

-Tiro

Battle Defense

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIR0: Armor of Light				30% Max	Self	Self	1 Minute	4 Hours		



Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Battle Offense

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIR0: Pie Fight!				20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision



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

Lvl 0	No Enhancements	0 SP
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100

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
TIP0: Fire Crackl				20% Max	6 Squares	1 Target	Initiative	Instant		Attck NOT lost	



Bright Multi Colored flashes appear in the caster's hand.
Caster rolls a Thrown ToHit with 1d3 magic fire damage.
Save or target loses 1 attack this round.

Lvl 0	No Enhancements	0 SP
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100

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TPB: Quick Push				40% Max	4 Squares	1 Recipient	Next Initiative	1 Round		



Bright Multi Colored flashes travel towards the Target and surround them.
Recipient forced to random spot up to 4 Squares away.
Direction of random spot is always in a direction roughly opposite of caster.
If there is no room for the recipient to move then spell fails.

Lvl	0	No Enhancements	0 SP
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1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
4	99	30% Max	12 Squares	1 Target	Initiative	1 Round		2
TP20: Quick Flash Fire								1/2 Damage



Colorful embers appear in the caster's palm.
Caster rolls a Thrown ToHit.
1d6+4 Damage. Save for half damage.

Lvl	0	No Enhancements	0 SP
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2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100
2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100

Class Specialty

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	99	100% Max	Self	Self	1 Round	Permanent	No Save



fog envelops character during meditation process.
2 days of introspection and caster learns school location.
fog envelops character during meditation process.

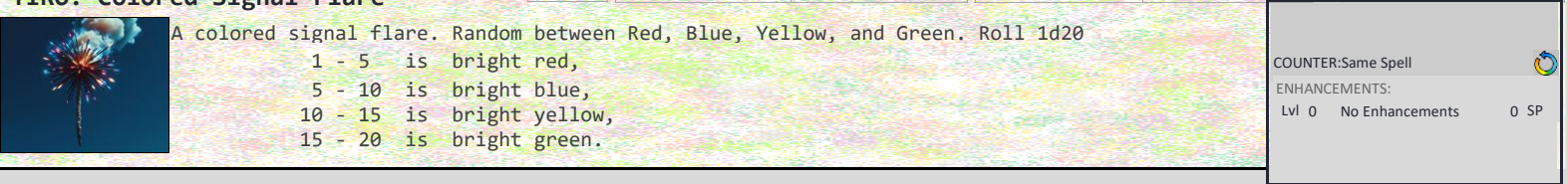
Lvl	0	No Enhancements	0 SP
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Communication

LEVEL	3	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIR0: Colored Signal Flare		15% Max	20 Squares	1 Flare	Initiative	1 Minute				

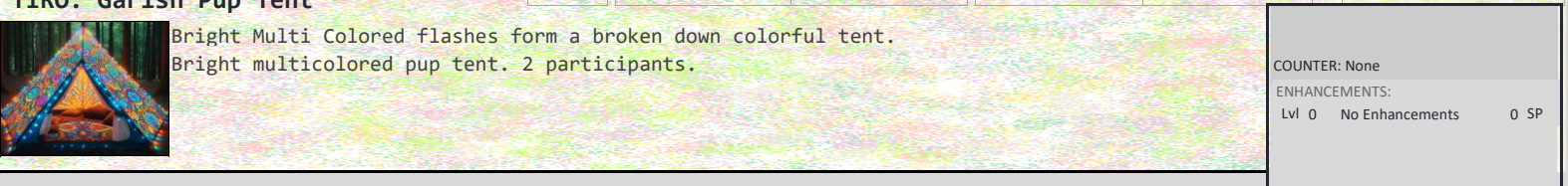


1 - 5 is bright red,
5 - 10 is bright blue,
10 - 15 is bright yellow,
15 - 20 is bright green.

Lvl 0	No Enhancements	0 SP
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Fences and Shelters

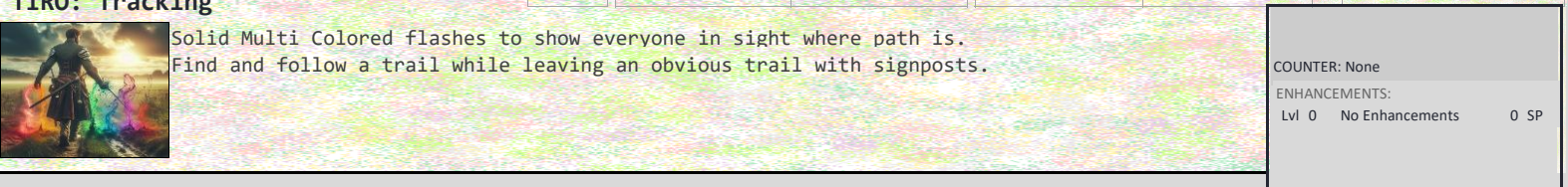
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TTP0: Garish Pun Tent				20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		



