




-Dokour


Battle-Actions



LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	6 Squares	1 Item	Initiative	Instant			
Fire Starter													
						Ember strands wind around the hand. Fire jumps from the hand to the target. Flammable objects take 1d1 damage per round. Save for objects on Targets. Objects on Targets increase Save column by 1. No secondary targets are considered. (i.e. wall behind the target).							
													FOCUS: A darkened fire bolt. COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP



Battle-Defense


LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Target	1 Target	5 Rounds	1 Hour			
Mundane Fire Immunity													
						Grants Target immunity to mundane fires cooler than a forge. Forge fires or hotter break this spell. Creates enough light to read by if within 2 squares of caster.							
													CREATE: Normal Fire Protection FOCUS: Warms those close. COUNTER: Same Spell ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 18 Duration X4 10 SP Lvl 9 Duration +50% 6 SP





Battle-Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Target	Initiative	4 Rounds			
Flash Of Fire!													
 Directs a small ball of magical fire to the target. Must be a direct path and not lobbed. No ToHIT needed. Does 1d6 + casters Acumen bonus in damage. Can be directed at a creature or a single square.													
													CREATE: Flash Bang!
COUNTER: None													
ENHANCEMENTS:													
Lvl 6 Subtle Casting												4 SP	
Lvl 9 Range +50%												6 SP	
Lvl 14 Duration X2												8 SP	

LEVEL	1			STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2											
Heat Wave Wall						4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds	1/2 Damage												
						Creates an inhibiting wall of heat vs those nearby (Melee). Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg. Casting, Ranged, and thrown attacks will pass through this wall with no issues. Note casting which result in melee actions/damage is inhibited by this spell. Duration may be Initiative, but may be delayed due to fuel ignition.						<div>FOCUS: Recipient w/in 6 sqs</div> <div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr></table>			Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP	Lvl 14	Damage X2	12 SP
Lvl 18	Duration X4	10 SP																					
Lvl 9	Duration +50%	6 SP																					
Lvl 14	Damage X2	12 SP																					


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
						4 pts	10 Squares	1 Target	Initiative	1 Round	Spell missed		
Flame Bolt													
						<p>No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge.</p> <p>Magical fire only damages target, not other people or items.</p> <p>The flame bolt can not be lobbed or arc to the target.</p>							
													<div>CREATE:Flame Bolt Breakable</div> <div>FOCUS:Col +1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Damage X2 12 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Target	Initiative	3 Rounds		
Scorching Skin												
						Ghostly rust colored flames encases the caster's hand. Caster must touch the target. (Roll a ToHIT) 1d6 +ACU damage per round. +4 additional damage to Undead/Living dead. Does radiate heat but not much light						
												FOCUS: No Sickness/Disease COUNTER: Same Spell ENHANCEMENTS: Lvl 14 Range At 3 Sqs 8 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP

LEVEL	3			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	12 Squares	1 Target	Initiative	4 Rounds		
Heat Metal Armor												
 Metal armor glows with heat. Targets Init, AC, ToHIT drop 1 per rd.												
Round 1: Initiative -1 Ac -1 ToHIT -1												
Round 2: Initiative -2 Ac -2 ToHIT -2												
Round 3: Initiative -3 Ac -3 ToHIT -3												
Round 4: Initiative -4 Ac -4 ToHIT -4												
<div>CREATE:Enflame Metal Armor </div> <div>FOCUS:AC/Init/ToHIT additional -1 </div> <div>COUNTER:Same Spell </div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 </div>												

-Dokour

LEVEL	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured		



A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:Beetleroot Granules


FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	8 Squares	1 Square	Initiative	3 Rounds	Conjured		



Save to conjure. Recommend sequential casting due to multiple round Duration.
Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).
This spell continues through Duration even if caster is not aware.
The beetles attack non-enemies if no enemies are in range.
Battle stats: HP:30, AC:15, Init+6, ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:Cinderroot powder


FOCUS:SKL:>05

COUNTER:None

ENHANCEMENTS:

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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						8 pts	4 Squares	1 Square	Initiative	1 Round	1/2 Damage		



Flames shoot upward from the Caster's hand and down towards the AoE.
No ToHIT required. Can Lob magical fire to target.
Damage of 4d10 +ACU. Target Saves for 1/2 damage.
Magical fire does not light things afire.

