

Type: <i>Cantrip, Counter, Special</i>	1 st Place Power	2 nd Place Power	3 rd Place Power	4 th Place Power
▷ Abjuration: Resistance	Fort save: +1 temp HP/ pnt 1 min/ ctr lvl	Fort save: +4 AC, no stack 1 rnd/pnt	Fort Save: +1 save/ pnt against 1 energy type, 1 min/ ctr lvl	Fort save: +1 save/ pnt (ref, will, fort), 1 rnd/ctr lvl
↳ Anti-Body: Touch of Fatigue <i>Body</i>	Fort save: -1 Str/ pnt For last Str, 10 pnts	Fort save = pnts : Paralyzed 1 rnd/ctr lvl	Fort save: Sickened, 1 rnd/pnt or ≥3 pnts : Nauseated	Will save: 1 action/ rnd , -1 ATK, AC, ref save/ pnt ; 1 rnd/ctr lvl
↙ Anti-Mana: Detect Magic	Ctr lvl check + 1/2 pnts > 15 + spell ctr lvl : dispelled. Ctr: -1 pnt/2 pnts . Item: 1d6 rnds no magic	+1 ctr lvl check for SR/ pnt	Nonmagic for 1 rnd/3 pnts Ongoing magical effects postponed, not dispelled	-1 pnt/pnt
↖ Anti-Mind: Bane <i>Mind</i>	Will save = pnts : Stunned 1 rnd/ctr lvl	Will save: Confused 1 rnd/pnt	Will save: Shaken, 1 rnd/ctr lvl or ≥3 pnts : Frightened 1 rnd/(pnt - 2)	Will save: -1 Wis/ pnt
* Arcana: Mark, Divisible, +2 pnts/lvl	Ignore spell resistance	Long range (400ft + 40ft/ ctr lvl)	Med range (100ft + 10ft/ ctr lvl)	No somatic component
↗ Body: +1 Skill, 1 rnd/ctr lvl <i>Anti-Body</i>	+1 move, ATK, AC, ref save, 1 rnd/pnt ; or ≥3 pnts : +1 std action 1 rnd	+1 ATK/ ctr lvl 1 rnd/pnt	+/-1 Size 1 rnd/pnt +/-4 Str, +/-4 Dex, no stack	+2/ pnt for 1 ability 1 rnd/ctr lvl
↘ Chaos: Detect Law	Law: (will save: -1d8 HP/2 pnts) or: +1 AC, save/ pnt to Law, 1 rnd/ctr lvl	Law: (will save: Stunned 1 rnd/pnt) Or: +2 SR/ pnt to spells from Law	+3 Bluff/ pnt 1 rnd/ctr lvl	Not Chs: (will save: -2d8 HP/ pnt)
⊗ Conjuration: Magic Glue, DC 5 Str	Uncontrolled Entity 1 rnd/ctr lvl : Str= pnts *2, ATK = ctr lvl ; X slam, X+(Str-10)/2 constrict, or bull rush. Size, X/ pnts : 0, 1d6/5-; 1, 1d8/6-10; 2, 1d10/11-15; 3, 2d6/16-20; 4, 3d6/21	Entity: 1 min/ ctr lvl : Str, Dex or Dex, Str = pnts , ctr lvl No attacking it, can be grappled, can attempt untrained actions, including combat, 30ft/ rnd movement.	Item: non-masterwork mundane 1 rnd/pnt , magic weapon enchantment = +1 + 1/2 pnts , or magic armor/shield +1 AC/ pnt 1 rnd/ctr lvl	Spell moves (5ft/ rnd)/ pnt
⊘ Divination: Detect Magic	+1/ pnt next ATK, 1 rnd/ctr lvl	+1 INIT/ pnt ; if current INIT, may act	Scry: infinite range, AoE counts, target knowledge affects DC, 1 min/ ctr lvl	