Lvl 0	No Enhancements	0 SP
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Find or Reveal

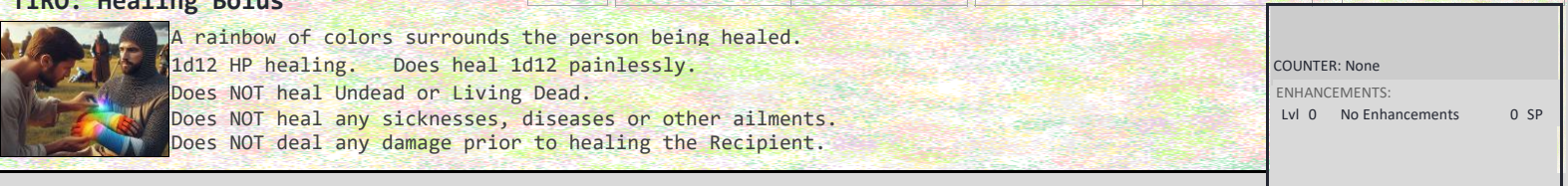
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TTP0:	Tracking					30% Max	Self	1 Trail	Initiative	1 Hour		



Lvl 0	No Enhancements	0 SP
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Healing and Rest

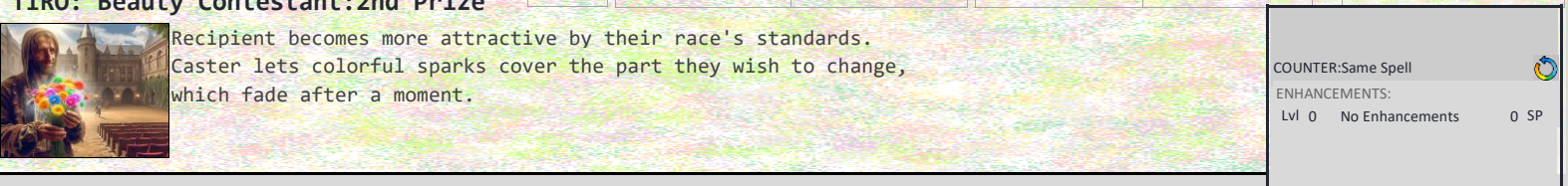
LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	99	30% Max	1 Square	Recipient	Initiative	Permanent	No Save



Lvl 0	No Enhancements	0 SP
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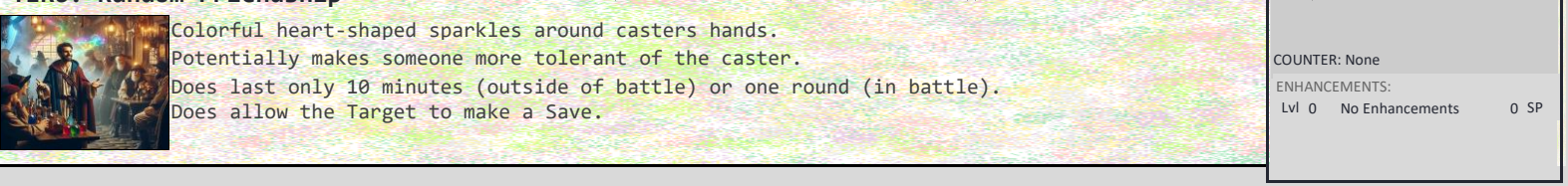
Illusions

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL-OUT	DURATION	SAVE:
1		99					No Save
TTP0: Beauty Contestant:2nd Prize		15% Max	Self	Self	5 Minutes	12 Hours	



Lvl	0	No Enhancements	0 SP
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LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
TIRO: Random Friendship				40% Max	10 Squares	1 Target	Initiative	Special		Friends!



Lvl 0	No Enhancements	0 SP
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LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
TIRO: 2 Rope Image						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut



The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Light and Darkness

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Aural Spark						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		



Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Nae'Ems

LEVEL	4	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Sloppy Spying							25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		



Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Summon or Send

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: I Have Your Item!						30% Max	4 Sqs	1 Item	Initiative	1 Round		Item grabbed.



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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Traveling (PMP)

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Quick Jump						20% Max	1d6 Squares	Self	Next Initiative	Instant		



Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Utility or Misc

LEVEL	1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Water From A Plant						20% Max	1 Square	1 Plant	Initiative	10 Minutes		



The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

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LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		

TIRO: Amplify Own Speech



The caster takes a deep breath and speaks at an amplified volume.
Amplifies sound out up to a 3 Square wide Cube.
Amplify even whispers.
Doesn't affect anyone but the caster.
As normal for the resulting volume it does carry over walls/barriers.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl	0	No Enhancements	0	SP
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LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					25% Max	Touch	Varies	1 Minute	1 Hour		

TIRO: Tasty Gruel



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

COUNTER: None

ENHANCEMENTS:

Lvl	0	No Enhancements	0	SP
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