





Battle Actions/Prep


LEVEL	5	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Exited
Entangle										
				Caster throws ethereal vines into the AoE. The vines blend & wait for their victim. This allows a trap to be sprung hours after the caster has left. Root/vines/branches in area reach out and attempt to grab any moving creatures. If no root/vine/branch are in the environment then brown ribbons reach out. Save required to move from square to square until fully out.						
				8 pts	2 Squares	2x2 Squares	1 Minute	4 Hours		
				FOCUS:Enhancements 1/2 level COUNTER:Un-Entangle Spell Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Range X4 10 SP Lvl 16 AoE X2 16 SP						


LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
UnEntangle										
				Easily clears away natural materials, like roots, vines, branches, or brambles. If no root/vine/branch are in the environment then there are no changes and no SP cost. Often can remove the non-plant materials to clear out an Impedence trap, Some traps and situations may require a SKL Save for the spell to succeed.						
				8 pts	8 Squares	2x4 Squares	3 Rounds	10 Minutes		
				FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP						


LEVEL	11	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU Can Move
Sphere:Protection from Animals										
				The animal must pass the Save vs Unskilled to enter or exit the sphere, 'Animals' are uncivilized creatures found in real life.						
				12 pts	Touch	3x3x3 Sq Sphere	Initiative	1 Hour		
				FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP						

LEVEL	14	NAE'EM	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call An Attack Bear											
				Calls a bear to be ready for a battle. Requires the caster to fully concentrate on directing the bear when it is attacking. The bear will stay and follow directions via the Nae'Em. HP:200 AC:16 Attk:x2 ToHit+12 Dmg:2d10 Move:15							
				16 pts	Self	15 Squares	1 Minute	2 Hours			
				FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP							


Battle Defense


LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non) Old AC is used
Wind Wall										
				Ghostly light brown roots rise and spiral around the caster. A single square whirlwind provides AC+4 vs Ranged/Thrown attacks. Tornado stays with caster as they move, but cannot push into occupied square. Casting is not affected by the tornado unless the spell is vulnerable to wind. This can NOT be combined with other spells such as Heat Wave Wall.						
				4 pts	Self	1 creature (self)	Initiative	4 Rounds		
				FOCUS:Enhancements 1/2 level COUNTER:Dispel Magic. Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP Lvl 16 AoE = 2 Targets 12 SP						


LEVEL	3	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Wind Wall For Hunter											
				Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown. Recipient must be a Hunter. Wind Wall stays with Hunter. Skills aren't affected / blocked unless vulnerable to wind. This spell will not allow the Hunter to push into another occupied square.							
				4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds			
				FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP							

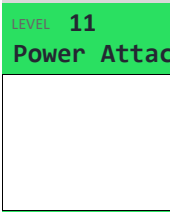
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)
Tornado Wall										
				A wind whips small loose debris from area back and forth in front of caster. AC+4 vs Melee/Ranged/Thrown/Spells which protects the caster from attacks. All people in the adjacent squares to the casters take 1d4 damage each round. Melee attackers: Debris causes attackers to take 1d4 damage. Thrown/Ranged attackers: Does NOT affect attackers.						
				12 pts	Self	3x3 Squares	2 Rounds	10 Minutes		
				FOCUS:Enhancements 1/2 level COUNTER:Control Wind Sphere Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP						


Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Rose Thorns																
 <p>Caster rolls a single ToHIT to be used for all thorns for this spell instance. Each spell instance creates 2d6 thorns per Tier. Each Thorn does 1 HP dmg. Each spell instance must be directed to a single target. Caster can lob this spell over and to a target. Blundered ToHITs are not rolled on the chart and merely miss the target.</p>																
<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> </table>											Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
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LEVEL	3	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill									
Conjure Native Beetles																			
 <p>A swarm may appear in a square adjacent to the target (if within AoE/Range). Conjures a swarm to attack nearest living creature, even if it is friendly. Beetles are NOT able to cross in/out of protection circles. Skill Save to increase the swarm HP from 15 to 25. Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d6</p>																			
<p>CREATE:Beetleroot Granules</p> <p>FOCUS:Save Roll +20</p> <p>COUNTER:No Counter Available. Lvl:</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> </table>											Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP
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Lvl 9	Range +50%	6 SP																	
Lvl 14	Damage X2	12 SP																	


LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Resist (Skill/Non)									
Hail Stones Attack																			
 <p>A white cloud rises over the area, and throws down hail. (No ToHIT) Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage. Has a increase effect against heat based targets (+4 damage). Delivers the attack and damage from above the target. No more or less damage vs non-heat based creatures that are heated or on fire</p>																			
<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Damage X2</td> <td>12 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table>											Lvl 9	Range +50%	6 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Power Attack Duel										
 <p>Power Types: SYL:Ice, STM:Elect, ORX:Force, EOL:Acid, DOK:Fire ONLY USED TO FORCE A DUEL WITH ANOTHER CLASS ATTACK. To be called AFTER this 'Class Power Attack' is mentioned & BEFORE damage is rolled. The GM may have to make a call if the Class Power Attack proceeds too quickly.</p>										
<p>COUNTER: None</p>										


LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill									
Ice Power Attack																			
 <p>Sends icy stream directly to the target. No lobbing. Bolt of power: Dmg 5d10+ACU Bonus. Save for 1/2 damage. No ToHIT required. Enhancements and Focus Wand can add Damage, Range, or Saving Throw adjustments. Another caster using the same power (Ice) may start a 'Class Power Attack Duel'. Class Power Attack Duels force 2 casters into a head to head personal battle.</p>																			
<p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER:Class Power Attack Duel Spell</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Save Roll -20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Damage +50%</td> <td>8 SP</td> </tr> </table>											Lvl 14	Save Roll -20	8 SP	Lvl 9	Range +50%	6 SP	Lvl 9	Damage +50%	8 SP
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Lvl 9	Damage +50%	8 SP																	

Fences and Shelters

LEVEL	12	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Tree House																			
 <p>Requires a tree (not a sapling), to start the spell Has a retractable ladder and muffles most sounds. When closed up light is blocked, but is visible. Shelter has 60 HP. Houses up to 10 persons.</p>																			
<p>CREATE:Pine Seeds of Tree House</p> <p>FOCUS:Enhancements 1/2 level</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table>											Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute									
Circle of Containment																			
 <p>A pattern of light encloses or marks the AoE. After Rollout the light fades. Creatures are able to easily enter the AoE. Those that are inside must Save to exit. Can be used in/as a trap with Rogues skill "Set Up Spell Release (TRAP)". Does NOT inhibit the Caster from leaving the circle.</p>																			
<p>FOCUS:Save Roll -20</p> <p>COUNTER:Same Skill. Lvl:1</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> <tr> <td>Lvl 16</td> <td>AoE X2</td> <td>16 SP</td> </tr> </table>											Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP	Lvl 16	AoE X2	16 SP
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Lvl 9	Duration +50%	6 SP																	
Lvl 16	AoE X2	16 SP																	

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
19		1	20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours	No Save



Fort of Thorns


Creates a 2 sq high walls of thorns 1 square deep. Each square= AC:8 HP:50
 Each melee attack to the thorn wall delivers 1d6 damage to the attacker.
 No roof but has a wooden door where the caster places it.
 Fire damages the walls: Mundane 1d4 per round. Magical fire as per the spell.
 This is functional even in non-temperate environments.


FOCUS:Enhancements 1/2 level
 COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Find or Reveal

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	2 Squares	1-5 item	5 Minutes	Instant	Skill Sight




Detect Magic


Caster attempts to find out if an item/object is magical.
 No Magic: No light means no magic found in/on item. (Best description in FULL report)
 Minor Magic: Dim light (candle) shines if is has lower powered effects.
 Major Magic: Bright light that dazes a character for 1 round if Save failed.
 Diety Magic: Blazing light that will blind a char for 4 hrs if Save failed.