◇ Earth: Handful of Earth	Ref save: {Dirt: -1 HP or ½ dmg/ pnt , ≥4 pnts : stun. Mud: entangled 1d4 rnds/pnt . Clay: prone, 1 rnd/pnt Stone: -1d4 HP/ pnt . Sand: blind 1 rnd/pnt , Gravel: -1 HP/ pnt , prone}	Shift ground 1000 ft ³ / pnt in 10 min, or 10 ft ³ / pnt instantly	Fort save: <5 pnts : -1 Dex/ pnt , +2 DR/ pnt ≥5 pnts : turned to stone	1 rnd : free actions only. Ref save: prone, DC 20 conc. check: lose spell. Ref save(s): ≥4 pnts : Wall/Ceil: -1d8 HP or ½ dmg. Ceil: pinned. ≥2 pnts : <(pnts/2-3) Size die 1 rnd
↳ Evil: Detect Good	Good: (will save: -1d8 HP/2 pnts) or: +1 AC, save/ pnt to Good, 1 rnd/ctr lvl	Good: (will save: Stunned 1 rnd/pnt) Or: +2 SR/ pnt to spells from Good	Will save: -1 ATK, skill check, saves /2 pnts , 1 rnd/ctr lvl	Not Evil: (will save: -2d8 HP/ pnt)
⊠ Fire: Flare	Ref save: -1d6 HP or ½ dmg /(pnt - 1 st of every 3 pnts)	+5 ft Fire wall/ pnt , 1 rnd/ctr lvl Ref save: -1d4 HP/ rnd/pnt	1 st 3 rnds : -(rnd # - 1)d4 HP/ pnt After: -½ d4's of previous rnd HP	Ref save: -1d6 HP/ rnd until move action used
▷ Force: Mage Hand	Push: Size ≤ -2: 5*2 ^(Size+2) ft/ pnt or: 5 ft/2 ^(Size+2) pnts . ≥5ft: Prone; >10ft to collision or >20ft: -1d12 HP	-(1d4+ pnts) HP	≥ 2 pnts : non magic item repaired ≥5 pnts : item created of craft DC ≤ pnts , need materials	Will Save: Pinned 1 rnd/pnt
Frost: Ray of Frost	Ref save: -1d6 HP or ½ dmg /(pnt - 1 st of every 3 pnts)	+5x1x10 ft Ice wall/ pnt , 1 rnd/ctr lvl 5 hardness, 100HP/5 ft, +100HP/cast	Slippery 1 min/ pnt Ref save: Prone; drop slippery item	Fort Save: Frozen, Paralyzed, -1d4 HP/ rnd , 1 rnd/2 pnts
↳ Good: Detect Evil	Evil: (will save: -1d8 HP/2 pnts) or: +1 AC, save/ pnt to Evil, 1 rnd/ctr lvl	Evil: (will save: Stunned 1 rnd/pnt) Or: +2 SR/ pnt to spells from Evil	+1 ATK, skill check, saves /2 points, 1 rnd/ctr lvl	Not Good: (will save: -2d8 HP/ pnt)
⊠ Hex: Curse Ray, Will save: -1 all saves 1d4 rnds	Will save: -1 save/2 pnts 1 min/ ctr lvl	Will save: -1/ pnt for 1 ability	Will save: {-1 Int, Cha, Will/ pnt or Stunned 1 rnd/2 pnts (ctr's choice)}	-1 AC/point 1 min/ ctr lvl no stack
↑ Judgment: Read Magic	All saves = will save, auto hit	Only affects specific alignment(s)	Weapon: has certain alignment for 1 rnd/pnt	
⊠ Law: Detect Chaos	Chs: (will save: -1d8 HP/2 pnts) or: +1 AC, save/ pnt to Chs, 1 rnd/ctr lvl	Chs: (will save: Stunned 1 rnd/pnt) Or: +2 SR/ pnt to spells from Chs	Will save: Obey next caster command, 1 rnd/pnt	Not Law: (will save: -2d8 HP/ pnt)

