 2	99

## Light and Darkness

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Light of Dokour Red	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
End	1	4 pts	Light of Eolas (off - White)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
	1	4 pts	Light of Orix (Bright White)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
End	1	4 pts	Light of Strumos Yellow	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
	1	4 pts	Light of Sylvan (Greenish)	Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	99
End	1	4 pts	Shadow Cover	Shadow surrounds the caster and their belongings.	Self	1 Suare	1 Hour	1 Minute	none	1
	3	4 pts	The Darkness	Darkness centered just above caster.	Self	5 Sq Dia Sphere	4 Hours	Initiative	none	1
End	4	4 pts	Capture/Release Normal Light	x	Self	12 Sqs Radius	2 Hours	2 Minutes	none	1
	4	4 pts	Profiled In Fire	Those in adjacent squares feel warmth from the magical fire.	12 Squares	Recipient	2 Hours	Initiative	none	1
End	4	4 pts	Shadow of the Magi	Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	none	99
	4	10% Max	TIRO: Aural Spark	random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	none	99
End	6	8 pts	Move Shadow to Shadow	Caster can jump from one shadow to another within range.	24 Squares	Caster	20 Minutes	2 Rounds	none	99

## Mechanicals

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	8 pts	Deactivate/Activate Mechanical	Simple SKL:2, Advanced SKL:3, Complex SKL:4. Rogues Kit -1	Touch	1 Mechanical	Until Reset	10 Minutes	AGL 2	99
End	1	8 pts	Message Traps	Trigger created to present a message.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7
	1	4 pts	Set Or Open Padlock	Enh: Slim key+4 pts. Magical=TIRO/EOL needed.	Touch	Lock	Until Reset	2 Minutes	AGL 2	99
End	2	6 pts	Impedance Trap-Create/Find/Remov	Trap that entangles or slows movement.	Touch	1x2 Squares	Until Triggered	20 Minutes	AGL 3	7

4	4pts	Set Or Open Door Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
5	12 pts	Damage Trap -Create/Find/Remove	Trigger sets off damage.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7
5	8 pts	Set Up Eolas Spell Release (Trap)	Trigger releases/enacts an Eolas Spell.	Touch	Per Spell	Used / EOY	20 Minutes	AGL 3	7
6	8 pts	Pause Magical Lock	Freezes magic in a specific trap for the duration if Saved.	2 Squares	Lock	Rollout	10 Minutes	RM 3	99
6	8 pts	Set Or Open Chest Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
9	12pts	Set Or Open Wall Lock / Mechanism	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch / 1 Sq	Lock	Until Reset	10 Minutes	None	99

## Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Create a Temporary Nae'Em	Short term bonding with a willing civilized creature.	2 Squares	1 Civ Creature	1 Week	2 Hours	SKL 2	99
1	4 pts	Send Item to A Nae'Em Location	x	PMP	1 Mid Item	Instant	20 Minutes	none	99
2	4 pts	Connect With A Fighter	4 Days casting creates a permanent bond. Limited to PMP.	PMP	1 Recipient	Permanent	2 Days	none	2
2	4 pts	Connect With A Hunter	4 Days casting creates a permanent bond. Same Plane.	1 Square	1 Recipient	Permanent	2 Days	none	2
3	4 pts	Call Bonded Person	x	PMP	1 Recipient	Instant	30 Minutes	none	1
4	4 pts	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	none	1
4	25% Max	TIRO: Sloppy Spying	1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	none	99
5	8 pts	Call/Return Nae'Em Item	x	PMP	1 Item	Instant	Initiative	none	1
5	8 pts	Scry Open areas - 5 Marks	x	5 Marks	15x15 Squares	30 Min / Tier	6 Minutes	none	1
5	8 pts	Scry to a Nae'Em	View from 4 squares above, but will lower the view if needed.	8 Marks	1 Nae'Em	1 Hour	2 Minutes	SKL 2	3
6	8 pts	Create a Vae'Em Location.	GM Saves for accurate destination.	1 Square	1 Square	Permanent	4 Hours	none	7
7	12 pts	Create Permanent Nae'Em	Willing person & caster connect. Save required.	1 Square	1 Recipient	Permanent	4 Days	SKL 2	3
7	8 pts	Direction To Dokour Target	Save Column varies to reveal alignments from 50 to 200.	Self	5 Marks Radius / Ti	Instant	1 Hour	RM Varies	1
7	8 pts	Speak To Dokour Target	Talk to a previously identified target.	3 Marks	1 Recipient	1 Round / Tier	1 Hour	SKL 1	7
8	8 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP	5 Minutes	30 Minutes	None	1
8	8 pts	Protect Nae'Em Hunter vs Missiles	+2 to AC vs Missiles and Thrown attacks.	12 Squares	1 Target	8 Hours	2 Minutes	none	1
8	8 pts	Raise Nae'Em Fighter Str +1	Raises the fighters Strength 1 point.	Touch	1 Fighter	1 Hour	2 Minutes	none	2
8	8 pts	Scry - Dense Populations	x	Community	4x4 Squares	10 Min / Tier	5 Minutes	none	1
8	4 pts	Scry on Imp Spy	Can scry on your Imp within PMP.	Touch	1x2x2 Squares	4 Hours	1 Minute	none	3
9	36 pts	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	20 Minutes	RM 2	99
9	12 pts	Scry To A Vae'Em (Place)	x	Current Plane	Nae'Em 4x4 Sqs	1 Hour / Tier	5 Minutes	none	1
11	12 pts	Eavesdrop on Nae'Em Convo	Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL 2	1
12	12 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP & 2 Uses	2 Minutes	30 Minutes	None	1
15	16 pts	Create Permanent Location Tae'Em	Location becomes a teleport destination.	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1

## Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks	10 Squares	10 Squares	1 Hour	5 Minutes	none	99
2	4 pts	Plant Healthy Growth	Promotes normal healthy growth.	Promotes normal he	4x4 Sqs	Permanent	1 Hour	none	99
2	4 pts	Remove Plant Disease	x	4 Squares	4x4 Squares	Permanent	10 Minutes	SKL 2	0
3	4 pts	Calm Animal	Hunter to Use Save col 2. Situation reduces Save col to 1.	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99
3	4 pts	Hunt/Fish/Gather	Hunt/fish/gather once per day for 9 hours. D6 per Tier.	Self	20x20 Squares	Rollout	9 Hours	none	1
4	4 pts	Predict Weather	Estimated likely/known changes coming within the week.	Self	Up to 5 Marks	1 Week	1 Hour	SKL 3	1
4	4 pts	Speak to Domesticated Animals	Speak and understand domesticated animals, large and small.	Touch	1 Animal	4 Hours	5 Minutes	none	7
6	12 pts	Animal Connection (Ae'Em)	Willing animal & caster connect. Save required.	2 Squares	1 Recipient	EOY	4 Hours	SKL 2	5
6	-4 pts	Animal Healing	Heal 2d8+4 to domestic/wild woodland animals.	4 Sqs	1 Animal	Permanent	1 Minute	none	99
6	8 pts	Befriend An Animal	Connect with animals that aren't enraged or frenzied.	10 Squares	1 Animal	8 Hours	1 Minute	SKL 2	99
7	8 pts	Grow A Plant Canopy	Plant Canopy covers 1 to 4 people. Save vs High winds.	12 Squares	3x3 Sq Area	12 Hours	5 Minutes	none	3



End	7	8 pts	Speak With A Wild Animal	Conversations with 1 animal per Tier.	12 Squares	1 Animal / Tier	1 Hour	1 Minute	SKL 2	2
	7	8 pts	View An Animal (Ae'Em)	Top down view from 1 sq above. Moves with animal.	PMP	1 Ae'Em, 1 sq abov	1 Hour	5 Minutes	none	1
End	8	16 pts	Call A Kindred Spirit Animal	AC:12/12, Attk 1x1/Init+6/HIT+6/Dmg:1d6/HP:20/Move=8	1 Square	1 Sq Area	Permanent	7 Days	SKL 2	1
	8	8 pts	Coastal Net Fishing	3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	none	1
End	11	12 pts	Control Wind Sphere	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	18 Squares	5x20 Sq Area	12 Hours	10 Minutes	SKL 3	1
	14	16 pts	Call Woodland Animal	Call a Deer, Wolf, Fox, Cougar, or Hawk.	Self	1 Mark	4 Hours	5 Minutes	SKL 2	3
End	17	20 pts	Control Water	Directions: N,NE,E,SE,S,SW,W, or NW. Speed: 1/4 to x2.	Self	4x4x4 Sqs	4 Hours	10 Minutes	SKL 3	1
	20	20 pts	Nae'Em Natural Landmark	Location becomes a destinaction for portals/scrys.	4 Square	1 Landmark	Permanent	2 Hours	none	99

