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ALL CLASSES

Altered Reality				
Lvl	Title	Cost	Classes	
1	TIRO: Beauty Contestant:2nd Priz	ze 15% Max	TRO	422
2	Rogue's Right Place, Right Time	4 pts	EOL	271
2	TIRO: Random Friendship	40% Max	TRO	411
3	Breath Water	4 pts	SYL	967
3	TIRO: 2 Rope Image	10% Max	TRO	417
5	Ribbon Goblin Lookout	8 pts	ORX	336
5	Seaweed Dolphin	8 pts	SYL	333
6	Ribbon Bat	8 pts	SYL	592
7	Vine Wolf	8 pts	SYL	593
11	Illusional Bear	12 pts	SYL	390
11	Personal Decoy	12 pts	EOL	506
13	Illusional Condor	16 pts	SYL	590
13	Illusional Dolphin	16 pts	SYL	591
20	Mirror A Person	20 pts	EOL	525

Battle Actions/Prep					
LVI		Cost	Classes		
1	Protect vs Ranged and Thrown	4 pts	EOL	258	
1	Reduce Fire Damage	4 pts	DOK	311	
3	Take Point	4 pts	ROG	746	
4	Assist Another To Disengage	4 pts	FTR	798	
5	Entangle	8 pts	SYL	878	
5	Point 80 ft Ahead	8 pts	HNT	729	
6	Decrease Movement	8 pts	EOL	358	
6	Increase Nae'Em Fighter Movemen	8 pts	STM	352	
7	Circle of Protection vs Acid	8 pts	EOL	427	
8	Circle of Protection vs Magic	8 pts	ORX	479	
8	Mundane Fire Immunity	8 pts	DOK	656	
8	Pull Aggro	8 pts	FTR	691	
9	Adrenalin Rush	12 pts	FTR	685	
10	Magical Fire Protection	12 pts	DOK	871	
11	Catch Small Incoming	12 pts	DEY	653	
12	Circle of Animal Protection	12 pts	SYL	394	

Battle Defense				
Lvl		Cost	Classes	
1	Wind Wall	4 pts	SYL	25
2	Defend - No attacks	4 pts	FTR	67
3	Disengage	4 pts	FTR	67
3	Protect Fighter vs Ranged/Thrown	4 pts	STM	28
3	TIRO: Armor of Light	30% Max	TRO	64
3	Wind Wall For Nae'Em Hunter	4 pts	SYL	28
4	Shield Block	4 pts	FTR	68
5	Limit Flank Attacks (Counter)	8 pts	DEY	64
5	Provide Protection	8 pts	FTR	68
6	Bob and Weave	8 pts	DEY	65
6	Evade Missiles	8 pts	DEY	65
7	Half Wall of Force	8 pts	ORX	35
9	Triggered Shield vs 1	12 pts	ORX	25
10	Minor Defense Bubble	12 pts	ORX	48
10	Tornado Wall	12 pts	SYL	38
	1 2 3 3 3 3 4 5 5 6 6 7 9 10	1 Wind Wall 2 Defend - No attacks 3 Disengage 3 Protect Fighter vs Ranged/Thrown 3 TIRO: Armor of Light 3 Wind Wall For Nae'Em Hunter 4 Shield Block 5 Limit Flank Attacks (Counter) 5 Provide Protection 6 Bob and Weave 6 Evade Missiles 7 Half Wall of Force 9 Triggered Shield vs 1	LviTitleCost1Wind Wall4 pts2Defend - No attacks4 pts3Disengage4 pts3Protect Fighter vs Ranged/Thrown4 pts3TIRO: Armor of Light30% Max3Wind Wall For Nae'Em Hunter4 pts4Shield Block4 pts5Limit Flank Attacks (Counter)8 pts5Provide Protection8 pts6Bob and Weave8 pts6Evade Missiles8 pts7Half Wall of Force8 pts9Triggered Shield vs 112 pts10Minor Defense Bubble12 pts	Lvi TitleCostClasses1 Wind Wall4 ptssyl2 Defend - No attacks4 ptsFTR3 Disengage4 ptsFTR3 Protect Fighter vs Ranged/Thrown4 ptsSTM3 TIRO: Armor of Light30% MaxTRO3 Wind Wall For Nae'Em Hunter4 ptssyl4 Shield Block4 ptsFTR5 Limit Flank Attacks (Counter)8 ptsDEY5 Provide Protection8 ptsFTR6 Bob and Weave8 ptsDEY6 Evade Missiles8 ptsDEY7 Half Wall of Force8 ptsORX9 Triggered Shield vs 112 ptsORX10 Minor Defense Bubble12 ptsORX

