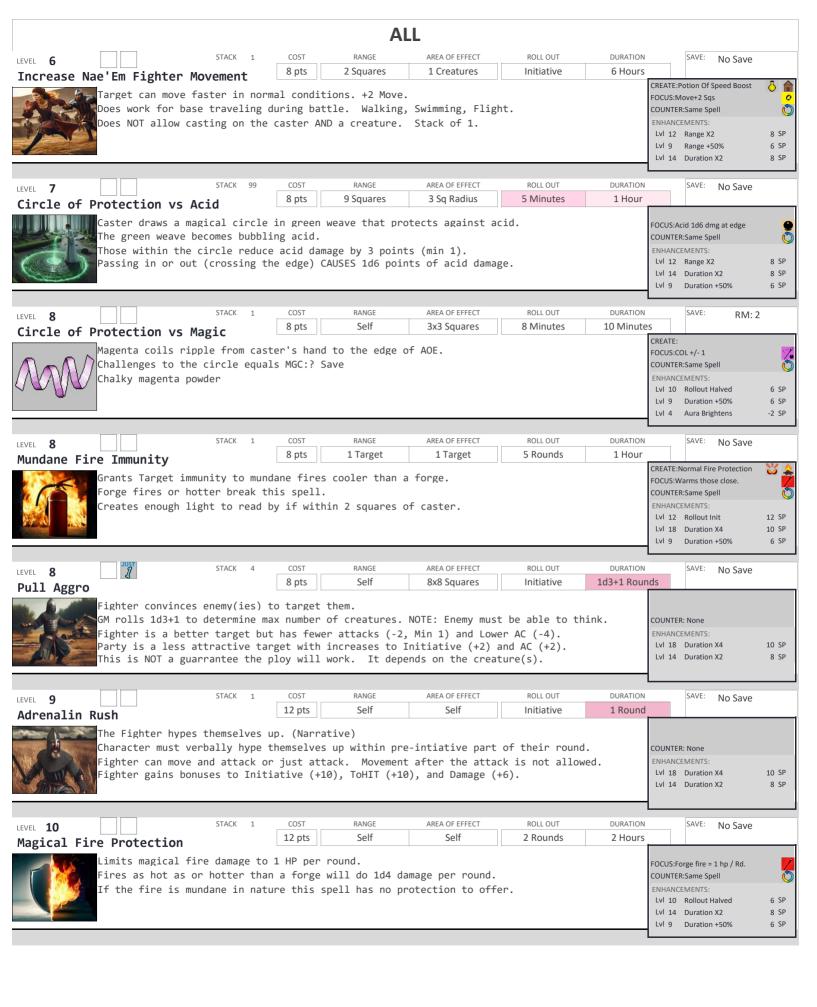
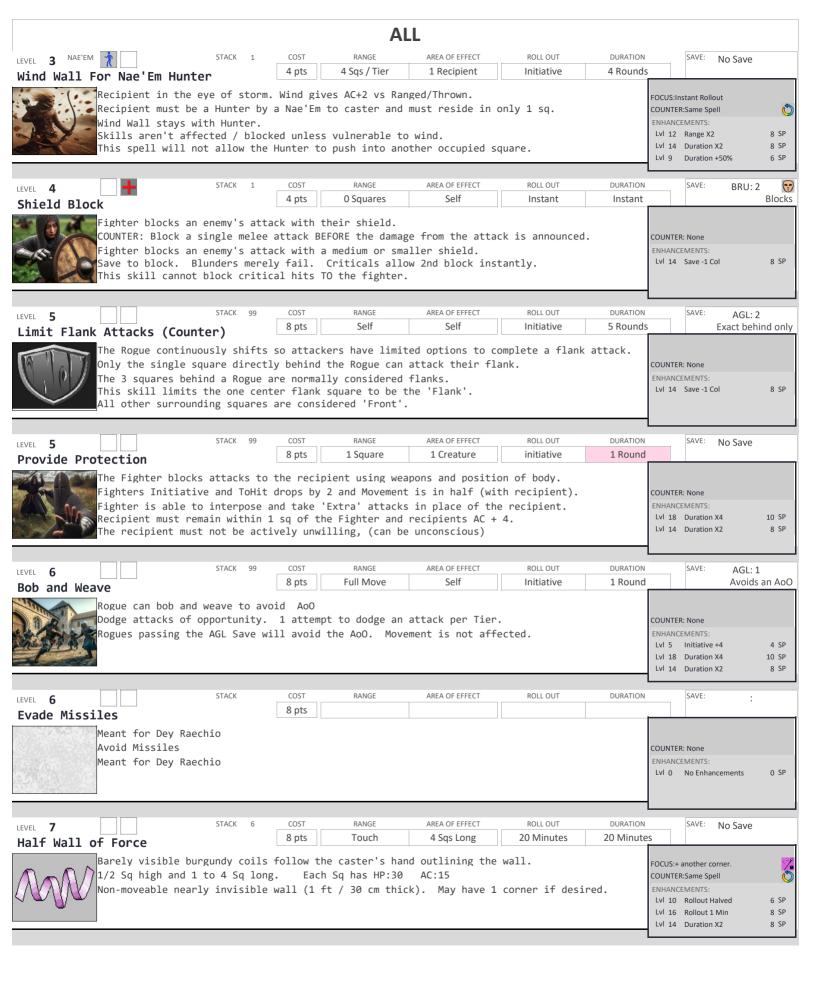




				Α	LL				
Battle Act	tions/Prep								
LEVEL 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Protect vs	Ranged and Thi	rown	4 pts	Self	1 Battle	1 Minute	3 days		
	Redish blue spar Dodging (+2 AC) Does not protect	vs Ranged and						COUNTER:Same SI ENHANCEMENTS: Lvl 18 Duration Lvl 14 Duration	n X4 10 SP
LEVEL 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
Reduce Fire	P Damage		4 pts	Self	Caster	5 Rounds	20 Minute		Damage reduced
	surround the would any magical/mundate							CREATE:Burn Redu FOCUS:Total of 4 I COUNTER:Same SI ENHANCEMENTS: LVI 12 Rollout LVI 14 Duration LVI 9 Duration	Pts Reduced. pell Init 12 SP n X2 8 SP
LEVEL 3		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Take Point			4 pts	Self	6 Squares	1 Minute	Up To 1 Da	ау	No Surprise
	Point person ini Point person move Point person act: Point person is	es to be 30 ft s as a scout w	ahead o	f the group, p for potentail	arty gains Init+ issues.	2 for 1st rd of	battle.	COUNTER: None ENHANCEMENTS: Lvl 20 AOE X4 Lvl 12 AOE X2	
LEVEL 4		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2
Con R	Fighter aids ano		y face t	he same enemy	& attempt to exi	t a battle safe	lv.		
	REQUEST BEFORE IN Both roll initia Both Save either No attacks are a	Brute or Agil	ring hig ity Save	to avoid AOO'	e in a straight s and are not al	line 1-3 square	s.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enha	
LEVEL 5	Both roll initia Both Save either	tive & move du Brute or Agil	ring hig ity Save cipient	to avoid AOO' and the fighte	e in a straight s and are not al	line 1-3 square lowed to attack	DURATION	ENHANCEMENTS:	BRU: 2
LEVEL 5 Entangle	Both roll initia Both Save either	tive & move du Brute or Agil llow by the re STACK 3 heral vines in ap to be sprun hes in area re branch are in	cost 8 pts to the Ac g hours ach out the envi	RANGE Touch oE. The vines after the cast and attempt to ronment then be	AREA OF EFFECT 2x2 Squares blend & wait for er has left. grab any moving rown ribbons rea	ROLL OUT 1 Minute their victim. creatures.	· .	ENHANCEMENTS: Lvl 0 No Enha	BRU: 2 Exited pell Init 12 SP at 3 Sqs 8 SP
Entangle	Both roll initiang Both Save either No attacks are and Caster throws ether This allows a transcot/vines/branck If no root/vine/look	tive & move du Brute or Agil llow by the re STACK 3 heral vines in ap to be sprun hes in area re branch are in	cost 8 pts to the Ac g hours ach out the envi	RANGE Touch oE. The vines after the cast and attempt to ronment then be	e in a straight s and are not al r. AREA OF EFFECT 2x2 Squares blend & wait for er has left. grab any moving rown ribbons rea	ROLL OUT 1 Minute their victim. creatures.	DURATION	FOCUS:Aoe: 3x3 COUNTER:Same Si ENHANCEMENTS: LVI 12 Rollout LVI 14 Range A	BRU: 2 Exited pell Init 12 SP tt 3 Sqs 8 SP ightens -2 SP
_	Both roll initian Both Save either No attacks are an Caster throws ether This allows a transport of the continuous conti	tive & move du Brute or Agil llow by the re STACK 3 heral vines in ap to be sprun hes in area re branch are in move from squ	cost 8 pts to the Adg hours and ach out are to se	RANGE Touch oE. The vines after the cast and attempt to ronment then be quare until fu	AREA OF EFFECT 2x2 Squares blend & wait for er has left. grab any moving rown ribbons really out.	ROLL OUT 1 Minute their victim. creatures. ch out.	DURATION 4 Hours	ENHANCEMENTS: Lvl 0 No Enha SAVE: FOCUS:Aoe: 3x3 COUNTER:Same Sy ENHANCEMENTS: Lvl 12 Rollout Lvl 14 Range A Lvl 4 Aura Bri SAVE:	BRU: 2 Exited pell Init 12 SP tt 3 Sqs 8 SP ightens -2 SP
Entangle LEVEL 5	Both roll initian Both Save either No attacks are an Caster throws ether This allows a transport of the continuous conti	tive & move du Brute or Agil llow by the re STACK 3 heral vines in ap to be sprun hes in area re branch are in move from squ STACK 1 tailly surveys es to be 30 ft s as a scout w	COST 8 pts to the Arg hours ach out the enviarre to so COST 8 pts the are ahead or atching	RANGE Touch oE. The vines after the cast and attempt to ronment then be quare until fu	AREA OF EFFECT 2x2 Squares blend & wait for er has left. or grab any moving rown ribbons really out. AREA OF EFFECT Self uses to scout a hearty gains Inithissues.	ROLL OUT 1 Minute their victim. creatures. ch out. ROLL OUT 10 Minutes ead of the part 2 for 1st rd of	DURATION 4 Hours DURATION Up To 1 da V. battle	ENHANCEMENTS: Lvl 0 No Enha SAVE: FOCUS:Aoe: 3x3 COUNTER:Same Sy ENHANCEMENTS: Lvl 12 Rollout Lvl 14 Range A Lvl 4 Aura Bri SAVE:	BRU: 2 Exited pell Init 12 SP At 3 Sqs 8 SP Ightens -2 SP SNS: 2 No surprise. Halved 6 SP
Entangle LEVEL 5	Caster throws ether This allows a tracks are as Root/vines/branck for required to the Ahead Point person initial Point person acts.	tive & move du Brute or Agil llow by the re STACK 3 heral vines in ap to be sprun hes in area re branch are in move from squ STACK 1 tailly surveys es to be 30 ft s as a scout w	COST 8 pts to the Arg hours ach out the enviarre to so COST 8 pts the are ahead or atching	RANGE Touch oE. The vines after the cast and attempt to ronment then be quare until fu	AREA OF EFFECT 2x2 Squares blend & wait for er has left. or grab any moving rown ribbons really out. AREA OF EFFECT Self uses to scout a hearty gains Inithissues.	ROLL OUT 1 Minute their victim. creatures. ch out. ROLL OUT 10 Minutes ead of the part 2 for 1st rd of	DURATION 4 Hours DURATION Up To 1 da V. battle	FOCUS:Aoe: 3x3 COUNTER:Same S ENHANCEMENTS: LVI 12 ROllout LVI 14 Range A LVI 4 Aura Bri SAVE: COUNTER: None ENHANCEMENTS: LVI 10 Rollout LVI 16 Rollout	BRU: 2 Exited pell Init 12 SP At 3 Sqs 8 SP ightens -2 SP SNS: 2 No surprise. Halved 6 SP 1 Min 8 SP
Entangle LEVEL 5 Point 80 ft	Caster throws etl This allows a tra Root/vines/brancl If no root/vine/l Save required to t Ahead Point person init Point person acts Point person is i	tive & move du Brute or Agil llow by the re STACK 3 heral vines in ap to be sprun hes in area re branch are in move from squ STACK 1 tailly surveys es to be 30 ft s as a scout w not able use a STACK 3 t by 4 squares rget's movemen n swimming and g/dashes to a	COST 8 pts to the Arg hours ach out the enviarre to so atching ny skill COST 8 pts COST 8 pts	RANGE Self a, then continf the group, proportions or efforts to reform the solution of the group of the group of the group of the group, proportions or efforts to the group of the group o	AREA OF EFFECT Self Lues to scout a harty gains Inithissues. hat require a ma AREA OF EFFECT AREA OF EFFECT AREA OF EFFECT AREA OF EFFECT 4x4 squares (s) th Focus) /vines are in th	ROLL OUT 1 Minute their victim. creatures. ch out. ROLL OUT 10 Minutes ead of the part 2 for 1st rd of intained concern ROLL OUT Initiative	DURATION 4 Hours DURATION Up To 1 da V. battle traction.	ENHANCEMENTS: Lvl 0 No Enha SAVE: FOCUS:Aoe: 3x3 COUNTER:Same S ENHANCEMENTS: Lvl 12 Rollout Lvl 14 Range A Lvl 4 Aura Bri SAVE: COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Lvl 16 Rollout Lvl 16 Rollout Lvl 12 AoE X2	BRU: 2 Exited Pell Init 12 SP It at 3 Sqs 8 SP It ightens -2 SP SNS: 2 No surprise. Halved 6 SP It Min 8 SP 6 SP RM: 2 Move 1 Sq Grabbing Roots It igain It igai



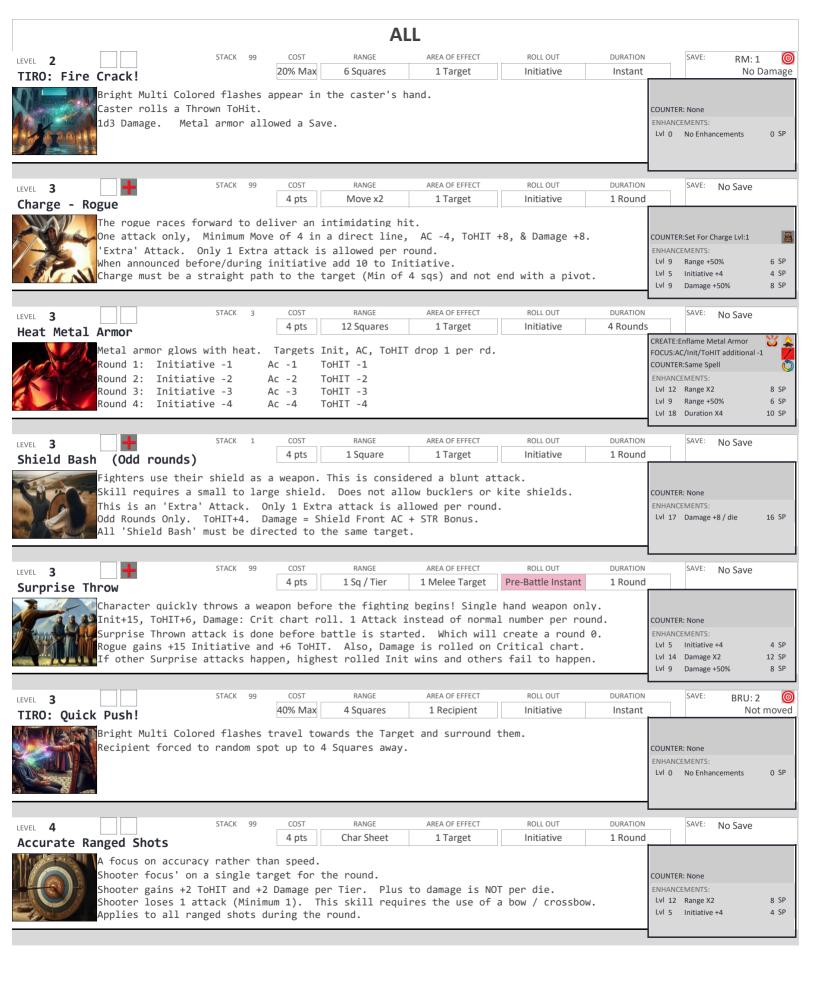
ALL										
LEVEL 11		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :		
Catch Small	Incoming		12 pts							
	Meant for Dey Rae All attcks conver Meant for Dey Rae Using the small	ted. Thrown/Mi chio			AC-4 e to catch thrown	and missile a	ttacks.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP	
42		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2	@	
LEVEL 12	└──└── Animal Protecti		12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour	Can pas		
Circle of A	Barely visible se Animals crossing	pia colored ro into or out of	the circl	le must pass		failed.		FOCUS:Column +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init Lvl 18 Duration X4 Lvl 9 Duration +50%	12 SP 10 SP 6 SP	
Battle Def	ense									
LEVEL 1		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
Wind Wall			4 pts	Self	1 Square	Initiative	4 Rounds	110 3010		
	_	hirlwind provi h caster as th fected by the	des AC+2 v ney move, b tornado un	rs Ranged/Thi out cannot po less the spo	rown attacks. ush into occupied ell is vulnerable			FOCUS:+2 AC vs Rnged/Thrwn COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Duration+50%	10 SP 8 SP 6 SP	
LEVEL 2		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
Defend - No	attacks		4 pts	Self	Self	Instant	2 Rounds			
		lowed, but AC-	-1 per Tier	Base move	s to avoid damage. e is at half speed to another fighter			COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50%	8 SP 6 SP	
LEVEL 3		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
Disengage			4 pts	Self	2-3 Squares	Initiative	1 Round			
	Fighters AC is im	ITIATIVE IS RO proved by 4. d AOO's. Figh	OLLED. Figh nter can us	nter moves in se either Bro	e. n a straight line ute or Agility Sav		es.	COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2	8 SP	
LEVEL 3 NAE'EM	i	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
	ばし Shter vs Ranged		4 pts	8 Squares	1 Recipient	Initiative	4 Hours	NO Save		
	•	raw colored sp must have a N	lae'Em with	the caster				FOCUS:Total AC bonus:+4 COUNTER:Dispel Magic Spell Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 Lvl 14 Duration X2 Lvl 9 Duration +50%	8 SP 8 SP 6 SP	
LEVEL 3		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
TIRO: Armor	of Light		30% Max	Self	Self	1 Minute	4 Hours			
	Solid Multi Color AC becomes 16. Im							COUNTER:Same Spell ENHANCEMENTS: Lvl 0 No Enhancements	O SP	