## Planar

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Langstrom Location (Vae'Em)	x						
End	2	4 pts	Langstrom Cloak Pockets	x	Touch	1 Worn Garment	1 Week	1 Minute	none	3
	3	4 pts	Ethereal Return Portal	x	PMP	Caster	2 Minutes	2 Hours	none	99
End	4	4 pts	Veil of Shadows	Shadow muffles sound & hides those within. Night:SNS:4. Day:SNS:	Caster	4x4 Squares	12 Hours	6 Minutes	SNS 1-4	1
	5	8 pts	Arlo's Astral Storage	x	Touch	1 Square	Permanent	2 Minutes	none	1
End	5	8 pts	Dimension Quick Portal for 3	2d4 INTO or 2d6 OUT OF. Damage to use. Caster & 2 others..	2 Squares	3 Civilized crtrs	2 Rounds	30 Minutes	none	1
	6	8 pts	Create Ethereal Home Pad	x	1 Square	1x1 Square	1 Hour	1 Hour	none	1
End	6	8 pts	Langstrom Portal	x						
	6	8 pts	Langstrom Rupture	x	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	none	1
End	7	8 pts	Astral Portal	GM Saves for accurate destination.	1 Square	1 Square	1 Minute	2 Hours	SKL 4	1
	7	8 pts	View Dimension	View the area of Dimension.	10 to 100 Sqs sight	2x2 Sq Perimeter	6 Hours	10 Minutes	none	1
End	8	8 pts	Dimension Personal Hideaway	1d4 dmg to enter 1 wide/deep x 2 high. Caster only.	Self	1x2 Squares	2 Hours	10 Minutes	none	99
	9	12 pts	Dimension Portal	2d4 INTO or 2d6 OUT OF. Dmg to use, Save for 1/2.	Touch	Portal Structure	2 Minutes	1 Hour	RM 2	1
End	9	12 pts	Dimensional Containment	Creatures of Dimension must Save to leave the containment.	Touch	3x3 Sq Radius	4 Hours	10 Minutes	BRU 4	1
	10	12 pts	Astral Mental Shield	Save vs Astral = RM:2. AC bonus +2.	Self	Self	4 Hours	2 Minutes	RM 2	99
End	10	12 pts	Project Astral Image Within PMP	Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.	Self	PMP	4 Hours	20 Minutes	none	99
	11	12 pts	Astral Plane Projection	ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Points.	Self	Astral Plane	4 Hours	20 Minutes	none	99
End	12	12 pts	Circle - Dimensional Expulsion	Pass Save to expell a dimension creature/item to Dimension.	Touch	2 x 2 Square	1 Round	12 Secs (2 Rd	MR 2	3
	12	12 pts	Circle of Ethereal Expulsion	x	8 Squares	3x3 squares	4 Hours	30 Minutes	SKL 2	
End	12	12 pts	Circle of Langstrom Expulsion	Returns Langstrom creatures. The caster rolls a MGC:2 save.	Touch	3x3 Squares	4 Hours	10 Minutes	SKL 2	1
	13	16 pts	Circle of Astral Expulsion	Caster Saves to expell a creature. Once cast range no issue.	Touch	3 Sq Radius	4 Hours	10 Minutes	SKL 2	1
End	13	16 pts	Find Nearest Langstrom Portal	x	Self	10 Marks	6 Days	1 Hour	none	1
	19	20 pts	Permanent Ethereal Portal	x	PMP	1 Landmark	Permanent	2 Days	none	99

