

## INVENTORS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>1</b>	<b>Creator</b>	<b>1</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Basic Item Craft	1	0	0	0	1	Create a minor item that grants a bonus to some action.	1 minor power	know an item's abilities when holding it.	-	1
2	Basic Item Repair	2	0	0	0	2	Repairs a damaged or used item.	-	-	-	1
3	Recharge Item	3	1	0	0	2	Fills up the reservoir of an item equal to the reservoir spent.	-	-	-	2
4	Intermediate Item Craft	4	0	0	2	2	Create an intermediate item.	either 2 minor powers or 1 int.	-	-	2
5	Advanced Artifact	5	0	0	3	3	Create an advanced Artifact.	either 1 adv power, 2 int, or 3 minor	-	-	3
<b>2</b>	<b>Tinkerer</b>	<b>2</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Basic Item Repair	1	0	0	0	1	Repairs a damaged or used item.	-	know an item's state of repair when holding it.	-	1
2	Building Repair	2	0	0	0	1	Repairs a decaying building back to full strength.	-	-	-	1
3	Reshape Item	3	0	1	0	2	Changes an item to be used easily by another owner.	new owner can be a different morality	-	-	2
4	Swap Item Power	4	0	0	2	2	Switches out one power for another in an item.	new power cannot exceed level of previous one.	-	-	2
5	Supercharge	5	3	0	0	3	Grants an item a number of extra charges for the next level power.	charges cannot exceed user's Tinkerer level	-	-	3
<b>3</b>	<b>Architect</b>	<b>3</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Shadow of Life	1	0	0	0	1	Forms a small building based on memory.	small building has a reservoir of 1	able to determine the reservoir rating of any building	-	1
2	Shadow of a Dream	2	0	0	0	2	Forms a small building from scratch, or a medium one based on memory.	medium building has a reservoir of 3	-	-	1
3	Semblance of Reality	4	1	0	0	2	Forms a medium building from a dream, or a large one based on memory.	large building has a reservoir of 5	-	-	2
4	Grand Dream	2	0	0	0	2	Forms a large building from a dream, or a mansion based on memory.	mansion has a reservoir of 7	-	-	2
5	Enshrine	5	3	0	0	3	Creates a building to a deity where Aether can be channeled from that deity.	shrine has a reservoir of 9	-	-	3
<b>4</b>	<b>Deconstructor</b>	<b>4</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Malfunction	1	0	0	0	1	Cause one item to temporarily stop working.	-	chance of an item power not working when used on you	-	1
2	Usurp Item	2	0	1	0	2	Allows user to push out a minor spirit inhabiting an item.	cost to use depends on power of item	-	-	1
3	Drain Item	3	1	0	0	2	Depletes 2 reservoir of an item for every reservoir point used.	-	-	-	2
4	Disarm Spirit	4	0	0	0	2	Causes all of a spirit's items to temporarily become "disowned."	lasts for a number of rounds equal to reservoir spent	-	-	2
5	Destroy Item	5	3	0	0	3	Permanently eliminates one item of the user's choice.	-	-	-	3

## ORGANIZERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>5</b>	<b>Leader</b>	<b>5</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Suggest	1	1	0	0	0	Suggest target to perform a certain action. Roll success on 1d6 vs Will.	-	gain 1 minor spirit follower	-	1
2	Persuade	2	2	0	0	0	Persuade target to perform a certain action. Roll success on 1d8 vs Will.	-	-	-	1
3	Empower	3	2	0	0	1	Add a +3 success to target's next action.	-	-	-	2
4	Mobilize	4	2	2	0	0	Cause an entire group to gain +1 success on their next actions.	-	-	-	2
5	Command	5	3	3	0	0	Organizes an entire group towards a purpose, granting +2 success on their next 3 actions.	-	-	-	3
<b>6</b>	<b>Warlord</b>	<b>6</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Battle Preparation	1	1	0	0	0	Gives a +1 bonus to the party's initiative on the next combat.	-	has battle shout that gives +1 to ally attack rolls for first round	-	1