			Α	LL					
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	RM: 2
Force Pinch	5 men 35	4 pts	8 Squares	1 Square	Initiative	Instant		57172.	KIVI. Z
Barely visible Damage of 1d4	+ ACU. Target S blue coils waf	ave Lose A	Attack/Action. the target and	pinches a sentiv			COUNTED ENHANC Lvl 18 Lvl 9	ave +1 Col R:Same Spell EMENTS: Range X4 Range +50% Damage X2	10 SP 6 SP 12 SP
LEVEL 1 Heat Wave Wall	STACK 1/Tier	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Sq (1 Target)	ROLL OUT Initiative	DURATION 5 Round		SAVE:	SKL: 2 6
Heat wall arou Casting, Rango Note casting N	ed, and thrown a which result in	ers 2d3+A0 ttacks wii melee act:	CU Bonus Fire ll pass throug ions/damage is	Melee). Damage (Melee). S h this wall with inhibited by thi o fuel ignition.	no issues.	g.	ENHANC Lvl 18 Lvl 9	ecipient w/in 6 R:Same Spell EMENTS: Duration X4 Duration +50 Damage X2	10 SP
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No	Save
Massive Bludgeoning At		4 pts	Melee	Self	Initiative	2 Round:		SAVE. NO	Save
Every Hit is a FFull damage : Bludgeoning ca		tical roli away. A all or no	l using the Ha fter 30 minute one of the att	nd/Foot chart (Da s half of the dam acks.	0 ,,		Lvl 18	EMENTS: Duration X4 Duration X2	10 SP 8 SP % 6 SP
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: NO	Save
Rose Thorns		4 pts	10 Squares	1 Target	Initiative	Instant			
A single ToHI The attack is	merely indicate	Bonus Thom ingle targe the targe	rns (1 Dmg eac get via a ToHI et was missed.	h). T roll with a +4			COUNTED ENHANC LVI 12 LVI 9	otal +10 ToHIT R:Same Spell EMENTS: Range X2 Range +50%	8 SP 6 SP
	stack 99 opears as thrown			AREA OF EFFECT 1 Target	ROLL OUT Initiative	1 Round		SAVE:	RM: 1 Blocks Vision
The caster mal		esture and	d a pie made o	ut of colorful li	ight appears,			R: None EMENTS: No Enhancen	nents 0 SP
LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No	Save
Attack Defenses		2 pts	1 Square	1 Target	Initiative	4 Hours			
This applies the However, if Ma		Grace base n is only	ed AC, and all part of the d	other non-magica efense this skill		used.		R: None EMENTS: No Enhancen	nents 0 SP
LEVEL 2 Backstab - Melee	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 1 Round		SAVE: No	Save
Rogue takes at ToHIT +4 & Dm	dvantage of a ne g +4 per Tier. T proves the effec	his specia	al attack must	target the enemi	ies flank.		COUNTE	R: None EMENTS:	

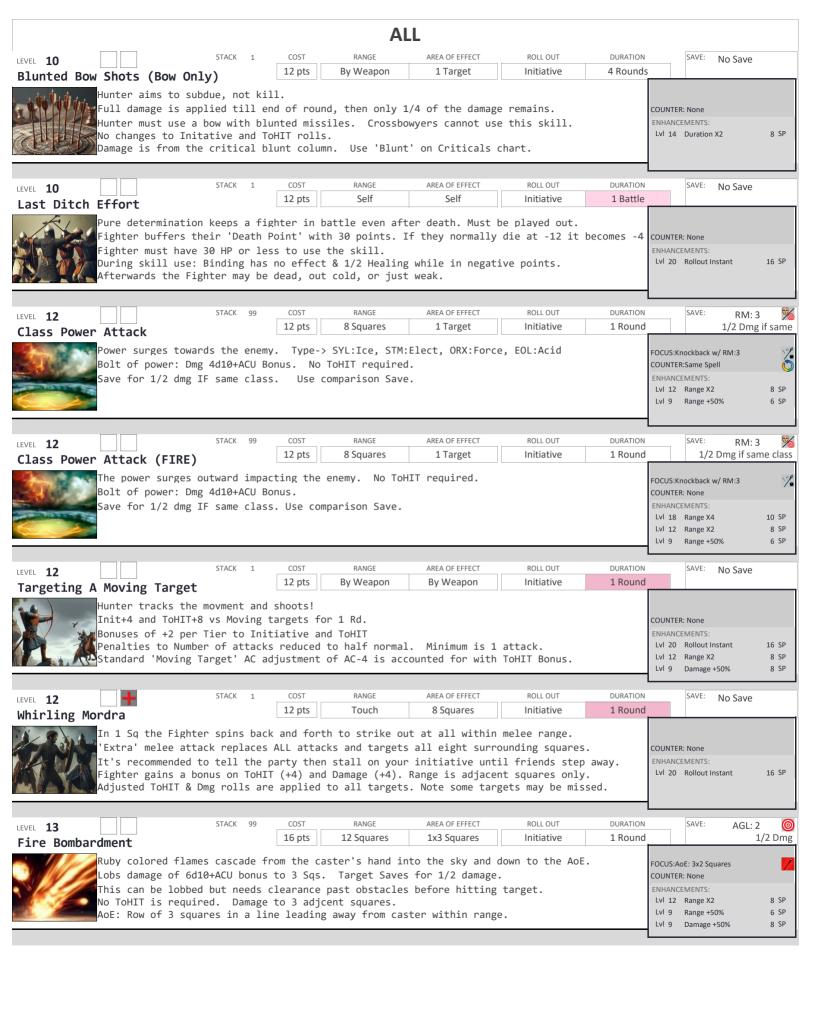
		AL	.L			
LEVEL 2	STACK 99 COS	T RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM:1
Barbed Sparks	4 pt	s Self	4 sq Triangle	Initiative	5 Round	s Target Sees
Can distract or All in AoE must Those that do S	and throws colorful temporarily blind p Save to not be blin save have no visual i reate issues seeing c	eople for up to 2 ded for this round ssues.	rounds. + 1 more.			FOCUS:Save +1 Col COUNTER: None ENHANCEMENTS: LVI 18 Duration X4 10 SP LVI 9 Duration +50% 6 SP LVI 12 AOE X2 6 SP
LEVEL 2	STACK 99 COS		AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION	140 Save
	en colored sparks rac	e directly to the	target, zapping	them. (No ToHIT		FOCUS:+4 Initiative
	of 1d8+ACU on 1 sq. the target without a ve required.	_	damantine armor.			COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP Lvl 18 AoE = 2 Targets 10 SP
LEVEL 2	STACK 99 COS	T RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Fighters Charge	4 pt	s Move x2	1 Creature	Initiative	1 Round	
This charge mus Fighter gains b They have detri	Forward and uses thei to be in a straight lonuses to ToHIT (+8) ments to Move (min 4) ra' Attack. Only 1	ine and not start , Damage (+8), and squares), Number	or stop with a p Movement (X2). of attacks (Max	2), and AC (-4)		COUNTER:Set For Charge LvI:1 ENHANCEMENTS: LvI 12 Range X2 8 SP LvI 5 Initiative +4 4 SP LvI 9 Damage +50% 8 SP
LEVEL 2	STACK 99 COS		AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	AGL. 2
	lly damages target, n can not be lobbed or					FOCUS:Col +1 COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2	STACK 1 COS	T RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
Force Push	4 pt		2 Squares	Initiative	Instant	
Solid lavender Direct damage of Solid lavender	coils extend from ca of 1d6 + ACU. coils extend from ca No TOHIT)	Target(s) Save or	pushed back			FOCUS:Save Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP
LEVEL 2	STACK 1 COS	T RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2
Hail Attack	4 pt	·	1 Square	Initiative	Instant	1/2 Damage
No ToHIT requir Delivers the at No effect on cr	cloud above the targ red. Damage: 3d4 + A tack and damage from reatures acclimated t ora due to frost/col	CU Bonus. Target above the target. o cold weather/env	Saves for 1/2 Da	amage.		FOCUS:+4d4 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL 2 Scorching Skin	STACK 99 COS		AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 3 Rounds	140 5040
Ghostly rust co Caster must tou 1d6 +ACU damage +4 additional d	plored flames encases uch the target. (Rol e per round. lamage to Undead/Livi eat but not much ligh	l a ToHIT)				FOCUS:No Sickness/Disease COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP



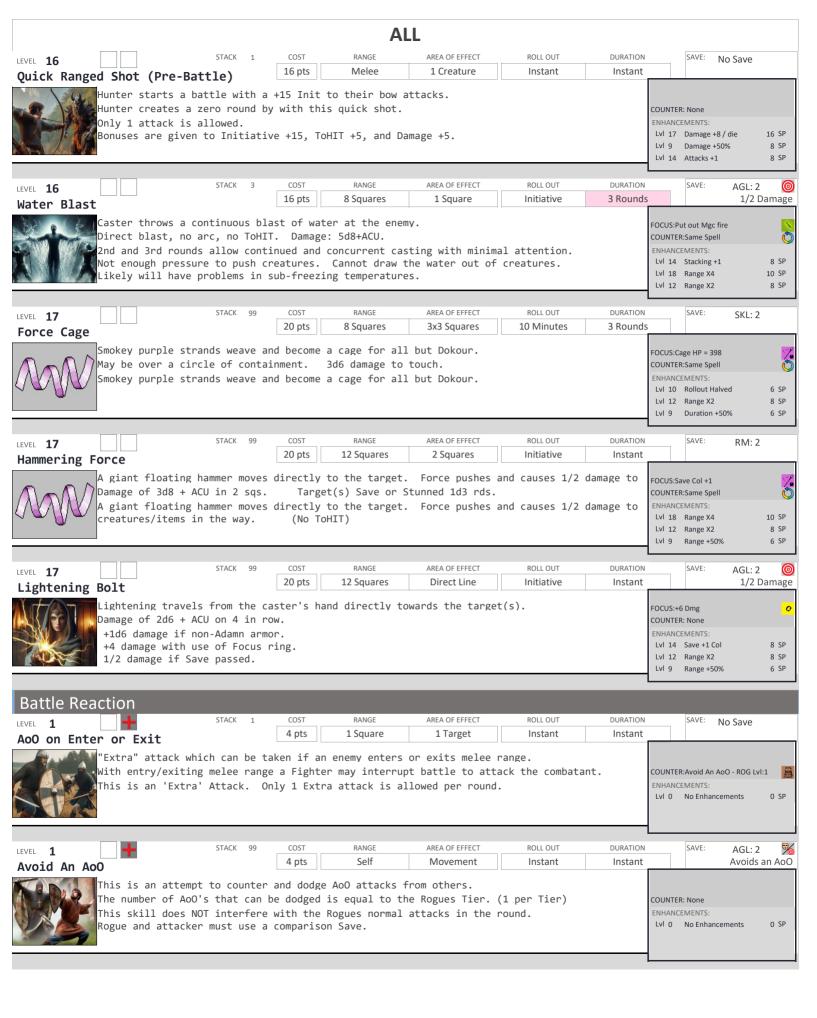
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LEVEL 4		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save	
•	Thrown Attacks		4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round			
	Concentrates on a	attacks until ain a +6 ToHIT nese attacks a	an initat and Dama re set to	ive of 0. ge to a single 0.	target at the	end of the round.		COUNTER: None ENHANCEMENT Lvl 12 Range		8 SP
_		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE		
LEVEL 4		STACK I	4 pts	Move x2	1 Creature	Initiative	1 Round		No Save	
Hunters	Hunter charges up Charge must be a Hunter gains bonu Detriments to Mov No other attacks	straight path uses to ToHIT vement (minimu	to the to (+8), Dam	arget and not age (+8), and es), Number of	end with a pivo Movement (X2). attacks (Max 1	.), and AC (-4).		COUNTER:Set FOR ENHANCEMENT LVI 9 Range LVI 5 Initiat LVI 9 Dama _l	5: +50%	6 SP 4 SP 8 SP
		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	ACI+2	<u></u>
LEVEL 4	uick Flash Fire	5cn 33	30% Max	12 Squares	1 Target	Initiative	Instant	JAVE.	AUL. 2	! <mark>@</mark> Damage
A A A	Colorful embers a Caster rolls a Th 1d12 Damage. Save	rown ToHit.		palm.				COUNTER: None ENHANCEMENT Lvl 0 No En		O SP
LEVEL 5	4	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save	
_	Ranged Shots		8 pts	by the bow	Self	Instant	1 Round / T	ier		
	The Hunter must i Multiple bows car	dentify a spe get this ben	cific bow efit with	for this skil separate use	l and concentra of this skill f	out for each shot. Inte on this skill. For each bow. From another person		COUNTER: None ENHANCEMENT Lvl 9 Range Lvl 14 Durati	5: +50%	6 SP 8 SP
LEVEL 5 Long Dis	stance Crossbow Sh	STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 4 Rounds		No Save	
	Hunter uses fligh Damage is reduced Hunter must use a Initative and Toh	l by 2 points a crossbow wit	(Min 1).	Distance is i	ncreased by 8 s	quares. skill. No changes	to	COUNTER: None ENHANCEMENT Lvl 12 Range Lvl 5 Initiat	X2	8 SP 4 SP
LEVEL 5 Penetrat	ting Ranged Shots	STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT	DURATION 2 Rounds		No Save	
	Hunter focus' on This skill only w This skill requir The damage (upon This applies to a	works with bow res the use of a hit) gains	s and for a bow and a bonus o	ranged attack d the ToHIT ha f +6 Damage.	s. s a penalty of The minimum dam	2.		COUNTER: None ENHANCEMENT Lvl 5 Initiat Lvl 9 Dama _l		4 SP 8 SP
LEVEL 5 Step and	d Shoot	STACK 99	COST 8 pts	RANGE Miss Attack	AREA OF EFFECT Miss Attack	ROLL OUT Initiative	DURATION 1 Round		No Save	
AN AN	Meant for Archer Hunter moves 1 so Meant for Archer	q forward, sho	ots & con	tinues. Shots:	1+ 1 per Tier			FOCUS:Dmg +2 COUNTER: None ENHANCEMENT LVI 0 No En		0 SP

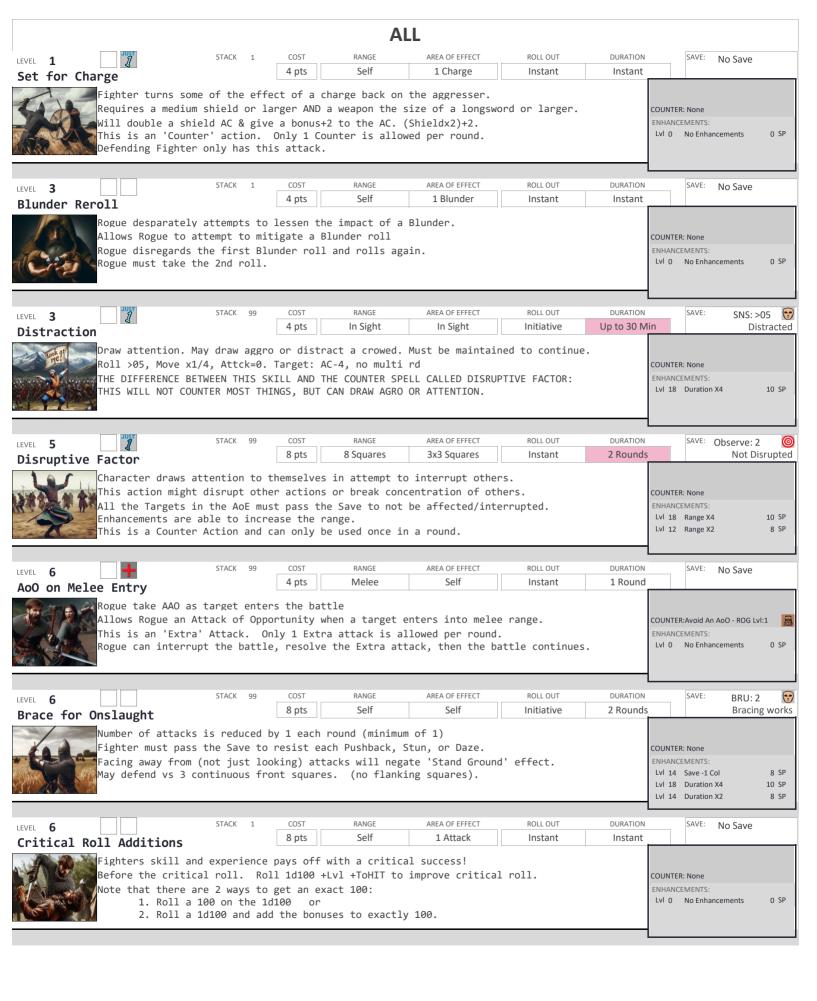
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LEVEL 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION Held Shot - Single Target 8 pts By Weapon 1 Target Initiative 5 Attacks	SAVE: No Save									
Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over.	COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP									
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION Held Throw - Single Target 8 pts By Weapon 1 Target Initiative 5 Attacks	SAVE: No Save									
Holds a thrown attack as they concentrate on a single target to find a weakness. TOHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking. If the target is out of sight/range for a round or more this effort is broken.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP									
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION Shoot Thru Party to Target STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION 8 pts By Weapon By Weapon Initiative 1 Round	SAVE: No Save									
Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2.	COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP									
STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION Brutal Push Forward 8 pts 1 Square 1 Square Initiative 1 Round	SAVE: BRU: 2 % Compare & Move									
From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).	COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP									
STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION Hold Civilized Creature 8 pts 8 Squares 1 Target 1 Round 5 Rounds	SAVE: :									
Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.	FOCUS:target can talk. COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP									
STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION Acid Rain STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION 8 pts 8 Squares 1 Square Initiative 2 Rounds	SAVE: No Save									
Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid. Caster draws their hands downward while fluttering their fingers. (No ToHIT) Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"	FOCUS:+2 HP Damage COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP									
STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION Critical Ranged Shot (Pre-Battle) 8 pts By Weapon By Weapon 1 Minute 4 Hrs or 1 Batt	SAVE: No Save									
Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative.	COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP									

