

-Hunter

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Altered Reality

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|-----|---------|-----------------------------------|--|-----------|----------|----------|------------|----------|-------|
| | 0.1 | 15% Max | TIRO: Beauty Contestant:2nd Prize | Recipient becomes more attractive by their race's standards. | Self | Self | 12 Hours | 5 Minutes | none | 99 |
| End | 0.1 | 20% Max | TIRO: Pie Fight! | Blocks vision with Save. | 4 Squares | 1 Target | 1 Round | Initiative | RM 1 | 99 |
| | 0.3 | 10% Max | TIRO: 2 Rope Image | Roll Save to create illusion of a cut rope now 1 rope. | 1 Rope | 1 Rope | 2 Hours | 1 Minute | SKL 1 | 1 |

Battle-Offense

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|-----|---------|------------------------------|--|------------|-------------|----------------|------------|----------|-------|
| | 0.2 | 20% Max | TIRO: Fire Crack! | ToHit required. 1d3 Dmg. Metal armor requires Save. | 6 Squares | 1 Target | Instant | Initiative | RM 1 | 99 |
| | 0.4 | 30% Max | TIRO: Quick Flash Fire | ToHIT needed. 1d12 Dmg. Save for no damage. | 12 Squares | 1 Target | Instant | Initiative | AGL 2 | 99 |
| | 4 | 4 pts | Accurate Ranged Shots | #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. | Char Sheet | 1 Target | 1 Round | Initiative | none | 99 |
| End | 4 | 4 pts | Hunters Charge | #Attk=1. Move x2, straight, no pivot. ToHit & Dmg +8. | Move x2 | 1 Creature | 1 Round | Initiative | none | 1 |
| | 5 | 8 pts | COUNTER: Disruptive Factor | Attempt to stop a specific spell or action. | 8 Squares | 3x3 Squares | 2 Rounds | Instant | none | 99 |
| End | 5 | 8 pts | Instant Ranged Shots | Each attack has a rollout of 'instant' for the duration. | by the bow | Self | 1 Round / Tier | Instant | none | 99 |
| | 5 | 8 pts | Long Distance Crossbow Shots | Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) | By Weapon | 1 Target | 4 Rounds | Initiative | none | 1 |
| End | 5 | 8 pts | Penetrating Ranged Shots | All bow shots: ToHits -2, Damage+6. | By Weapon | By Weapon | 2 Rounds | Initiative | none | 1 |
| | 6 | 4 pts | AoO on Melee Entry | Targets entering melee become open to an attack. | Melee | Self | 1 Round | Instant | none | 99 |
| End | 6 | 8 pts | Held Shot - Single Target | Concentrate on 1 Target ToHit/Dmg +2 per held attk, max+10. | By Weapon | 1 Target | 5 Attacks | Initiative | none | 99 |
| | 6 | 8 pts | Shoot Thru Party to Target | All Ranged attacks in Duration. Bonus +2 Init, if annouced. | By Weapon | By Weapon | 1 Round | Initiative | none | 99 |
| End | 9 | 12 pts | Mounted Melee Attack | 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler | 1 Square | 1 Horse | 1 Battle | Initiative | SKL 2 | 99 |
| | 10 | 12 pts | Blunted Bow Shots (Bow Only) | Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. | By Weapon | 1 Target | 4 Rounds | Initiative | none | 1 |
| End | 12 | 12 pts | Targeting A Moving Target | Attck: 1/2 (Min 1). Init & ToHit +2 / Tier. | By Weapon | By Weapon | 1 Round | Initiative | none | 1 |
| | 14 | 16 pts | Ranged Sucker Shot(s) | Unaware Target. Bow only. Init/ToHit/Dmg +12. Attk= 1/2(Min 1) | By Weapon | 1 Target | 1 Round | Initiative | none | 1 |
| End | 15 | 16 pts | Moving And Shooting | 1/2 Distance & Attacks (Min 1) Init & ToHit +12. | By Weapon | 1 Target | 1 Round | Initiative | none | 1 |

Battle-Prep

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|-----|---------|-----------------------------------|--|-----------|------------|------------------|------------|----------|-------|
| | 0.3 | 30% Max | TIRO: Armor of Light | AC = 16. Bright, sparkly magic armor around Caster. | Self | Self | 4 Hours | 1 Minute | none | 99 |
| End | 5 | 8 pts | Point 80 ft Ahead | Sns:2 to avoid Surprise/Dazed/Stun. No convo, 1000 yd stare. | Self | Self | 4 Hours | 10 Minutes | SNS 2 | 1 |
| | 8 | 8 pts | Critical Ranged Shot (Pre-Battle) | Ranged ToHit are a natural 18, 19, or 20 then use Critical. | By Weapon | By Weapon | 4 Hrs or 1 Battl | 1 Minute | none | 1 |
| End | 16 | 16 pts | Quick Ranged Shot (Pre-Battle) | Pre-battle. 1 Attack. Init+15, if needed. ToHit & Dmg +5 | Melee | 1 Creature | Instant | Instant | none | 1 |

