

School	Attribute	Tier	Type	Name	Damage_Ty	Description
Mass	Might		1 Offense	Push	Force	Shove target away (Knockback).
Mass	Might		1 Defense	Brace	Force	Ignore Knockback or Prone effects.
Mass	Might		1 Utility	Lift	Force	Reduce the weight of an object.
Mass	Might		2 Offense	Pull	Force	Drag target closer to you.
Mass	Might		2 Defense	Catch	Force	Stop a physical projectile mid-air.
Mass	Might		2 Utility	Jump	Force	Boost jump height/distance signific
Mass	Might		3 Offense	Slam	Force	Knock target Prone with heavy force
Mass	Might		3 Defense	Repel	Force	Deflect arrows/bolts aimed at you.
Mass	Might		3 Utility	Burden	Force	Increase weight of target (Slow).
Mass	Might		4 Offense	Crush	Force	Constrict/Squeeze target (Grapple)
Mass	Might		4 Defense	Dense	Force	Reduce incoming Physical Damage
Mass	Might		4 Utility	Climb	Force	Spider Climb (Shift gravity).
Mass	Might		5 Offense	Launch	Force	Fling enemy a long distance.
Mass	Might		5 Defense	Orbit	Force	Shield of debris circles you.
Mass	Might		5 Utility	Feather	Force	Slow Fall / No fall damage.
Mass	Might		6 Offense	Breach	Force	Destroy cover or walls instantly.
Mass	Might		6 Defense	Heavy	Force	You cannot be moved against your v
Mass	Might		6 Utility	Float	Force	Levitate self or object.
Mass	Might		7 Offense	Flatten	Force	Compress target into 2D space.
Mass	Might		7 Defense	Nullify	Force	Stop all momentum in an area.
Mass	Might		7 Utility	Fly	Force	True Flight (Control Gravity).
Mass	Might		8 Offense	Implode	Force	Create a vacuum (Massive Damage
Mass	Might		8 Defense	Field	Force	Anti-Gravity Aura (Enemies float).
Mass	Might		8 Utility	Reverse	Force	Flip gravity (Ceiling is floor).
Mass	Might		9 Offense	Meteor	Force	Orbital Strike from above.
Mass	Might		9 Defense	Event Horiz	Force	Absorb incoming magical projectile
Mass	Might		9 Utility	Well	Force	Create heavy Gravity Well.
Mass	Might		10 Offense	Erase	Force	Delete matter from existence.
Mass	Might		10 Defense	Invincible	Force	Infinite Mass (Cannot be hurt).
Mass	Might		10 Utility	Black Hole	Force	Consume light and matter.
Ordo	Endurance		1 Offense	Halt	Cold	Stop target movement completely.
Ordo	Endurance		1 Defense	Stand	Cold	Stand up from Prone instantly.
Ordo	Endurance		1 Utility	Hold	Cold	Keep a door or object shut.
Ordo	Endurance		2 Offense	Trip	Cold	Create an obstacle to trip foes.
Ordo	Endurance		2 Defense	Skin	Cold	Natural Armor bonus.
Ordo	Endurance		2 Utility	Sustain	Cold	Ignore hunger/thirst/fatigue.
Ordo	Endurance		3 Offense	Trap	Cold	Bind target's legs/wheels.
Ordo	Endurance		3 Defense	Anchor	Cold	Become immovable.
Ordo	Endurance		3 Utility	Bridge	Cold	Create a temporary structure.
Ordo	Endurance		4 Offense	Cage	Cold	Create walls around target.
Ordo	Endurance		4 Defense	Barricade	Cold	Create cover instantly.
Ordo	Endurance		4 Utility	Preserve	Cold	Stop decay on object/body.
Ordo	Endurance		5 Offense	Petrify	Cold	Turn target to stone (Save).

Ordo	Endurance	5 Defense	Reinforce	Cold	Gain Temporary HP.
Ordo	Endurance	5 Utility	Shelter	Cold	Create a safe hut/bunker.