CREATE:Scroll of Detect Magic
 FOCUS:Save Roll +20
 COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

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

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5		1	8 pts	1/4 Mark	15 Sqs Deep	30 Minutes	Permanent	Skill Found water




Divining Water


Caster uses a divining rod to find water and reveal if it's potable or not.
 Auto fail in areas with water everywhere.
 Wet/Tropic/Artic region Save: Skill Roll +20,
 Temperate region Save: Skill Roll +0.
 Desert/Arid region Save: Skill Roll -40.

FOCUS:Enhancements 1/2 level
 COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 20	AOE X4	20 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6		99	8 pts	Touch	1 Target	2 Minutes	Permanent	Skill Varies




Dispel Magic


Many spells can be temporarily halted or entirely stopped by a Dispel Magic.
 Strumos & Sylvan are able to Rollout this spell out in 2 minutes (1 with the enhancement).
 The full description has the list.
 Also, there is a list in the players handbook (Spells chapter).
 (Strsylv)

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10		99	24 pts	4 Squares	1 Item	2 Hours	Permanent	Unskilled success



Determine True Name


Caster attempts to locate clues to find a True Name.
 100 minus all Clues: Current Nae'Ems (-5 pts) Mementos (-2 pts)
 Current Focus Items (-20 pts) Past True Names (-10 pts)
 Caster rolls 1d100, if higher than results from clues then True Name revealed.
 NOTE: Age of clues may lower point values AND Current Nae'Em/Past True Names are 1 use.


FOCUS:Rollout Halved.
 COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

Food And Drink

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1		99	4 pts	Touch	2 Skins/Tier	10 Minutes	Permanent	No Save




Draw Up Ground Water


Easily capture water in readied containers as the water sprays up.
 Draws on the available water/moisture in the area. (1/4 of a Mark)
 Temperate/Tropic Regions: 2 skins / Tier per spell (multiples: -1 skin per spell),
 Arctic/Arid Regions: 2 skins spell (multiples: -1 skins per spell),
 Multiples: each repeated spell in same area reduces the effectiveness.

FOCUS:+2 Skins extra
 COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL	NAE'EM	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2		3	4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent	No Save



Increase Non-Magic Food

Barely visible red flames surrounds targetted prepared food.
 Does not affect magically created food.
 All action is in a backpack: Food to be doubled and the resulting food.
 Does QUADRUPLE the amount of Cumber meals.

FOCUS:Enhancements 1/2 level
 COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL 4

STACK 99

COST4 pts

RANGE1 Square


AREA OF EFFECTUp to 21 Meals

ROLL OUT10 Minutes

DURATION1 Hour

SAVE: No Save

Improve Food



The caster focuses and yellow sparks streak to the food and swirls around it.

Improve Food - Improve Quality/Taste of non rations (& non-cumber food).

Does work on all non-poisoned / non-spoiled food.

FOCUS:Duration = 1 day

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE X2 16 SP

LEVEL 4

STACK 99

COST12 pts

RANGE4 Squares


AREA OF EFFECTUp To 150 Meals

ROLL OUT2 Hours

DURATIONPermanent

SAVE: No Save

Permanently Preserve Food



Requires food to be put into sealed containers.

Max of 150 meals.

Only mundane foods can be preserved. No magical food or containers.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 16 AoE X2 16 SP

LEVEL 5

STACK 99

COST8 pts

RANGECaster


AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATIONPermanent

SAVE: No Save

Draw Out Rain Water



Create a cloud to rain water down.

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.

Must have containers ready

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 12 Rollout Init 12 SP
Lvl 16 AoE X2 16 SP

Healing and Rest

LEVEL 1

STACK 1

COST4 pts

RANGE1 Square


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save

Basic Force Heal 1d4/Tier



Roll 1d4 HP per Tier of the caster.

Healing energy drawn from all parts of the body are forced to the wounded area.