2	Swap Initiative	2	2	0	0	0	Switch your own initiative value with anyone else's at the start of combat.	-	-	-	1
3	Tactical Formation	3	2	1	0	0	Organizes your allies into a strategic formation, improving defensive actions in combat by +1.	-	-	-	2
4	Blood Lust	4	2	2	0	0	Causes a group of spirits to be compelled to keep fighting for the next 3 rounds, gaining +1 on their attack rolls.	affected targets cannot flee	-	-	2
5	Battle Charge	5	3	3	0	0	Sends a group of ally spirits forward in a simultaneous charge, during which they get +2 to all attack rolls.	-	-	-	3
<b>7</b>	<b>Judge</b>	<b>7</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Manage	1	1	0	0	0	Make one spirit more amiable towards you.	-	spend 2 reservoir points to see target's Will stat	-	1
2	Objection	2	2	0	0	0	Temporary lower one spirit's Will by X+1, where X is equal to every 2 points spent over 2.	-	-	-	1
3	Weigh Favor	3	2	0	0	1	Temporarily switch your reservoir pool with target ally for X+2 rounds, where X is equal to every 3 points spent over 3.	-	-	-	2
4	Out of Line	4	2	0	0	2	Restricts a target spirit's actions for 1 round if one of their stats is greater than your matching stat by an extra 1/2.	-	-	-	2
5	Sentence	5	3	0	0	3	Forces a target spirit to carry out a specific command.	-	-	-	3
<b>8</b>	<b>Merchant</b>	<b>8</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Barter	1	1	0	0	0	Increases favor when trying to negotiate with another spirit.	-	always pays 1 less reservoir than normal to craft an item	-	1
2	Fair Exchange	2	2	0	0	0	Forces a deal between user and another spirit to be evenly balanced.	-	-	-	1
3	Exploit	3	2	0	0	1	Swaps the conditions of a deal between the user and another spirit.	-	-	-	2
4	Haggle	4	2	0	0	2	Reduces the reservoir cost to create a new item by 25%.	-	-	-	2
5	Group Embargo	5	3	0	0	3	Prevents enemies from exchanging aether amongst themselves for a round.	-	-	-	3

## SEEKERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>9</b>	<b>Sage</b>	<b>9</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Name Fact	1	1	0	0	0	Identify a useful fact about a particular object or location.	-	gain +1 on rolls to resist negative mind effects	-	1
2	Explicate	2	2	0	0	0	Increases the chance of successfully conveying a concept to a spirit (+2 to roll).	-	-	-	1
3	Find Knowledge	3	2	0	0	1	Taps into the aether to find out important information about a topic.	-	-	-	2
4	Determine Weakness	4	2	0	0	2	Target spirit is at a defensive disadvantage (-2 to rolls) for 2 rounds due to having a weakness discovered.	-	-	-	2
5	Develop Strategy	5	3	0	0	3	User's allies are at an offensive advantage (+2 to rolls) for 2 rounds due to a well-formulated strategy.	-	-	-	3
<b>10</b>	<b>Tracker</b>	<b>10</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Follow Taint	1	1	0	0	0	User can track characters whose dominant stat opposes the environment.	-	can find out any specific vital information about a target	-	1
2	See Other	2	2	0	0	0	User can track any character regardless of the environment.	-	-	-	1
3	Observe Foe	3	2	1	0	0	Watch a foe closely, gaining +2 on attack and defense rolls when fighting it, but losing -1 on rolls against other foes.	-	-	-	2
4	Sense Plane	4	2	2	0	0	Instantly identify the plane a target spirit is located on.	-	-	-	2
5	Camouflage	5	3	3	0	0	Allows user to go undetected- if used in combat, cannot attack or be attacked for 1 round.	-	-	-	3
<b>11</b>	<b>Navigator</b>	<b>11</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Locate Object	1	1	0	0	0	Divines location of an item based on current information.	-	user knows what plane he or she is on, even if not told	-	1
2	Find Spirit	2	2	0	0	0	Divines location of a spirit based on current information.	-	-	-	1