Battl Lvl	e Offense Title	Cost	Classes	
1	Acid Mist	4 pts	FOL	263
1	Acid Rash w/ Ongoing Fragility	4 pts	EOL	332
1	Cause Illness	4 pts	STM	330
1	Flash Of Fire!	4 pts	DOK	329
1	Force Pinch	4 pts	ORX	331
1	Heat Wave Wall	4 pts	DOK	882
1	Massive Bludgeoning Attacks	4 pts	FTR	684
1	Rose Thorns	4 pts	SYL	328
1	TIRO: Pie Fight!	20% Max	TRO	410
2	Attack Defenses	2 pts	Scope	987
2	Backstab - Melee	4 pts	ROG	667
2	Barbed Sparks	4 pts	STM	269
2	Electric Zap	4 pts	STM	261
2	Fighters Charge	4 pts	FTR	686
2	Flame Bolt	4 pts	DOK	260
2	Force Push	4 pts	ORX	262
2	Hail Attack	4 pts	SYL	259
2	Scorching Skin	4 pts	DOK	371
2	TIRO: Fire Crack!	20% Max	TRO	412
3	Charge - Rogue	4 pts	ROG	735
3	Heat Metal Armor	4 pts	DOK	300
3	Shield Bash (Odd rounds)	4 pts	FTR	687
3	Surprise Throw	4 pts	ROG	673
3	TIRO: Quick Push!	40% Max	TRO	420
4	Accurate Ranged Shots	4 pts	HNT	724
4	Focused Thrown Attacks	4 pts	ROG	670
4	Hunters Charge	4 pts	HNT	723
4	TIRO: Quick Flash Fire	30% Max	TRO	424
5	Instant Ranged Shots	8 pts	HNT	718
5	Long Distance Crossbow Shots	8 pts	HNT	905
5	Penetrating Ranged Shots	8 pts	HNT	767
5	Step and Shoot	8 pts	ARC	605
6	Held Shot - Single Target	8 pts	HNT	731
6	Held Throw - Single Target	8 pts	ROG	818
6	Shoot Thru Party to Target	8 pts	HNT	732
7	Brutal Push Forward	8 pts	FTR	688
7	Hold Civilized Creature	8 pts	ORX	577
8	Acid Rain	8 pts	EOL	429
8	Critical Ranged Shot (Pre-Battle)	8 pts	HNT	757
8	Desperation Attack	8 pts	FTR	690
8	Flame Strike	8 pts	DOK	441
8	Force Clap	8 pts	ORX	433
8	Hail Stones	8 pts	SYL	381
8	Static Bolt	8 pts	STM	432