<	Light: <i>Dancing Lights, Shadow</i>	Fully lit area 1 rnd/pnt	Image:(still 1 min, moving 1 rnd)/ pnt	Will save: Fascinated 1 min/ pnt	Invisibles get glowing halo
M	Mana: <i>Read Magic</i>	Auto hits 1 target, no ref saves	AOE 5ft/ pnt or 90° cone 15 ft/ pnt (cover blocks ref save), 1 Size 0/5ft ²	Line effect: 30 ft/ pnt , allows ref save or perpendicular 10 ft/ ctr lvl	Chain: 3 energy used/ pnt recast from target. May add pnts , lost end of turn
M	Mind: <i>Message</i> <i>Anti-Mind</i>	Move 5 lb/ ctr lvl 20 ft/ rnd within range, 1 rnd/pnt	Darkvision 60 ft 1 rnd/ctr lvl	Project thoughts 1 min/ ctr lvl	Will save: smells, touches, tastes different 1 min/ pnt
◇	Nature: <i>Shape Wood</i>	Ref save: -1d4 HP or ½ dmg /(pnt - 1 st of every 3 pnts)	1 fort save/day (2 req.): -1 Str, Con, Dex/3 pnts . ≥10 pnts : contagious	Manipulate 5 lb rock or mud/ pnt	≤1 ft ³ / pnt mud to stone or 1 ft ³ / pnt stone to mud
×	Necromancy: <i>Disrupt Undead</i>	Fort save: absorb 1d6 HP/3 pnts into temp ctr HP, 1 hr/ ctr lvl	Undead: Will save: controlled (max HD=ctr HD). Corpse, HD< pnts : rise	≥3 pnts : Fort save (+1 DC/(pnt -3)): Blinded or deafened	Killed: Soul trap, no rez. ≥4 pnts : Will save: Same effect, body dies
<	Negative: <i>Infllict Minor Wounds</i> <i>Positive, Cleric can trade and choose power</i>	Will save: -1d8 HP/3 pnts	-1/3 pnts for 1 ability	Undead:(+1 ATK, dmg, save)/ pnt , on creation: +1 HD. -1 turn undead/ pnt	Will Save: Immune to Positive, 1 rnd/pnt
⋈	Planar: <i>Planar Sight, Ethereal or Shadow Plane</i>	Will save: Outsider with HD < ½* pnts banished	Summon: CR= pnts /3, Controlled if extra pnts =Int, no AoE, 1 rnd/ctr lvl	Realign 1 rnd /(Ethereal/Shadow: 2 pnts ; Inner: 4 pnts ; Outer: 6 pnts)	<i>Planar Gate</i> 1 ft wide/3 pnts , 1 rnd/ctr lvl ; familiarity determines chance of Mishap or location error
>	Positive: <i>Cure Minor Wounds</i> <i>Negative, Cleric can trade and choose power</i>	Will save: +1d8 HP/3 pnts	Heal +1/3 pnts for 1 ability	Undead:(-1 ATK, dmg, save)/ pnt , no creation. +1 turn undead/ pnt	Will Save: Immune to Negative, 1 rnd/pnt
Y	Protection: <i>Virtue</i>	+1 AC/2 pnts , 1 rnd/ctr lvl	+1 save/ pnt : (pick 1) (poison, env.: 1 hr, disease: 1 day, or fear: 1 min)/ ctr lvl or death immune 1 rnd/pnt	(+1 ATK, check, or AC for 1 attack)/ pnts , 1 min/ ctr lvl	Ctr suffers 10%/ pnt dmg done to target, 100% cap, ≤1 hr/ ctr lvl (Can be voluntarily dispelled)
>	Shadow: <i>Inky Mist, 5 ft³ -10 Spot; +4 Hide, Sleight of Hands</i> <i>Light</i>	Magic darkness 1 rnd/pnt	20% concealment/ pnt , 1 rnd/pnt	Will save: -2 ATK, spot/ pnt , 1 rnd/ctr lvl	Invisibility 1 rnd /(pnt * ctr lvl) (offensive actions dispel)
□	Sound: <i>Ghost Sound</i>	-1d4 HP/(pnt - 1 st of every 3 pnts)	Speak psychically to, 1 min/ pnt	Sound:(repeat 1 min/speak 1 rnd)/ pnt	Item: hardness≤ pnts : shatter. Magic Items may ref save
×	Spirit: <i>Guidance</i>	AOE 5ft/ pnt or 90° cone 15 ft/ pnt (ref save cover blocked), 1 Size 0/sqr	Line effect: 30 ft/ pnt , allows ref save or perpendicular 10 ft/ ctr lvl	Med range (100ft + 10ft/ ctr lvl)	Short range (100ft + 10ft/ ctr lvl)
⚡	Storm: <i>Lightning Orb, 1 min/ctr lvl</i> Light 10 ft, Wake, +1 Shock dmg	Ref save: -1d6 HP or ½ dmg /(pnt - 1 st of every 3 pnts)	Fly 5 ft/ rnd /2 pnts , 1 rnd/ctr lvl	Concealment 1 rnd/pnt : 5 ft away 50%, 10 ft away 100%	Fall 20 ft/ rnd , 1 rnd/pnt
⚡	Thaumaturgy: <i>Prestidigitation</i> <i>Divisible</i>	Target by choosing or condition, know how many were affected	Location effects move 5 ft/ rnd/pnt	Effect for pnts chosen with duration < ctr lvl repeat 1 rnd for 1 rnd/pnt	Fixed condition before effects occur within 1 day/ ctr lvl
⚡	Transmutation: <i>There is no effect...</i>	Pnts : Effect: 1-5; 5ft/ pnt move 1 rnd/ctr lvl , or - pnt +will save init. 6-20; 2 rnds /1 rnd init= pnts , or will save = pnts : 1 action/ rnd 1 rnd/ctr lvl . ≥21; Age 1 yr/(pnt -20) or Stasis 1 rnd /(pnt -20), 1 day/(pnt -26), or until dispelled if pnts ≥31	Change into creature (same type) 1 hr/ ctr lvl . +1 Disguise/ pnts ≥6 pnts : change into creature HD ≤ pnts -5 1 min/ ctr lvl or until dispelled. No incorporeal or size<-4	1 unattended object/sqr animated if A(Size)≤B(pnts): (A/B)= -2/1, -1/2, 0/3, 1/4, 2/6, 3/10, 4/15 1 hr/ ctr lvl	Gravity Up: -¼g's/ pnt . Down: +¼g's/ pnt . Lateral: Wheels: roll 5ft/ rnd/pnt , slide 5ft/ rnd /2 pnts . Move*½ if not in g direction, *2 otherwise, ≥5 pnts : Ref save or fall (Effect ranges upward 10ft/ ctr lvl , 1 rnd /(2* ctr lvl))
⚡	War: <i>War Rally, +2 next ATK</i>	Weapon: +1 ATK, dmg/ ctr lvl 1 rnd/pnt	Weapon: Keen 1 rnd/ctr lvl	High attack progression 1 rnd/pnt	Attacks have 10%/ pnt chance of reflection, same ATK and dmg
⚡	Water: <i>Water Mist, 2 ft line effect</i>	1 gal water/ pnt in empty space	1 ft ² / pnt water rises/lowers 2 ft/ pnt	Divide pnts into S and F. -1d6 HP/S. Push: (Size,ft/F) ≤-2,10/1; -1,5/1; 0,5/2; 1,5/4; 2,5/8; 3,5/16; 4,5/32	-1 AC/ pnt , Metal: -4d8 HP/ pnt Item: small dissolves, magic may fort save.

