

1

Graduate Tiro Ritual

LEVEL

Tier 1

2 days of introspection and caster learns school location.

| | | | | | |
|----------|-------|-----------|----------|-----------------|--------------|
| COST | RANGE | ROLL OUT | 1 RDS | COLLECTION | OUTCOME |
| 100% Max | Self | 1 Round | | Class Specialty | Mundane |
| STACK | AoE | DURATION | ∞ | SAVE COL | CLASS GROUPS |
| 99 | Self | Permanent | | none | TRO |



Created by COPILOT

Details:

- The character sees figures in the fog illustrating the location of the nearest available school for their newly selected class.

WHAT THIS DOES:

- only works once the character has complete all 4 levels of TIRO.
- find the closest available school, for their newly selected class,
 - It is possible an unknown or secret school is closer.
 - Give the direction of the school.
 - Give the time (in marks) to travel to the school.

WHAT THIS DOES NOT DO:

- work if a new class has been selected.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

1

TIRO: Water From A Plant

LEVEL

Tier 1

The caster enchants a plant to pour water. 1/2 skin.

| | | | | | |
|---------|----------|------------|--|-----------------|--------------|
| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
| 20% Max | 1 Square | Initiative | | Utility or Misc | Mundane |
| STACK | AoE | DURATION | | SAVE COL | CLASS GROUPS |
| 3 | 1 Plant | 10 Minutes | | none | TRO |

409-

Created by COPILOT

- Details:**
- Water pours from a plant as if from a spout or spiggot.
 - This only creates enough water to fill up a waterskin throughout the Duration.

- WHAT THIS DOES:**
- Does require a plant.
 - Does make a plant spout water, but in small quantities.
 - Does the water is safe to drink.

- WHAT THIS DOES NOT DO:**
- Does NOT spout a lot of water.
 - Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.



1


TIRO: Pie Fight!

LEVELTier 1

410

Blocks vision with Save.

| | | | | | |
|---------|-----------|------------|-----------------------------------------------------------------------------------|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20% Max | 4 Squares | Initiative | | Battle Offense | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Target | 1 Round | | RM1 | TRO |



Created by COPILOT

Details:

- If the Target has metal armor then the Save is 1 column worse.
- This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS DOES:

- Does Require a Save to be rolled by the target:
 - Fail = Target's vision is blocked for one round.
 - Pass = Spell has no effect.

WHAT THIS DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:



- Not required.


1

TIRO: Beauty Contestant:2nd Prize

LEVELTier 1

Recipient becomes more attractive by their race's standards.

| | | | | | |
|---------|-------|-----------|-----------------------------------------------------------------------------------|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 15% Max | Self | 5 Minutes | | Illusions | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Self | 12 Hours | | none | TRO |



Created by COPILOT

Details:

- The caster makes themselves look more attractive by their race's standards.

WHAT THIS DOES:


- Does make the caster appear physically more attractive by their race's standards.

WHAT THIS DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.


1

TIRO: Healing Bolus

LEVEL

Tier 1

408



COST



30% Max

RANGE

1 Square

ROLL OUT

Initiative



COLLECTION

Healing and Rest

SAVE

COL

none

OUTCOME

Magical

CLASS GROUPS

TRO

STACK

99

AoE

Recipient

DURATION

Permanent

Created by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

- Does heal 1d12 painlessly.
- Does appear very bright.

WHAT THIS DOES NOT DO:

- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.
- Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

1

TIRO: Quick Jump

LEVEL

Tier 1

1d6 squares in direction indicated. Distance rolled.

| | | | | | |
|---------|-------------|-----------------|------|-----------------|--------------|
| COST | RANGE | ROLL OUT | NEXT | COLLECTION | OUTCOME |
| 20% Max | 1d6 Squares | Next Initiative | | Traveling (PMP) | Magical |
| STACK | AoE | DURATION | NOW | SAVE COL | CLASS GROUPS |
| 99 | Self | Instant | | none | TRO |



Created by COPILOT

Details:

- The Caster jumps 1d6 squares in a direction, up to 2 squares high.

WHAT THIS DOES:

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
- Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

2

TIRO: Amplify Own Speech

LEVEL

Tier 1

Amplifies caster's voice to range of 1d20+4 Squares.

| | | | | | |
|---------|----------|------------|-----------------------------------------------------------------------------------|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20% Max | Self | Initiative | | Utility or Misc | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 3x3x3 Sq | 5 Minutes | | none | TRO |



Created by COPILOT

Details:

- Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

2



TIRO: Fire Crack!