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8	Whirling Mordra - Rogue	8 pts	ROG	738
9	Mounted Melee Attack	12 pts	FTR-HNT-ROG	815
10	Blunted Bow Shots (Bow Only)	12 pts	HNT	763
10	Last Ditch Effort	12 pts	FTR	699
12	Class Power Attack	12 pts	SYL-STM-EOL-ORX	675
12	Class Power Attack (FIRE)	12 pts	DOK	956
12	Targeting A Moving Target	12 pts	HNT	772
12	Whirling Mordra	12 pts	FTR	695
13	Fire Bombardment	16 pts	DOK	531
13	Ice Spear	16 pts	SYL	401
14	Acid Blobs	16 pts	EOL	520
14	Ranged Sucker Shot(s)	16 pts	HNT	770
14	Surprise Death Blow	16 pts	FTR	697
15	Dokour Flame Attack	16 pts	DOK	704
15	Moving And Shooting	16 pts	HNT	775
15	Surprise Killing Blow	16 pts	DEY	776
16	Quick Ranged Shot (Pre-Battle)	16 pts	HNT	777
16	Water Blast	16 pts	SYL	403
17	Force Cage	20 pts	ORX	550
17	Hammering Force	20 pts	ORX	489
17	Lightening Bolt	20 pts	STM	823
End				
	e Reaction Title	Cost	Classes	
1	AoO on Enter or Exit	4 pts	FTR	693
1	Avoid An AoO	4 pts	ROG	800
1	Set for Charge	4 pts	FTR	799
3	Blunder Reroll	4 pts	ROG	647
3	Distraction	4 pts	ROG	661
5	Disruptive Factor	8 pts	FTR-HNT	801
6	AoO on Melee Entry	4 pts	HNT	665
6	Brace for Onslaught	8 pts	FTR	678
6	Critical Roll Additions	8 pts	FTR	694
7	AoO on Kill	8 pts	FTR	797
7	Blunder Change Up	8 pts	ROG	828
9	2nd Attempt To Grab	12 pts	ROG	652
9	Critical Hit - 2nd Choice	12 pts	FTR	692
13	Feign Death	16 pts	ROG	786

	S Specialty Title	Cost	Classes	
1	Climbing	4 pts	ROG	829
1	Create Singer's Salve	4 pts	HNT	709
1	Create Sunrise Potion	4 pts	HNT	710
1	Graduate Tiro Ritual	100% Max	ALL	640
1	Shield Dancing	4 pts	DEV	681
1	Skinning A Hide	4 pts	HNT	712
2	Convincing Another (or Lie)	4 pts	ROG	646
2	Disguise	4 pts	ROG	811
3	Improve Resist & Skill Saves	4 pts	ORX	474
3	Repair Undead/Living Dead	-2 pts	DOK	879
5	Converge On The Enemy	8 pts	FTR	683
5	Coordinate Group Initiative	8 pts	FTR	802
5	Create Revive Salve	8 pts	HNT	727
5	Freehand Climbing @ 1/2 Moveme	8 pts	DEY	781
5	Repair Weapons/Armor	8 pts	FTR	658
6	Make/Repair Arrows	8 pts	HNT	722
7	Create Health Poultice	8 pts	HNT	754
7	Create Repellent Oil	8 pts	HNT	734
10	Create Clear Mind Inhalent	12 pts	HNT	768
10	Honing Melee Weapon	12 pts	FTR	702
11	Connect To An Arcane Focus Item	36 pts	OK-SYL-STM-EOL-OR	627
11	Create Calming Tea	12 pts	HNT	771
11	Create Java Meal Spice	12 pts	HNT	769
12	Impersonate A Person	12 pts	ROG	787
13	Magical Trap Assistance	16 pts	ROG	747
17	Impersonate Person	20 pts	DEY	812
18	Arcane Removal (1 of 3)	60 pts	ORX	985
18	Arcane Removal (2 of 3)	60 pts	DOK	539
18	Arcane Removal (3 of 3)	60 pts	STM	986