Call-Summon

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|--|-----|---------|-------------------------|-----------------------------------|-------|--------|----------|------------|----------|-------|
| | 0.3 | 30% Max | TIRO: I Have Your Item! | snatches item. Mgc armor: -1 Col. | 4 Sqs | 1 Item | 1 Round | Initiative | RM 1 | 99 |

Communication-

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|-----|---------|----------------------------|--|------------|-----------|-----------|------------|----------|-------|
| | 0.2 | 20% Max | TIRO: Amplify Own Speech | Amplifies caster's voice to range of 1d20+4 Squares. | Self | 3x3x3 Sq | 5 Minutes | Initiative | none | 99 |
| End | 0.3 | 15% Max | TIRO: Colored Signal Flare | Random flare between Red, Blue, Yellow, and Green. | 20 Squares | 1 Flare | 1 Minute | Initiative | none | 0 |
| | 0.4 | 25% Max | TIRO: Sloppy Spying | 1d5 for Taste, Smell, Hearing, Sight, or Touch to spy. | 12 Squares | 3x3x3 Sqs | 5 Minutes | Initiative | none | 99 |

Creation-Meta

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|-----|---------|--------------------------|---|----------|---------|------------|------------|----------|-------|
| | 0.1 | 20% Max | TIRO: Water From A Plant | The caster enchants a plant to pour water. 1/2 skin. | 1 Square | 1 Plant | 10 Minutes | Initiative | none | 3 |
| End | 6 | 8 pts | Make/Repair Arrows | 12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight. | Touch | Self | Permanent | 4 Hours | none | 99 |

Creations-

| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|--|-----|------|-------|-------------|-------|-----|----------|---------|----------|-------|
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|-----|----|--------|----------------------------|---|-------|------------|-------------|------------|-------|----|
| End | 1 | 4 pts | Create Singer's Salve | Yeilds 1d3 jars. Effect on DOT +2/+4 HP at each cycle. | Touch | 1 Salve | End Of Year | 4 Hours | none | 99 |
| | 1 | 4 pts | Create Sunrise Potion | Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise. | Touch | 1 Potion | Used / EOY | 4 Hours | none | 99 |
| End | 2 | 0 pts | Apply A Field Bandage | [Cloth/moss, before healing]=1 attempt. Binds. HP+1. | Touch | 1 Creature | Permanent | Initiative | none | 99 |
| | 5 | 8 pts | Create Revive Salve | KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min. | Touch | 1 Salve | Used / EOY | 4 Hours | SNS 2 | 99 |
| End | 7 | 8 pts | Create Health Poultice | Yield 1d3 items. Effect: Sick/Dis Col -1 | Touch | 1 Poultice | Used / EOY | 4 Hours | SKL 2 | 99 |
| | 7 | 8 pts | Create Repellent Oil | Yeild 1d3 items. Effect: Repells insects Save col-1. | Touch | 1 dose | Used / EOY | 4 Hours | SNS 2 | 99 |
| End | 11 | 12 pts | Create Clear Mind Inhalent | Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1. | Touch | 1 Vial | Used / EOY | 4 Hours | SNS 2 | 99 |
| | 11 | 12 pts | Create Java Meal Spice | Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat. | Touch | 1 Meal | Used / EOY | 4 Hours | SKL 2 | 99 |
| | 12 | 12 pts | Create Calming Tea | Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4. | Touch | 1 Jar | Used / EOY | 4 Hours | SNS 1 | 99 |

Flora-Fauna-Nature

| | | | | | | | | | | |
|-----|-----|-------|-----------------|---|------------|------------|-----------|------------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 1 | 4 pts | Skinning A Hide | Save & Kit required. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6. | Self | Animal | Permanent | 12 Hours | SKL 1 | 99 |
| End | 2 | 4 pts | Benign Approach | Approach animals in a benign way to get close. No attacks | 10 Squares | 10 Squares | 1 Hour | 5 Minutes | none | 99 |
| | 3 | 4 pts | Calm Animal | Hunter to Use Save col 2. Situation reduces Save col to 1. | 2 Squares | 1 Animal | 2 Hours | 20 Minutes | SKL 2 | 99 |

Food-Water

| | | | | | | | | | | |
|-----|-----|--------|---------------------|--|-------|---------------|-----------|----------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 3 | 4 pts | Hunt/Fish/Gather | Able to hunt, fish, or gather once per day for 9 hours. | Self | 20x20 Squares | Rollout | 9 Hours | SKL 2 | 1 |
| End | 9 | 12 pts | Coastal Net Fishing | 3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals. | Self | Ocean | Permanent | 16 Hours | none | 1 |

