

TRO

409-1

# 1 TIRO:Water From A Plant

LEVEL

Tier 1

Water pours as if from a spout, but it is from a plant.

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	CLASS GROUPS
3	1 Plant	10 Minutes		None	TRO



By COPILOT

**Details:****GENERAL:**

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

**WHAT THIS SKILL DOES DO:**

- Does requires a plant.
- Does makes a plant spout water, but in small quantities.
- The water is safe to drink.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT spout a lot of water.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

# 1 TIRO: Pie Fight!

LEVEL

Tier 1

**Multi colored Pie appears as it is thrown.**

**Target Saves or vision blocked. AC & ToHIT -4.**

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

Vision is clear



By COPILOT

**Details:****GENERAL:**

- This is a magical pie, and thus cannot give any kind of sustenance.

**WHAT THIS SKILL DOES DO:**

- Requires a Save to be rolled by the target:
  - Fail = Target's vision is blocked for one round, AC and ToHIT -4.
  - Pass = Spell has no effect.

**WHAT THIS SKILL DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

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# 1 TIRO:Beauty Contestant:2nd Prize

LEVEL

Tier 1

**Recipient becomes more attractive by their race's standards.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
5.6% Max	Self	5 Minutes		Illusions	Magical
STACK 99	AoE Self	DURATION 12 Hours		SAVE Senses	CLASS GROUPS TRO

Appears more accepta



By COPILOT

**Details:****GENERAL:**

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

**WHAT THIS SKILL DOES DO:**

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

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT permanently alter the caster's looks.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

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# 1 TIRO:Healing Bolus

LEVEL

Tier 1

A rainbow of colors surrounds the person being healed.

1d12 HP healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Recipient	Permanent		None	TRO



By COPILOT

## Details:

### GENERAL:

- Entire body lights up with multiple colors.

### WHAT THIS SKILL DOES DO:

- Heals 1d12 painlessly.
- Appears very bright.

### WHAT THIS SKILL DOES NOT DO:

- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

Dispel Magic.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
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### Focus Items and/or Kits:

- Not required.

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# 1 TIRO: Quick Jump

LEVEL

Tier 1

**Glow** appears under caster follows them as they jump.

**1d6 squares in direction indicated. Distance rolled.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative	Traveling (PMP)	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Self	Instant	NOW	TRO



By COPILOT

**Details:****GENERAL:**

- Causes a colorful glow to follow the Caster as they jump, like a rainbow.

**WHAT THIS SKILL DOES DO:**

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the Caster to teleport.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

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## 2 TIRO:Amplify Own Speech

LEVEL

Tier 1

**Amplifies caster's voice to range of 1d4+20 Squares.**

**Even whispers and does carry over most walls / barries.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	1d4+20 Squares.	Initiative	Utility or Misc	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Forward, Right, & Left	5 Minutes	None	TRO



By COPILOT

**Details:****GENERAL:**

- Amplifies the caster's voice from AOE out to range of 1d4+20 Squares.

**WHAT THIS SKILL DOES DO:**

- Does amplify speech from AOE out to range of up to 1d4+20 Squares.
  - Will also amplify whispers.
- Does allow sound to carry OVER walls/barriers as normal for the resulting volume,
  - but not through walls and other barriers.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT affect anyone but the caster.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

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## 2 TIRO:Fire Crack!

LEVEL

Tier 1

**ToHit and Save required.****1d3 fire damage. Pass Save to not loose an attack.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
20% Max	6 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	1 Round	AGL	TRO

Do NOT lose an attack



By COPILOT

**Details:****GENERAL:**

- Caster throws a multi-colored splash of light.

**WHAT THIS SKILL DOES DO:**

- Creates a fizzles in the caster's hand to be thrown,
  - If thrown at a specific target then a ToHIT may be needed.
- Explodes upon impact, dealing 1d3 magic fire damage.
- Requires target to Save to avoid the loss of 1 attack in this round.

**WHAT THIS SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL ENHANCEMENTS COST

**Focus Items and/or Kits:**

- Not required.

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## 2 TIRO: Random Friendship

LEVEL

Tier 1

Potentially makes someone more tolerant of the caster.

Colorful heart-shaped sparkles around casters hands.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Illusions	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	2 Rounds		Skill	TRO

No effect



By COPILOT

### Details:

#### GENERAL:

- Creates a temporary bond of friendship with a Target,
- Colorful heart-shaped sparkles around casters hands..

#### WHAT THIS SKILL DOES DO:

- Makes the Target more tolerant and agreeable towards the Caster.
- Lasts only 2 rounds.
- 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 THE CREATION DOES:

- Does NOT force a binding friendship or change the view of the Target.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

Dispel Magic.

#### Creations:

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

#### Enhancements:

LVL	ENHANCEMENTS	COST
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#### Focus Items and/or Kits:

- Not required.

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## 2 TIRO:Garish Pup Tent

LEVEL

Tier 1

**Bright multicolored pup tent. 2 participants.**

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



By COPILOT

**Details:****GENERAL:**

- The Caster creates a garishly colorful tent.

**WHAT THIS SKILL DOES DO:**

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

**WHAT THIS SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

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**3**

# TIRO:Armor of Light

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	CLASS GROUPS
99	Self	4 Hours	None	TRO



By COPILOT

**Details:****GENERAL:**

- Bright Sparkly armor surrounds the Caster.