Comi	munication Title	Cost	Classes	
1	Rogue To Rogue Signals	4 pts	ROG	645
1	Speak/Read/Write Common	4 pts	ALL	638
2	Hot Conversations	4 pts	DOK	552
3	TIRO: Colored Signal Flare	15% Max	TRO	425
4	Arcane Translation - 1 Page	4 pts	ORX	292
4	Hunter Marks	4 pts	HNT	902
4	Mimic Soft Nature Sounds	4 pts	HNT	726
5	Arcane Interpretation - 1 Page	8 pts	EOL	582
6	Overhear the Conversation	8 pts	EOL	367
6	Read/Write Language	8 pts	EOL	376
6	Speak with Dead	8 pts	DOK-STM	291
7	Eavesdrop on Nae'Em Convo (Eol	8 pts	EOL	875
7	High Flares	8 pts	ORX	467
7	Sphere Of Privacy	8 pts	EOL	884
9	Speak With The Resting Dead	12 pts	STM	370
	Speak Language	12 pts	EOL	503
	Cultural Immersion	16 pts	EOL	523
19	Dead Spirit Conversation Circle	20 pts	STM-DOK	462
Ench	antments			
	Title	Cost	Classes	
2	Dispel Magic Spell	8 pts	EOL-ORX	963
3	Animate Cats Eye Marble	4 pts	ORX	473
3	Eolas False Magical Glow	2 pts	EOL	372
3	Orix False Glow	4 pts	ORX	579
3	Visible Sign Posts	4 pts	ORX	580
4	Triggered Announcements	4 pts	ORX	476
4	Weapon Speed Charm	4 pts	ORX	302
5	Create Ionic Marker	8 pts	ORX	543
5	Create Ionic Marker (Nae'Em)	48 pts	EOL	542
6	Dispel Magic Spell	8 pts	SYL-STM	962
6	Release Arcane Script	8 pts	ORX	468
8	Constrain Arcane Script	8 pts	ORX	375
8	Dispel Magic Spell	8 pts	DOK	964
8	Imbue an Item with	8 pts	ORX	270
8	Increase Nae'Em Rogues Grace Add Signs to Signpost	8 pts 12 pts	EOL	499
11		12 pts	ORX EOL-ORX	484
	Triggered Announcement	12 pts	ORX	504
	Enchantment of Returning	32 pts	EOL-ORX	485
	Create Leather Golem	16 pts	ORX	510 491
. •	Place An Arcane Aspect	20 pts	ORX	491
	Create Wood Golem	20 pts	ORX	492
	Create Stone Golem	20 pts	ORX	633
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ALL CLASSES

	Fences and Shelters				
Lvl	1100	Cost	Classes		
1	Camp Perimeter Shock	4 pts	STM	256	
2	Hunters Hut (10 ppl)	4 pts	HNT	713	
2	Perimeter Safety	4 pts	HNT	717	
2	TIRO: Garish Pup Tent	20% Max	TRO	414	
3	Assist Hunter's Lean-To	4 pts	SYL	266	
3	Create Temporary Shelter (3 ppl)	4 pts	HNT	721	
6	Force Platform	8 pts	ORX	362	
7	Hunters Hidden Shelter (4 ppl)	8 pts	HNT	755	
7	Strumos Waystation	8 pts	STM	431	
8	Circle of Protection vs Undead	8 pts	STM	436	
10	Charged Fencing - Two Sides	12 pts	STM	448	
10	Walls of Force (4 to 6)	12 pts	ORX	480	
11	Force Wall	12 pts	ORX	466	
13	Astral Shed	16 pts	STM	456	
13	Circle of Containment	16 pts	OK-SYL-STM-EOL-OR	454	
14	Magma Perimeter	16 pts	DOK	548	
14	Tree House	16 pts	SYL	400	
19	Fort of Thorns	20 pts	SYL	405	

Find or Reveal				
Lvl	Title	Cost	Classes	
1	Detect Magic & Number of Aspects		EOL-ORX	892
1	Find Entry Gate	4 pts	ROG	739
1	Find North	4 pts	HNT	711
2	Know Your Name	4 pts	EOL	280
2	Orix View Sign Posts	4 pts	ORX	583
3	Reveal Sign Posts	4 pts	EOL	279
3	Reveal Value	4 pts	ROG	744
4	Aspects Counted By Type	4 pts	EOL	512
4	Direction to Ionic Marker	4 pts	EOL	581
4	Find Hidden Accesses	4 pts	ROG	899
4	Identify Aspects (1/Tier)	4 pts	EOL	303
4	TIRO: Tracking	30% Max	TRO	674
5	Detect Magic	8 pts	STM-SYL-DOK	893
5	Divining Water	8 pts	SYL	351
5	Know About You	8 pts	EOL	885
5	Locate Ionic Marker	8 pts	ORX	584
9	Find Clues To True Name	24 pts	OK-SYL-STM-EOL-OR	629
9	Search for Focus Item	12 pts	YL-STM-EOL-ORX-DO	267
12	Find/Follow Trail	12 pts	HNT	765
14	Curse Ionic Marker	16 pts	EOL	544
16	Reveal True Name	64 pts	OK-SYL-STM-EOL-OR	631
18	Identify All Aspects	30 pts	EOL	524