Then apply as force damage to the target, if the target is dead next step fails.

Lastly, apply the full healing times two (x2) to the target.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 14 Range At 3 Sqs 8 SP

LEVEL 1

STACK 99

COST4 pts

RANGETouch


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save

Basic Forced Healing



Roll 1d6. Damage x1 then Heal x2

May knock out or even kill the recipient if the HP is drained too low.

First roll the dice (1d6) and note the result,

Next, apply the rolled result as DAMAGE,

Finally, apply TWICE the amount rolled result as healing to HP

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

LEVEL 2

STACK 9

COST8 pts

RANGETouch


AREA OF EFFECTRecipient

ROLL OUT30 Minutes

DURATIONTil Damage

SAVE: No Save

Triggerred Forced Healing 2d8





This is a delayed forced healing, triggered by taking damage,

In effect until duration is over or is used.

Does NOT allow the choice to not use it.

Only 1 triggered health can be in place per person at time.

Stacking allows multiple persons to have it simultaneously.

CREATE:Triggerred Forced Health Dr.  

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Range At 3 Sqs 8 SP

LEVEL 12

STACK 99

COST12 pts

RANGE15 Squares


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save

Ranged Forced Healing 2d8+2 HP



Cast from a distance away to shock (w/ damage) then heal.

Roll dice (2d8+2) and use the result to apply damage,

then use double the same result and apply healing.


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 9 Range at 1 Sq 6 SP
Lvl 14 Duration X2 8 SP

Light and Darkness

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Varies	Initiative	2 Hours		




With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.

CREATE: Calming Green Candle
FOCUS: Enhancements 1/2 level
COUNTER: Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		



Stays fixed right above the caster.
Darkness continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.


CREATE: Dust of Darkness
FOCUS: Dur=10 rds (No conc)
COUNTER: Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 16	AoE X2	16 SP

Nae'Ems

LEVEL	4	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Can communicate
				4 pts	Touch	1 Animal	5 Minutes	4 Hours			




Spell starts after the rollout & continues as the casters remains in touch.
Speak and understand domesticated animals, large and small.
Domesticated = No Save. Non-Domesticated = Skill Save.
Animal will respond within the limits of their intellect.

FOCUS: Enhancements 1/2 level
COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE = 2 Recipients	10 SP

LEVEL	6	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill -20 Ae'Em Created
				12 pts	2 Squares	1 Recipient	4 Hours	EOY			




Glowing green ribbons encircle the recipient and caster.
This permanent mental bond allows the caster to initiate a connection.
A Save is required. The animal can only articulate from it's view.
Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
The animal is NOT able to send any mental images, but can describe things.

FOCUS: Enhancements 1/2 level
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

LEVEL	7	NAE'EM	STACK	10	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				16 pts	1 Square	1 Recipient	4 Days	Permanent			




Caster mentally bonds and stays connected to another person when on the same plane.
Permanent mental bond allows either party to initiate and/or accept.
Resetting a connection:
Can be re-established with 1 hour rollout when next to the Nae'Em,
Can be re-established with a 2 day rollout while not near the Nae'Em.

FOCUS: Reset time 1/2
COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:

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

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	PMP	Self+1	4 Minutes	5 Minutes		




When Nae'Em agrees a portal can be created.
If the Nae'Em does not respond the portal will fail.
First to pass through must be either the Nae'Em or the caster.
After the caster or Nae'Em one more may follow.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	AOE +2	12 SP

LEVEL	7	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour			



Portal opens to show the animal the caster has bonded to.
This is a top down view from about 1 square above the animal.
The spell stays with the animal as it moves.
There is limited communication through this spell. 1 word statements.
but can be done with other spells.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 11

NAE'EM

STACK 1

COST36 pts

RANGETouch

AREA OF EFFECT1 Item

ROLL OUT4 Days

DURATIONPermanent

SAVE: Resist (Skill/Non) Connected



Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 12 Range X28 SP
Lvl 9 Range at 1 Sq6 SP

