	8							
AAA-My Party								
Lvl Cos		Description	Range	AoE	Duration	RollOut	Save Col	Stack
4 4 pts		FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	none	00
5 8 pts	·	Self=#Attks-1, Grp= Init +6, +4, +0, -2 to classes Fixed damaged, but not broken metal weapons and armor.	Self	Player Party	1 Battle	Initiative	none SKL3	99
5 8 pts		• • • • • • • • • • • • • • • • • • • •	1 Square	1 Wpn/Armor	Permanent	4 Hours		99
6 8 pts		Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	00
10 12 pt	S	Weapon in best condition can have +1 added to damage.	Touch	1 Weapon	1 Battle	2 Hours	none	99
Altered Reality								
Lvl Cos		Description	Range	AoE	Duration	RollOut	Save Col	Stack
	ax TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	none	99
	ax TIRO: Pie Fight!	Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative	RM1	99
0.3 10% M	ax TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	SKL1	1
Battle-Actions								
Lvl Cos		Description	Range	AoE	Duration	RollOut	Save Col	Stack
5 8 pts	,	Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier	Self	1 Target	Conc + 2 Rds	Initiative	none	1
end 6 8 pts		Roll 1d100 +LvI +ToHIT to improve critical roll.	Self	1 Attack	Instant	Instant	none	1
9 12 pts		Reroll Critical Hit and must take the roll.	Self	Self	Instant	Instant	none	1
End 10 12 pts	Last Ditch Effort	Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	none	1
Battle-Defense								
Lvl Cos	t Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1 4 pts	Set for Charge	Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only 1 attack.	Self	1 Charge	Instant	Instant	none	1
2 4 pts	Defend - No attacks	AC: +1 / Tier. No attacks.	Self	Self	2 Rounds	Instant	none	1
3 4 pts	Disengage	Before Init. Move straight 1-3 sq. Save to avoid. Attks=0.	Self	2-3 Squares	1 Round	Initiative	none	1
End 4 4 pts	Assist Another To Disengage	Highest Init. Move straight 1-3 sq. Save to avoid. Attks=0.	3 Squares	1 Recipient	1 Round	Initiative	RU/AGL 2	1
4 4 pts	Shield Block	Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)	0 Squares	Self	Instant	Instant	BRU2	1
5 8 pts	Provide Protection	Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.	1 Square	1 Creature	1 Round	initiative	none	99
6 8 pts	Brace for Onslaught	Attks-1. Save vs Pshbck, Stun, Daze. Must face attk.	Self	Self	2 Rounds	Initiative	BRU2	99
End 8 8 pts	Pull Aggro	Self:Attks-2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds	Initiative	none	4
Battle-Offense								
Lvl Cos	t Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.2 20% M	ax TIRO: Fire Crack!	ToHit required. 1d3 Dmg. Metal armor requires Save.	6 Squares	1 Target	Instant	Initiative	RM1	99
End 0.4 30% M	ax TIRO: Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	Instant	Initiative	AGL 2	99
1 4 pts	AoO on Enter or Exit	As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1
End 1 4 pts	Massive Bludgeoning Attacks	Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	none	1
2 4 pts	Fighters Charge	Attks Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.	Move x2	1 Creature	1 Round	Initiative	none	99
End 3 4 pts	Shield Bash (Odd rounds)	Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.	1 Square	1 Target	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 7 8 pts	AoO on Kill	After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99
7 8 pts	Brutal Push Forward	Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round	Initiative	BRU2	1
End 8 8 pts	Desperation Attack	1d20-8 to AC, Init, ToHITs (all), & Dmg.	Self	Self	1 Round	Initiative	none	1
9 12 pts	s Adrenalin Rush	Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	none	1
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	SKL2	99
11 12 pt	wake To Battle	Save=Instant wakening.	Self	1 Round	Instant	Instant	SKL1	1
End 12 12 pts	Whirling Mordra	8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	none	1

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14 16 pts Surprise Death Blow	Trgt:Srprzd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.	Melee	1 Creature	1 Round	Instant	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
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	RM1	99
Communication-							
Lvl Cost Title	Description 6.4.100 4.0	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
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
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	SKL3	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
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
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	BRU2	99
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 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