	ng and Rest Title	Cost	Classes	
1	Basic Healing 2d6+ACU	4 pts	STM	252
1	Forced Heal 1d6 HP (+more)	4 pts	SYL-EOL-ORX	310
1	Sylvan Forced Healing 1d6 HP	4 pts	SYL	585
1	TIRO: Healing Bolus	30% Max	TRO	408
2	Apply A Field Bandage	0 pts	HNT	715
2	Feather Bed	4 pts	STM	273
2	Heal Sickness	4 pts	STM	277
2	Healing Flames 1d4 HP per Tier	4 pts	DOK	25
2	Sleep	4 pts	STM	268
2	Triggered Forced Healing 2d8	6 pts	ORX-SYL-STM-EOL	47
4	Delayed Healing 2d6	4 pts	STM	301
4	Final Rites	4 pts	DOK	822
4	Slow Healing 10/Hr (Max=4 hrs)	10 pts	STM	374
5	Assist Another's Healing	8 pts	ORX	477
5	Quarantine Isolation	8 pts	STM	557
5	Repair A Dead Body	4 pts	STM	876
6	Cleansing Fire	8 pts	DOK	445
6	Common Healing 2d8+ACU	8 pts	STM	365
6	Destroy Harmful Substance	8 pts	ORX	48′
7	Deep Doze	8 pts	STM	517
7	Electrifying Sickness Cleanse	8 pts	STM	794
9	Cure Disease	12 pts	STM	278
9	Extra Healing 3d8+ACU	12 pts	STM	312
10	End Current Dmg Over Time	12 pts	EOL	502
11	Ectoplasmic Cast	12 pts	STM	450
11	Revive Life With A ZAP!	36 pts	STM	44
11	Summon Life From Death	36 pts	DOK	979
12	Ranged Forced Healing 2d8+2 HP	12 pts	SYL-STM-EOL-ORX	39
13	Great Healing 5d6+6 +ACU	20 pts	STM	398
14	Consecration of Corpse	16 pts	STM	459
14	Major Healing Bolt 6d6-1d2	16 pts	STM	457
. •	Held Stasis	16 pts	ORX	490
18	Major Group Heal 200 HP	20 pts	STM	460
20	Raise The Dead	40 pts	STM	463
۵id	or Obscure			
	Title	Cost	Classes	
2	Crack in the Wall	4 pts	EOL	275
6	Wander and Pass Unnoticed	8 pts	ROG	74
9	Cover Trail	12 pts	HNT	759
9	Hide in a Plant	12 pts	SYL	384
10	Lose A Tail	12 pts	ROG	817

•	and Darkness			
Lvl	Title	Cost	Classes	
1	Light of Dokour Red	4 pts	DOK	981
1	Light of Eolas (off - White)	4 pts	EOL	806
1	Light of Orix (Bright White)	4 pts	ORX	984
1	Light of Strumos Yellow	4 pts	STM	982
1	Light of Sylvan (Greenish)	4 pts	SYL	983
1	Shadow Cover	4 pts	DOK	357
3	The Darkness	4 pts	DOK	515
4	Capture/Release Normal Light	4 pts	ORX	465
4	Profiled In Fire	4 pts	DOK	440
4	Shadow of the Magi	4 pts	SYL-STM-EOL-ORX	911
4	TIRO: Aural Spark	10% Max	TRO	418
6	Move Shadow to Shadow	8 pts	DOK	247
	anicals			
	Title	Cost	Classes	
1	Deactivate/Activate Mechanical	8 pts	ROG	978
1	Message Traps	8 pts	ROG	867
1	Set Or Open Padlock	4 pts	ROG	807
2	Impedance Trap-Create/Find/Remo	6 pts	ROG	644
4	Set Or Open Door Lock	4pts	ROG	831