3	Cognitive Map	3	2	1	0	0	Acquires more detailed information about surroundings.	-	-	-	2
4	Clairvoyance	4	0	0	0	0	Automatically detect dangers and other anomalies in the general vicinity.	-	-	-	2
5	Determine Best Route	5	0	0	0	0	Find the safest, most effective way to reach a destination.	-	-	-	3
<b>12</b>	<b>Oracle</b>	<b>12</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Rune Circle	1	0	1	0	0	Dispel Aether to receive some small amount of information about a possible outcome of the future.	-	spend 2 reservoir points to see target's Will stat	-	1
2	Scry Spirit	2	0	2	0	0	Determine the P/C/W stats of a given minor spirit .	-	-	-	1
3	Scry Avatar	3	0	2	1	0	Determine the P/C/W stats of a given avatar.	-	-	-	2
4	Divine Foresight	4	0	0	2	2	Assess a potential action to determine how safe it would be.	-	-	-	2
5	Precognition	5	0	0	3	3	Reveal one major event that is likely to happen in the near future.	-	-	-	3

# GUARDIANS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>13</b>	<b>Healer</b>	<b>13</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Minor Healing	1	1	0	0	0	Restores 2 points of reservoir of target player for every point spent by you	boostable over 1 cost	5 lost reservoir points if the environment is compatible with	-	1
2	Restore Freedom	2	2	0	0	0	Gives freedom of movement back to a paralyzed spirit.	-	-	-	1
3	Self-Healing	3	2	0	1	0	Spent 1 round of combat recovering all lost reservoir.	-	-	-	2
4	Great Healing	4	2	0	2	0	Restores 3 points of reservoir of target player for every point spent by you	boostable over 1 cost	-	-	2
5	Rebirth	5	3	0	3	0	Brings target spirit back from oblivion.	drains reservoir by half	-	-	3
<b>14</b>	<b>Protector</b>	<b>14</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Defensive Stance	1	0	0	1	0	Doubles the effect of the environment on the user.	-	can use reservoir points to absorb damage once per round	-	1
2	Guard Ally	2	0	0	2	0	Allows user to take an extra defensive action for another spirit in a round.	-	-	-	1
3	Counterattack	3	0	0	2	1	will automatically deal the remaining damage back to the attacker.	-	-	-	2
4	Guard Party	4	0	0	2	2	User can protect a group of spirits in one defensive action.	-	-	-	2
5	Impenetrable Defense	5	0	0	3	3	User rolls d12 against own willpower to determine if all damage done to him or her this round is nullified.	-	-	-	3
<b>15</b>	<b>Matron</b>	<b>15</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Dusting	1	0	0	0	1	Target spirit gets 3 reservoir points.	-	can spend 2 Reservoir points to discover target spirit's intent	-	1
2	Scolding	2	2	0	0	0	Target's Will drops by 1 for 1+X amount of rounds, X = reservoir points spent over 2.	-	-	-	1
3	Moral Support	3	2	0	0	2	Raise target's Will by 2 for 2+X amount of rounds, X = reservoir points spent over 3.	-	-	-	2
4	Punishment	4	0	0	0	0	Reduces the attack rolls of the highest enemy attacker last round by -3 for the next round.	-	-	-	2
5	Highest Praise	5	0	0	0	0	Adds +3 to the attack rolls of the highest ally attack last round for the next round.	-	-	-	3
<b>16</b>	<b>Martyr</b>	<b>16</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Sympathy Pains	1	0	0	1	0	User absorbs half the damage of all attacks directed at an ally for 1 round.	-	can use 3 reservoir to absorb 1d6 damage once per fight	-	1
2	Body Shield	2	0	0	2	0	User takes all damage for an ally for 1 round, but the damage is resisted with both players' stats.	-	-	-	1
3	Empower Ally	3	0	0	2	1	User gives up a portion of his or her aether (up to Martyr level) to improve one of another spirit's power stats.	-	-	-	2
4	Donation	4	0	0	2	2	User gives up a portion of his or her aether (up to Martyr level) to another spirit's reservoir.	-	-	-	2
5	True Faith	5	0	0	3	3	plus P or C (depending on deity contacted) to determine if it works.	-	-	-	3