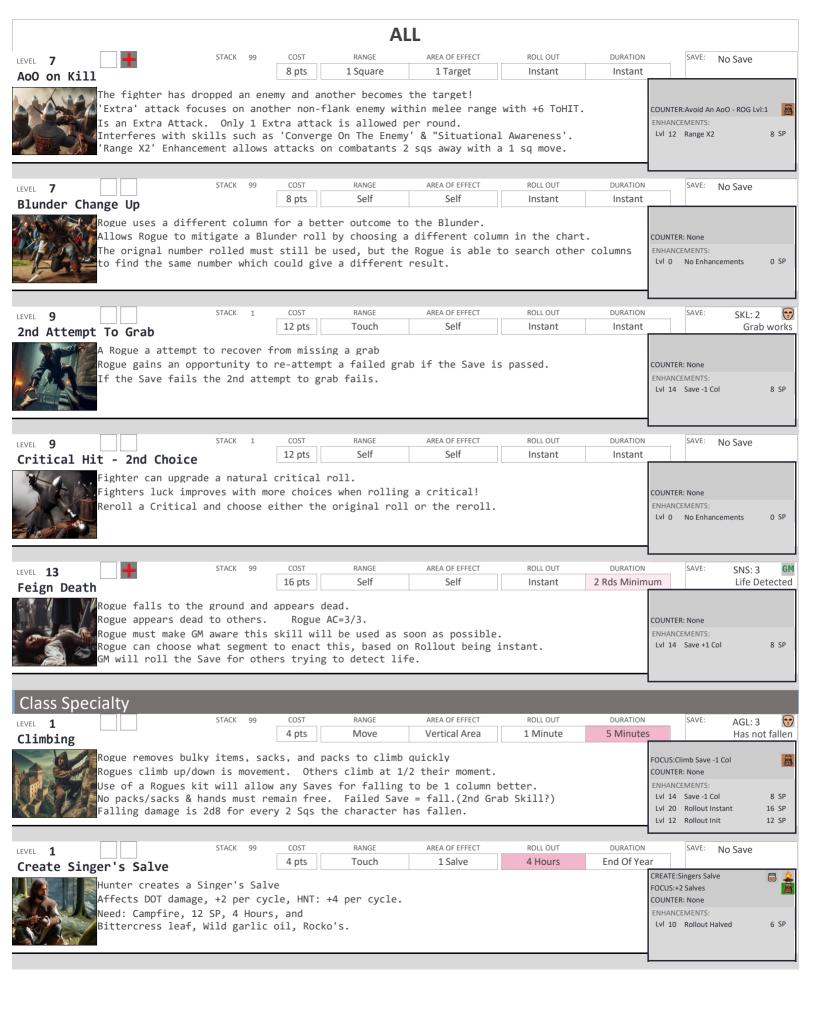
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LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	lo Save
Despera [.]	tion Attack		8 pts	Self	Self	Initiative	1 Round		
	Fighter attacks Fighter can end Roll a 1d20-8 an Then roll 1d20-8 (There is a Stru	up with a deva d adjust AC. T and adjust th	stating - hen roll e ToHITs.	7 adjustment 1d20-8 and ad Then roll 1	or up to +12 bon just the Initiat d20-8 and adjust	ive.	11.	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Duration +5	8 SP
LEVEL 8 Flame S	 trike	STACK 99	COST 8 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE:	RM: 2 1/2 Damage
6	Flames shoot upw No ToHIT require Damage of 4d10 + Magical fire doe	d. Can Lob ma ACU. Target S	gical fir aves for	re to target. 1/2 damage.	towards the AoE.			FOCUS:hurts fire base COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 9 Damage +50	8 SP 6 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Force C	lap		8 pts	12 Squares	2 Squares	Initiative	Instant		1/2 Damage
	A force wall pus Damage of 2d6+AC	U. Target Shes directly f	aves or D rom the c	aze 1d2 rds.	target but only			FOCUS:Save Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 14 Save -1 Col Lvl 12 Range X2 Lvl 9 Range +50%	8 SP 8 SP 6 SP
		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
LEVEL 8 Hail Sto	ones	577,610	8 pts	8 Squares	2x2 Squares	Initiative	Instant		1/2 Damage
	Barely visible r Damage of 3d6 + Has a reduced ef Delivers the att	ACU Bonus. Sa fect against h	ves for 1 ot temper	./2 Damage. rature targets		wn hail.	(No ToHIT)	FOCUS:Set AoE to 3x3 COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +509 Lvl 14 Damage X2	8 SP 6 SP
LEVEL 8 Static	Rol+	STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT Direct Line	ROLL OUT Initiative	DURATION	SAVE: N	lo Save
	Sparks travel fr Damage of 1d8 + Sparks travel fo 1st square of ro	ACU on 3 in room 3 squares in	w. +1d8 a direct	damage if non row.		(ToHIT Required	d)	FOCUS:Save +1 Col COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 14 Damage X2	
LEVEL 8	Mandaa Bagua	STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT Adjacent Sqs	ROLL OUT	DURATION 1 Round	SAVE: N	lo Save
WILLIN	Roll ToHit once Roll Damage one	to all target with +4 bonus. with +4 bonus.	all targe s in adja This To This Da	ets adjacent t ncent squares. OHit applies t nmage applies	o them. Only this atta	ck and no other		COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 Lvl 14 Damage X2 Lvl 17 Damage +8	12 SP
LEVEL 9		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 1 Pattle	SAVE:	SKL: 2
Mounted	Melee Attack Character is abl Only 1 attack wh Requires the use Single handed we Character is onl	en moving. Ma of a trained apons only.	x 2 attac mount.	ks when stopp	ed.	Initiative	1 Battle	COUNTER: None ENHANCEMENTS: LVI 0 No Enhance	ack is attempted

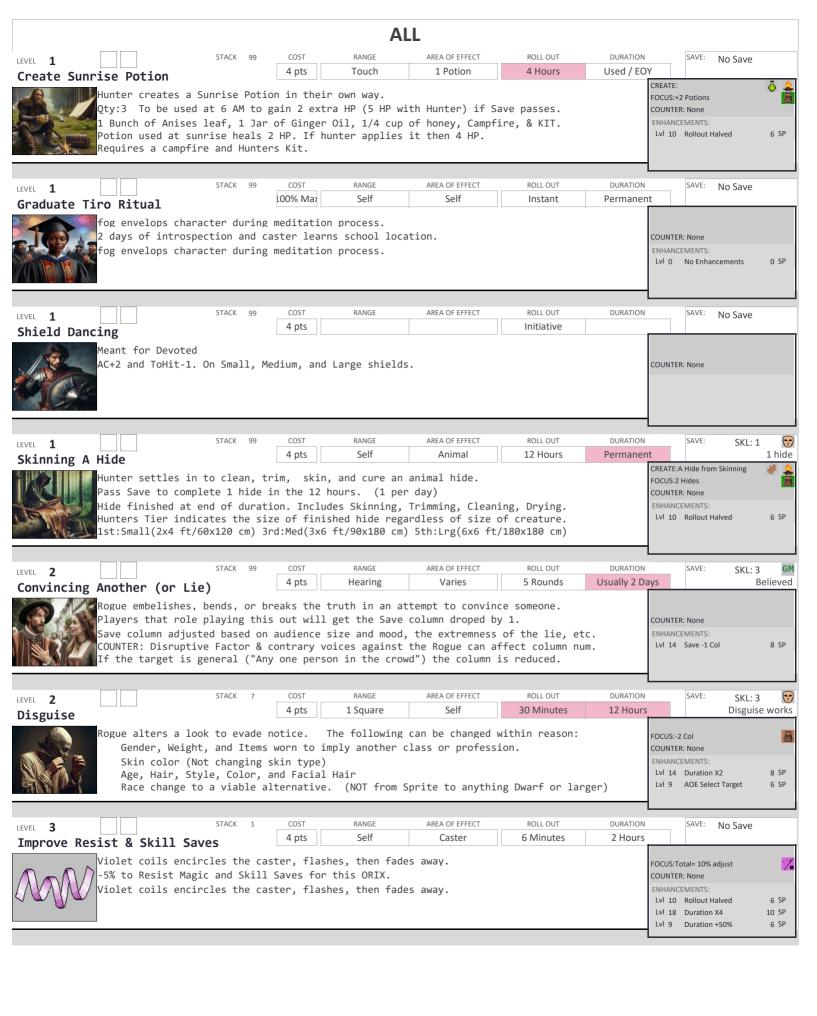


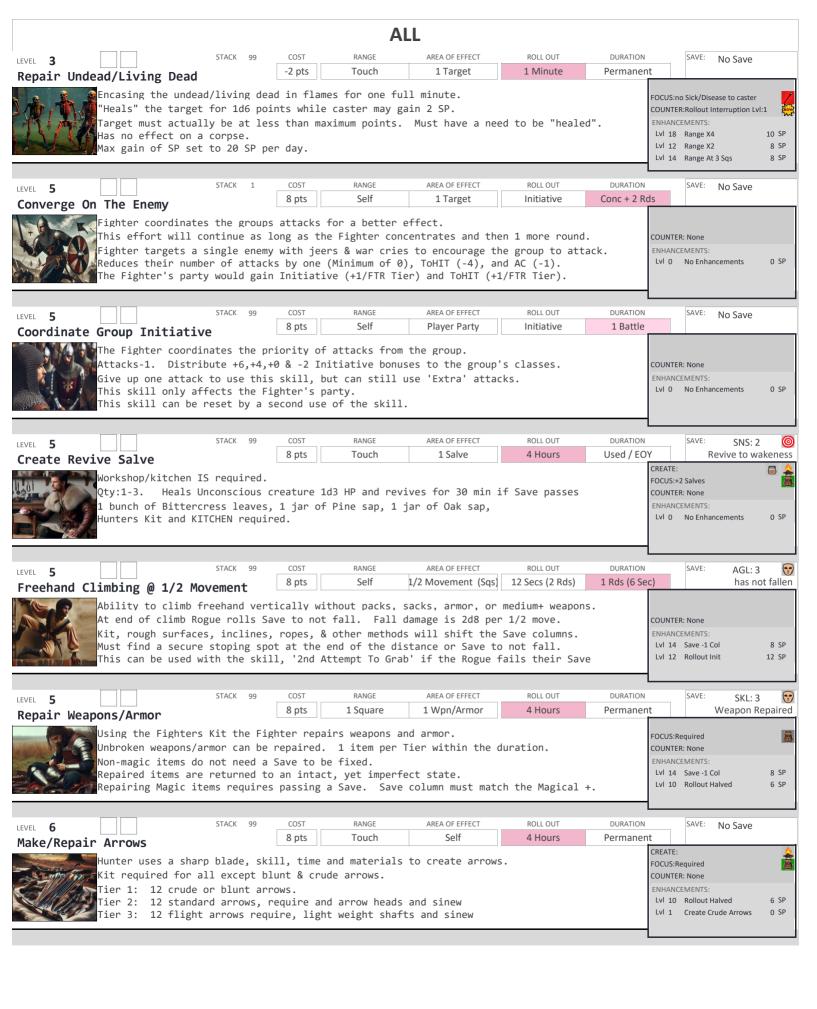
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LEVEL 13		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	AGL: 2	0
Ice Spear			16 pts	10 Squares	1 Target	Initiative	Instant			1/2 Da	
	Solid brown roots ToHIT is required Dmg: 3d8+ACU +4 B	and this is	lobbable.	dodges (AGL)	for 1/2 Damage.				None MENTS: lange X2 lange +50%	ow level 6/L	8 SP 6 SP vl SP
LEVEL 14 Acid Blobs		STACK 99	COST 16 pts	RANGE 12 Squares	AREA OF EFFECT 2x2 Squares	ROLL OUT Initiative	DURATION 3 Rounds	S		Save	
	Sickly green Acid Damage 3d6+ACU fo Can be used in/as	or 3 rds on 2x2	2 squares ·	from above.		elease (TRAP)"		FOCUS:3x3 COUNTER:S ENHANCEN LVI 12 R LVI 18 E	ame Spell MENTS:	1	8 SP 10 SP 8 SP
LEVEL 14		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No	Save	
Ranged Suck	cer Shot(s)		16 pts	By Weapon	1 Target	Initiative	1 Round				
	Hunter scopes out The target must h Bonuses: +12 to I Detriments: One u Target may have a	nave a relaxed init, ToHIT, ar inaware target,	sense about nd Damage. Bow requi	ut them. Not Though, Ini ired, & half	with their guar tiative may not normal attacks.	come into play. (Min 1)		Lvl 17 C		die 1	6 SP 16 SP 10 SP
LEVEL 14	-	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No	Save	
Surprise De	eath Blow		16 pts	Melee	1 Creature	Instant	1 Round				
	Vulnerable target Target must be un Fighter gains +15 Damage is rolled This is an 'Extra	able to defend bonus to ToHI on the Critica	d themselv IT. al chart.	And enhancem	ents can add to	the damage.					12 SP 8 SP
LEVEL 15 Dokour Flan	ne Attack	STACK 99	COST 16 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round		SAVE: No	Save	
	Flames erupt out Directs a ball of Direct dmg 5d8 +1 Does not light an	magical flame .2 +ACU bonus.	straight	to the targe	t. No lobbing.	(No TOHIT)			None MENTS:		8 SP 6 SP 6 SP
. D. S. 4.F.		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No	Save	
Moving And	Shooting		16 pts	By Weapon	1 Target	Initiative	1 Round		···-· INC	Jave	
HOVING AND	Hunter uses a ran Instability could Potentially negat A ranged weapon m Number of attacks	be: Ships dec ses some of the sust be used. s are halved.	ck, Horseba e downside The weapon Minimum o	ng from an un ack, Slipping s of being un n will only h f 1.	, etc stable as your a ave half of the	attempt to shoot.		Lvl 17 C	MENTS: lange X2 Duration X2 Damage +8 /		8 SP 8 SP 16 SP
LEVEL 15 Surprise Ki	lling Blow	STACK	16 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE:	:	
	Surprise required	l. Lgswrd+, Tob	Hit+10, Hi	t=crit+60%, D	mg+50%			COUNTER: ENHANCEN		nents	O SP