Health-Life-Death

| | | | | | | | | | | |
|--|-----|---------|---------------------|------------------|----------|-----------|-----------|------------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 0.1 | 30% Max | TIRO: Healing Bolus | 1d12 HP healing. | 1 Square | Recipient | Permanent | Initiative | none | 99 |

Light-

| | | | | | | | | | | |
|--|-----|---------|-------------------|--|------------|---------|--------------|------------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 0.4 | 10% Max | TIRO: Aural Spark | random color of sparks for 1d20 minutes. | 10 Squares | 2x2 Sqs | 1d20 Minutes | Initiative | none | 99 |

Personal-Connections

| | | | | | | | | | | |
|-----|-----|---------|-------------------------|---|------------|----------|----------------|------------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 0.2 | 40% Max | TIRO: Random Friendship | Potentially makes someone more tolerant of the caster. | 10 Squares | 1 Target | Special | Initiative | SKL 3 | 99 |
| End | 4 | 4 pts | Hunter Marks | Unworked items arranged to leave a message to another Hunter. | 6 Squares | 1 Square | 1 Month (30 da | 1 Minute | none | 99 |

Shelter-Rest-Protection

| | | | | | | | | | | |
|-----|-----|---------|----------------------------------|---|-----------|-------------------|----------------|------------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 0.2 | 20% Max | TIRO: Garish Pup Tent | xThe Caster creates a colorful tent. | 8 Squares | 1x2 Squares | 8 Hours | 1 Minute | none | 99 |
| End | 2 | 4 pts | Hunters Hut (10 ppl) | Stands for 2 days. Holds up to 10 people. | Touch | 2x1 Squares | 8 Hours | 20 Minutes | SKL 2 | 3 |
| | 2 | 4 pts | Perimeter Safety | Creates noticable sounds when stepped on. | Touch | 3x8 Sq Perimeters | 8 Hours | 30 Minutes | none | 99 |
| End | 3 | 4 pts | Create Temporary Shelter (3 ppl) | Quickly built (1 min) & lasts 2 days, unless rough weather. | Touch | 1 Shelter | 2 Days | 10 Minutes | none | 99 |
| | 7 | 8 pts | Hunters Hidden Shelter (4 ppl) | Hunting blind for 4 people. Not for urban use. | 1 Square | 3 x 3 Squares | 8 Hours / Tier | 1 Hour | None | 3 |

Tracking-

| | | | | | | | | | | |
|-----|-----|---------|-------------------|---|-------|--------------|----------|------------|----------|-------|
| | Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
| | 0.4 | 30% Max | TIRO: Tracking | Find and follow a trail while leaving an obvious trail. | Self | 1 Trail | 1 Hour | Initiative | none | 99 |
| End | 1 | 4 pts | Find North | GM indicates direction of North. | Self | Self | 1 Hour | Initiative | none | 99 |
| | 9 | 12 pts | Cover Trail | Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll | Touch | 1 Mark Trail | 12 Hours | 20 Minutes | none | 99 |
| End | 12 | 12 pts | Find/Follow Trail | Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls | Self | 1 Mark | 24 Hours | 20 Minutes | none | 1 |

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Travel-Planes

| Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|---------|--------------------------|--|-------------|-------------|----------|------------|----------|-------|
| 0.1 | 20% Max | TIRO: Quick Jump | 1d6 squares in direction indicated. Distance rolled. | 1d6 Squares | Self | Instant | Initiative | none | 99 |
| 0.3 | 40% Max | TIRO: Quick Push! | Caster moves an ally to a random spot 4 squares away. | 4 Squares | 1 Recipient | Instant | Initiative | BRU 2 | 99 |
| 8 | 8 pts | Hunters Stare (1-4 days) | Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds. | Self | Self | 12 Hours | 10 Minutes | SKL 3 | 1 |
| 13 | 16 pts | Faster Path | Solo=150%. Group=120% w/Hunter @ point. Not all environs. | Self | Non-Urban | 1 Day | 10 Minutes | none | 1 |

Utility

| Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save Col | Stack |
|-----|---------|--------------------------|---|-------|-------------|------------|------------|----------|-------|
| 0.4 | 25% Max | TIRO: Tasty Cumber Meals | 1d12 meals appear at waist height in front of the Caster | Touch | Varies | 1 Hour | 1 Minute | none | 99 |
| 2 | 4 pts | Make Fire with Sticks | Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col | Touch | Kindling | Permanent | 10 Minutes | SKL 1 | 99 |
| 2 | 4 pts | Mental Alarm Clock | Set time to wake and wake at that time. 1 Rd to clear head. | Self | Self | 18 Hours | 10 Minutes | none | 1 |
| 4 | 4 pts | Mimic Soft Nature Sounds | Create low natural sounds. Low volume and intensity. | Self | 6x6 Squares | 20 Minutes | Initiative | SNS 2 | 99 |