




-Tiro

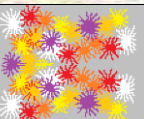
Battle-Defense

LEVEL	573-1		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Tiro Mess To Block Skill		25% Max	8 Squares	1 Square	Instant	Instant	SKL:3	
		Save to block a magic spell (one sq only)							

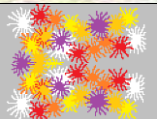
Battle-Offense

LEVEL		412-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Fire Crack!		20% Max	6 Squares	1 Target	Instant	Inititive	RM	1
		Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.							
									4 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
413-1									
2	Spell Interference		30% Max	8 Squares	1 Spell	Instant	Instant	RM	1
		Caster sends colorful sparks towards a spell. (No ToHIT) Save to disrupt Target's current spell. Metal armor = 1 column worse.							
									2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		424-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Quick Flash Fire		30% Max	12 Squares	1 Target	Instant	Initiative	AGL 2	99
	<div>Colorful embers appear in the caster's palm. (ToHIT Required)</div> <div>1d12 Damage. Save for half damage.</div>								
									3 ENHANCEMENT(S) 0 COUNTER(S)

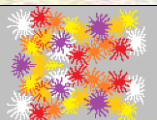
Battle-Prep


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
641-1									
3	Armor of Light		30% Max	Self	Self	4 Hours	1 Minutes	none	99
		Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster.							
									3 ENHANCEMENT(S) 1 COUNTER(S)

Call-Summon

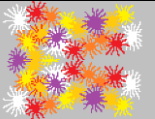
LEVEL	419-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	I Have Your Item!	30% Max	4 Sqs	1 Item	1 Round	Initiative	RM 1	99
	Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.							
							4 ENHANCEMENT(S) 1 COUNTER(S)	

Communication-

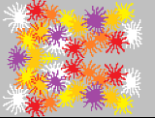
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
416-1									
2	Amplify Own Speech		20% Max	Self	3x3x3 Sq	5 Minutes	Initiative	none	99
	The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. The caster takes a deep breath and speaks at an amplified volume.								
								5 ENHANCEMENT(S) 0 COUNTER(S)	

LEVEL	425-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Colored Signal Flare	15% Max	20 Squares	1 Flare	1 Minute	Initiative	none	0
	<p>Vivid Multi Colored flashes shoot from the Caster's fingertips into the sky. A colored signal flare. Random between Red, Blue, Yellow, and Green.</p>							
								6 ENHANCEMENT(S) 1 COUNTER(S)

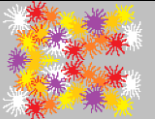
-Tiro

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Sloppy Spying	415-1	25% Max	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	none	99
		1d5 for Taste, Smell, Hearing, Sight, Touch. Ghostly Multi Colored flashes surround the caster's tongue, nose, ears, eyes or hands and feet for the duration.							8 ENHANCEMENT(S) 1 COUNTER(S)

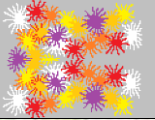
Creation-Meta

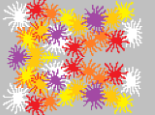
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Water From A Plant	409-1	20% Max	1 Square	1 Plant	10 Minutes	Initiative	none	3
		The caster enchants a plant to pour water. Water pours as if from a spout from the plant. The caster enchants a plant to pour water.							4 ENHANCEMENT(S) 0 COUNTER(S)

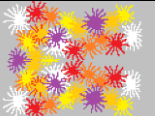
Health-Life-Death

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Healing Bolus	408-1	30% Max	1 Square	Recipient	Permanent	Initiative	none	99
		A rainbow of colors surrounds the person being healed. 1d12 HP healing. A rainbow of colors surrounds the person being healed.							3 ENHANCEMENT(S) 0 COUNTER(S)

Illusion-Reality

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Beauty Contestant - 2nd Prize	422-1	15% Max	Self	Self	12 Hours	5 Minutes	none	99
		Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.							3 ENHANCEMENT(S) 1 COUNTER(S)

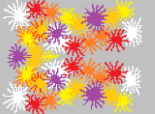
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Pie Fight!	410-1	20% Max	4 Squares	1 Target	1 Round	Initiative	RM	99
		Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target							2 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	2 Rope Image	417-1	10% Max	1 Rope	1 Rope	2 Hours	1 Minute	SKL	1
		Illusion makes 1 rope seem like 2 short ropes. The caster conjures a rope that looks like two short ropes made out of colorful ribbons.							4 ENHANCEMENT(S) 1 COUNTER(S)

Light-

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Aural Spark	418-1	10% Max	10 Squares	2x2 Sqs	1d20 Mins	Initiative	none	99
		Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.							5 ENHANCEMENT(S) 0 COUNTER(S)

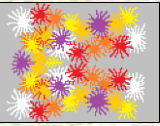
Personal-Connections

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Random Friendship	411-1	40% Max	10 Squares	1 Target	Special	Initiative	none	99
		Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster.							3 ENHANCEMENT(S) 0 COUNTER(S)

-Tiro

Shelter-Rest-Protection

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Garish Pup Tent	414-1	20% Max	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99

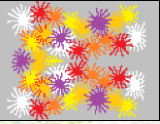


Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

3 - ENHANCEMENT(S)
1 COUNTER(S)

Tracking-

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Tiro Tracking	674-1	30% Max	Self	1 Trail	1 Hour	Initiative	none	99

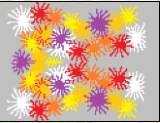


Find and follow a trail while leaving an obvious trail.
Solid Multi Colored flashes litter the path to show everyone in sight where the path is.

0 - ENHANCEMENT(S)
0 COUNTER(S)

Travel-Planes

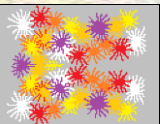
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Quick Jump	407-1	20% Max	1d6 Squares	Self	Instant	Initiative	none	99



1d6 squares in direction indicated.
A colorful glow appears under the caster's feet and follows them like a rainbow as they jump.

2 - ENHANCEMENT(S)
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Quick Push!	420-1	40% Max	4 Squares	1 Recipient	Instant	Initiative	none	99

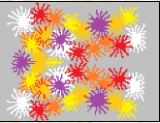


Bright Multi Colored flashes travel towards the Recipient and surround them.
Recipient moved to random spot up to 4 Squares away.

5 - ENHANCEMENT(S)
0 COUNTER(S)

Utility-

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Tiro Tasty Cumber Meals	643-1	25% Max	Touch	Varies	1 Hour	1 Minute	none	99



1d12 meals appear at waist height of the Caster.
Solid Multi Colored flashes extend from the Caster's hand and form into consumable food.

0 - ENHANCEMENT(S)
0 COUNTER(S)