

Ability	Amount	Cost	MI Picks
Arcane Armor			
	Up to 5	300	1
	Up to 10	440	1
	Up to 15	560	2
	Up to 20	840	2
	Up to 25	1640	3
	Up to 30	2240	3
Armored Shell		270	
Assassin's Edge			
	1 Charge per Log	300	2
	2 Charge per Log	460	3
	3 Charge per Log	640	4
Audible Projection		260	1
Battlemage Strike			
	Up to 3rd lvl Spell	300	1
	Up to 6th lvl Spell	460	1
	Up to 9th lvl Spell	640	1
Channel Armor			
	1 Charge per Log	300	1
	2 Charge per Log	460	1
	3 Charge per Log	640	1
Channel Health			
	1 Charge per Log	300	1
	2 Charge per Log	460	1
	3 Charge per Log	640	2
Cloak of Darkness		460	1
Counterspell			
	1 Charge per Log	300	1
	2 Charge per Log	460	1
	3 Charge per Log	640	2
Elemental Manipulation			
	1 Charge EVER	300	1
	2 Charge EVER	600	1
	3 Charge EVER	900	2

Elemental Inbuement			
1 Charge per Log	1440	1	
2 Charge per Log	260	1	
3 Charge per Log	400	1	
Empower Warrior	1140	3	
Empowered Armor	360	1	
Enchant			
1 Charge Spell lvl 1-3	100	1	
2 Charge Spell lvl 1-3	200	1	
3 Charge Spell lvl 1-3	300	2	
1 Charge Spell lvl 4-6	400	1	
2 Charge Spell lvl 4-6	300	1	
3 Charge Spell lvl 4-6	400	2	
1 Charge Spell lvl 7-9	300	2	
2 Charge Spell lvl 7-9	400	2	
3 Charge Spell lvl 7-9	500	3	
Enhanced Quiver			
Capacity 40	300	1	
Capacity 60	600	1	
Capacity 80	900	1	
Limitless Capacity	1760	2	
Enhanced Source			
1 Type of Elemental damage	300	1	
2 Type of Elemental damage	500	1	
3 Type of Elemental damage	760	2	
4 Type of Elemental damage	940	2	
Explosive Demise	460	2	
Eternal Resolution			
1 Charge per Log 5 Elemental Healing	300	1	
1 Charge per Log 10 Elemental Healing	460	2	
1 Charge per Log 15 Elemental Healing	640	3	
1 Charge per Log 20 Elemental Healing	800	3	
1 Charge per Log 25 Elemental Healing	960	4	

Focused Resistance			
1 Charge per Log	240	1	
2 Charge per Log	400	1	
3 Charge per Log	560	1	
Greater Source			
1 Charge per Log	240	1	
2 Charge per Log	400	1	
3 Charge per Log	560	1	
Healing/Chaos Imbuement			
1 Charge per Log	240	1	
2 Charge per Log	400	2	
3 Charge per Log	560	3	
Heroic Interception		360	
Instant Trap			
Up to 3 traps	300	1	
Up to 6 traps	460	1	
Up to 9 traps	640	2	
Item Recall		600	2
Jack of All Trades		540	2
Life Leach			
1 Charge per Log	400	1	
2 Charge per Log	800	2	
3 Charge per Log	1200	3	
Magic Evocation		840	3
Magic Imbuement			
1 Charge per Log	240	1	
2 Charge per Log	400	1	
3 Charge per Log	560	2	
Magical Claws		740	3
Memory Strike			
Up to 3rd lvl Spell	300	1	
Up to 6th lvl Spell	460	2	
Up to 9th lvl Spell	640	3	
Merchant Insight		360	1
Monster Slayer		440	1
Mystic Smith		340	1
Perfect Riposte		460	1

Poison Cache	440	1
Poison Trigger	460	1
Potency		
1 Elements	340	1
2 Elements	600	2
3 Elements	860	3
4 Elements	1140	4
Potion Coating	440	1
Preserve Duration		
1-4 Rituals Extended	440	2
5-8 Rituals Extended	560	3
9-12 Rituals Extended	700	4
13-16 Rituals Extended	840	5
17-19 Rituals Extended	1040	6
Quicken Aid		
1 Charge per Log	100	1
2 Charge per Log	240	1
3 Charge per Log	360	1
Quicken Meditation		
1 Charge per Log	260	1
2 Charge per Log	400	2
3 Charge per Log	540	2
Race Reaver	440	2
Raging Strike		
1 Charge per Log	300	1
2 Charge per Log	460	2
3 Charge per Log	640	2
Recharge Prowass	660	3
Reinforce Armor		
1 Charge per Log	300	1
2 Charge per Log	440	2
3 Charge per Log	560	2
Render Indestructible Improved	560	3
Retribution	640	3
Sacrifice	540	2

Sorcerous Triage		
1 Charge (Target Must be Body)	300	1
2 Charges (Target must be Body)	460	2
2 Charges (Target may be Body or Item)	640	3
3 Charges (Target may be body, or Item)	1000	4
3 Charges (Target may be body, Item, or Spirit)	1400	5
Spell Strike	560	2
Spell Store		
Lvl 1	100	1
Lvl 2	260	1
Lvl 3	300	1
Lvl 4	340	1
Lvl 5	460	2
Lvl 6	600	2
Lvl 7	640	2
Lvl 8	660	2
Lvl 9	760	3
Spell Swap		
1 Charge per Log	140	1
2 Charge per Log	260	1
3 Charge per Log	400	2
Spirit Link	460	1
Spirit Lock	540	1
Stalwart Shield	440	2
Store Ability	240	1
Strengthened Blow		
1 Charge per Log	300	1
2 Charge per Log	440	2
3 Charge per Log	560	2
Sturdy Armor	400	2
Trap Avoidance		
1 Charge per Log	240	1
2 Charge per Log	460	2
3 Charge per Log	700	3
Vengeance		
Caster Rank 20	460	1