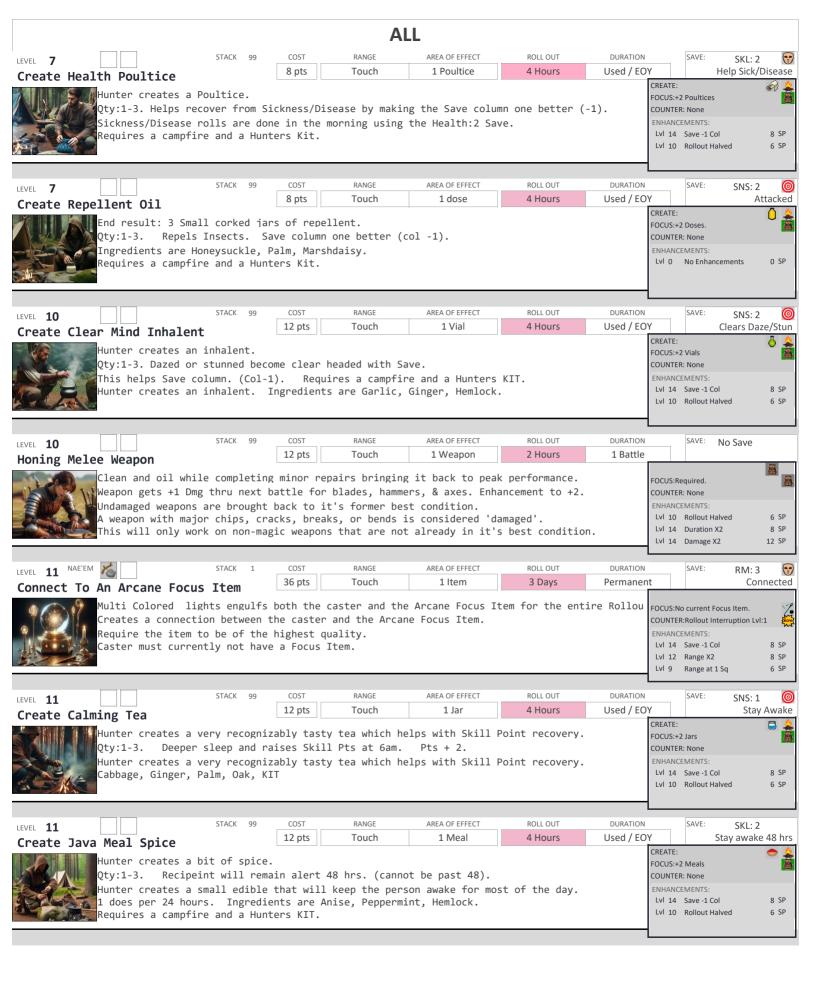


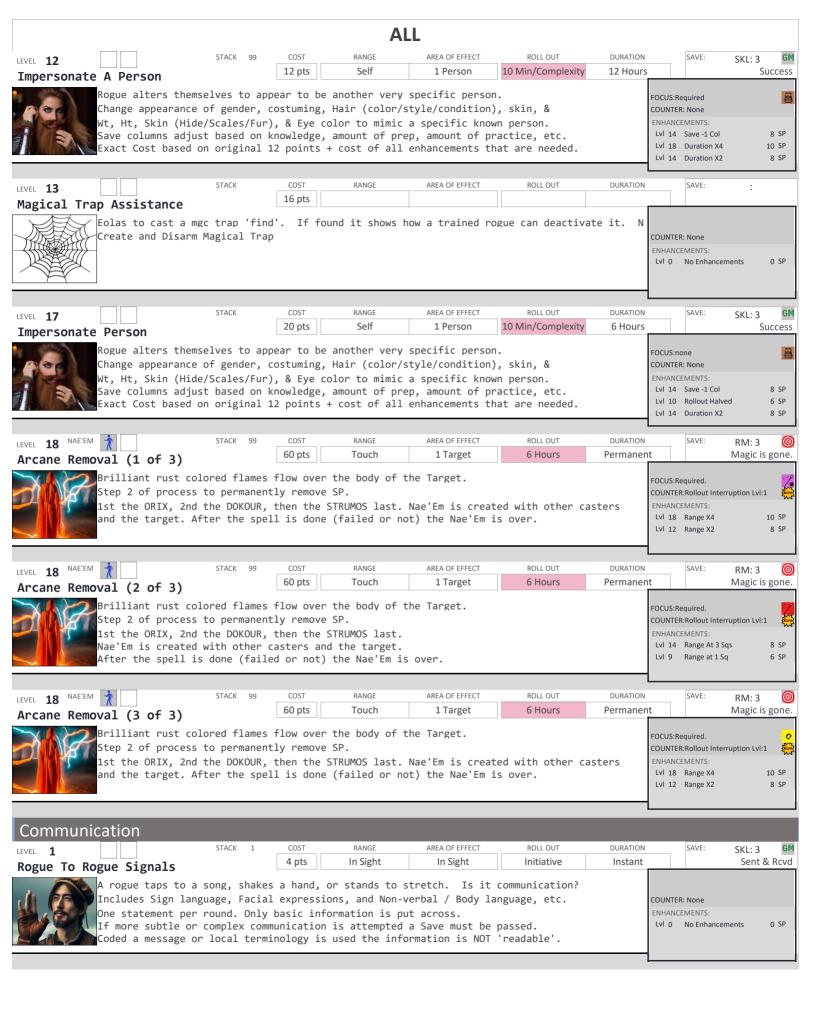


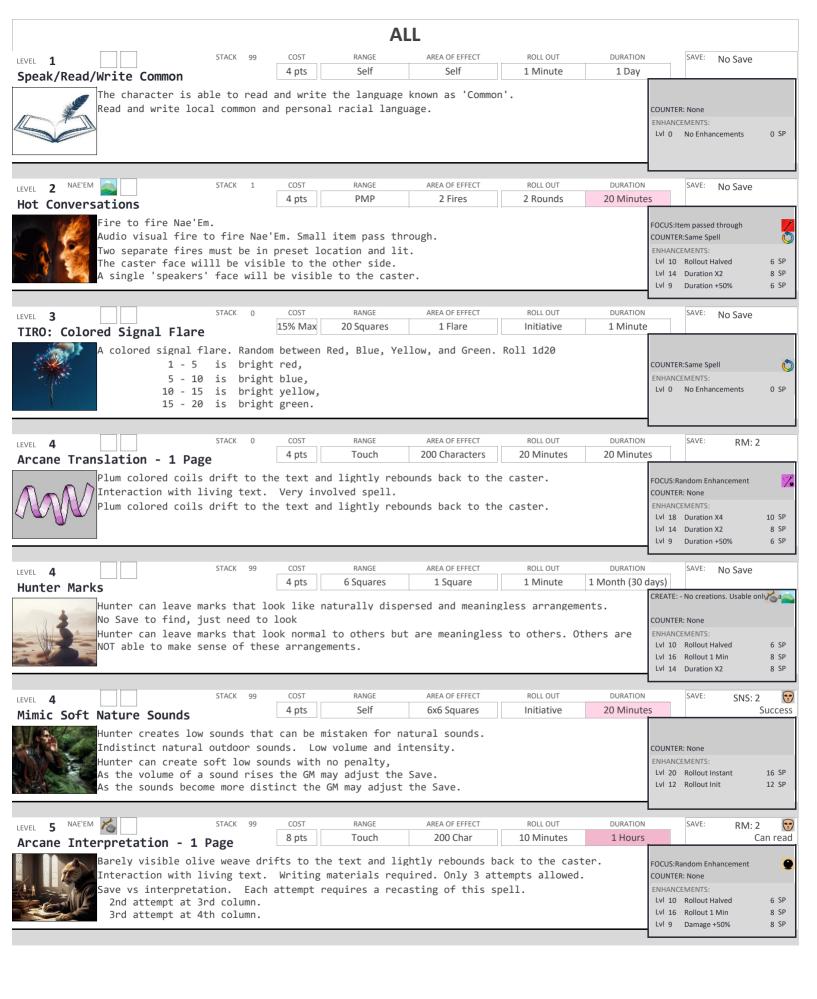


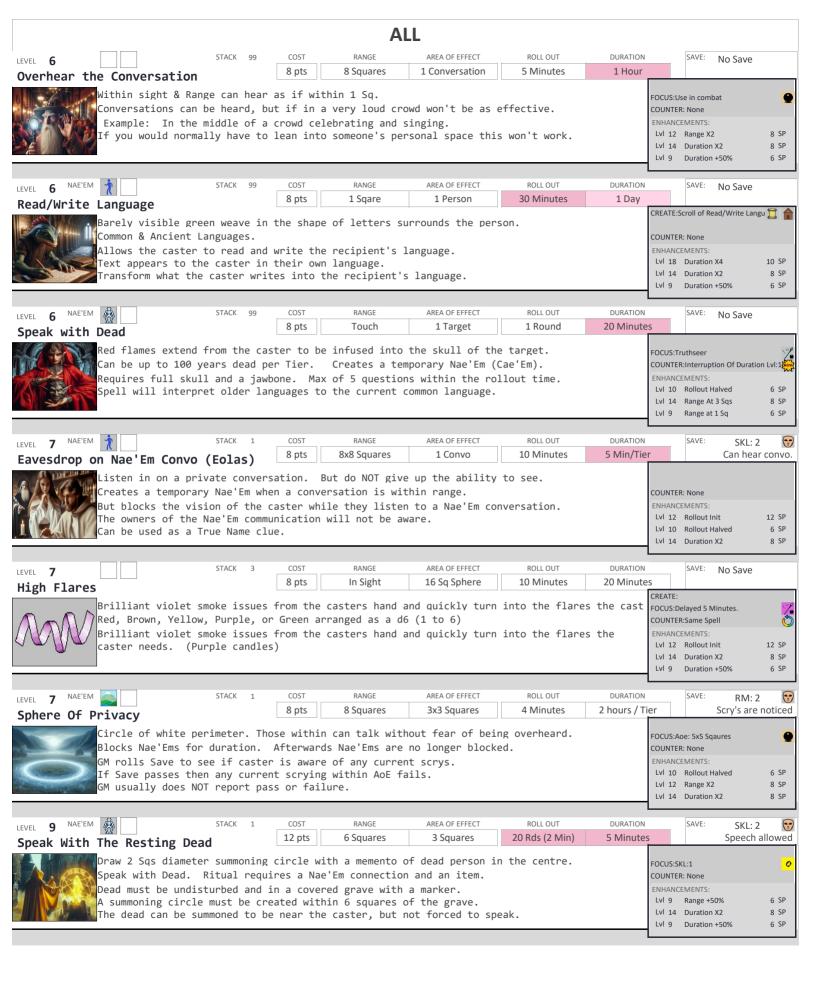


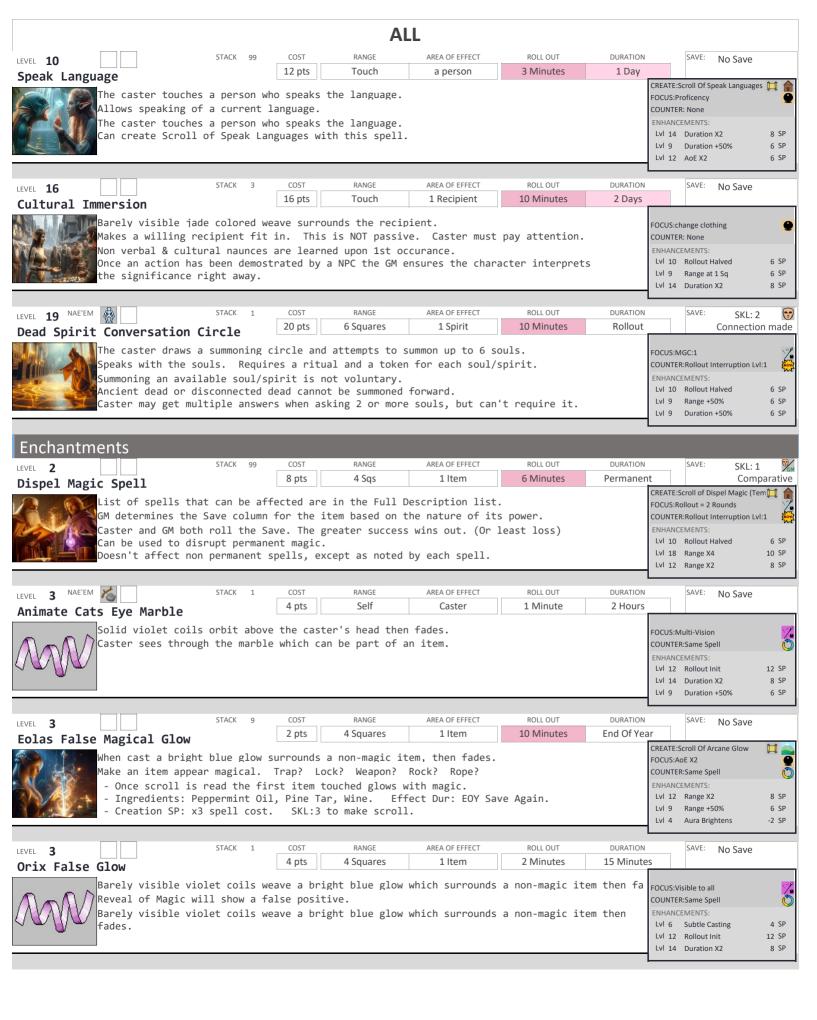


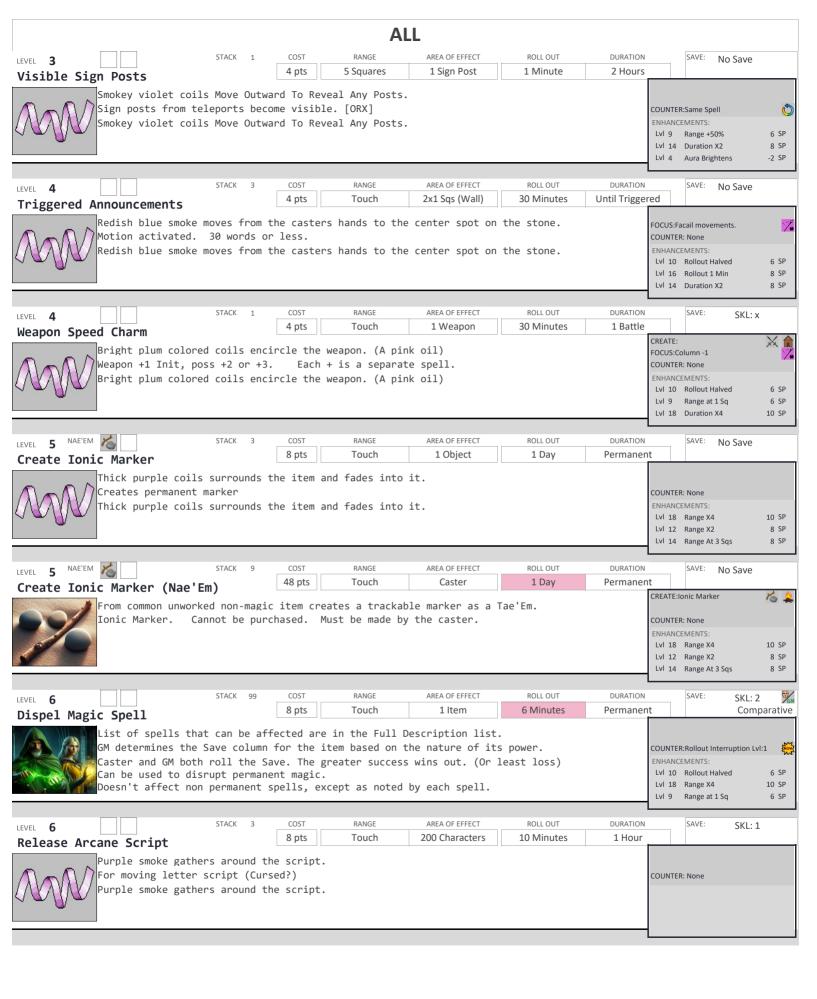




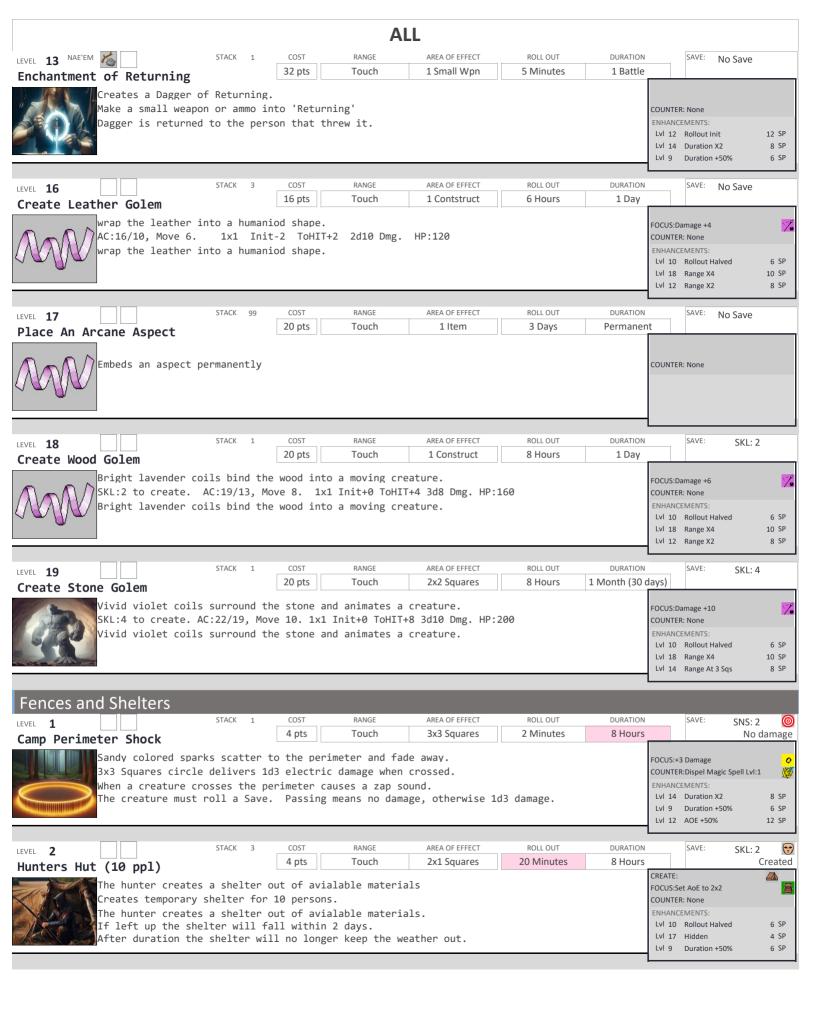


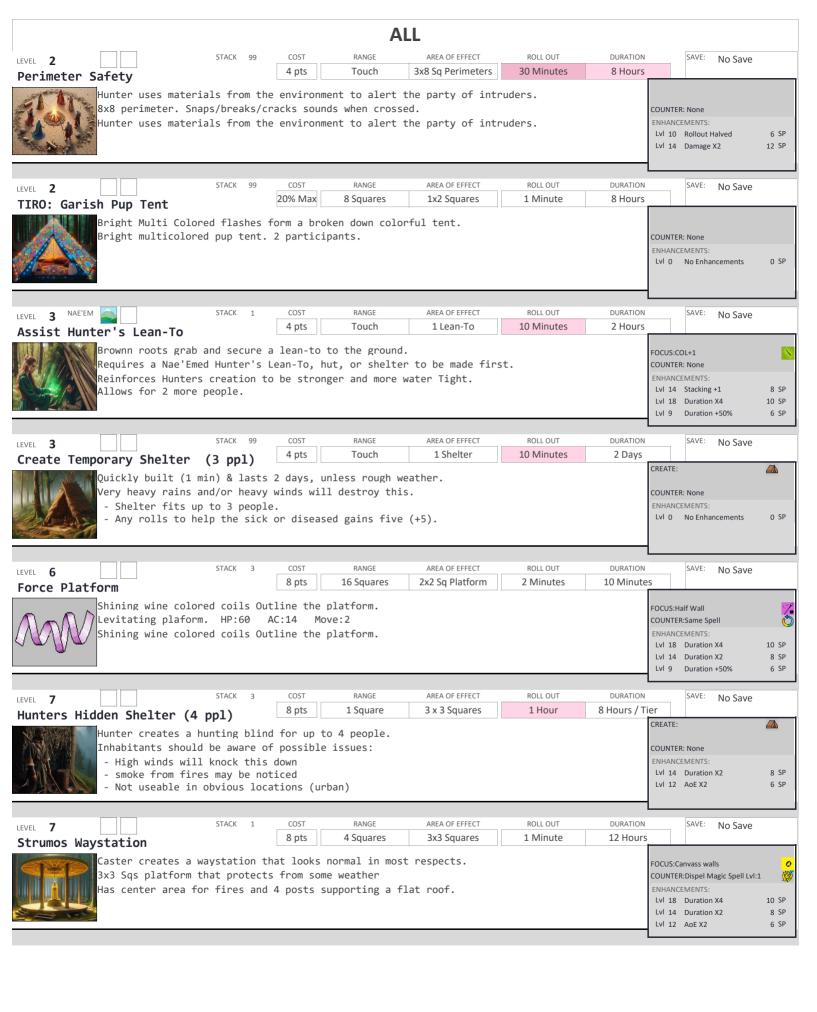


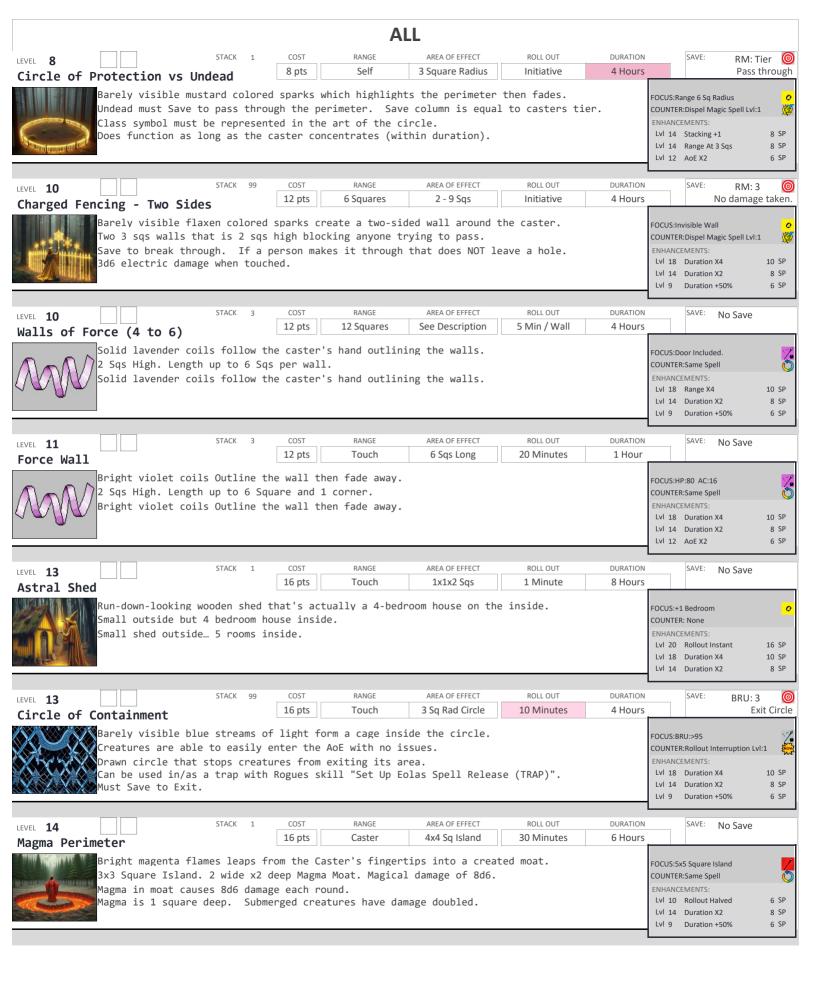


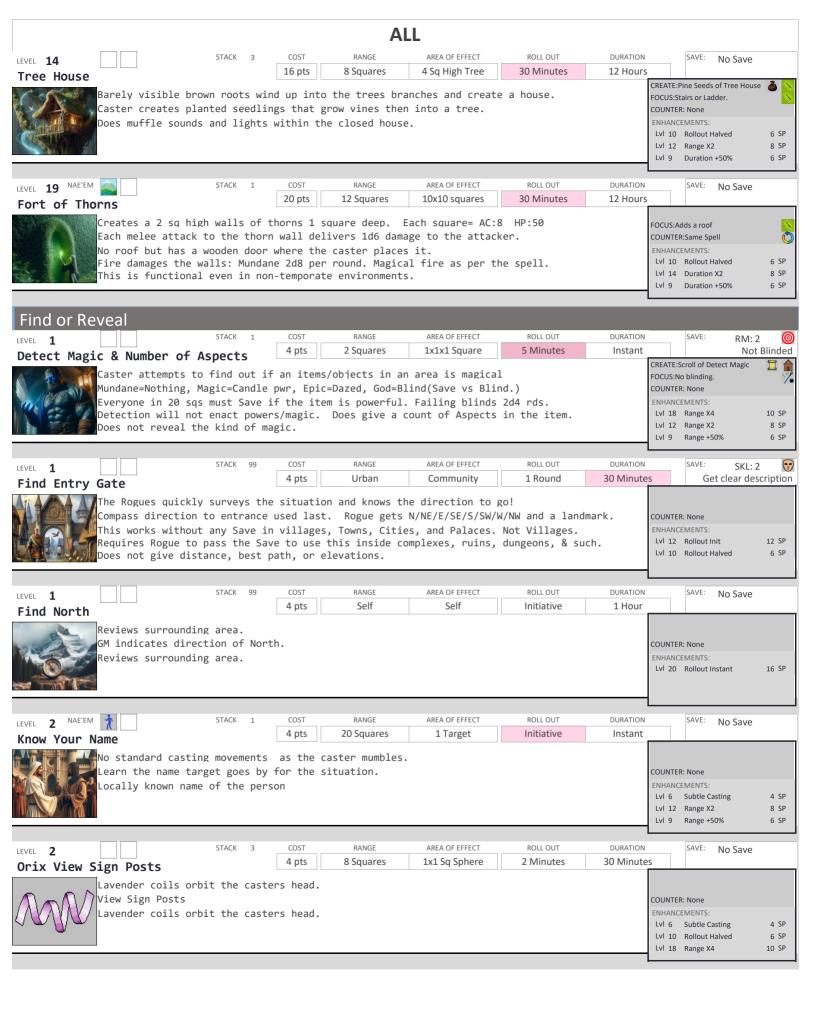


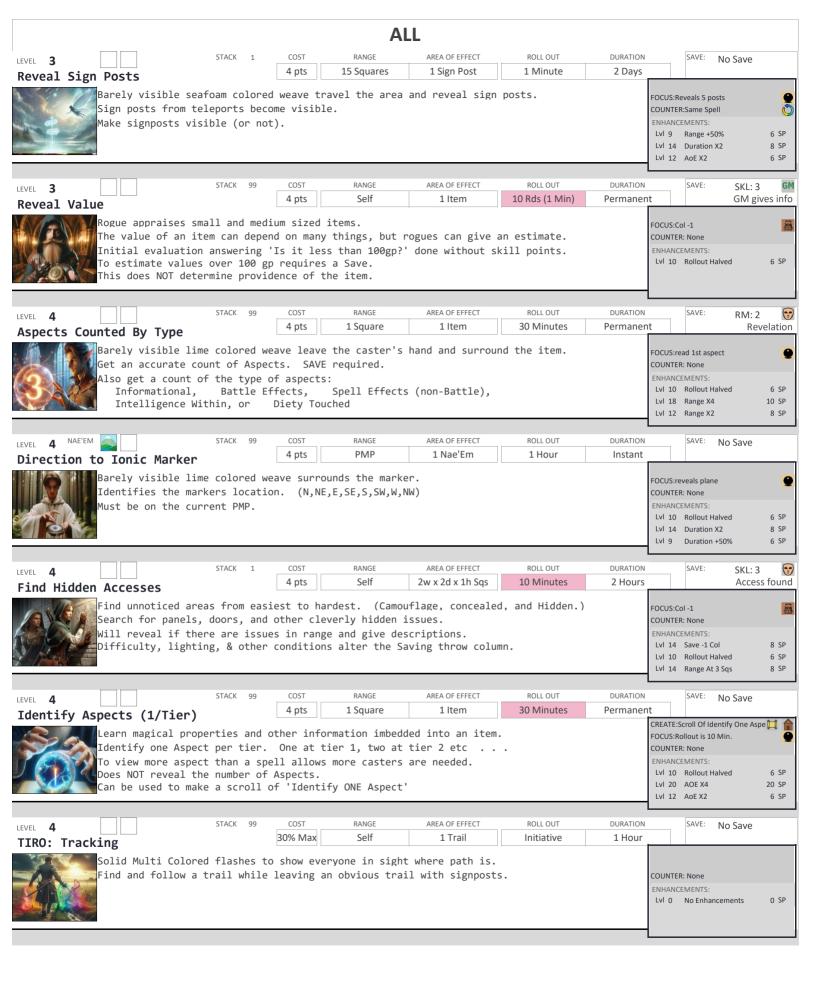


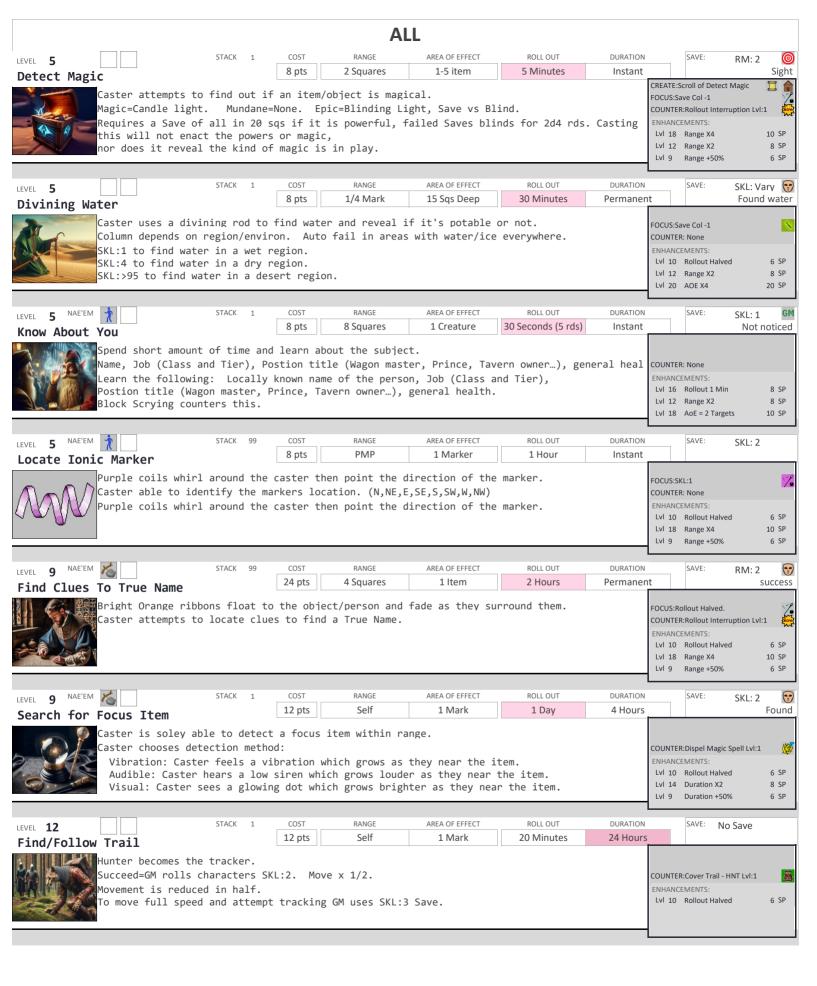


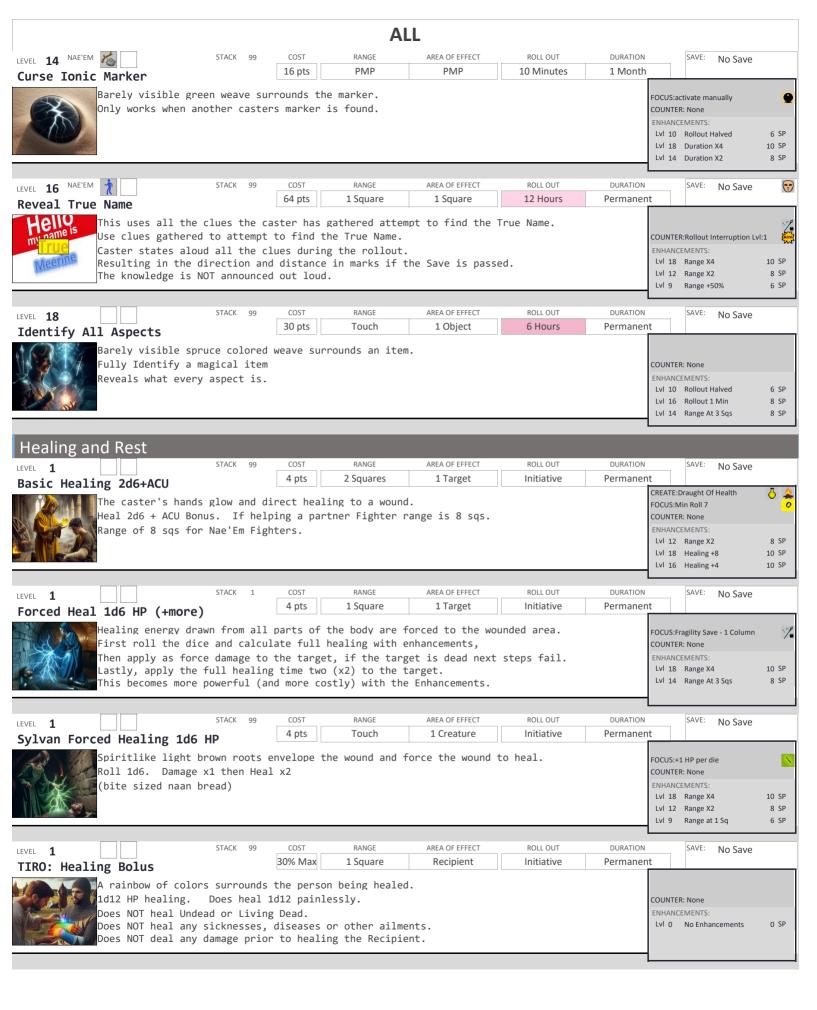


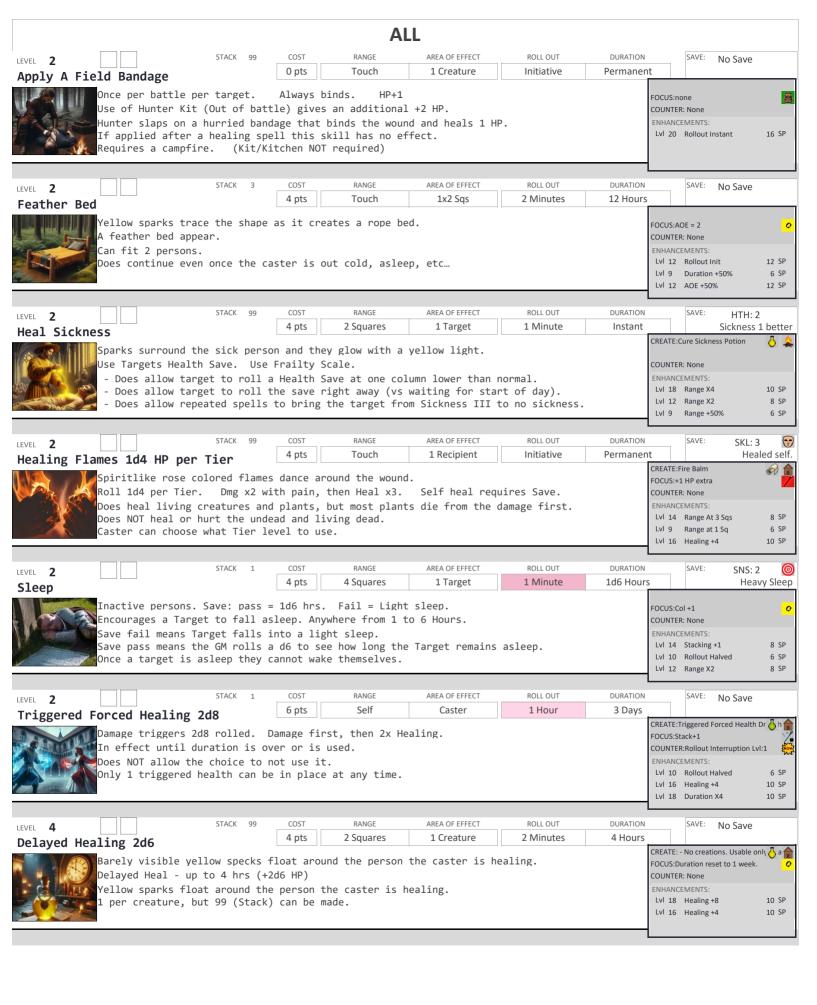


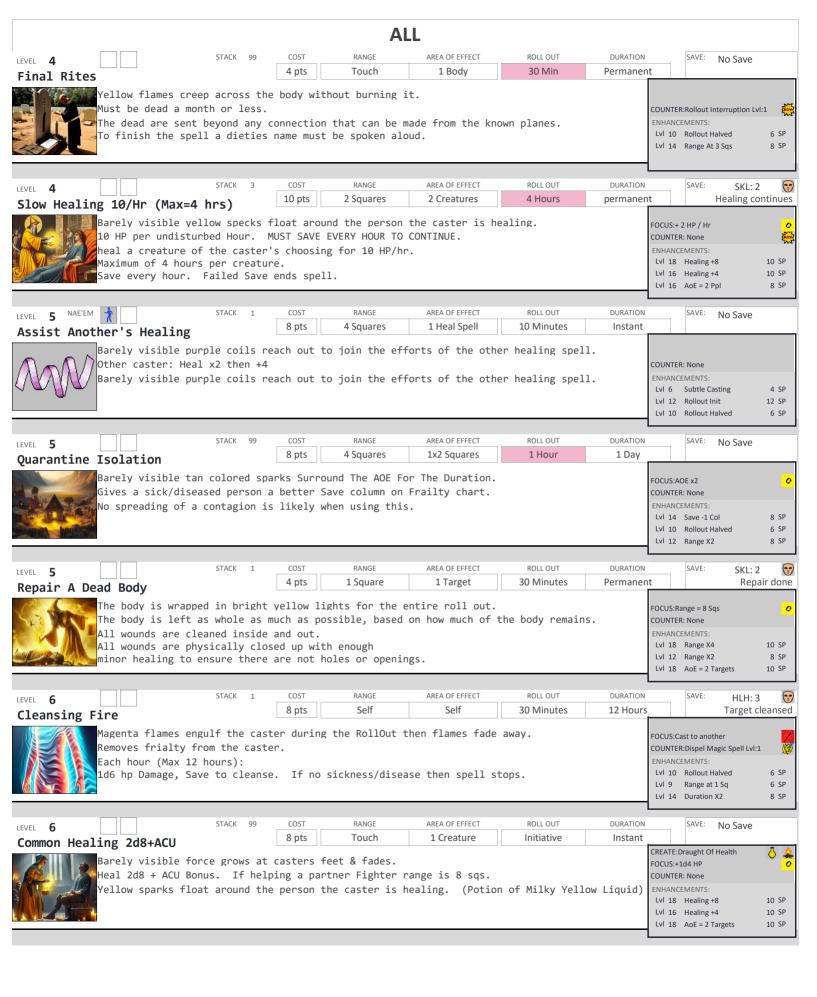


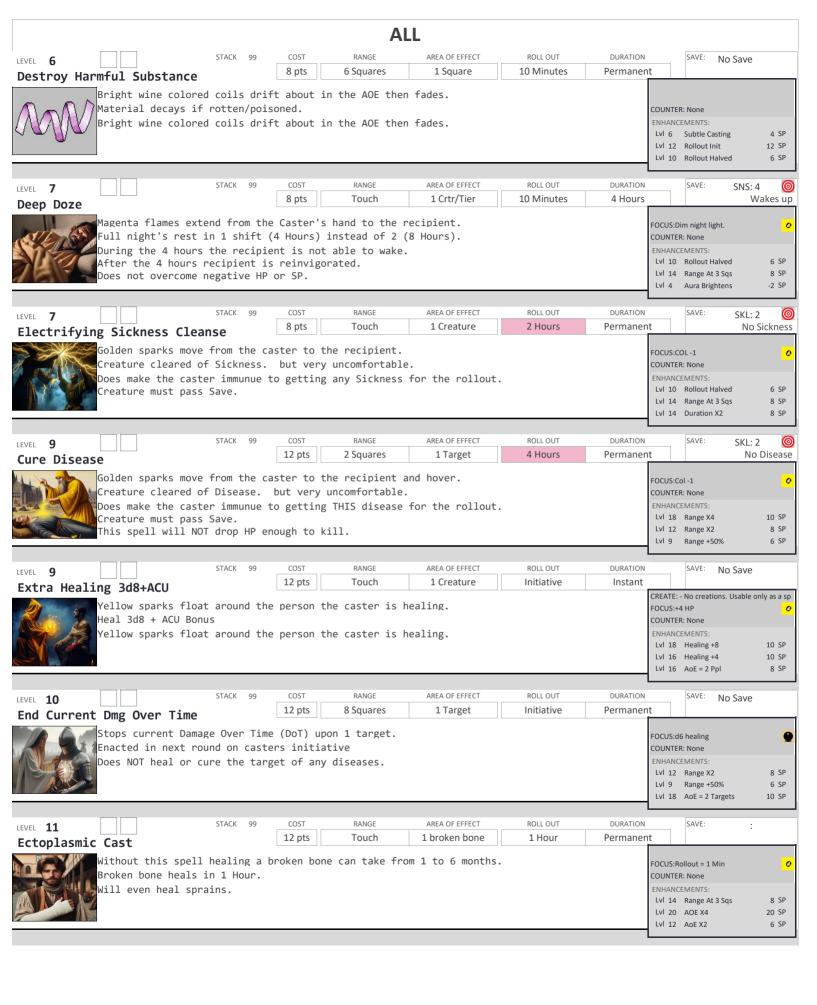


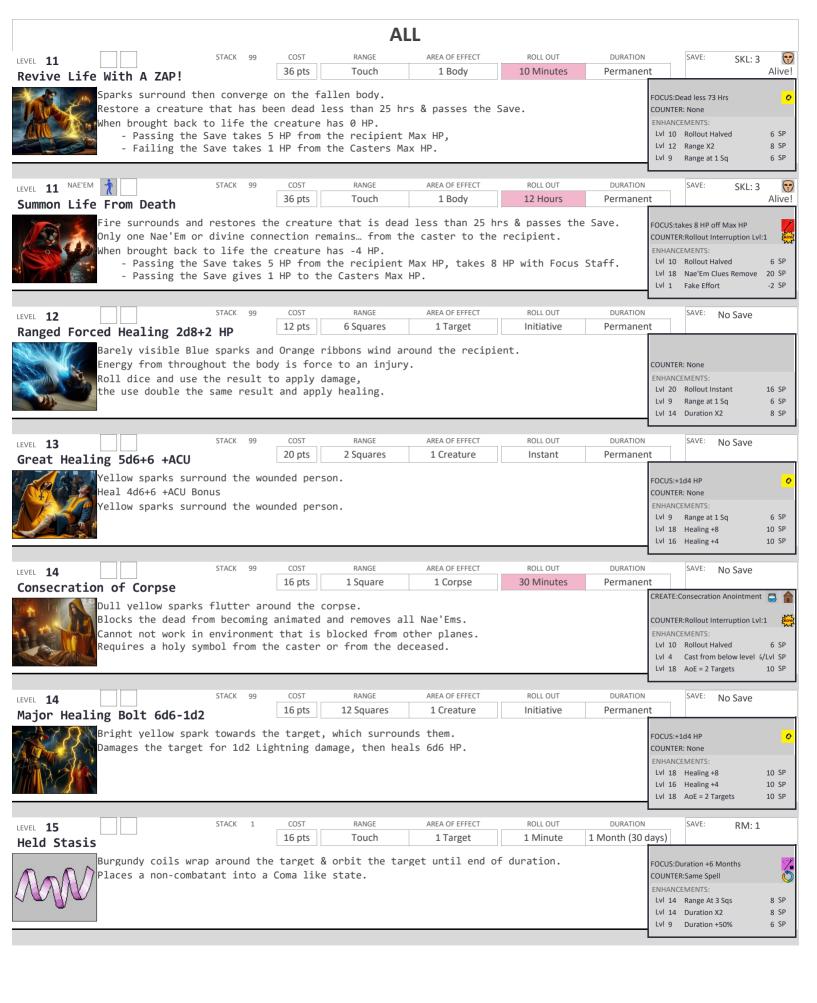


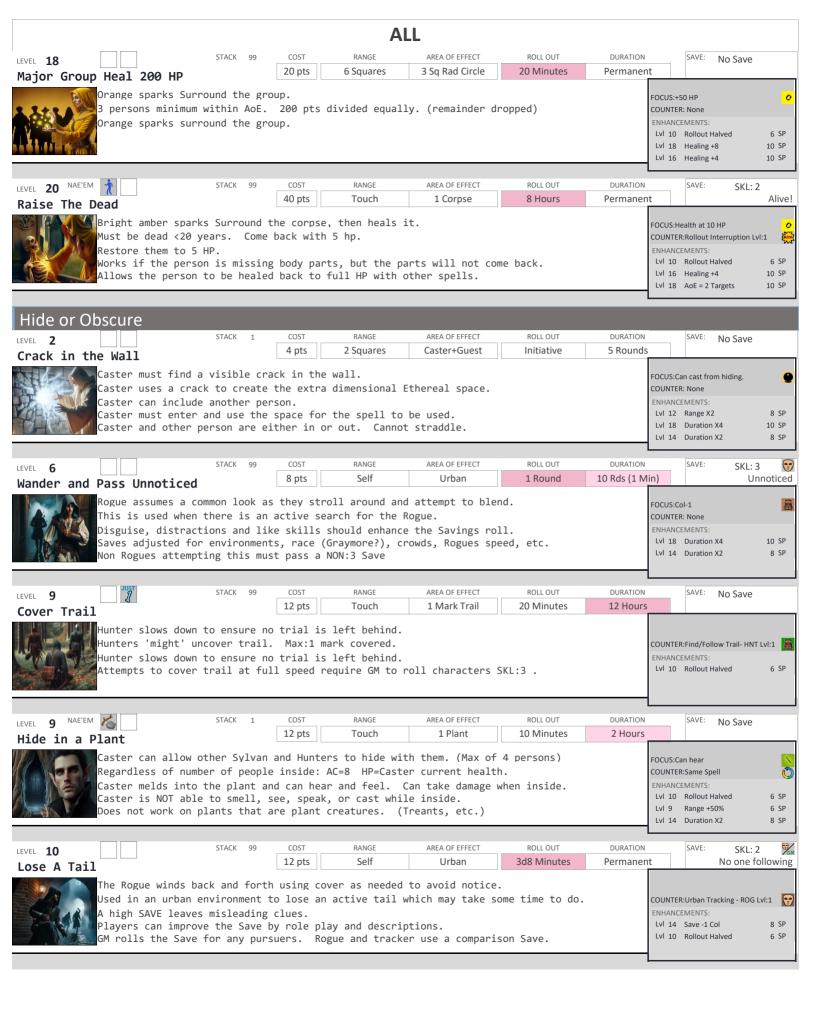