**WHAT THIS SKILL DOES DO:**

- 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 SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL            ENHANCEMENTS            COST

**Focus Items and/or Kits:**

- Not required.

TRO

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# 3 TIRO:Quick Push!

LEVEL

Tier 1

**Recipient forced to move 1d4 sqs directly away from caster.**

**If there is no room for target then spell fails.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
40% Max	4 Squares	Initiative	Battle Offense	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Recipient	1 Round	None	TRO



By COPILOT

**Details:****GENERAL:**

- Multi Colored flashes travel towards the Target, then surround them.

**WHAT THIS SKILL DOES DO:**

- Recipient forced to move 1d4 sqs directly away from caster.
- 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 SKILL 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.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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# 3 TIRO: I Have Your Item!

LEVEL

Tier 1

A colored flash travels towards the item and snatches it.

Target may attempt a Save to keep item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	1 Round	1 RDS	Resist (Skill/Non)	TRO

Item kept.



By COPILOT

**Details:****GENERAL:**

- The caster snatches someone's random, mundane item.

**WHAT THIS SKILL DOES DO:**

- Allows the Caster to snatch someone else's random mundane object.
- Allows the item to visibly float towards the caster.
- Allows the owner a Save to grab the item.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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# 3 TIRO: 2 Rope Image

LEVEL

Tier 1

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		SAVE	CLASS GROUPS
1	1 Rope	2 Hours		none	TRO



By COPILOT

**Details:****GENERAL:**

- 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 SKILL DOES DO:**

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

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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# 3 TIRO:Signal Flares

LEVEL

Tier 1

Random flare shot about 20 squares upward.

1-5=Red, 6-10=Blue, 11-15=Yellow, 16-20=Green.

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



By COPILOT

**Details:****GENERAL:**

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

**WHAT THIS SKILL DOES DO:**

- Does light up the sky with a random color.
  - roll a d20:
    - 1 - 5 is bright red,
    - 6 - 10 is bright blue,
    - 11 - 15 is bright yellow,
    - 16 - 20 is bright green.

**WHAT THIS SKILL DOES NOT DO:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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4

# TIRO:Tasty Gruel

LEVEL

Tier 1

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

**Provides low levels of nourishment.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
25% Max	Touch	1 Round	Utility or Misc	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Varies	1 Hour	None	TRO



By COPILOT

## Details:

### GENERAL:

- 1d12 of gruel 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 SKILL DOES DO:

- Provides low levels of nourishment,
- Continues to provide energy (if eaten) after the 1 hour point.

### WHAT THIS SKILL 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:

Dispel Magic.

### Creations:

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

### Enhancements:

LVL	ENHANCEMENTS	COST
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### Focus Items and/or Kits:

- Not required.

TRO

4

## TIRO:Quick Flash Fire

LEVEL

Tier 1

424-1

ToHIT needed. 1d12 Dmg. Save for 1/2 damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	1 Round	1 RDS	Agility	TRO

1/2 Damage



By COPILOT

**Details:****GENERAL:**

- Colorful embers appear in the caster's palm.

**WHAT THIS SKILL DOES DO:**

- Deals 1d12 fire damage if the ToHIT succeeds.
- Allows 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 SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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4

# TIRO: Aural Spark

LEVEL

Tier 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	CLASS GROUPS
99	2x2 Sq's	1d20 Minutes		None	TRO



By COPILOT

**Details:****GENERAL:**

- The caster creates colorful lights to be used as a light source.
- Random color of sparks for 1d20 minutes.

**WHAT THIS SKILL DOES DO:**

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

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT set anything flammable aflame.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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# 4 TIRO: Sloppy Spying

LEVEL

Tier 1

**Multi Colored** flashes surround the caster for the duration.

1-2=Taste, 3-4=Smell, 5-14=See, 15-20=Hear into AoE.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x3x3 Sq's	5 Minutes		None	TRO



By COPILOT

**Details:****GENERAL:**

- Ghostly Multi Colored flashes surround the caster for the duration.

**WHAT THIS SKILL DOES DO:**

- Caster is the only one that senses the results of this spell.
- Allows the Caster to sense one of the following (randomly),
  - 1 - 2 Caster is able to taste up to 5 things in the AoE,
  - 3 - 4 Caster is able to smell up to 5 things in the AoE,
  - 5 - 14 Caster is able to see from above into the AoE,
  - 15 - 20 Caster is able to hear what is being done within the AoE.
- Allows creatures being spied on to see the multi color evidence of a Tiro spell,
  - The swirl of Tiro colors will be limited to the caster,
  - But does not give any other clue regarding this spell to those being spied on.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT affect anyone except the caster.

**Bonds and Connections**

- This is a Vae'Em connection to a venue/location.

**Counter:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

TRO

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4

# TIRO: Tracking

LEVEL

Tier 1

**Brightly painted signposts left every 100 squares,  
and will stay in place for 2 days.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
30% Max	Self	Initiative	Find or Reveal	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Trail	4 Hours	Senses	TRO

Trail located



By COPILOT

**Details:****GENERAL:**

- 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.
- Duration is the length of time this skill continues to work.

**WHAT THIS SKILL DOES DO:**

- Finds a given path,
- Requires a Save,
  - Pass = path found if it is within area. Signposts planted,
  - Fail = path not found and a signpost planted in one spot only,
    - It is considered a Fail when the Save was passed but the path is not in the area.

**WHAT THIS SKILL 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:**

Dispel Magic.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.