# INHIBITORS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>17</b>	<b>Binder</b>	<b>17</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Inhibit Attack	1	0	0	1	0	Stops a spirit from attacking for 1 round.	-	cannot be the target of level one binding powers	-	1
2	Inhibit Defense	2	0	0	2	0	Keeps a spirit from defending itself for 1 round.	-	-	-	1
3	Halt Movement	3	0	1	0	2	Stops a spirit from moving for 1 round.	-	-	-	2
4	Seal Ability	4	0	0	2	2	Target spirit's power stats will not change for 2 rounds.	-	-	-	2
5	Imprison	5	0	0	3	3	addition to preventing it from attacking on its next turn after that.	-	-	-	3
<b>18</b>	<b>Nullifier</b>	<b>18</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Reduce Damage	1	0	0	1	0	User automatically reduces damage from attacks regardless of the morality type of the attack.	-	get +1 to rolls when attempting to resist attempts to alter self	-	1
2	Countermeasure	2	0	0	2	0	User combines P and C to resist powers.	-	-	-	1
3	Redirect	3	0	1	2	0	User can redirect the effect of a power used on him/herself onto another spirit.	-	-	-	2
4	Reflect	4	0	2	2	0	User can attempt to reflect a power back on the opponent. Roll success on 1d12 vs Will.	-	-	-	2
5	Climate Shift	5	0	3	3	0	Multiplies the environmental effect by three for all spirits present.	-	-	-	3
<b>19</b>	<b>Destroyer</b>	<b>19</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Offensive Stance	1	0	0	0	1	Allows user to add environmental effect to damage.	-	can use up to 3 reservoir and add this to damage of an attack	-	1
2	Aether Bolt	2	2	0	0	0	Launches a weak aether projectile that deals 3 damage to a spirit.	-	-	-	1
3	Weaken Spirit	3	2	1	0	0	Reduces defensive capabilities of a spirit by 2.	-	-	-	2
4	Spiritual Decay	4	0	0	0	0	Over the next 3 rounds, target spirit suffers from a -2 decrease to willpower and loses 2 reservoir points per turn.	-	-	-	2
5	Aether Storm	5	3	3	0	0	Envelops enemy group (up to 6) in an extremely damaging (2d10) aether storm.	-	-	-	3
<b>20</b>	<b>Death Master</b>	<b>20</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Know Dead	1	0	0	0	1	User becomes aware of all spirits that have recently entered the afterlife.	-	get +1 to attack/defense rolls when in an underworld region	-	1
2	Entropy	2	2	0	0	0	Afflicted target loses 1 reservoir point per round for 3 rounds.	-	-	-	1
3	Preserve	3	2	1	0	0	Penalties for the next death of a spirit are lessened.	-	-	-	2
4	Mortal Dread	4	0	0	2	2	inducing paralyzing fear for 1 round (50% chance of failing actions).	-	-	-	2
5	Defy Death	5	0	0	3	3	If user dies in the next round, a 5 or 6 rolled on a d6 will allow him or her to resurrect immediately after combat.	-	-	-	3

## DECEIVERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>21</b>	<b>Trickster</b>	<b>21</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Good Luck	1	1	0	0	0	Force a re-roll by expending reservoir equal to the number of the die being rolled.	-	gain +1 on rolls related to lying or deceiving	-	1
2	Deception	2	2	0	0	0	User can swap P/C stats for one action.	-	-	-	1
3	Double Vision	3	2	0	1	0	User is temporarily in two places at once- if attacked, user can materialize at either location.	reservoir is halved for duration	-	-	2
4	Clone Self	4	2	0	2	0	User creates a functional clone with full reservoir, but half willpower.	willpower is halved for duration	-	-	2
5	Perfect Double	5	3	0	3	0	User creates a functional clone while keeping full reservoir and willpower.	-	-	-	3
<b>22</b>	<b>Shape Shifter</b>	<b>22</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Alter Feature	1	0	0	0	1	Change a minor aspect of a spirit's appearance.	-	can take the form of a chosen minor spirit	-	1