LEVEL 14

NAE'EM

STACK 99

COST48 pts

RANGE1 Recipient

AREA OF EFFECT1 Target

ROLL OUT1 Week

DURATIONPermanent

SAVE: No Save



Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Alliegence

COUNTER: None

LEVEL 20

NAE'EM

STACK 99

COST20 pts

RANGEPMP

AREA OF EFFECT3x3 Squares

ROLL OUT4 Hours

DURATIONPermanent

SAVE: No Save



Caster glows lightly during the entire Rollout.
A remembered image of location becomes a destination point for portals/scrys.
Unlimited number of locations can be made, but MUST be documented.
Caster needs to become very familiar with the location/venue.
Requires a 3x3 sq area that is safe to stand in.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 6 Subtle Casting4 SP
Lvl 10 Rollout Halved6 SP
Lvl 16 AoE X216 SP

Natural Environment

LEVEL 2

STACK 99

COST4 pts

RANGEtes normal healthy g

AREA OF EFFECT4x4 Sqs /Tier

ROLL OUT1 Hour

DURATIONPermanent

SAVE: No Save



Natural plants will grow as if they were within the best of conditions.
Promotes normal healthy growth. Does not heal magically diseased/Sickened plants.
New growth progresses as if it were in the best conditions.
Plants grow within 1 hour as if 4 weeks had passed.
Allows healthy growth from/past unhealthy parts.

CREATE:Plant Growth Soil

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 20 AOE X420 SP
Lvl 16 AoE X216 SP

LEVEL 2

STACK 0

COST4 pts

RANGE4 Squares

AREA OF EFFECT4x4 Squares

ROLL OUT10 Minutes

DURATIONPermanent

SAVE: Skill Disease Gone



Caster moves about while casting to cover the AoE evenly.
Removes non-magic plant diseases and infestations with a Save.
Is able to remove a plant disease from a plant creature.
Doesn't affect plant monsters that are without disease.
This will not remove conditions brought on by harsh weather.

CREATE:Plant Disease Powder

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP
Lvl 20 AOE X420 SP
Lvl 16 AoE X216 SP

LEVEL 3

STACK

COST4 pts

RANGE2 Sqs per Tier

AREA OF EFFECT1 Sq cube per Tier

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



Sylvan uses magic to change Water into Steam. Or Steam into Water.
Creature may take damage from the resulting steam. Damage = 2 HP per caster Tier.
Damage can only be applied to creatures within the AOE. Above or near is a safe area.
If the steam is turned into water the water can captured a single 2 Square cube.
Can be Dispelled by the 'Dispel Magic' spell.

COUNTER: None

ENHANCEMENTS:
Lvl 6 Subtle Casting4 SP
Lvl 20 Rollout Instant16 SP

LEVEL 4

STACK 1

COST4 pts

RANGESelf

AREA OF EFFECTUp to 5 Marks

ROLL OUT1 Hour

DURATION1 Week

SAVE: Skill Weather Results




Barely visible sepia colored roots rise into the air, hover, then float down.
Estimation of likely/known changes coming within the week.
Predicts Weather patterns for a wk. GM rolls Save for caster,
Save passed means info given to the caster is accurate.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	2 Sqs per Tier	1 Sq cube per Tier	Initiative	Permanent		



Water to Ice (Reversible)

Sylvan uses magic to change Water into Ice. Or Ice into Water.
 Creature may take damage from the resulting Ice. Damage = 2 HP per caster Tier.
 Damage can only be applied to creatures within the AOE. Even near AOE is a safe area.
 If the Ice is turned into water the water can captured a single 2 Square cube.
 Can be Dispelled by the 'Dispel Magic' spell.


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 20	Rollout Instant	16 SP

LEVEL	6	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL
					6 pts	4 Sqs	1 Animal	1 Minute	Permanent		



Animal Healing

Heal 2d8+4 to domestic or wild woodland animals.
 A minor bond is created and the caster attempts to use this temporary bond.