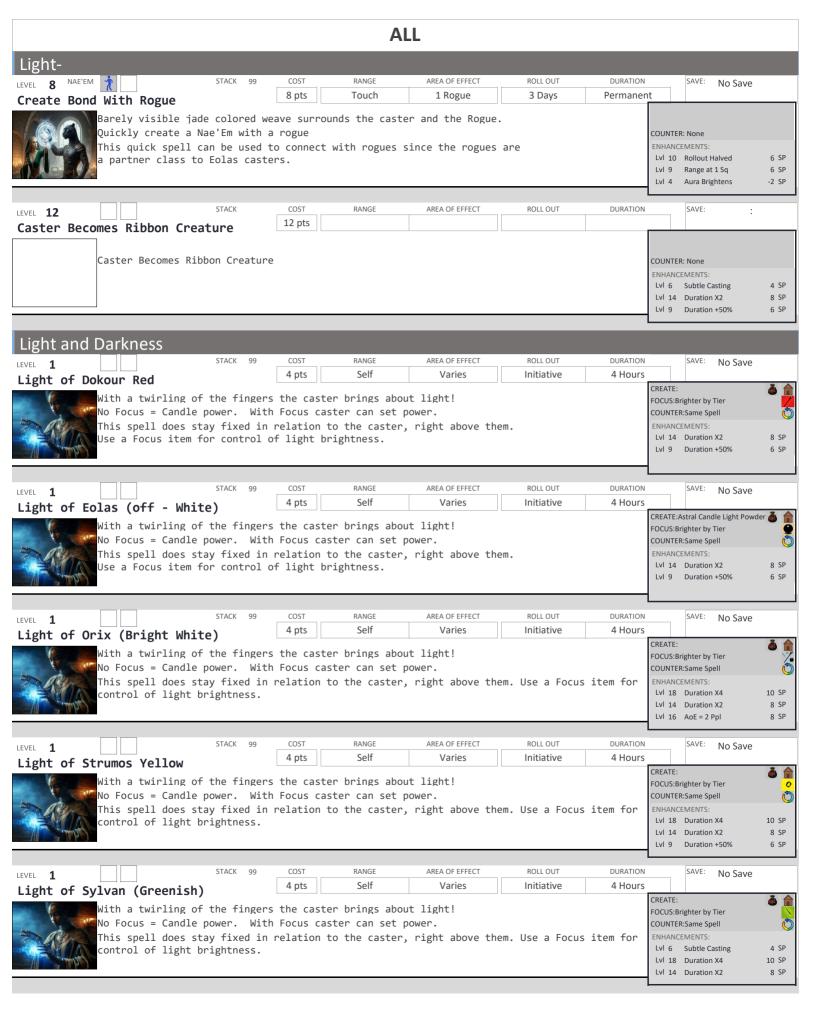


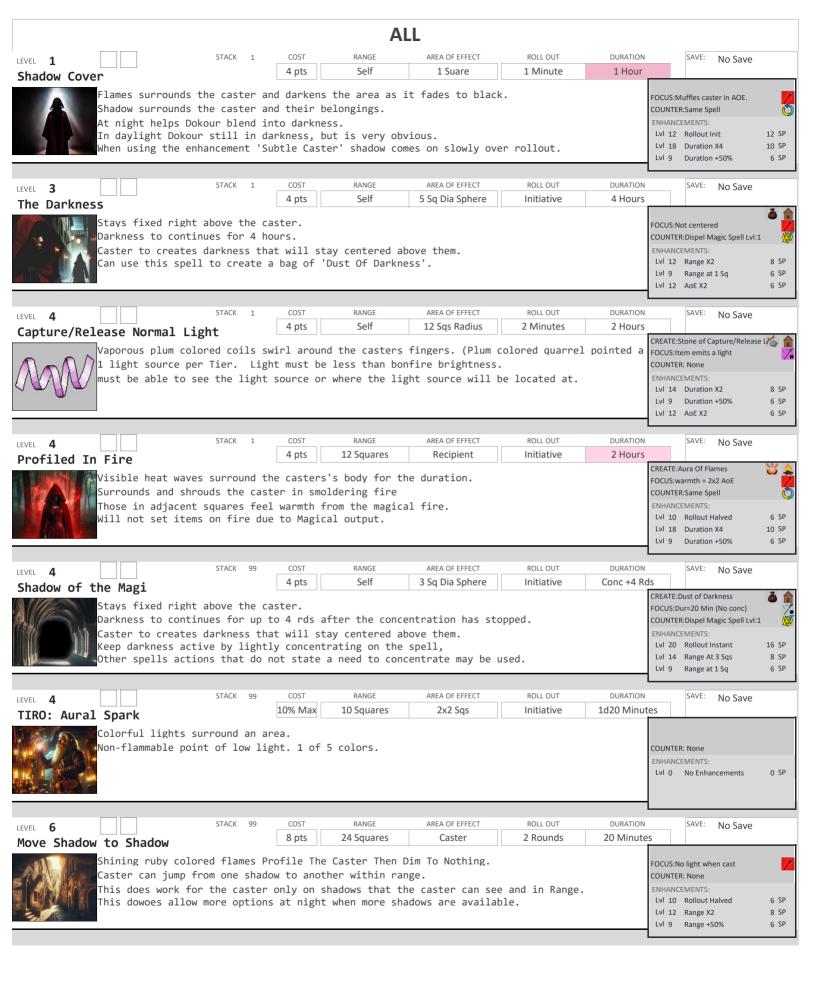




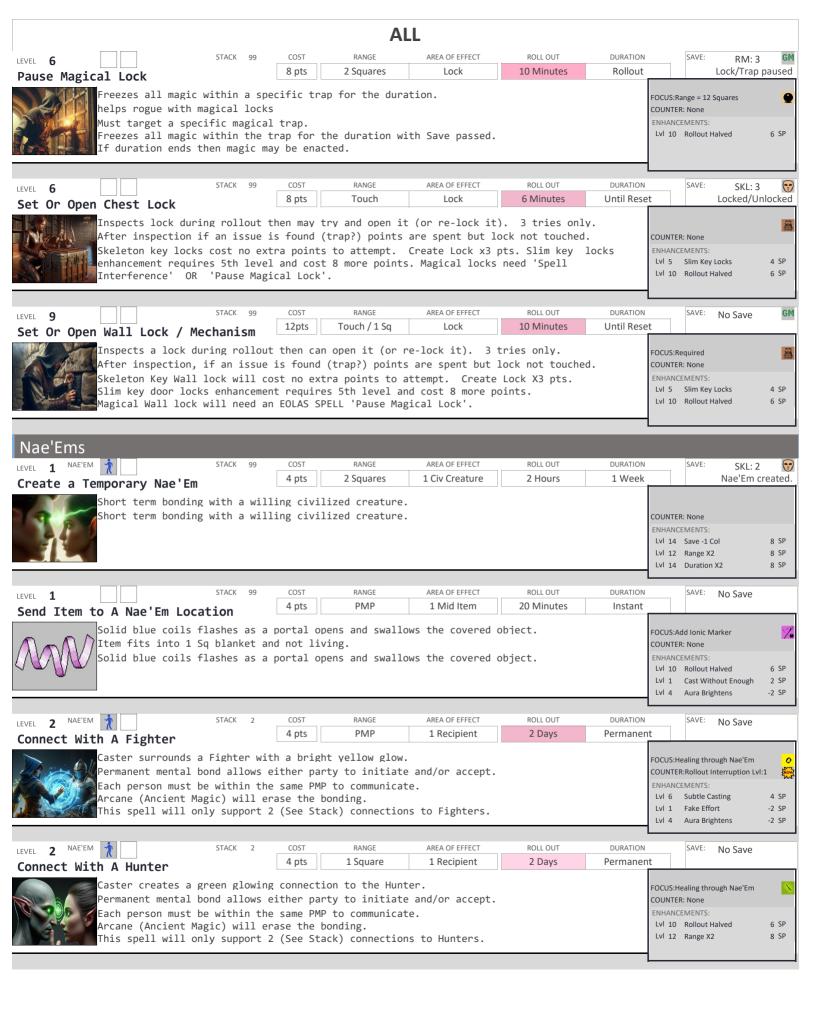


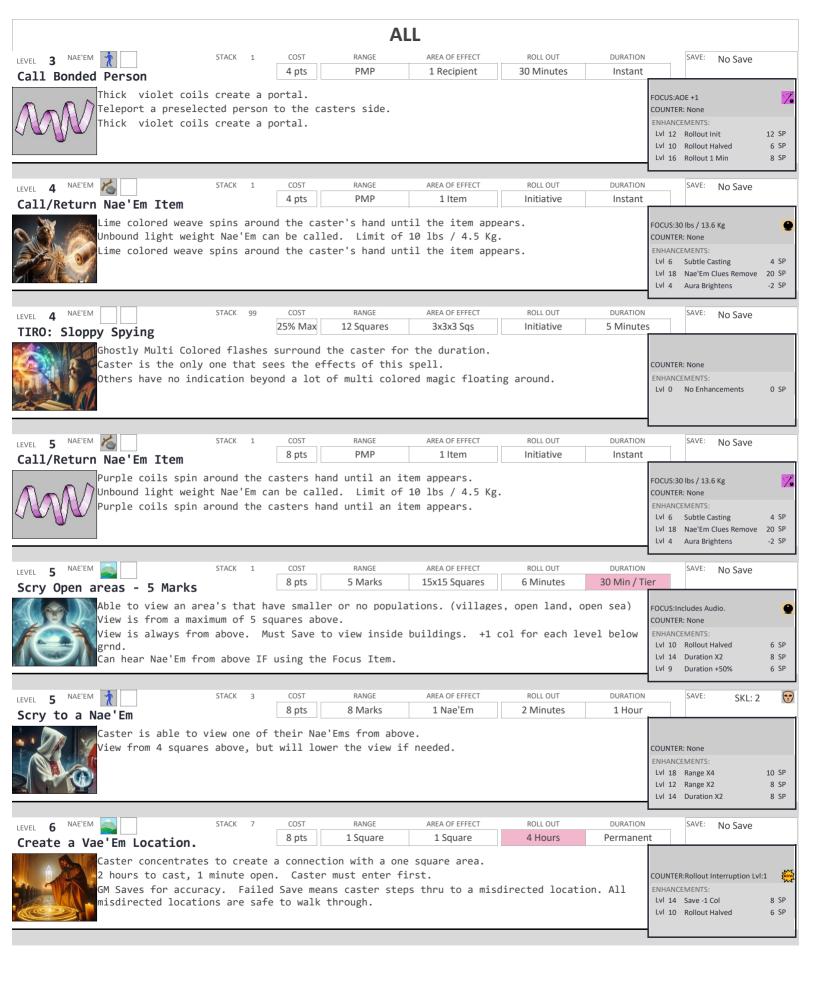


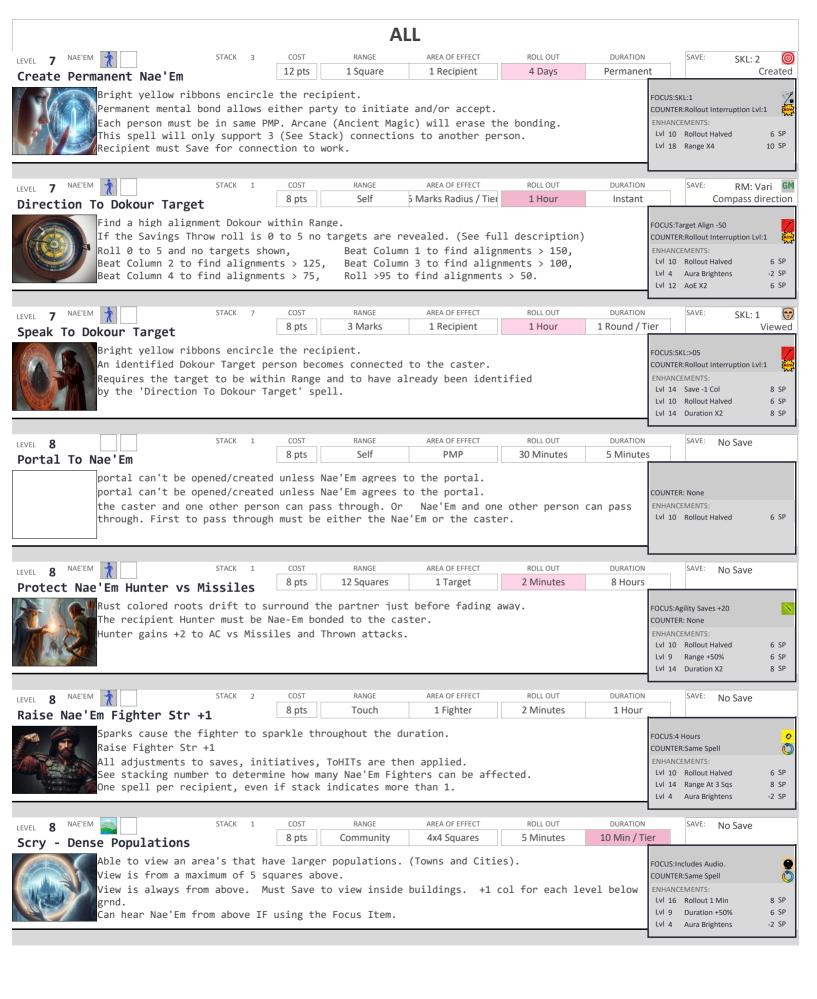


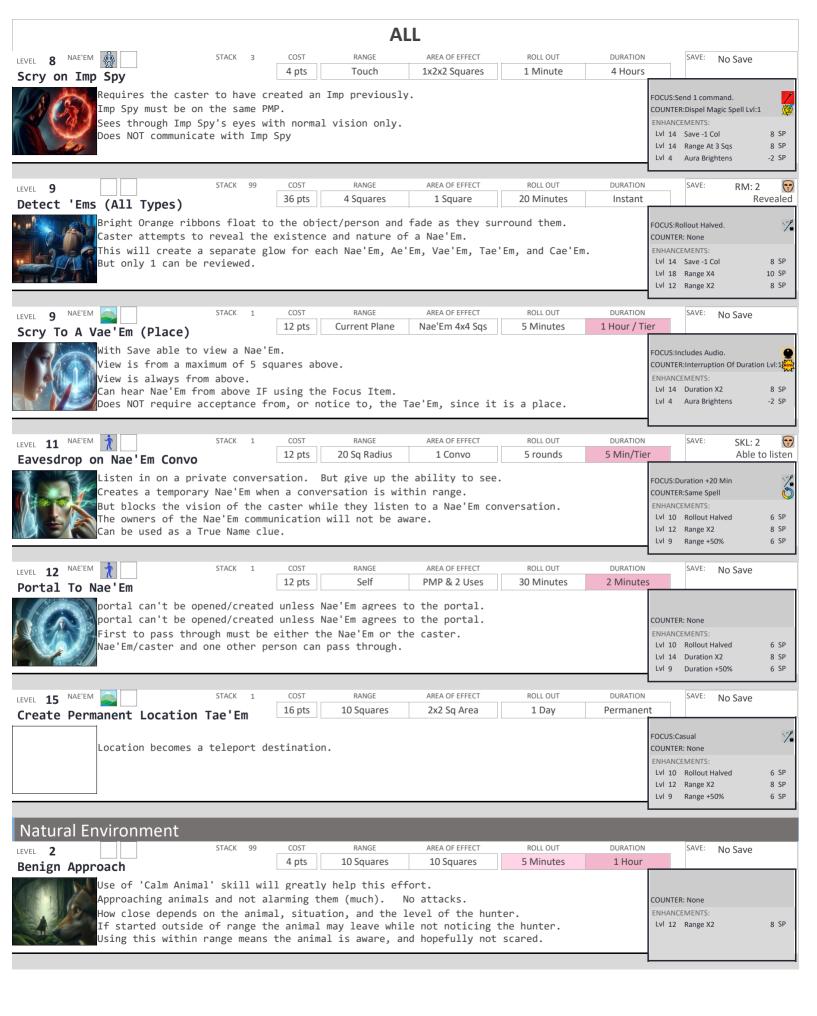


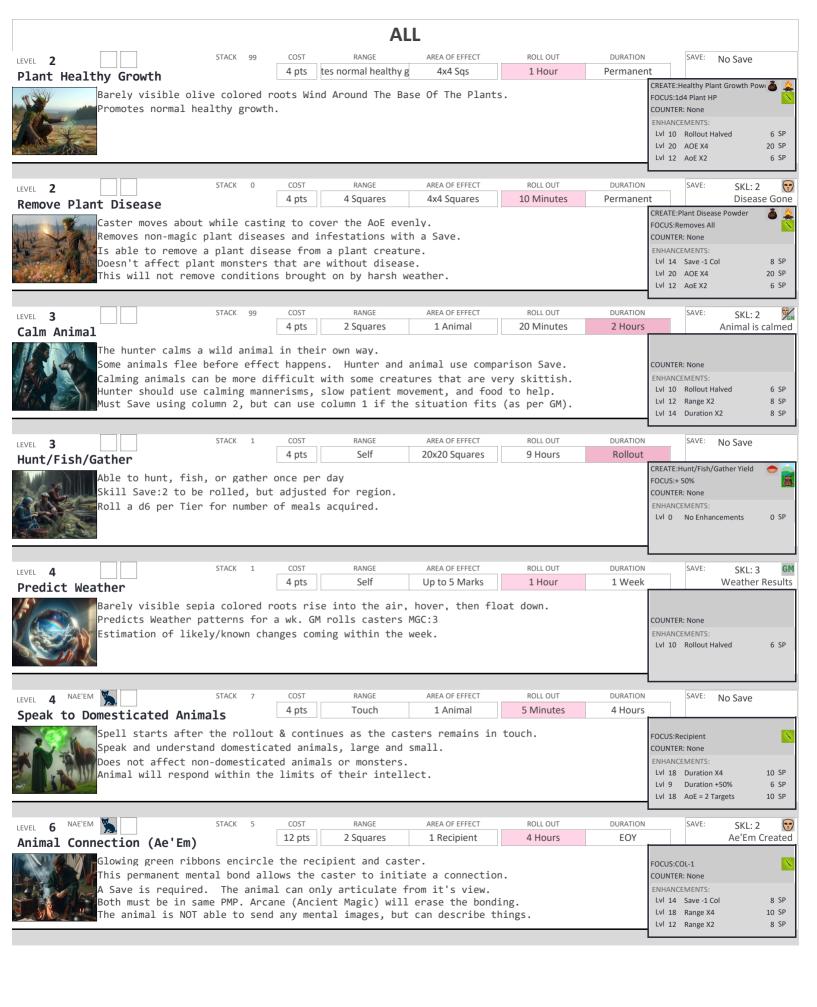


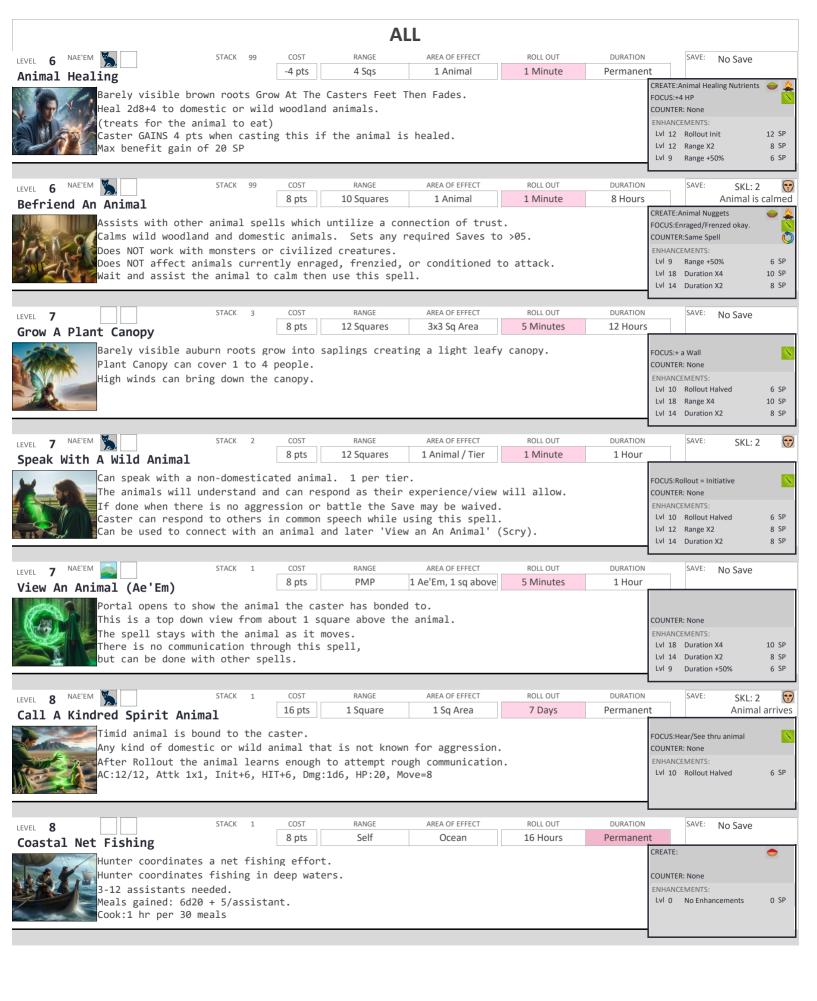


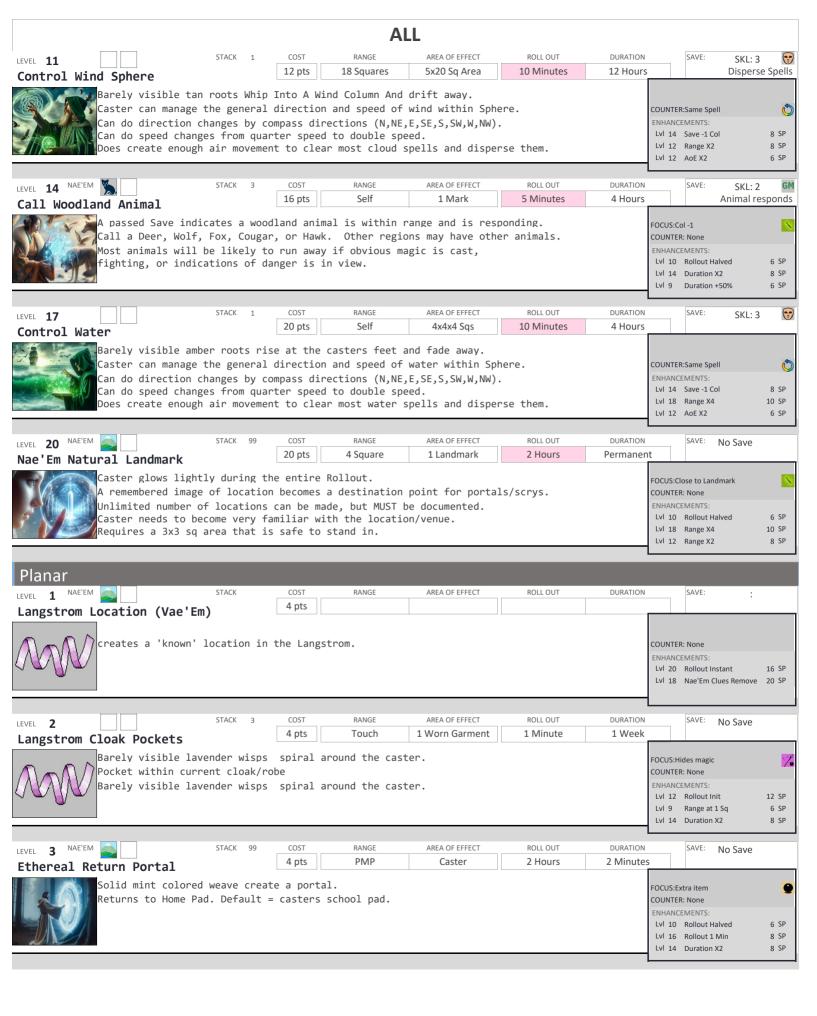




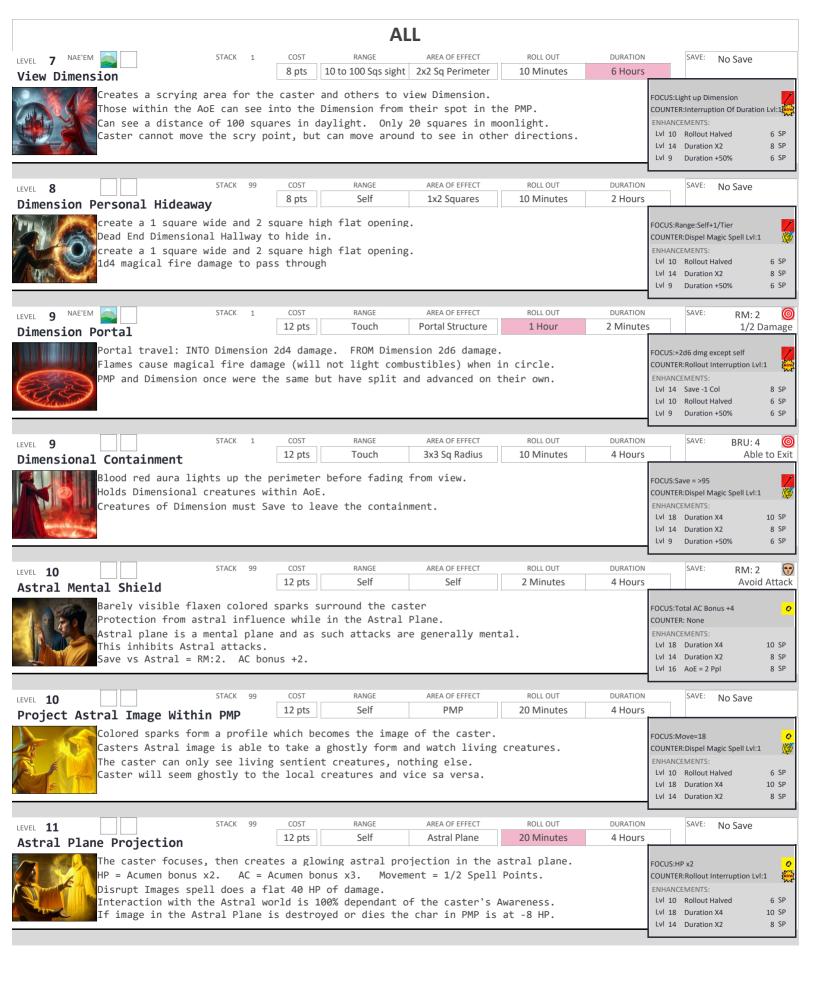


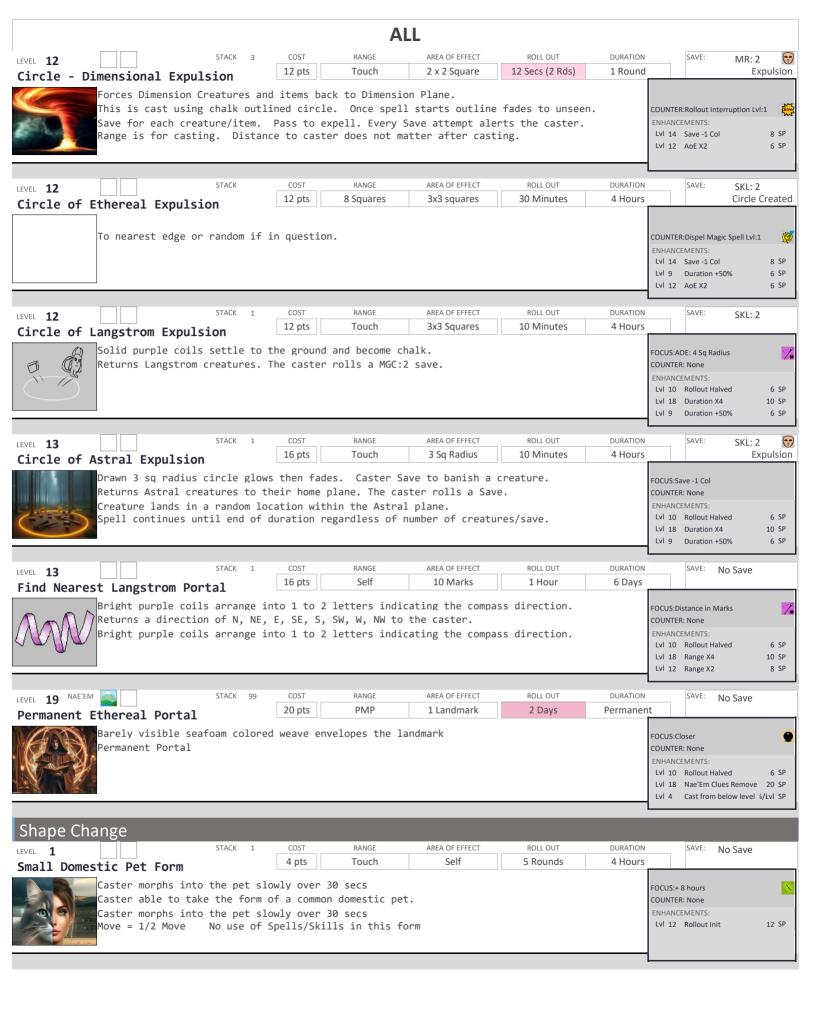


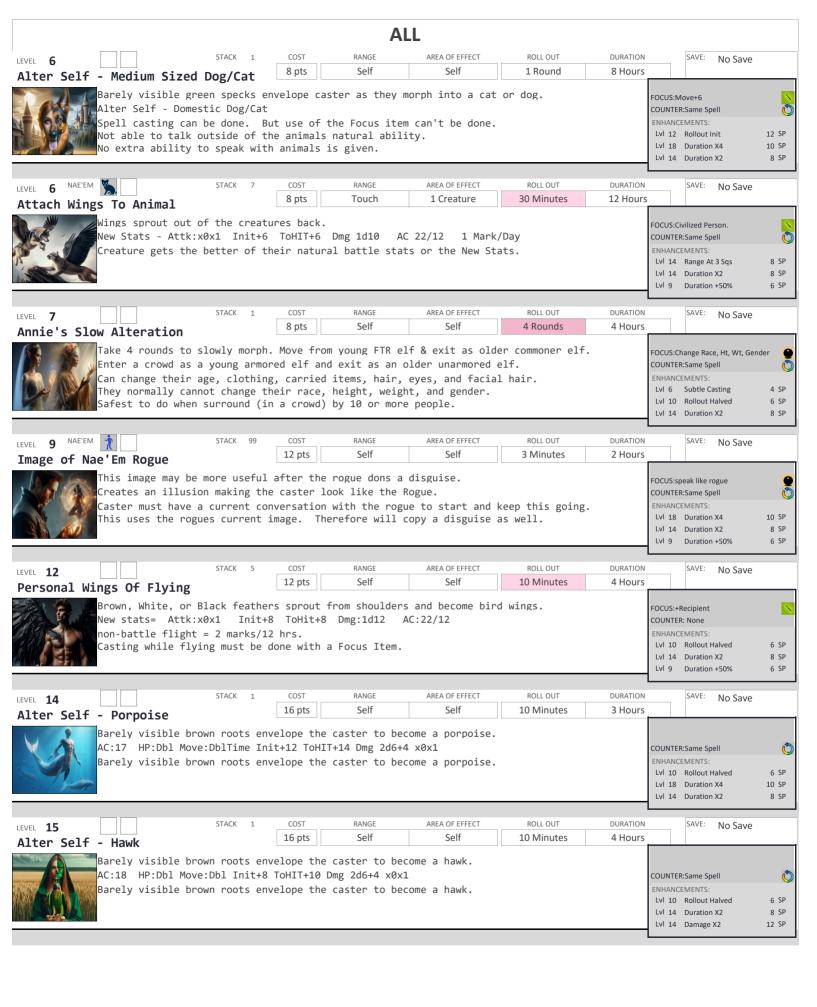




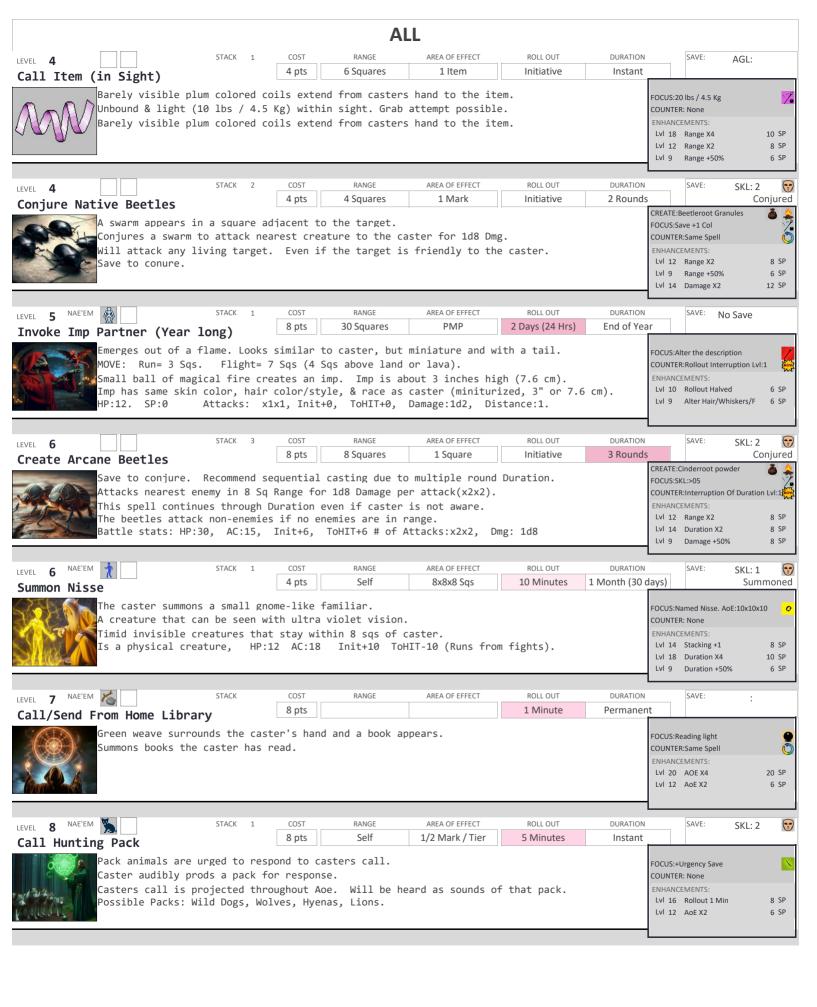


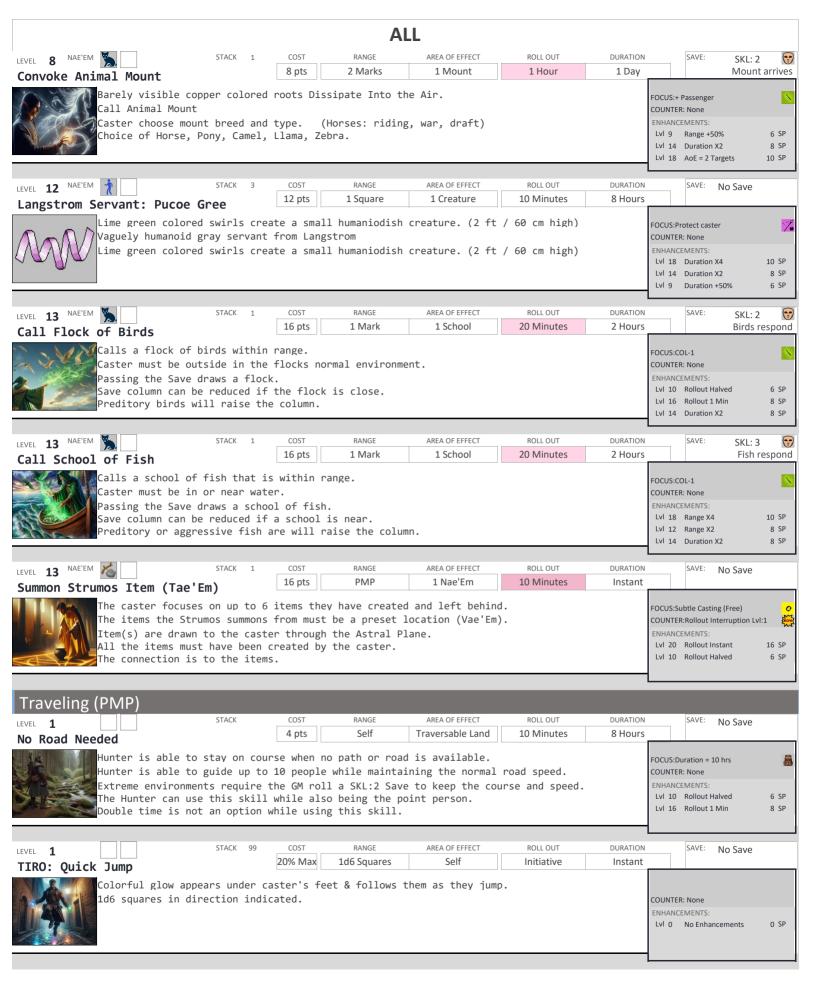


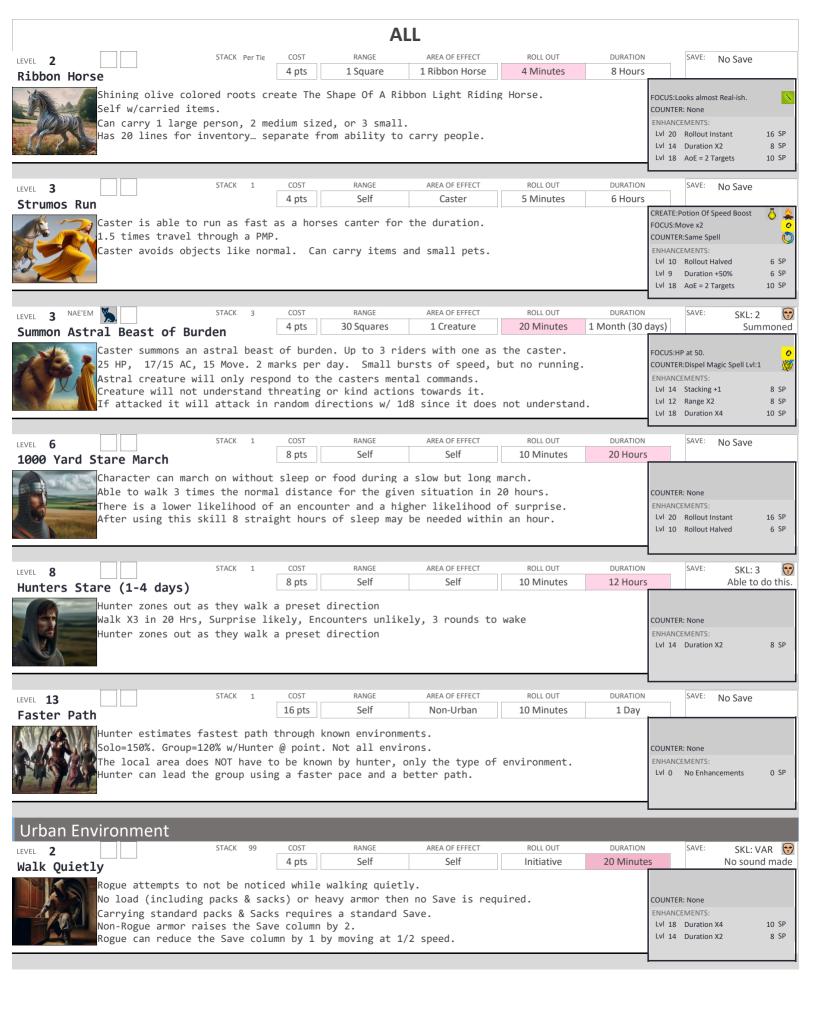


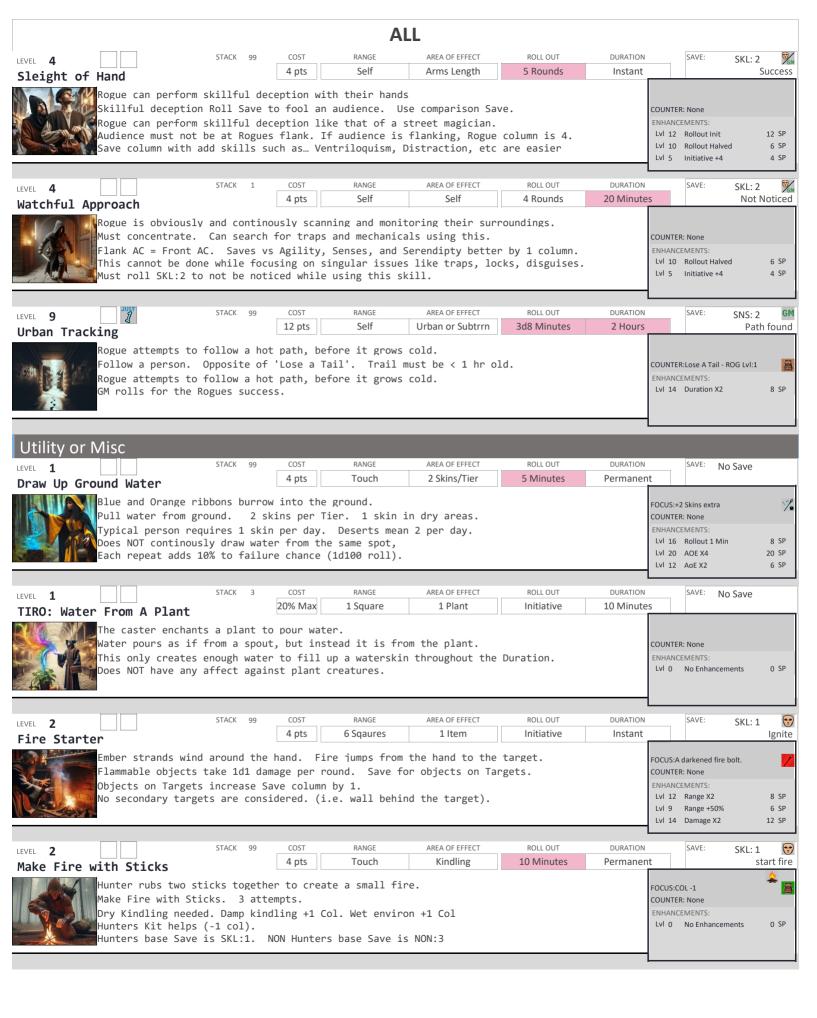


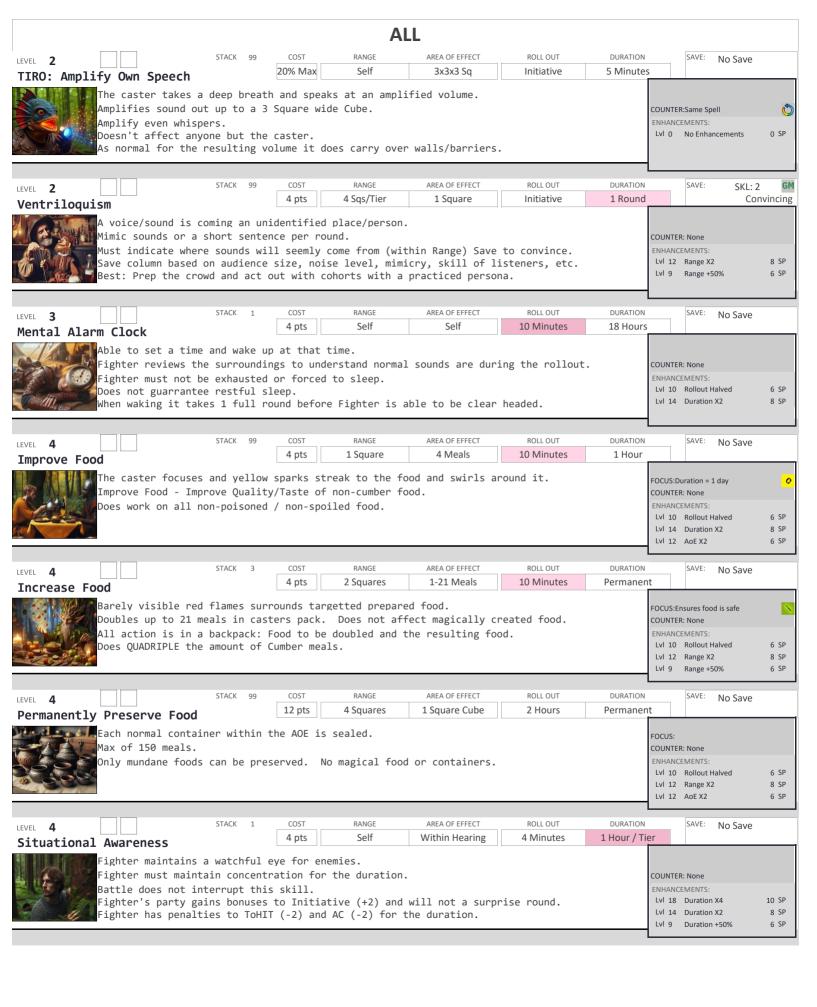