2	Change Voice	2	0	0	0	2	User can change the quality of his or her own voice.	-	-	-	1
3	Disguise Self	3	0	0	2	1	User takes on a completely new form.	-	-	-	2
4	Change Other	4	0	0	2	2	Alters the form of another spirit in a way that can reduce its attack rolls or defense rolls by -3.	-	-	-	2
5	Deadly Avatar	5	0	0	3	3	Transforms the user into an incredibly powerful form for one round, boosting attack and defense rolls by 3.	-	-	-	3
<b>23</b>	<b>Mesmerist</b>	<b>23</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Disguise Resonance	1	0	1	0	0	You may make one target believe that your P/C stats are reversed.	-	gains natural +1 bonus to interactions with NPCs	-	1
2	Flashing Lights	2	0	2	0	0	Mesmerize one target for one round. They may not take an action or move.	-	-	-	1
3	Disguise Numbers	3	1	2	0	0	For one target enemy, make target ally disappear for one round + X, where X is every Reservoir point spent over 3.	-	-	-	2
4	Mystify Group	4	2	0	0	2	Attempts to daze up to 4 target spirits for one round. Roll d4 to determine how many are affected.	-	-	-	2
5	Grand Illusion	5	3	0	0	3	Causes the current state of reality to be replaced by one of the user's imagining for one round.	-	-	-	3
<b>24</b>	<b>Dramaturge</b>	<b>24</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Confuse	1	1	0	0	0	Target spirit must use its weaker stat in succeeding at an action.	-	allies get +1 to deception attempts when near the user	-	1
2	Inspire	2	2	0	0	0	Target spirit gains a temporary bonus to its stats equal to the reservoir expended.	-	-	-	1
3	Get In Character	3	2	1	0	0	Target spirit adopts whatever role the user defines and must "play along" until they resist or the user leaves.	-	-	-	2
4	Put On Airs	4	2	0	0	2	User causes target spirits to believe that he or she is someone different than who he or she really is.	-	-	-	2
5	Direct The Scene	5	3	0	0	3	User can "call the shots" for an entire round, choosing everyone's actions individually.	-	-	-	3

## COMMUNICATORS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>25</b>	<b>Delver</b>	<b>25</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Probe	1	1	0	0	0	Recover a minor fact about the previous life of a spirit (any). Find a defining characteristic about a spirit (that it is aware of).	-	delver's memories cannot be searched or probed	-	1
2	Retrieve Memory	2	2	0	0	0		-	-	-	1
3	Erase Memory	3	2	1	0	0	Causes a spirit to forget one of its memories temporarily.	-	-	-	2
4	Disable Power	4	2	2	0	0	Causes a spirit to forget one of its powers for 2 rounds. Target spirit is rendered void of all their memories for 1 round.	-	-	-	2
5	Total Amnesia	5	3	3	0	0		-	-	-	3
<b>26</b>	<b>Messenger</b>	<b>26</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Aether Script	1	0	0	0	1	Create a small packet of aether to carry a recorded message.	-	can telepathically speak with one ally near them	-	1
2	Word of Mouth	2	0	2	0	0	Can attempt to listen to the whisperings caught on the Aether to find out small amounts of information	-	-	-	1
3	Telepathy	3	1	2	0	0	Speak with someone in the same realm across any distance	-	-	-	2
4	Gifted Mount	4	2	2	0	0	Produces a large animal spirit which follows the user temporarily, providing accelerated movement.	-	-	-	2
5	Inspiring Note	5	3	3	0	0	Sends a message to one ally that boosts his or her morale, improving all rolls by 1 for 2 rounds.	-	-	-	3
<b>27</b>	<b>Medium</b>	<b>27</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Spirit Exchange	1	1	0	0	0	User can commune (across any distance) with mortal spirits.	-	can intercept telepathic messages	-	1
2	Ethereal Exchange	2	2	0	0	0	User can commune with powerful spirits such as angels and demons.	-	-	-	1
3	Minor Deity Exchange	3	2	1	0	0	User can commune with lesser deities.	-	-	-	2