Ordo	Endurance	6 Offense	Entomb	Cold	Bury target under earth.
Ordo	Endurance	6 Defense	Absorb	Cold	Take damage meant for an ally.
Ordo	Endurance	6 Utility	Lock	Cold	Arcane Lock (Unopenable).
Ordo	Endurance	7 Offense	Stasis	Cold	Freeze target in time/space.
Ordo	Endurance	7 Defense	Reflect	Cold	Return damage to attacker.
Ordo	Endurance	7 Utility	Statue	Cold	Feign Death (Indistinguishable).
Ordo	Endurance	8 Offense	Arrest	Cold	Stop target's heart (Save).
Ordo	Endurance	8 Defense	Immunity	Cold	Take 0 Damage for 1 round.
Ordo	Endurance	8 Utility	Stamina	Cold	Run forever without tiring.
Ordo	Endurance	9 Offense	Crystallize	Cold	Make target fragile (Shatter).
Ordo	Endurance	9 Defense	Fortress	Cold	Invulnerable Structure.
Ordo	Endurance	9 Utility	Monolith	Cold	Create permanent wall/tower.
Ordo	Endurance	10 Offense	Stop	Cold	End Time for target.
Ordo	Endurance	10 Defense	Eternal	Cold	Cannot die this round.
Ordo	Endurance	10 Utility	Foundation	Cold	Create new land/island.
Flux	Finesse	1 Offense	Pierce	Acid	Ignore Armor Rating (AR).
Flux	Finesse	1 Defense	Dodge	Acid	Bonus to AC vs one attack.
Flux	Finesse	1 Utility	Unlock	Acid	Open simple mechanism.
Flux	Finesse	2 Offense	Trip	Acid	Precision hit to knock down.
Flux	Finesse	2 Defense	Parry	Acid	Reduce incoming melee damage.
Flux	Finesse	2 Utility	Untie	Acid	Escape bindings/grapple.
Flux	Finesse	3 Offense	Disarm	Acid	Force drop of held item.
Flux	Finesse	3 Defense	Catch	Acid	Grab weapon/item thrown at you.
Flux	Finesse	3 Utility	Swap	Acid	Switch held items instantly.
Flux	Finesse	4 Offense	Bleed	Acid	Deal Damage over Time.
Flux	Finesse	4 Defense	Deflect	Acid	Redirect attack to adjacent.
Flux	Finesse	4 Utility	Guide	Acid	Next attack is Auto-Hit.
Flux	Finesse	5 Offense	Snatch	Acid	Steal equipped item.
Flux	Finesse	5 Defense	Blur	Acid	Attacks have Disadvantage.
Flux	Finesse	5 Utility	Filter	Acid	Clean poison/toxin from liquid.
Flux	Finesse	6 Offense	Sever	Acid	Cut off a limb or appendage.
Flux	Finesse	6 Defense	Flow	Acid	Move 5ft when hit (Reaction).
Flux	Finesse	6 Utility	Phase	Acid	Walk through solid wall.
Flux	Finesse	7 Offense	Needle	Acid	Line attack through enemies.
Flux	Finesse	7 Defense	Ghost	Acid	Become Ethereal (No Phys Dmg).
Flux	Finesse	7 Utility	Pass	Acid	Allow ally to phase.
Flux	Finesse	8 Offense	Ricochet	Acid	Attack chains to new targets.
Flux	Finesse	8 Defense	Displace	Acid	You appear 5ft from real spot.
Flux	Finesse	8 Utility	Navigate	Acid	Find path to any location.
Flux	Finesse	9 Offense	Atomize	Acid	Disintegrate target.
Flux	Finesse	9 Defense	Liquid	Acid	Amorphous (Immune Crits/Grp).
Flux	Finesse	9 Utility	Separate	Acid	Un-mix a potion/compound.

Flux	Finesse	10	Offense	Perfect	Acid	Auto-Critical Hit.
Flux	Finesse	10	Defense	Intangible	Acid	Permanent Phasing state.