ALL									
LEVEL 4	STACK 99	соsт 25% Мах	RANGE Touch	AREA OF EFFECT Varies	ROLL OUT 1 Minute	DURATION 1 Hour	SAVE:	No Save	
TIRO: Tasty Gruel Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.							COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP		
LEVEL 5	STACK 99	COST 8 pts	RANGE Caster	AREA OF EFFECT 1 Square	ROLL OUT 1 Minute	DURATION Permaner		No Save	
Bring Out Rain Water Desert and hot environments may limit or inhibit this spell. 1 cubic square of drinkable water. Water pours from a magically created cloud and can be directed by the caster. Does allow caster to end spell prior to maximum effect.							FOCUS:20lbs/9kg Pressure COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP		
LEVEL 9	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Food Times Three		12 pts	3 Squares	2x2 Squares	12 Hours	Permaner		eld Improvemen	n 🦱 🔥
Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) Increases amount of food by 3. Max of 63 meals affected per spell. Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)							FOCUS:Tastier COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP		6 SP 10 SP
LEVEL 10	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Ladders & Stairs		12 pts	12 Squares	1 Square	5 Rounds	1 Hour	CREATE:Breakable	5 1.1.1.2.2.	\1/ A
Can be cast/created in any plane Ladder: 1-12 sqs x 1 sq Lean. OR Stairs: 6 sqs x 6 sqs Lean.							FOCUS:Hand rails COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 16 Rollout 1 Min 8 SP Lvl 18 Range X4 10 SP		
LEVEL 11	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	•
Wake To Battle 12 pts Self 1 Round Instant Instant							COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP		
LEVEL 15	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Create Food For A Family		16 pts	Touch	1 Square	5 Minutes	Permaner	nt		
Barely visible go 2d12+10 meals. Simple hot meal a			n area, before	food and water	appear.		FOCUS:Improved t COUNTER: None ENHANCEMENTS: Lvl 12 Rollout I Lvl 18 Range X Lvl 14 Range A	nit 1	12 SP 10 SP 8 SP
z - Basic Skills To All									
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Cooking - Basic		0 pts	5 feet / 1/5 meters	Campfire	2 Hours	10 Minute	es		ı
A basic meal for	up to 10 peop.	le.					COUNTER: None ENHANCEMENTS: Lvl () No Enha	ncements	o SP