412


LEVEL

Tier 1

ToHit required. 1d3 Dmg. Metal armor requires Save.

| | | | | | |
|---------|-----------|------------|-----------------------------------------------------------------------------------|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20% Max | 6 Squares | Initiative | | Battle Offense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Target | Instant | | RM 1 | TRO |





Created by COPILOT

- Details:**
- Caster throws a multi-colored splash of light.
 - If the Target has metal armor then they must pass the Save.

- WHAT THIS DOES:**
- Does create a fizzle in the caster's hand to be thrown,
 - If thrown at a specific target then a ToHIT may be needed.
 - Does explode upon impact, dealing 1d3 magic fire damage.
 - Does require target to Save to avoid the loss of 1 attack in this round.

- WHAT THIS DOES NOT DO:**
- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:



- Not required.


2

TIRO: Random Friendship

LEVELTier 1

Potentially makes someone more tolerant of the caster.

| | | | | | |
|---------|------------|------------|-----------------------------------------------------------------------------------|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 40% Max | 10 Squares | Initiative | | Illusions | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Target | Special | | SKL 3 | TRO |



411-

Created by COPILOT

- Details:**
- Creates a temporary bond of friendship with a Target.
 - Allows the Target to make a Save.
 - Success means there is no change in disposition towards the Caster.
 - Failure means the Target is more tolerant towards the Caster.

- WHAT THIS DOES:**
- Does make the Target more tolerant and agreeable towards the Caster.
 - Does last only 10 minutes (outside of battle) or one round (in battle).
 - Does allow the Target to make a Save.

- WHAT THIS DOES NOT DO:**
- Does NOT force a binding friendship or change the view of the Target.
 - Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.


2

TIRO: Garish Pup Tent



LEVEL

Tier 1

414



The Caster creates a colorful tent.

| | | | | | |
|---------|-------------|----------|-----------------------------------------------------------------------------------|---------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20% Max | 8 Squares | 1 Minute | | Fences and Shelters | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1x2 Squares | 8 Hours | | none | TRO |

Created by COPILOT

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
 - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

3



TIRO: Armor of Light


641-

LEVEL

Tier 1

AC = 16. Bright, sparkly magic armor around Caster.

| | | | | | |
|---------|-------|----------|-----------------------------------------------------------------------------------|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | Self | 1 Minute | | Battle Defense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Self | 4 Hours | | none | TRO |



Created by COPILOT

Details:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:


- Does gives the caster the better of either,
 - Magic armor with AC 16,
 - Casters current AC.
- An image of bright light surrounding the caster shows regardless of option.

WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.

 **Counter:**
LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:


- Not required.

3

TIRO: Quick Push!

LEVELTier 1

420-



Caster moves an ally to a random spot 4 squares away.

| | | | | | |
|---------|-------------|-----------------|------------------|----------------|--------------|
| COST | RANGE | ROLL OUT | N _{EXT} | COLLECTION | OUTCOME |
| 40% Max | 4 Squares | Next Initiative | | Battle Offense | Magical |
| STACK | AoE | DURATION | 1 _{RDS} | SAVE COL | CLASS GROUPS |
| 99 | 1 Recipient | 1 Round | | none | TRO |

Details:

- The Caster moves an ally to a random spot 4 squares away.

WHAT THIS DOES:

- Does move a person to a random spot 4 squares away.
 - The Recipient always ends up facing the square they were originally in.
- 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.

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:



- Not required.


3

TIRO: I Have Your Item!

LEVELTier 1

snatches item. Mgc armor: -1 Col.

| | | | | | |
|---------|--------|------------|-----------------------------------------------------------------------------------|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | 4 Sqs | Initiative | | Summon or Send | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Item | 1 Round | | RM1 | TRO |



419-
Created by COPILOT

- Details:**
- The caster snatches someone's random, mundane item.
 - If the Target has metal armor then the Save is 1 column worse.

- WHAT THIS DOES:**
- Does allow the Caster to snatch someone else's random mundane object.
 - Does allow the item to visibly float towards the caster.
 - Does allow the owner a Save to grab the item.

- WHAT THIS DOES NOT DO:**
- Does NOT affect magical, metal or crystalline items.
 - Does NOT allow the caster to end the spell prematurely.
 - Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.



3


TIRO: 2 Rope Image

LEVELTier 1

417

Roll Save to create illusion of a cut rope now 1 rope.

| | | | | | |
|---------|--------|----------|-----------------------------------------------------------------------------------|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 10% Max | 1 Rope | 1 Minute | | Illusions | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 1 Rope | 2 Hours | | SKL1 | TRO |



Created by COPILOT

Details:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

WHAT THIS DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.