Flux	Finesse	10	Utility	Singularity	Acid	Compress space to a point.
Motus	Reflexes	1	Offense	Snap	Sonic	Quick low-damage hit.
Motus	Reflexes	1	Defense	Duck	Sonic	Reaction AC bonus.
Motus	Reflexes	1	Utility	Step	Sonic	5ft Shift (No Opportunity).
Motus	Reflexes	2	Offense	Barrage	Sonic	Multi-hit attack (Low Dmg).
Motus	Reflexes	2	Defense	Weave	Sonic	Move through enemy space.
Motus	Reflexes	2	Utility	Dash	Sonic	Bonus Move action.
Motus	Reflexes	3	Offense	Spin	Sonic	AOE hit around self.
Motus	Reflexes	3	Defense	Evasion	Sonic	Dodge AOE effects (Save).
Motus	Reflexes	3	Utility	Leap	Sonic	Teleport 10ft.
Motus	Reflexes	4	Offense	Vibrate	Sonic	Sonic Damage (Bypass Armor).
Motus	Reflexes	4	Defense	Catch	Sonic	Snatch arrow/bolt from air.
Motus	Reflexes	4	Utility	Haste	Sonic	Increase Speed buff.
Motus	Reflexes	5	Offense	Blitz	Sonic	Line Charge attack.
Motus	Reflexes	5	Defense	Blink	Sonic	Teleport Dodge (Reaction).
Motus	Reflexes	5	Utility	Warp	Sonic	Teleport 60ft.
Motus	Reflexes	6	Offense	Impact	Sonic	Damage scales with Speed.
Motus	Reflexes	6	Defense	Afterimage	Sonic	Create decoy clones.
Motus	Reflexes	6	Utility	Loop	Sonic	Repeat last action.
Motus	Reflexes	7	Offense	Age	Sonic	Rapid aging attack.
Motus	Reflexes	7	Defense	Rewind	Sonic	Undo recent damage taken.
Motus	Reflexes	7	Utility	Portal	Sonic	Create travel gate.
Motus	Reflexes	8	Offense	Lag	Sonic	Delay enemy turn/action.
Motus	Reflexes	8	Defense	Stutter	Sonic	Phase out of reality briefly.
Motus	Reflexes	8	Utility	Stop	Sonic	Time Stop (Short).
Motus	Reflexes	9	Offense	Paradox	Sonic	Exist twice (Double turns).
Motus	Reflexes	9	Defense	Reset	Sonic	Restart the combat round.
Motus	Reflexes	9	Utility	Timeline	Sonic	Predict exact future.
Motus	Reflexes	10	Offense	Infinite	Sonic	Attack every target instantly.
Motus	Reflexes	10	Defense	Gone	Sonic	Non-Existence (Safe).
Motus	Reflexes	10	Utility	Reality	Sonic	Reload Save / Retcon.
Vita	Vitality	1	Offense	Sting	Poison	Minor Poison damage.
Vita	Vitality	1	Defense	Clot	Poison	Stop Bleeding immediately.
Vita	Vitality	1	Utility	Mend	Poison	Heal minor wounds.
Vita	Vitality	2	Offense	Tangle	Poison	Vines restrict movement.
Vita	Vitality	2	Defense	Bark	Poison	Natural Armor skin.
Vita	Vitality	2	Utility	Purge	Poison	Cure Poison/Toxin.
Vita	Vitality	3	Offense	Rot	Poison	Necrotic damage.
Vita	Vitality	3	Defense	Resist	Poison	Resist Elemental damage.
Vita	Vitality	3	Utility	Grow	Poison	Enlarge self or target.
Vita	Vitality	4	Offense	Drain	Poison	Lifesteal (Heal for Dmg).
Vita	Vitality	4	Defense	Adrenaline	Poison	Gain Temporary HP.

Vita	Vitality	4 Utility	Adapt	Poison	Grow Gills/Claws/Wings.
Vita	Vitality	5 Offense	Infect	Poison	Inflict Disease.