ROG

ROG

EOL

ROG

ROG

8 pts

8 pts

8 pts

5 Damage Trap -Create/Find/Remove 12 pts

9 Set Or Open Wall Lock / Mechanis 12pts

5 Set Up Eolas Spell Release (Trap)

6 Pause Magical Lock

6 Set Or Open Chest Lock

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Nae'l	Ems Title	Cost	Classes	
1	Create a Temporary Nae'Em	4 pts	FOL	894
1	Send Item to A Nae'Em Location	4 pts	ORX	470
2	Connect With A Fighter	4 pts	STM	335
2	Connect With A Hunter	4 pts	SYL	287
3	Call Bonded Person	4 pts	ORX	373
4	Call/Return Nae'Em Item	4 pts	EOL	298
4	TIRO: Sloppy Spying	25% Max	TRO	415
5	Call/Return Nae'Em Item	8 pts	ORX	587
5	Scry Open areas - 5 Marks	8 pts	EOL	887
5	Scry to a Nae'Em	8 pts	EOL-ORX	895
6	Create a Vae'Em Location.	8 pts	STM	957
7	Create Permanent Nae'Em	12 pts	EOL-SYL-STM	309
7	Direction To Dokour Target	8 pts	DOK	900
7	Speak To Dokour Target	8 pts	DOK	890
8	Portal To Nae'Em	8 pts	OK-SYL-STM-EOL-OR	897
8	Protect Nae'Em Hunter vs Missiles	8 pts	SYL	383
8	Raise Nae'Em Fighter Str +1	8 pts	STM	437
8	Scry - Dense Populations	8 pts	EOL	886
8	Scry on Imp Spy	4 pts	DOK	880
9	Detect 'Ems (All Types)	36 pts	EOL-ORX	922
9	Scry To A Vae'Em (Place)	12 pts	EOL	872
11	Eavesdrop on Nae'Em Convo	12 pts	EOL-ORX	630
	Portal To Nae'Em	12 pts	EOL	896
15	Create Permanent Location Tae'E	16 pts	OK-SYL-STM-EOL-OR	347

Natu	ral Environment	Cost	Classes	
2	Benign Approach	4 pts	HNT	71
2	Plant Healthy Growth	4 pts	SYL	26
2	Remove Plant Disease	4 pts	SYL	26
3	Calm Animal	4 pts	HNT	72
3	Hunt/Fish/Gather	4 pts	HNT	72
4	Predict Weather	4 pts	SYL	29
4	Speak to Domesticated Animals	4 pts	SYL	29
6	Animal Connection (Ae'Em)	12 pts	SYL	60
6	Animal Healing	-4 pts	SYL	35
6	Befriend An Animal	8 pts	SYL	28
7	Grow A Plant Canopy	8 pts	SYL	37
7	Speak With A Wild Animal	8 pts	SYL	36
7	View An Animal (Ae'Em)	8 pts	SYL	38
8	Call A Kindred Spirit Animal	16 pts	SYL	28
8	Coastal Net Fishing	8 pts	HNT	77
11	Control Wind Sphere	12 pts	SYL	39
14	Call Woodland Animal	16 pts	SYL	37
17	Control Water	20 pts	SYL	39
20	Nae'Em Natural Landmark	20 pts	SYL	40

Planar Livi Title Cost Classes					
1	Langstrom Location (Vae'Em)	4 pts	ORX	478	
2	Langstrom Cloak Pockets	4 pts	ORX	274	
3	Ethereal Return Portal	4 pts	FOL	250	
4	Veil of Shadows	4 pts	DOK	364	
5	Arlo's Astral Storage	8 pts	STM	338	
5	Dimension Quick Portal for 3	8 pts	DOK	898	
6	Create Ethereal Home Pad	8 pts	EOL	346	
6	Langstrom Portal	8 pts	ORX	344	
6	Langstrom Rupture	8 pts	ORX	366	
7	Astral Portal	8 pts	STM	343	
7	View Dimension	8 pts	DOK	516	
8	Dimension Personal Hideaway	8 pts	DOK	514	
9	Dimension Portal	12 pts	DOK	341	
9	Dimensional Containment	12 pts	DOK	513	
10	Astral Mental Shield	12 pts	STM	449	
10	Project Astral Image Within PMP	12 pts	STM	608	
11	Astral Plane Projection	12 pts	STM	452	
12	Circle - Dimensional Expulsion	12 pts	DOK	519	
12	Circle of Ethereal Expulsion	12 pts	EOL	509	
12	Circle of Langstrom Expulsion	12 pts	ORX	487	
13	Circle of Astral Expulsion	16 pts	STM	453	
13	Find Nearest Langstrom Portal	16 pts	ORX	488	
19	Permanent Ethereal Portal	20 pts	EOL	602	