## Shape Change

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Small Domestic Pet Form	x	Touch	Self	4 Hours	5 Rounds	none	1
End	6	8 pts	Alter Self - Medium Sized Dog/Cat	x	Self	Self	8 Hours	1 Round	none	1
	6	8 pts	Attach Wings To Animal	Attk:x0x1, Init & ToHit+6, Dmg:1d10, AC 22/12, 1 Mark/Day	Touch	1 Creature	12 Hours	30 Minutes	none	7
End	7	8 pts	Annie's Slow Alteration	Change age/clothes/carried items/hair/eyes/facial hair.	Self	Self	4 Hours	4 Rounds	none	1
	9	12 pts	Image of Nae'Em Rogue	Need current Nae'Em with Rogue. Uses Rogues current image.	Self	Self	2 Hours	3 Minutes	none	99
End	12	12 pts	Personal Wings Of Flying	Attk:x0x1, Init & ToHit+8, Dmg:1d12, AC:22/12, Fly:2 Mks	Self	Self	4 Hours	10 Minutes	none	5
	14	16 pts	Alter Self - Porpoise	x	Self	Self	3 Hours	10 Minutes	none	1
End	15	16 pts	Alter Self - Hawk	x	Self	Self	4 Hours	10 Minutes	none	1
	15	16 pts	Alter Self - Wolf	x	Self	Self	4 Hours	20 Minutes	none	1
End	17	20 pts	Alter Self - Condor	x	Self	Self	2 Hours	5 Minutes	none	99

	18	20 pts	Alter Self - Bear	x	Self	Self	2 Hours	5 Minutes	none	1
End	18	20 pts	Alter Self - Stingray	x	Self	Self	2 Hours	5 Minutes	none	1
End										

## Summon or Send

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Invoke Pet	Timid Pet. HP:6. AC:12/12. Init:+6. HIT:-4. Dmg:1d3.	Self	2 Marks	1 Week / Tier	1 Hour	SKL 2	Pet / T
End	3	4 pts	Invoke Temporary Imp	Image of mini caster. HP:12 Attk:x1x1 Dmg:1d2	8 Squares	PMP	1 day / Tier	1 Hour	RM 2	1
	3	30% Max	TIRO: I Have Your Item!	snatches item. Mgc armor: -1 Col.	4 Sqs	1 Item	1 Round	Initiative	RM 1	99
End	4	4 pts	Call Item (in Sight)	x	6 Squares	1 Item	Instant	Initiative	AGL	1
	4	4 pts	Conjure Native Beetles	Swarm. HP:15, AC:12, Init+4, ToHit+4, Attacks:x1x1, Dmg: 1d8	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
End	5	8 pts	Invoke Imp Partner (Year long)	Create an imp that can be scryed on. (automatic Cae'Em)	30 Squares	PMP	End of Year	2 Days (24 Hrs	none	1
	6	8 pts	Create Arcane Beetles	Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2	8 Squares	1 Square	3 Rounds	Initiative	SKL 2	3
End	6	4 pts	Summon Nisse	A creature that can be seen with ultra violet vision.	Self	8x8x8 Sqs	1 Month (30 da	10 Minutes	SKL 1	1
	7	8 pts	Call/Send From Home Library	x			Permanent	1 Minute		
End	8	8 pts	Call Hunting Pack	Pack animals urged to respond. Casters call projected.	Self	1/2 Mark / Tier	Instant	5 Minutes	SKL 2	1
	8	8 pts	Convoke Animal Mount	Can choose from chart (no rolling)	2 Marks	1 Mount	1 Day	1 Hour	SKL 2	1
End	12	12 pts	Langstrom Servant: Pucoe Gree	x	1 Square	1 Creature	8 Hours	10 Minutes	none	3
	13	16 pts	Call Flock of Birds	Calls a flock of birds within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 2	1
End	13	16 pts	Call School of Fish	Calls a school of fish that is within range.	1 Mark	1 School	2 Hours	20 Minutes	SKL 3	1
	13	16 pts	Summon Strumos Item (Tae'Em)	Caster summons up to 6 items from a Vae'Em.	PMP	1 Nae'Em	Instant	10 Minutes	none	1

