### -Dokour

## Battle Actions/Prep

Caster

5 Rounds

20 Minutes

HTH: 2

9 Damage reduced

## Reduce Fire Damage



surround the wound on the caster and stitch the skin together. Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1. CREATE:Burn Reduction FOCUS:Total of 4 Pts Reduced. COUNTER:Same Spell ENHANCEMENTS: 12 SP Lvl 12 Rollout Init Lyl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

#### **Battle Offense**

IEVEL 1 Flash Of Fire!

1 Target

SAVE: No Save



Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. Does 1d6 + casters Acumen bonus in damage.

Can be directed at a creature or a single square.

CREATE:Flash Bang! COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 9 Damage +50% 8 SP

Heat Wave Wall

Touch 1 Sq (1 Target) Initiative

5 Rounds

DURATION

1 Round

1/2 Damage



Creates an inhibiting wall of heat vs those nearby (Melee).

Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Casting, Ranged, and thrown attacks will pass through this wall with no issues.

Note casting which result in melee actions/damage is inhibited by this spell. Duration may be Initiative, but may be delayed due to fuel ignition.

FOCUS:Recipient w/in 6 sqs COUNTER:Same Spell

ENHANCEMENTS: Lyl 9 Duration +50% 6 SP Lvl 14 Damage X2 12 SP

LEVEL 2

Flame Bolt

4 pts

10 Squares

AGL: 2

No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge. Magical fire only damages target, not other people or items. The flame bolt can not be lobbed or arc to the target.

FOCUS:Col +1 COUNTER: None ENHANCEMENTS:

CREATE: Flame Bolt Breakable

Lvl 9 Range +50% 6 SP Lyl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP

Scorching Skin

4 pts

12 Squares

1 Target

1 Target

Initiative

Initiative

3 Rounds

SAVE: No Save

Ghostly rust colored flames encases the caster's hand.

Caster must touch the target. (Roll a ToHIT)

1d6 +ACU damage per round.

+4 additional damage to Undead/Living dead.

Does radiate heat but not much light

FOCUS:No Sickness/Disease COUNTER:Same Spell

ENHANCEMENTS:

Lyl 14 Range At 3 Sqs 8 SP 12 SP

Lvl 14 Damage X2 Lvl 9 Damage +50% 8 SP

SAVE: No Save

Heat Metal Armor

Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd. Round 1: Initiative -1 Ac -1 ToHTT -1

ToHIT -2 Round 2: Initiative -2 Ac -2 Round 3: Initiative -3 Ac -3 ToHIT -3 Round 4: Initiative -4 Ac -4 ToHIT -4

CREATE:Enflame Metal Armor FOCUS:AC/Init/ToHIT additional -1 COUNTER:Same Spell

ENHANCEMENTS: 8 SP Lvl 12 Range X2 Lvl 9 Range +50% 6 SP Lvl 18 Duration X4 10 SP

Class Specialty

Repair Undead/Living Dead

**Touch** 

1 Minute

Permanent

SAVE: No Save

Encasing the undead/living dead in flames for one full minute. Heals" the target for 1d6 points while caster may gain 2 SP.

Target must actually be at less than maximum points. Must have a need to be "healed". Has no effect on a corpse.

Max gain of SP set to 20 SP per day.

FOCUS:no Sick/Disease to caster COUNTER:Rollout Interruption Lvl:1 ENHANCEMENTS:

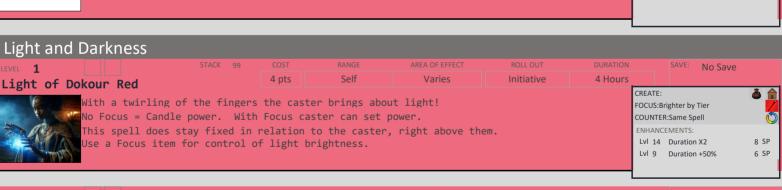
Lvl 18 Range X4 Lvl 12 Range X2

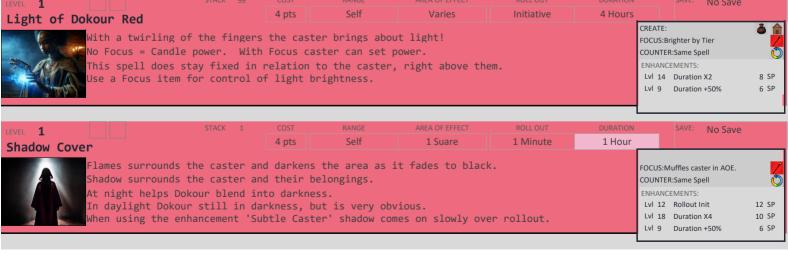
Lvl 14 Range At 3 Sqs

10 SP 8 SP 8 SP

#### -Dokour Communication SAVE: No Save EVEL 2 NAE'EM 2 Fires 4 nts 2 Rounds 20 Minutes **Hot Conversations** Fire to fire Nae'Em. FOCUS:Item passed through Audio visual fire to fire Nae'Em. Small item pass through. COUNTER:Same Spell ENHANCEMENTS: Two separate fires must be in preset location and lit. 6 SP The caster face willl be visible to the other side. Lvl 10 Rollout Halved Lvl 14 Duration X2 8 SP A single 'speakers' face will be visible to the caster. Lvl 9 Duration +50% 6 SP **Healing and Rest** SKL: 3 LEVEL 2 1 Recipient Healed self. Healing Flames 1d4 HP per Tier CREATE:Fire Balm Spiritlike rose colored flames dance around the wound. FOCUS:+1 HP extra Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save. COUNTER: None Does heal living creatures and plants, but most plants die from the damage first. ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Does NOT heal or hurt the undead and living dead. Lvl 9 Range at 1 Sq 6 SP Caster can choose what Tier level to use. Lvl 16 Healing +4 10 SP SAVE: No Save 4 nts Touch 1 Body 30 Min Permanent Final Rites Yellow flames creep across the body without burning it. Must be dead a month or less. COUNTER:Rollout Interruption LvI:1 The dead are sent beyond any connection that can be made from the known planes. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP To finish the spell a dieties name must be spoken aloud. Lvl 14 Range At 3 Sqs 8 SP







# -Dokour

The Darkness

4 pts

Self 5 Sq Dia Sphere Initiative 4 Hours SAVE: No Save

Stays fixed right above the caster. Darkness to continues for 4 hours.

Caster to creates darkness that will stay centered above them. Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 12 Range X2 Lvl 9 Range at 1 So 6 SP 6 SP Lvl 12 AoE X2

SAVE: No Save

4 pts

Recipient

Initiative 2 Hours

Profiled In Fire

Visible heat waves surround the casters's body for the duration. Surrounds and shrouds the caster in smoldering fire Those in adjacent squares feel warmth from the magical fire. Will not set items on fire due to Magical output.

CREATE: Aura Of Flames FOCUS:warmth = 2x2 AoE COUNTER:Same Spell

Lvl 9 Duration +50%

ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lyl 18 Duration X4 10 SP

Planar

Veil of Shadows

STACK 1

4x4 Squares

6 Minutes

12 Hours

SNS: 1-4

6 SP

The shadow descends to muffle sound & hide those within from sight. Works absoluetly best in dim light and lower.

4 pts

Save to not be observed. Night: SNS:4. Day: SNS:1.

pell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE: Haze Bubble FOCUS:Torchlight inside. COUNTER: Dispel Magic Spell Lyl:1

ENHANCEMENTS: Lvl 10 Rollout Halved

Lvl 14 Duration X2 8 SP Lvl 12 AoE X2

Summon or Send

Invoke Temporary Imp

LEVEL 3 NAE'EM

8 Squares

1 Hour

1 day / Tier

RM: 2

9 Imp appears

8 SP

Conjured

9

Emerges out of a flame. Looks similar to caster, but miniature and with a tail. MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).

Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm). Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).

HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1. FOCUS: Alter the description COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP

Conjure Native Beetles

Initiative

Lvl 14 Duration X2

SKI · 2

A swarm appears in a square adjacent to the target.

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

Will attack any living target. Even if the target is friendly to the caster. Save to conure.

2 Rounds CREATE:Beetleroot Granules FOCUS:Save +1 Col COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP

Utility or Misc

Fire Starter

6 Sqaures

SKL: 1

9

8 SP

6 SP

12 SP

Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets.

Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target). COUNTER: None ENHANCEMENTS:

Lvl 12 Range X2 Lvl 9 Range +50%

FOCUS: A darkened fire bolt.

Lvl 14 Damage X2