CREATE:Animal Healing Nutrients


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL	6		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		



Grow A Plant Canopy

Barely visible auburn roots grow into saplings creating a light leafy canopy.
 Plant Canopy can cover 1 to 4 people.
 High winds can bring down the canopy.
 Very useful for/with rain and needed shade.


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	7		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	1 Minute	1 Day		



Water Breathing

Caster is able to breath while under water. But is NOT able to breath out of water!
 Can be used in fresh or sea water. But the water must be un-polluted.
 The caster to be able to talk when underwater.

CREATE:Water Breathing Leaf


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 12	Rollout Init	12 SP
Lvl 6	AOE = Self +1	6 SP

LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		Disperse Spells



Control Wind Sphere


Barely visible tan roots Whip Into A Wind Column And drift away.
 Caster can manage the general direction and speed of wind within Sphere.
 Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW).
 Can do speed changes from quarter speed to double speed.
 Does create enough air movement to clear most cloud spells and disperse them.

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 12	Range X2	8 SP
Lvl 16	AoE X2	16 SP

LEVEL	15		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
					16 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours		



Control Water Currents

Caster can manage the general direction and speed of water within Sphere.
 Can do direction changes by compass directions (N,NE,E,SE,S,SW,W,NW).
 Can do speed changes from quarter speed to double speed.

FOCUS:Enhancements 1/2 level


COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 18	Range X4	10 SP
Lvl 16	AoE X2	16 SP

Partner Cooperations

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	5 squares Radius	5 Minutes	8 Hours		



Post Yappy Camp Dog













1d2+1 small dogs appear and will stay 'on guard' within the AOE.
 These dogs will not engage unless they personally are not able to stay out of the fight. However, they will not stop barking at intruders unless ordered by caster.
 Stats: 1 small Sized dog. AC:13, HP:15, Attk:x1x1, Dmg:1d4.


FOCUS:Enhancements 1/2 level


COUNTER: None

ENHANCEMENTS:

Lvl 9	Duration +50%	6 SP
Lvl 14	Damage X2	12 SP
Lvl 16	AoE X2	16 SP

LEVEL	3	NAE'EM		STACK	5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Direct Rodent						4 pts	Self	20 Squares	1 Minute	30 Min		
						A rodent (appropriate to the environment) appears. They are not noticed by others. This rodent can join and be accepted by other rodents of the same kind. Rodent will stay within the AoE and follow directions via the Nae'Em. HP=6, AC=19, Attk=x1, Init/ToHit=0, Dmg=1d4.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Waterproof A LeanTo						4 pts	Touch	1 Lean-To	10 Minutes	12 Hours		
						Brownn roots grab and secure a lean-to to the ground. Requires a Hunter's Lean-To, hut, or shelter to be made first. Reinforces Hunters creation to be stronger and more water Tight. Allows for 2 more people.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 14 Stacking +1 8 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP
LEVEL	4	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Nae'Em Kept	
Summon Feline Familiar						8 pts	1/2 Mile	Familiar	2 Days	Permanent		
						Timid common feline is bound to the caster. Any breed of common house cat that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt communication via the Nae'Em. AC:15/15, Attk 1x1, Init+6, ToHit+6, Dmg:1d6, Move=15.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP
LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL Familiar Found	
Summon Canine Familiar						16 pts	1/4 Mile	Familiar	1 Day	Permanent		
						Timid common canine is bound to the caster. Any breed of common dog that is not known for specifically aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Init+4, ToHit+8, Dmg:1d6, Move=12.						FOCUS: Nae'Em break= fails COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
LEVEL	6	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Nae'Em Kept	
Summon Equine Familiar						20 pts	2 Marks	Familiar	1d4 Days	Permanent		
						Riding horse Nae'Em bonds to the caster. A standard light riding horse that is not known for aggression can be summoned. After Rollout the animal learns enough to attempt rough communication via the Nae'Em. AC:15/15, Attk 1x1, Dmg:1d4, HP:80, Move=18 or burst of 30.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Alter Hair/Whiskers/F 6 SP
LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Call Corvus						8 pts	self	1 Mark	20 Minutes	2 Hours		
						Calls a single bird to observe for the caster. Must be a Raven, Crow, or Corvus. This black bird can mingle with any flock of other like birds in the area. Rodent will stay within the AoE and follow directions via the weak Nae'Em. HP=15, AC=22, Attk=x1, Init/ToHit=0, Dmg=1d6, Move=18/24.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Aid Hunter vs Missiles						8 pts	12 Squares	1 Target	2 Rounds	2 Hours		
						Hunter gains +2 to AC vs Missiles. No effect vs other kinds of attack.						FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Within 6 Squares	1 Wolverine	1 Minute	2 Hours		