## Traveling (PMP)

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	No Road Needed	Stay the course & normal road speed. No Double time. May need SK	Self	Traversable Land	8 Hours	10 Minutes	none	
End	1	20% Max	TIRO: Quick Jump	1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	none	99
	2	4 pts	Ribbon Horse	Self w/carried items.	1 Square	1 Ribbon Horse	8 Hours	4 Minutes	none	Per Ti
End	3	4 pts	Strumos Run	1.5 times normal travel.	Self	Caster	6 Hours	5 Minutes	none	1
	3	4 pts	Summon Astral Beast of Burden	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	SKL 2	3
End	6	8 pts	1000 Yard Stare March	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1
	8	8 pts	Hunters Stare (1-4 days)	Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.	Self	Self	12 Hours	10 Minutes	SKL 3	1
End	13	16 pts	Faster Path	Solo=150%. Group=120% w/Hunter @ point. Not all environs.	Self	Non-Urban	1 Day	10 Minutes	none	1
End										

## Urban Environment

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Walk Quietly	SKL roll varies based on burden and situation.	Self	Self	20 Minutes	Initiative	SKL VAR	99
End	4	4 pts	Sleight of Hand	Roll Save to fool audience. Close quarters actions (1 sq).	Self	Arms Length	Instant	5 Rounds	SKL 2	99
	4	4 pts	Watchful Approach	AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.	Self	Self	20 Minutes	4 Rounds	SKL 2	1
End	9	12 pts	Urban Tracking	Rogue attempts to follow a hot path within an hour.	Self	Urban or Subtrrn	2 Hours	3d8 Minutes	SNS 2	99

## Utility or Misc

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Draw Up Ground Water	Pull water from ground. 2 skins/Tier. Dry areas 1 skin.	Touch	2 Skins/Tier	Permanent	5 Minutes	none	99
End	1	20% Max	TIRO: Water From A Plant	The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	none	3
	2	4 pts	Fire Starter	Fire jumps from the hand to the target. 1d1 Dmg.	6 Sqaures	1 Item	Instant	Initiative	SKL 1	99
End	2	4 pts	Make Fire with Sticks	Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col	Touch	Kindling	Permanent	10 Minutes	SKL 1	99
	2	20% Max	TIRO: Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares.	Self	3x3x3 Sq	5 Minutes	Initiative	none	99
End	2	4 pts	Ventriloquism	Adj Save on noise, crowd, and any prep.	4 Sqs/Tier	1 Square	1 Round	Initiative	SKL 2	99
	3	4 pts	Mental Alarm Clock	Set time to wake and wake at that time. 1 Rd to clear head.	Self	Self	18 Hours	10 Minutes	none	1

End	4	4 pts	Improve Food	Food becomes nutritional.	1 Square	4 Meals	1 Hour	10 Minutes	none	99
	4	4 pts	Increase Food	All action is in a backpack: Food to be doubled and the resulting food.	2 Squares	1-21 Meals	Permanent	10 Minutes	none	3
End	4	12 pts	Permanently Preserve Food	Max 150 meals within sealed containers.	4 Squares	1 Square Cube	Permanent	2 Hours	none	99
	4	4 pts	Situational Awareness	FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	none	1
End	4	25% Max	TIRO: Tasty Gruel	1d12 meals appear at waist height in front of the Caster	Touch	Varies	1 Hour	1 Minute	none	99
	5	8 pts	Bring Out Rain Water	Desert & hot environments limit this spell.	Caster	1 Square	Permanent	1 Minute	none	99
End	9	12 pts	Food Times Three	x	3 Squares	2x2 Squares	Permanent	12 Hours	none	1
	10	12 pts	Ladders & Stairs	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
End	11	12 pts	Wake To Battle	Save=Instant wakening.	Self	1 Round	Instant	Instant	SKL 1	1
	15	16 pts	Create Food For A Family	2d12+10 meals w/ water.	Touch	1 Square	Permanent	5 Minutes	none	3
End										

z - Basic Skills To All

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	0 pts	Cooking - Basic	A basic meal for up to 10 people.	5 feet / 1/5 meters	Campfire	10 Minutes	2 Hours	none	99
End	1	4 pts	Field Binding	x	Touch	1 Creature	Instant	Initiative	none	99
	1	0 pts	Hide	Anyone can to use basic skills and situation awwareness to hide.	Self	Self	10 Minutes	Initiative	SKL 1	99
End	1	0 pts	Riding (horses and other)	Using domesticated animals for travel.	Self	Self	Permanent	Instant	none	99
	1	0 pts	Swimming - Beginning	Swim in a calm pool, lake, river	Self	Self	Permanent	Instant	none	99