3


TIRO: Colored Signal Flare

LEVELTier 1

425

Random flare between Red, Blue, Yellow, and Green.

| | | | | | |
|---------|------------|------------|-----------------------------------------------------------------------------------|---------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 15% Max | 20 Squares | Initiative | | Communication | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 0 | 1 Flare | 1 Minute | | none | TRO |



Created by COPILOT

Details:

- The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS DOES:


- Does light up the sky with a random color.
- roll a d20:
 - 1 - 5 is bright red,
 - 5 - 10 is bright blue,
 - 10 - 15 is bright yellow,
 - 15 - 20 is bright green.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

Bonds and Connections

- No Nae'Em connection.

 **Counter:**
LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.



4


TIRO: Tasty Gruel

LEVELTier 1

643-

1d12 meals appear at waist height in front of the Caster

| | | | | | |
|---------|--------|----------|-----------------------------------------------------------------------------------|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 25% Max | Touch | 1 Minute | | Utility or Misc | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Varies | 1 Hour | | none | TRO |



Created by COPILOT

- Details:**
- 1d12 of cumber meals appear at waist height in front of the Caster,
 - Caster is able to time the appearance and grab them.
 - if not anticipated, the meals will fall to the ground.
 - If not eaten within 1 hour then the magically created food disappears.
 - Gruel in some worlds is called 'Cumber'.
 - these meals are with only minimal nutrition.
 - they are most often do not taste very good.
 - however, this category of food is almost always very cheap.

- WHAT THIS DOES:**
- Does provide low levels of nurishment,
 - Does continue to provide energy (if eaten) after the 1 hour point.

- WHAT THIS DOES NOT DO:**
- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
 - Does NOT remain after one hours' time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.




4


TIRO: Quick Flash Fire

LEVELTier 1

424

ToHIT needed. 1d12 Dmg. Save for no damage.

| | | | | | |
|---------|------------|------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | 12 Squares | Initiative | | Battle Offense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Target | 1 Round | | AGL 2  | TRO |



Created by COPILOT

Details:

- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:

- Does deal 1d6+4 fire damage.
- Does allow the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:



- Not required.


4

TIRO: Aural Spark

LEVELTier 1

random color of sparks for 1d20 minutes.

| | | | | | |
|---------|------------|--------------|-----------------------------------------------------------------------------------|--------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 10% Max | 10 Squares | Initiative | | Light and Darkness | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 2x2 Sqs | 1d20 Minutes | | none | TRO |



Created by COPILOT

Details:

- The caster creates colorful lights to be used as a light source.
- The color changes in reaction to the proximity of other Casters.
 - It will change to the color of their chosen School of magic.
 - When not in the presence of any Caster's then the light shifts from color to color.
 - This happens once per minute.

WHAT THIS DOES:

- Does light up an area of 2x2 squares.
- Does allow the caster to try and use this light to detect others' auras.
 - Roll Save, the spell only works on a success.
- Does last for 1d20 minutes.

WHAT THIS DOES NOT DO:

- Does NOT set anything flammable aflame.
- Does NOT allow the caster to use it as a signal flare.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

4

TIRO: Sloppy Spying

LEVEL

Tier 1

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

| | | | | | |
|---------|------------|------------|-----------------------------------------------------------------------------------|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 25% Max | 12 Squares | Initiative | | Nae'Ems | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 3x3x3 Sqs | 5 Minutes | | none | TRO |



Created by COPILOT

- Details:**
- Caster is the only one that sees the effects of this spell.
 - All others have no indication other than a lot of multi colored magic floating around.

- WHAT THIS DOES:**
- Does allow the Caster to see the location, but no sound is available.

- WHAT THIS DOES NOT DO:**
- Does NOT affect anyone except the caster.

- Bonds and Connections**
- This is a Vae'Em connection to a venue/location.

Counter:

No Counter Available.

- Creations:**
- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

- Focus Items and/or Kits:**
- Not required.

4



TIRO: Tracking


674-

LEVEL

Tier 1

Find and follow a trail while leaving an obvious trail.

| | | | | | |
|---------|---------|------------|-----------------------------------------------------------------------------------|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | Self | Initiative | | Find or Reveal | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Trail | 1 Hour | | none | TRO |



Created by COPILOT

Details:

- Finds a trail left at or near ground level by a passing creature and
 - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
 - each sign post is brightly painted.

WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
 - Pass = path found if it is within area. Signposts planted,
 - The skill will leave a massive and obvious trail of its own on top of the path found.
 - Fail = path not found and a signpost planted in one spot,
 - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
 - only the part within the AOE and Duration.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.