Vita	Vitality	5 Defense	Regen	Poison	Heal HP every turn.
Vita	Vitality	5 Utility	Sense	Poison	Detect Life (Radar).
Vita	Vitality	6 Offense	Wither	Poison	Drain Stat (Str/Dex).
Vita	Vitality	6 Defense	Carapace	Poison	Damage Reduction (Flat).
Vita	Vitality	6 Utility	Awaken	Poison	Animate Plant/Tree.
Vita	Vitality	7 Offense	Devour	Poison	Eat minion to heal full.
Vita	Vitality	7 Defense	Immune	Poison	Cure Disease/Immunity.
Vita	Vitality	7 Utility	Link	Poison	Life Bond (Share HP).
Vita	Vitality	8 Offense	Plague	Poison	Spreading DoT infection.
Vita	Vitality	8 Defense	Cocoon	Poison	Stasis Heal (Full recovery).
Vita	Vitality	8 Utility	Revive	Poison	Resurrect dead.
Vita	Vitality	9 Offense	Cancer	Poison	Massive Rapid DoT.
Vita	Vitality	9 Defense	Swarm	Poison	Turn into bugs (Immune).
Vita	Vitality	9 Utility	Clone	Poison	Grow spare body.
Vita	Vitality	10 Offense	Extinct	Poison	Kill creature type.
Vita	Vitality	10 Defense	Reborn	Poison	Auto-Life on death.
Vita	Vitality	10 Utility	Genesis	Poison	Create new Lifeform.
Nexus	Fortitude	1 Offense	Heat	Fire	Deal Fire Damage.
Nexus	Fortitude	1 Defense	Harden	Fire	Bonus AC.
Nexus	Fortitude	1 Utility	Shape	Fire	Mold clay/stone/wood.
Nexus	Fortitude	2 Offense	Chill	Fire	Deal Cold Damage.
Nexus	Fortitude	2 Defense	Insulate	Fire	Resist Elements.
Nexus	Fortitude	2 Utility	Fuse	Fire	Weld metal/stone together.
Nexus	Fortitude	3 Offense	Shock	Fire	Deal Lightning Damage.
Nexus	Fortitude	3 Defense	Ground	Fire	Absorb Shock/Electricity.
Nexus	Fortitude	3 Utility	Rust	Fire	Weaken metal item.
Nexus	Fortitude	4 Offense	Burn	Fire	Ignite target (DoT).
Nexus	Fortitude	4 Defense	Plate	Fire	Skin becomes Iron.
Nexus	Fortitude	4 Utility	Repair	Fire	Fix broken item.
Nexus	Fortitude	5 Offense	Melt	Fire	Deal Acid Damage.
Nexus	Fortitude	5 Defense	Cool	Fire	Extinguish fires instantly.
Nexus	Fortitude	5 Utility	Forge	Fire	Create weapon from raw mats.
Nexus	Fortitude	6 Offense	Shatter	Fire	Deal Sonic Damage.
Nexus	Fortitude	6 Defense	Diamond	Fire	Skin becomes Diamond (High AC).
Nexus	Fortitude	6 Utility	Transmute	Fire	Change material type.
Nexus	Fortitude	7 Offense	Explode	Fire	Deal Force Damage.
Nexus	Fortitude	7 Defense	Rubber	Fire	Bounce Physical Damage.
Nexus	Fortitude	7 Utility	Liquify	Fire	Turn solid to liquid.
Nexus	Fortitude	8 Offense	Vaporize	Fire	Turn solid to gas (Cloud).
Nexus	Fortitude	8 Defense	Mirror	Fire	Reflect Ray spells.
Nexus	Fortitude	8 Utility	Gas	Fire	Turn self to Mist.
Nexus	Fortitude	9 Offense	Fission	Fire	Nuclear Damage (Nuke).

Nexus	Fortitude	9 Defense	Void	Fire	Absorb All Damage types.
Nexus	Fortitude	9 Utility	Gold	Fire	Lead to Gold (Wealth).