4	Mass Beacon	4	0	2	0	2	User broadcasts a chosen message to all spirits within a region.	-	-	-	2
5	Major Deity Exchange	5	0	3	0	3	User can commune with the high deities.	-	-	-	3
<b>28</b>	<b>Encoder</b>	<b>28</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Encrypt/Decrypt Personal Item	1	0	0	0	1	Permanently safeguards one of the user's items from being used until decrypted.	-	chance to resist encryption from other spirits	-	1
2	Encode Memory	2	0	0	0	2	Temporarily disables a memory for any spirit.	works until target leaves presence or number of rounds expires	-	-	1
3	Encrypt/Decrypt Foreign Item	3	1	0	0	2	Permanently safeguards any item from being used until decrypted.	-	-	-	2
4	Encode Power	4	0	0	0	2	Temporarily disables a power for any spirit.	works until target leaves presence or number of rounds expires	-	-	2
5	Encode Spirit	5	3	0	0	3	Temporarily renders a spirit unable to be targeted by any power.	works until target leaves presence or number of rounds expires	-	-	3

## NATURALISTS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
<b>29</b>	<b>Sky Keeper</b>	<b>29</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Breeze	1	0	1	0	0	An Aether wind rips a small amount of energy from target spirit. Spirit loses 2 Reservoir points.	-	can fly, thus passing over obstacles	-	1
2	Sense Storms	2	2	0	0	0	User can anticipate the coming of adverse ethereal weather.	-	-	-	1
3	Cold Rain	3	1	2	0	0	A Will dampening rain affects all in area. Everyone in area loses 1 Will stat for x+ 1 rounds	x = number of points spent over 2	-	-	2
4	Hailstorm	4	2	2	0	0	Target spirit is pelted with hail for 1d4 dam + 1d4 for every 3 points spent over 3	-	-	-	2
5	Tornado	5	3	3	0	0	Deals 2d8 erratic damage to a group of targeted spirits (up to 6). Roll d6 to determine how many are hit.	-	-	-	3
<b>30</b>	<b>Earth Keeper</b>	<b>30</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Caltrops	1	1	0	0	0	Tiny painful stones spring forth from the ground. Stop movement for one round for one target.	-	get + 1 to your defense rolls	-	1
2	Displace	2	0	2	0	0	Exchange places with target character.	-	-	-	1
3	Circle of Protection	3	0	0	1	2	The environment responds to your will. The environment stat is increased by 2.	-	-	-	2
4	Warmth of Gaia	4	0	2	0	2	All ally spirits (including user) regain 3 reservoir points.	-	-	-	2
5	Wrath of Gaia	5	0	3	0	3	Causes a landslide that crushes up to 4 enemies for 2d6 damage.	-	-	-	3
<b>31</b>	<b>Fire Keeper</b>	<b>31</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Command Flames	1	1	0	0	0	User can cause a fire to spread or be extinguished.	-	get +1 to your attack rolls	-	1
2	Create Flames	2	2	0	0	0	User can start a fire that may deal 3 damage to nearby spirits.	-	-	-	1
3	Compel Fire	3	2	1	0	0	User can cause target fire to double in size and effect (including damage).	-	-	-	2
4	Oppressive Heat	4	2	2	0	0	Enemy spirits are enveloped by a scalding heat wave that saps willpower (-3) for one round.	-	-	-	2
5	Firestorm	5	3	3	0	0	Damages up to 4 targeted spirits (2d8) with a powerful inferno.	-	-	-	3
<b>32</b>	<b>Water Keeper</b>	<b>32</b>	<b>P</b>	<b>D</b>	<b>A</b>	<b>S</b>					
1	Analyze Water	1	1	0	0	0	User can determine the state of contamination in a water source.	-	can move effortlessly through or across water	-	1
2	Cleanse Water	2	2	0	0	0	Purifies a source of corrupted water.	-	-	-	1
3	Command Water	3	2	1	0	0	User can control and manipulate water as long as a source is nearby. May deal 3 damage with a water wave.	-	-	-	2
4	Undertow	4	2	0	2	0	Sucks up to 5 enemies towards the user's allies or sweeps them away.	-	-	-	2
5	Waterfall	5	3	0	3	0	Damages target spirit (2d6) with a waterfall, reducing their attack and defense rolls by -2 each for one round.	-	-	-	3