Lyl Title	Cost	Classes	
1 Small Domestic Pet Form	4 pts	SYL	827
6 Alter Self - Medium Sized Dog/Cat	8 pts	SYL	389
6 Attach Wings To Animal	8 pts	SYL	340
7 Annie's Slow Alteration	8 pts	EOL	315
9 Image of Nae'Em Rogue	12 pts	EOL	500
12 Personal Wings Of Flying	12 pts	SYL	388
14 Alter Self - Porpoise	16 pts	SYL	561
15 Alter Self - Hawk	16 pts	SYL	560
15 Alter Self - Wolf	16 pts	SYL	402
17 Alter Self - Condor	20 pts	SYL	558
18 Alter Self - Bear	20 pts	SYL	404
18 Alter Self - Stingray	20 pts	SYL	559

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ALL CLASSES

Summon or Send	Cost	Classes	
1 Invoke Pet	4 pts	SYL	877
3 Invoke Temporary Imp	4 pts	DOK	90
3 TIRO: I Have Your Item!	30% Max	TRO	419
4 Call Item (in Sight)	4 pts	ORX	29
4 Conjure Native Beetles	4 pts	YL-ORX-STM-EOL-DO	29
5 Invoke Imp Partner (Year long	g) 8 pts	DOK	87
6 Create Arcane Beetles	8 pts	DOK-EOL	28
6 Summon Nisse	4 pts	STM	43
7 Call/Send From Home Library	y 8 pts	EOL	51
8 Call Hunting Pack	8 pts	SYL	38
8 Convoke Animal Mount	8 pts	SYL	38
12 Langstrom Servant: Pucoe G	ree 12 pts	ORX	48
13 Call Flock of Birds	16 pts	SYL	58
13 Call School of Fish	16 pts	SYL	39
13 Summon Strumos Item (Tae'	Em) 16 pts	STM	45
Traveling (PMP)			
1 No Road Needed	Cost	Classes	
	4 pts	HNT	97
1 TIRO: Quick Jump 2 Ribbon Horse	4 pts	TRO	40
3 Strumos Run	4 pts	SYL	243
3 Summon Astral Beast of Bure		STM	24
6 1000 Yard Stare March	8 pts	FTR-ROG	70
8 Hunters Stare (1-4 days)	8 pts	HNT	75
13 Faster Path	16 pts	HNT	77
and	10 010	11111	
Urban Environment	Cost	Classes	
2 Walk Quietly	4 pts	ROG	79
4 Sleight of Hand	4 pts	ROG	75
4 Watchful Approach	4 pts	ROG-DEY	75
9 Urban Tracking	12 pts	ROG	78

Utility or Misc				
LVI 1	Draw Up Ground Water	Cost 4 pts	Classes SYL-STM-EOL-ORX	040
1	TIRO: Water From A Plant	20% Max		246
•			TRO	409
2	Fire Starter	4 pts	DOK	361
2	Make Fire with Sticks	4 pts	HNT	716
2	TIRO: Amplify Own Speech	20% Max	TRO	416
2	Ventriloquism	4 pts	ROG	615
3	Mental Alarm Clock	4 pts	FTR-HNT	703
4	Improve Food	4 pts	SYL-STM	306
4	Increase Food	4 pts	SYL	305
4	Permanently Preserve Food	12 pts	SYL	475
4	Situational Awareness	4 pts	FTR	698
4	TIRO: Tasty Gruel	25% Max	TRO	643
5	Bring Out Rain Water	8 pts	SYL	253
9	Food Times Three	12 pts	ORX	304
10	Ladders & Stairs	12 pts	ORX	483
11	Wake To Battle	12 pts	FTR	696
15	Create Food For A Family	16 pts	STM	458
	asic Skills To All			
LVI	Title Cooking Poois	Cost 0 pts	Classes	
-	Cooking - Basic		ALL	666
1	Field Binding	4 pts	RULE	635
1	Hide	0 pts	ALL	814
1	Riding (horses and other)	0 pts	ALL	636
1	Swimming - Beginning	0 pts	ALL	637