Nexus	Fortitude	10 Offense	Unmake	Fire	Disintegrate Matter.
Nexus	Fortitude	10 Defense	Indestructil	Fire	God-like durability.
Nexus	Fortitude	10 Utility	Matter	Fire	Create Matter from nothing.
Anumis	Knowledge	1 Offense	Mark	Arcane	Prevent Stealth.
Anumis	Knowledge	1 Defense	Shield	Arcane	Magic Armor (Temp AC).
Anumis	Knowledge	1 Utility	Read	Arcane	Decipher text/runes.
Anumis	Knowledge	2 Offense	Bolt	Arcane	Magic Missile (Auto hit).
Anumis	Knowledge	2 Defense	Mask	Arcane	Nondetection (Anti-Scry).
Anumis	Knowledge	2 Utility	Identify	Arcane	Learn item properties.
Anumis	Knowledge	3 Offense	Bind	Arcane	Hold Person (Paralyze).
Anumis	Knowledge	3 Defense	Circle	Arcane	Protect Area (Magic Circle).
Anumis	Knowledge	3 Utility	Tongues	Arcane	Speak any language.
Anumis	Knowledge	4 Offense	Silence	Arcane	Prevent Casting/Sound.
Anumis	Knowledge	4 Defense	Dampen	Arcane	Resist Magic Damage.
Anumis	Knowledge	4 Utility	Light	Arcane	Create Illusion (Visual).
Anumis	Knowledge	5 Offense	Dispel	Arcane	End active spell.
Anumis	Knowledge	5 Defense	Counter	Arcane	Stop spell being cast.
Anumis	Knowledge	5 Utility	Summon	Arcane	Call Ally/Monster.
Anumis	Knowledge	6 Offense	Banish	Arcane	Send to another plane.
Anumis	Knowledge	6 Defense	Trap	Arcane	Explosive Rune defense.
Anumis	Knowledge	6 Utility	Message	Arcane	Long range comms.
Anumis	Knowledge	7 Offense	Anchor	Arcane	Block Teleportation.
Anumis	Knowledge	7 Defense	Reflection	Arcane	Return Spell to caster.
Anumis	Knowledge	7 Utility	Scry	Arcane	Spy on location.
Anumis	Knowledge	8 Offense	Unbind	Arcane	Destroy Magic Item.
Anumis	Knowledge	8 Defense	Prism	Arcane	Split incoming spell.
Anumis	Knowledge	8 Utility	Gate	Arcane	Planar Travel.
Anumis	Knowledge	9 Offense	Seal	Arcane	Permanent Binding.
Anumis	Knowledge	9 Defense	Invulnerabi	Arcane	Immune to Magic.
Anumis	Knowledge	9 Utility	Memory	Arcane	Modify Memory.
Anumis	Knowledge	10 Offense	Source	Arcane	Drain Magic slots.
Anumis	Knowledge	10 Defense	Antimagic	Arcane	Create Dead Magic Zone.
Anumis	Knowledge	10 Utility	Wish	Arcane	Alter Reality.
Ratio	Logic	1 Offense	Angle	Shock	Ignore Cover penalty.
Ratio	Logic	1 Defense	Predict	Shock	Small AC Bonus.
Ratio	Logic	1 Utility	Count	Shock	Know exact number of items.
Ratio	Logic	2 Offense	Target	Shock	True Strike (Bonus to Hit).
Ratio	Logic	2 Defense	Calculate	Shock	Dodge action (Int based).
Ratio	Logic	2 Utility	Scan	Shock	See Enemy Stats/HP.
Ratio	Logic	3 Offense	Fracture	Shock	Hit Weak Point (Crit).
Ratio	Logic	3 Defense	Pattern	Shock	Avoid Traps automatically.
Ratio	Logic	3 Utility	Solve	Shock	Unlock Puzzle/Lock.

Ratio	Logic	4	Offense	Deconstruct	Shock	Debuff Enemy Armor.
Ratio	Logic	4	Defense	Vector	Shock	Deflect Ranged Attack.