FOCUS:hurts fire based.


COUNTER:Same Spell

ENHANCEMENTS:

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

Battle-Prep

LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Self	Self	Initiative	2 Hours	No Intimidation		



Visible heat waves surround the casters's body for the duration.
Wreathes the caster in the image of intimidating flames.
Allow the target audience a Save due to the wreathe of flames.
Will not set items on fire due to Magical output.

CREATE:Aura Of Flames

FOCUS:warmth = 2x2 AoE


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

Call-Summon

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
						4 pts	8 Squares	PMP	1 Hour	1 day / Tier	Imp appears			



Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.


FOCUS:Alter the description

COUNTER:None

ENHANCEMENTS:

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

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year			



Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
MOVE: Run= 3 Sqs. Flight= 7 Sqs (4 Sqs above land or lava).
Small ball of magical fire creates an imp. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, & race as caster (miniturized, 3" or 7.6 cm).
HP:12. SP:0 Attacks: x1x1, Init+0, ToHIT+0, Damage:1d2, Distance:1.

FOCUS:Alter the description


COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Alter Skin/Hide/Scales	6 SP
Lvl 9	Alter Hair/Whiskers/F	6 SP

Communication-

LEVEL	2	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	2 Fires	2 Rounds	20 Minutes			



Fire to fire Nae'Em.
Audio visual fire to fire Nae'Em. Small item pass through.
Two separate fires must be in preset location and lit.
The caster face willl be visible to the other side.
A single 'speakers' face will be visible to the caster.


FOCUS:Item passed through


COUNTER:Same Spell

ENHANCEMENTS:

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


-Dokour


LEVEL	6	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Target	20 Minutes	5 Questions		



Red flames extend from the caster to be infused into the skull of the target. Can be up to 100 years dead per Tier. Creates a temporary Nae'Em (Cae'Em). Requires full skull and a jawbone. Max of 5 questions within the rollout time. Spell will interpret older languages to the current common language.

FOCUS:Truthseer
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Range At 3 Sqs 8 SP
Lvl 9 Range at 1 Sq 6 SP

LEVEL	7	NAE'EM		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Viewed
						8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier		




Bright yellow ribbons encircle the recipient. An identified Dokour Target person becomes connected to the caster. Requires the target to be within Range and to have already been identified by the 'Direction To Dokour Target' spell.

FOCUS:SKL:>05
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

Creation-Meta

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Comparative
						8 pts	Touch	1 Item	10 Minutes	Permanent		




Casters reach out to place spell breaking magic on an item

GM determines the Save column for the item based on the nature of its power. Caster and GM both roll the Save. The greater success wins out. (Or least loss) Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

Find-Hide-Reveal


LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1 Suare	1 Minute	1 Hour		



Flames surrounds the caster and darkens the area as it fades to black. Shadow surrounds the caster and their belongings. At night helps Dokour blend into darkness. In daylight Dokour still in darkness, but is very obvious. When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

FOCUS:Muffles caster in AOE.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP


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



Caster attempts to find out if an item/object is magical. Magic=Candle light. Mundane=None. Epic=Blinding Light, Save vs Blind. Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic, nor does it reveal the kind of magic is in play.


CREATE:Scroll of Detect Magic
FOCUS:Save Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP


LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Not so visible
						8 pts	Caster	4x4 Squares	6 Minutes	4 Hours		



Bubble muffles sound & deters detection. Save to not be observed. Works absolutely best in dim light and lower. Physical bubble that has 1 HP. Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:Haze Bubble
FOCUS:Torchlight inside.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP


LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari Compass direction
						8 pts	Self	7 Mark/Tier Radius	1 Hour	Instant		




Find a high alignment Dokour within Range. If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description) Roll 0 to 5 and no targets shown, Beat Column 1 to find alignments > 150, Beat Column 2 to find alignments > 125, Beat Column 3 to find alignments > 100, Beat Column 4 to find alignments > 75, Roll >95 to find alignments > 50.

FOCUS:Target Align -50
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 4 Aura Brightens -2 SP

-Dokour

LEVEL	7	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		




Creates a scrying area for the caster and others to view Dimension.
Those within the AoE can see into the Dimension from their spot in the PMP.
Can see a distance of 100 squares in daylight. Only 20 squares in moonlight.
Caster cannot move the scry point, but can move around to see in other directions.