The spell calls a small bear-like weasel to defend the caster.
 This defender will only attack if they or the caster are physically attacked.
 Caster must have an Animal Ken Reputation of 1 or higher to cast.
 Wolverine will stay and follow directions via a Nae'Em.
 HP:50 AC:18/15 Attk:x2x2 Init&ToHit+6 Dmg:1d8 Move:12


FOCUS:Enhancements 1/2 level

COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 9	Duration +50%	6 SP

LEVEL	9	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	16 Squares	1 Wolf	1 Minute	2 Hours		



The spell brings a wolf to defend the caster
 This defender will only attack if they or the caster are physically attacked.
 Caster must have an Animal Ken Reputation of 1 or higher to cast.
 Wolf will stay and follow directions via the weak Nae'Em.
 Ken >0 HP:80 AC:19/18 Attk:x2x2 Init&ToHit+8 Dmg:1d10 Move:15

FOCUS:Enhancements 1/2 level


COUNTER:No Counter Available. Lvl:1

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

Shape Change

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	2 Minutes	8 Hours		



As this skill rolls out the Sylvan morphs into a medium sized common dog.
 The caster is physically changed into a dog and will not be able to cast spells.
 The changes include HP set to 20, AC set to 20. Biting attacks are 2 of 1d6.
 They will be able to hear well (+20 to Saves regarding hearing and smells).
 They will not be able to speak beyond barking and whinnying, except with Nae'Em use.


FOCUS:Enhancements 1/2 level

COUNTER:Dispel Magic. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	2 Minutes	2 Hours		



Caster Shifts into existing as a medium sized mundane deer (Buck or Doe).
 Deer: HP=30, AC=26/18, x1x1 +12/+0/1d6, Move=18 or burst at 22 (1/Minute)
 The changes include HP set to 30, AC set to 26/18. Biting attack: 1x 1d6.
 Loss of points beyond 30 will revert the caster back to normal form with that damage.
 They will be able to hear well (+20 to Saves regarding hearing and smells).


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1x2 Squares	1 Round	4 Hrs (Min 1 Hr)		




Caster changes into the shape of a plant that is
 The Armor Class becomes 8 and the Move becomes 0. But the HP is based on the caster.
 Caster melds into the plant and can hear and feel. Can take damage when inside.
 Caster is NOT able to smell, see, speak, or cast while inside.
 Does not work on plants that are plant creatures. (Treants, etc.)

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	6 Minutes	4 Hours		



Cast takes a form similar of (same creature type) a current Familiar.
 Caster keeps their own HP.
 Caster uses the Familiars #-attacks, Init, ToHit, Dmg, and movement.
 Casters are NOT able to use normal speech.
 Doubles the Range with current Familiars


FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	1 Minute	1 Day		



Caster becomes a medium sized mundane dolphin.
 HP=40, AC=25/22, x1x1 +0/+10/2d6, Move=15 or burst at 18 (1 per 10 Min)
 Recipient is not able to talk while breathing water. Bludgeon attack: 1x 2d6.
 Loss of points beyond 40 will revert the caster back to normal form with that damage.They
 will be able to hear underwater well (+20 to Saves regarding hearing and smells).