Ratio	Logic	4	Utility	Optimize	Shock	Max Damage Roll.
Ratio	Logic	5	Offense	Grid	Shock	Create Difficult Terrain.
Ratio	Logic	5	Defense	Correction	Shock	Bonus to Saving Throw.
Ratio	Logic	5	Utility	Analyze	Shock	Learn Lore/History.
Ratio	Logic	6	Offense	Algorithm	Shock	Auto-Damage (No Roll).
Ratio	Logic	6	Defense	Loop	Shock	Trap enemy in logic loop.
Ratio	Logic	6	Utility	Program	Shock	Set Triggered Spell.
Ratio	Logic	7	Offense	Divide	Shock	Split Damage among foes.
Ratio	Logic	7	Defense	Equilibrium	Shock	Flatten Damage curve.
Ratio	Logic	7	Utility	Construct	Shock	Create Automaton.
Ratio	Logic	8	Offense	Error	Shock	Psychic Stun.
Ratio	Logic	8	Defense	Axiom	Shock	Impose Rule (No Flight).
Ratio	Logic	8	Utility	Deduce	Shock	Reconstruct Scene.
Ratio	Logic	9	Offense	Paradox	Shock	Brain Melt (Int Dmg).
Ratio	Logic	9	Defense	Null	Shock	Negate Enemy Action.
Ratio	Logic	9	Utility	Blueprint	Shock	Invent new device.
Ratio	Logic	10	Offense	Zero	Shock	Delete Entity (Math).
Ratio	Logic	10	Defense	Absolute	Shock	Cannot Fail rolls.
Ratio	Logic	10	Utility	Rewrite	Shock	Change Physics Constant.
Lux	Awareness	1	Offense	Flare	Radiant	Dazzle (-1 to Hit).
Lux	Awareness	1	Defense	Blur	Radiant	Visual Noise (Def Bonus).
Lux	Awareness	1	Utility	Spot	Radiant	Bonus Perception.
Lux	Awareness	2	Offense	Beam	Radiant	Laser Damage.
Lux	Awareness	2	Defense	Flash	Radiant	Blind foe (1 Round).
Lux	Awareness	2	Utility	Darkvision	Radiant	See in Darkness.
Lux	Awareness	3	Offense	Searing	Radiant	Burn Undead/Shadow.
Lux	Awareness	3	Defense	Mirror	Radiant	Create Decoys.
Lux	Awareness	3	Utility	Reveal	Radiant	See Invisible.
Lux	Awareness	4	Offense	Focus	Radiant	Heat Metal (Burn).
Lux	Awareness	4	Defense	Invis	Radiant	Turn Invisible.
Lux	Awareness	4	Utility	X-Ray	Radiant	See Through Walls.
Lux	Awareness	5	Offense	Prism	Radiant	Split Beam (Multi-hit).
Lux	Awareness	5	Defense	Camouflage	Radiant	Blend with surroundings.
Lux	Awareness	5	Utility	Project	Radiant	Hologram Illusion.
Lux	Awareness	6	Offense	Radiate	Radiant	Aura Damage.
Lux	Awareness	6	Defense	Disguise	Radiant	Alter Self Appearance.
Lux	Awareness	6	Utility	True Sight	Radiant	Trueseeing (Perfect).
Lux	Awareness	7	Offense	Sun	Radiant	Massive Light Damage.
Lux	Awareness	7	Defense	Darkness	Radiant	Block Sight Line.
Lux	Awareness	7	Utility	Zone	Radiant	Remote Viewing.
Lux	Awareness	8	Offense	Blind	Radiant	Permanent Blindness.
Lux	Awareness	8	Defense	Phantom	Radiant	Major Image (Real).

Lux	Awareness	8 Utility	History	Radiant	Postcognition (See Past).
Lux	Awareness	9 Offense	Nova	Radiant	Explosion of Light.
Lux	Awareness	9 Defense	Mirage	Radiant	Fake Terrain.
Lux	Awareness	9 Utility	Map	Radiant	Know Location (GPS).