FOCUS:Light up Dimension
COUNTER: None

ENHANCEMENTS:

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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1x2 Squares	10 Minutes	2 Hours		





create a 1 square wide and 2 square high flat opening.
Dead End Dimensional Hallway to hide in.
create a 1 square wide and 2 square high flat opening.
1d4 magical fire damage to pass through

FOCUS:Range:Self+1/Tier
COUNTER: None

ENHANCEMENTS:

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

LEVEL	8	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		



Requires the caster to have created an Imp previously.
Imp Spy must be on the same PMP.
Sees through Imp Spy's eyes with normal vision only.
Does NOT communicate with Imp Spy


FOCUS:Send 1 command.
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 4	Aura Brightens	-2 SP

Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2 Damage reduced
						4 pts	Self	Caster	5 Rounds	20 Minutes		




surround the wound on the caster and stitch the skin together.
Any magical/mundane fire dmg is reduced by 2 per die, minimum of 1.

CREATE:Burn Reduction
FOCUS:Total of 4 Pts Reduced.
COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Healed self.
						4 pts	Touch	1 Recipient	Initiative	Permanent		




Spiritlike rose colored flames dance around the wound.
Roll 1d4 per Tier. Dmg x2 with pain, then Heal x3. Self heal requires Save.
Does heal living creatures and plants, but most plants die from the damage first.
Does NOT heal or hurt the undead and living dead.
Caster can choose what Tier level to use.

CREATE:Fire Balm
FOCUS:+1 HP extra
COUNTER: None

ENHANCEMENTS:

Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 16	Healing +4	10 SP

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						-2 pts	Touch	1 Target	1 Minute	Permanent		




Encasing the undead/living dead in flames for one full minute.
"Heals" the target for 1d6 points while caster may gain 2 SP.
Target must actually be at less than maximum points. Must have a need to be "healed".
Has no effect on a corpse.
Max gain of SP set to 20 SP per day.

FOCUS:no Sick/Disease to caster
COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Body	2 Hours	Permanent		




Yellow flames creep across the body without burning it.
Must be dead a month or less.
The dead are sent beyond any connection that can be made from the known planes.
To finish the spell a dieties name must be spoken aloud.


COUNTER: None

ENHANCEMENTS:

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

-Dokour

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HLH: 3	
						8 pts	Self	Self	30 Minutes	12 Hours	Target cleaned		



Magenta flames engulf the caster during the RollOut then flames fade away.
Removes frialty from the caster.
Each hour (Max 12 hours):
1d6 hp Damage, Save to cleanse. If no sickness/disease then spell stops.

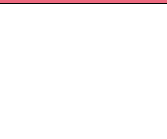
FOCUS:Cast to another
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

Other-Counter

LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts						



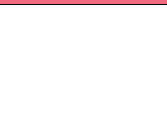
DO NOT DELETE !!!! This is a counter

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	0			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						pts	0	0	0	0		




Missing from compact report
COUNTER ACTION: Person is unable to continue
xx


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Travel-Planes

LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds			



Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.
The flames cause magical fire damage (will not light combustibles) when in circle.
PMP & Dimension once were the same but have split and advanced on their own.
Portal open for caster and 2 others. Portal closes after 3rd person.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Travel-PMP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	24 Squares	Caster	2 Rounds	20 Minutes		



Shining ruby colored flames Profile The Caster Then Dim To Nothing.
Caster can jump from one shadow to another within range.
This does work for the caster only on shadows that the caster can see and in Range.
This dowoes allow more options at night when more shadows are available.


FOCUS:No light when cast
COUNTER: None

ENHANCEMENTS:

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

Utility-

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	5 Sq Dia Sphere	Initiative	1 Hour		



Stays fixed right above the caster.
Darkness to continues for one hour.
Caster to creates darkness that will stay centered above them.
Can use this spell to create a bag of 'Dust Of Darkness'.

FOCUS:Not centered
COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 12	AoE X2	6 SP

-Dokour

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi - Duplicate					4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day		



With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power as per Tier.

With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light

FOCUS:Brighter by Tier

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

Lvl 12	Range X2	8 SP
--------	----------	------

Lvl 14 Duration X2