FOCUS:Enhancements 1/2 level

COUNTER:Same Skill. Lvl:1

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP

LEVEL 7		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: No Save
	Shape Of A Wolf As this skill rolls out the Sylvan morphs into a medium sized mundane wolf. HP=50, AC=22/20, x2x2 +8/+8/2d6, Move=15 or burst at 18 (1 per Minute) Loss of points beyond 50 will revert the caster back to normal form with that damage. They will be able to hear howling well (+30 to Saves regarding hearing any howls).							COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP
LEVEL 8	NAE'EM	STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT 1 tree	ROLL OUT 10 Minutes	DURATION 4 Hrs	SAVE: No Save
	Shape Of A Tree Caster can allow others to hide with them. (1 per Tier) Caster can see, hear, feel, and take damage when inside. Emergence takes only 1 round. Caster is NOT able to smell, speak, or cast while inside. Tree: AC=8 & HP=caster. Does not work on trees that are also creatures. (Treants, etc.)							FOCUS:Enhancements 1/2 level COUNTER:Same Skill. Lvl:1 ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP
LEVEL 9		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 2 Hours	SAVE: No Save
	Shape Of A Bear As this skill rolls out the Sylvan morphs into a medium sized common brown bear. HP=70, AC=25/20, x3x3 +8/+8/2d8, Move=15 Loss of points beyond 70 will revert the caster back to normal form with that damage. The Bear has heightened senses of hearing and smell. (+10 on related Saves).							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 4 Increase Aura -2 SP Lvl 9 Duration +50% 6 SP
LEVEL 11		STACK 99	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 4 Minutes	DURATION 4 Hours	SAVE: No Save
	Shape Of A Hawk Caster Shifts into existing as a medium sized mundane hawk with flight @ 3 x Marks. HP=25, AC=32/27, x1x1 +0/+0/1d8, Fly=20 or dive at 30 (1 per 10 Min) Loss of points beyond 25 will revert the caster back to normal form with that damage. The Hawk has heightened senses of sight. (+30 on related Saves).							FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP
LEVEL 13		STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 4 Hours	SAVE: No Save
	Shape Of A Satyr As this skill rolls out the Sylvan morphs into Satyr (Half man, Half Goat) In this form spells and speech are enabled. The caster to add 50% to their movement for up to an hour, but only once per day. Caster gains 10 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP
LEVEL 15		STACK 1	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 8 Minutes	DURATION 6 Hours	SAVE: No Save
	Shape Of A Centaur Caster Shifts into existing half horse, half man creature. A Centaur. In this form spells and speech are enabled. Form doubles daily travel, but does not increase lesser movements. (Battle moves). Caster gains 20 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.							FOCUS:Enhancements 1/2 level COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL 16		STACK 1	COST 16 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT 20 Minutes	DURATION 8 Hours	SAVE: No Save
	Shape Of A Mer Person Caster morphs into a mer-creature. Gender as caster chooses. In this form spells and speech are enabled. This form allows swimming and breathing underwater. Caster gains 20 HP while in this form. Damage taken follows back to normal form. It is possible for the caster to revert back and fall unconscious/dead.							FOCUS:Enhancements 1/2 level COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL

18

STACK

1

COST

20 pts

RANGE

self

AREA OF EFFECT

self

ROLL OUT

8 Minutes

DURATION

2 Hours

SAVE: No Save



With this skill the caster changes into a Harpy. (Haggerd vulture-like bird / person)

In this form spells and speech are enabled. But speech will always have a screech to it.

Can fly & dive. Diving: 1 per min, No ToHit Bonuses, additional 8 dmg to "Fist" dmg.

Caster gains 30 HP while in this form. Damage taken follows back to normal form.

It is possible for the caster to revert back and fall unconscious/dead.

FOCUS:Enhancements 1/2 level

COUNTER: None

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 14

Duration X2

8 SP