Lux	Awareness	10 Offense	Supernova	Radiant	Nuclear Light.
Lux	Awareness	10 Defense	Nonexistent	Radiant	Hidden from Reality.
Lux	Awareness	10 Utility	Omniscient	Radiant	Know Everything.
Omen	Intuition	1 Offense	Jinx	Necrotic	-1d4 to Hit.
Omen	Intuition	1 Defense	Bless	Necrotic	+1d4 to Hit.
Omen	Intuition	1 Utility	Guess	Necrotic	Coin Flip (50/50).
Omen	Intuition	2 Offense	Trip	Necrotic	Cause Prone (Bad Luck).
Omen	Intuition	2 Defense	Miss	Necrotic	Force Reroll (Take Low).
Omen	Intuition	2 Utility	Find	Necrotic	Locate Object.
Omen	Intuition	3 Offense	Jam	Necrotic	Weapon Failure.
Omen	Intuition	3 Defense	Dodge	Necrotic	Uncanny Dodge.
Omen	Intuition	3 Utility	Hunch	Necrotic	Danger Sense.
Omen	Intuition	4 Offense	Backfire	Necrotic	Enemy hits self.
Omen	Intuition	4 Defense	Lucky	Necrotic	Reroll 1s.
Omen	Intuition	4 Utility	Path	Necrotic	Best Route finding.
Omen	Intuition	5 Offense	Curse	Necrotic	Disadvantage on Rolls.
Omen	Intuition	5 Defense	Fate	Necrotic	Advantage on Rolls.
Omen	Intuition	5 Utility	Gamble	Necrotic	Random Buff effect.
Omen	Intuition	6 Offense	Fumble	Necrotic	Enemy drops item.
Omen	Intuition	6 Defense	Serendipity	Necrotic	Find Loot/Potion.
Omen	Intuition	6 Utility	Spirit	Necrotic	Talk to Dead.
Omen	Intuition	7 Offense	Ricochet	Necrotic	Miss hits Ally.
Omen	Intuition	7 Defense	Karma	Necrotic	Reflect Hit to attacker.
Omen	Intuition	7 Utility	Augury	Necrotic	Hint of Future.
Omen	Intuition	8 Offense	Calamity	Necrotic	Force Crit Fail.
Omen	Intuition	8 Defense	Miracle	Necrotic	Survive with 1HP.
Omen	Intuition	8 Utility	Destiny	Necrotic	Force specific Roll.
Omen	Intuition	9 Offense	Doom	Necrotic	Instant Kill.
Omen	Intuition	9 Defense	Divine	Necrotic	Auto-Save success.
Omen	Intuition	9 Utility	Prophecy	Necrotic	Narrative Truth.
Omen	Intuition	10 Offense	Ruin	Necrotic	Total Loss/Destruction.
Omen	Intuition	10 Defense	Favor	Necrotic	Auto-Natural 20.
Omen	Intuition	10 Utility	Weave	Necrotic	Retcon History.
Aura	Charm	1 Offense	Mock	Spirit	Psychic Damage.
Aura	Charm	1 Defense	Friend	Spirit	Sanctuary (No Attack).
Aura	Charm	1 Utility	Chime	Spirit	Attract attention.
Aura	Charm	2 Offense	Taunt	Spirit	Force Attack.
Aura	Charm	2 Defense	Calm	Spirit	End Rage/Hostility.
Aura	Charm	2 Utility	Bond	Spirit	Empathy Link.
Aura	Charm	3 Offense	Fear	Spirit	Cause Fleeing.

Aura	Charm	3 Defense	Trust	Spirit	Ally Help Action.
Aura	Charm	3 Utility	Whisper	Spirit	Send Message.
Aura	Charm	4 Offense	Doubt	Spirit	Hesitate (Skip Turn).
Aura	Charm	4 Defense	Peace	Spirit	Stop Fight (Calm).
Aura	Charm	4 Utility	Suggestion	Spirit	Implant Idea.