Scrying

Key (target knowledge) Quality	DC
Intimate (Important memory)	10
Good (Detailed memory)	15
Vague (Good description)	20
Bad (Knowledge of existence)	30
Wrong (Good key, but facts wrong)	40

Planar Gate

Familiarity	On Target Chance	Off Target Chance	Similar Area Chance	Mishap Chance
Very Familiar	01-97	98-99	100	-
Partnered with someone in target location	01-99	-	100	-
Studied Carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed Once	01-76	77-88	89-96	97-100
False Destination	-	-	81-92	93-100

Formula Spells:

Alarm: 3 divination

Augury: 4 divination, 3 spirit

Calm Emotions: spirit 5, anti-mind 3

Charm Animal: 4 nature

Charm Person: 5 mind

Create Food and Water: 1 positive, 1 nature per person fed (food lasts one day)

Dimension Door: 10 transmutation, 5 force

Divination: 10 divination, 3 spirit

Tenser's Floating Disk: 3 force

Identify: 3 anti-mana

Permanency: mana, spirit or both = **pnts** in spell, 50xp/**pnt** used in casting.

Purify food/drink: 1 positive

Status: 4 divination, 2 judgment

Suggestion: 5 mind, 4 mana, 3 sound

See Invisibility: 4 arcana, 4 anti-mana

True Seeing: 10 arcana, 10 anti-mana or divination, 10 judgment

Whispering Wind: 2 sound/10 words, 2 mana, 2 arcana

Key

pnt(s)	- Point(s)
ctr lvl	- Caster Level
rnd(s)	- Round(s)

Size

Fine	-4
Diminutive	-3
Tiny	-2
Small	-1
Medium	0
Large	1
Huge	2
Gargantuan	3
Colossal	4