Aura	Charm	5 Offense	Enrage	Spirit	Berserk (Attack All).
Aura	Charm	5 Defense	Charm	Spirit	Befriend Target.
Aura	Charm	5 Utility	Detect	Spirit	Read Mood/Intent.
Aura	Charm	6 Offense	Despair	Spirit	Stun with Sadness.
Aura	Charm	6 Defense	Heroism	Spirit	Buff HP/Morale.
Aura	Charm	6 Utility	Inspire	Spirit	Buff Skill check.
Aura	Charm	7 Offense	Terror	Spirit	Paralyze with Fear.
Aura	Charm	7 Defense	Devotion	Spirit	Gain Bodyguard.
Aura	Charm	7 Utility	Geas	Spirit	Magical Mission.
Aura	Charm	8 Offense	Betray	Spirit	Attack own Ally.
Aura	Charm	8 Defense	Love	Spirit	Permanent Thrall.
Aura	Charm	8 Utility	Memory	Spirit	Modify Memory.
Aura	Charm	9 Offense	Shatter	Spirit	Break Mind (Insanity).
Aura	Charm	9 Defense	Sanctuary	Spirit	Zone of Peace.
Aura	Charm	9 Utility	Dream	Spirit	Inception/Dreamwalk.
Aura	Charm	10 Offense	Soul	Spirit	Kill Spirit (Husk).
Aura	Charm	10 Defense	Worship	Spirit	Gain Followers.
Aura	Charm	10 Utility	Identity	Spirit	Rewrite Personality.
Lex	Willpower	1 Offense	Halt	Psychic	Stop movement.
Lex	Willpower	1 Defense	Focus	Psychic	Save Bonus.
Lex	Willpower	1 Utility	Open	Psychic	Unlock (Command).
Lex	Willpower	2 Offense	Drop	Psychic	Disarm target.
Lex	Willpower	2 Defense	Ignore	Psychic	Resist Pain/Wound.
Lex	Willpower	2 Utility	Truth	Psychic	Prevent Lying.
Lex	Willpower	3 Offense	Kneel	Psychic	Force Prone.
Lex	Willpower	3 Defense	Deny	Psychic	Block Path (Mental).
Lex	Willpower	3 Utility	Speak	Psychic	Force Speech.
Lex	Willpower	4 Offense	Pain	Psychic	Psychic Damage.
Lex	Willpower	4 Defense	Clear	Psychic	Remove Fear/Charm.
Lex	Willpower	4 Utility	Oath	Psychic	Contract/Bond.
Lex	Willpower	5 Offense	Obey	Psychic	Command 1 Action.
Lex	Willpower	5 Defense	Forbid	Psychic	Block Action type.
Lex	Willpower	5 Utility	Detect	Psychic	Know Alignment/Type.
Lex	Willpower	6 Offense	Silence	Psychic	Prevent Sound.
Lex	Willpower	6 Defense	Shield	Psychic	Mental Armor.
Lex	Willpower	6 Utility	Zone	Psychic	Zone of Truth.
Lex	Willpower	7 Offense	Dominate	Psychic	Mind Control.
Lex	Willpower	7 Defense	Iron	Psychic	Immune Charm/Fear.
Lex	Willpower	7 Utility	Decree	Psychic	Set Rule in area.

Lex	Willpower	8	Offense	Exile	Psychic	Banishment.
Lex	Willpower	8	Defense	Refuse	Psychic	Immune Magic.
Lex	Willpower	8	Utility	Title	Psychic	Gain Rank/Status.
Lex	Willpower	9	Offense	Kill	Psychic	Power Word Kill.
Lex	Willpower	9	Defense	Unbreakab	Psychic	Immune to All.
Lex	Willpower	9	Utility	Legend	Psychic	Mass Awe/Fear.
Lex	Willpower	10	Offense	Unmake	Psychic	Erase from timeline.
Lex	Willpower	10	Defense	Absolute	Psychic	God-like Will.
Lex	Willpower	10	Utility	Law	Psychic	New Physics Law.

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