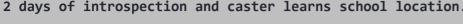
Graduate Tiro Ritual

LEVEL

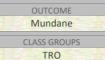
2 days of introspection and caster learns school location.



COST	RANGE	ROLL OUT
100% Max	Self	1 Round
STACK	AoE	DURATION
99	Self	Permanent



COLLE	CTION
Class Sp	ecialty
SAVE	COL
none	





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

Focus Items and/or Kits:

TIRO: Water From A Plant

LEVEL Tier:

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

COST	RANGE	ROLL OUT
20% Max	1 Square	Initiative
STACK	AoE	DURATION
3	1 Plant	10 Minutes



COLLE	CTION	
Utility o	or Misc	
SAVE	COL	
none		

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by CORILOT

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:

1 TIRO: Pie Fight!

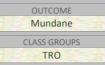
LEVEL Tier 1

Blocks vision with Save.

COST	RANGE	ROLL OUT
20% Max	4 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	1 Round



COLLE	CTION
Battle C	Offense
SAVE	COL
RM	1





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

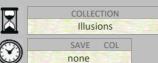
Focus Items and/or Kits:

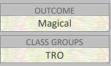
TIRO: Beauty Contestant:2nd Prize

LEVEL

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT
15% Max	Self	5 Minutes
STACK	AoE	DURATION
99	Self	12 Hours







Created by COPILOT

Details:

- The caster makes themsel<mark>ves look more attractive</mark> 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:

Same Spell

Creations:

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

Enhancements:

COST LVL ENHANCEMENTS 0 No Enhancements

Focus Items and/or Kits:

1 TIRO: Healing Bolus

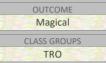
LEVEL Tier 1

1d12 HP healing.

99	Recipient	Permanent
STACK	AoE	DURATION
30% Max	1 Square	Initiative
COST	RANGE	ROLL OUT



COLLE	CTION	
Healing a	and Rest	
SAVE	COL	
none		





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:

TIRO: Quick Jump

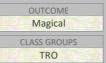
LEVEL Tier 1

1d6 squares in direction indicated. Distance rolled.

COST 20% Max	RANGE 1d6 Squares	ROLL OUT Next Initiative	
STACK 99	AoE Self	DURATION	- ZNC



Traveling		
SAVE	COL	
none		





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:

TIRO: Amplify Own Speech

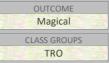
LEVEL

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

COST	RANGE	ROLL OUT	4
20% Max	Self	Initiative	Ų
STACK	AoE	DURATION	
99	3x3x3 Sq	5 Minutes	



COLLE	CTION	
Utility o	or Misc	
SAVE	COL	
none		





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:

Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements

Focus Items and/or Kits:

TIRO: Fire Crack!

LEVEL Tier 1

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

COST	RANGE	ROLL OUT
20% Max	6 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Instant



COLLE	CTION	OUTCOME
Battle (Offense	Magical
SAVE	COL	CLASS GROUPS
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:

TIRO: Random Friendship

LEVEL Tier 1

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT	
40% Max	10 Squares	Initiative	
STACK	AoE	DURATION	1
99	1 Target	Special	Y



COLLE	CTION	
Illusi	ions	
SAVE	COL	
SKL	3	

OUTCOME
Mundane
CLASS GROUPS
TRO



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:

TIRO: Garish Pup Tent

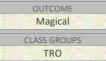
LEVEL

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT
20% Max	8 Squares	1 Minute
STACK	AoE	DURATION
99	1x2 Squares	8 Hours



COLLE	CTION	
Fences an	d Shelters	5
SAVE	COL	
none		





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

Focus Items and/or Kits:

TIRO: Armor of Light

LEVEL

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

COST 30% Max	RANGE Self	ROLL OUT 1 Minute
STACK	AoE	DURATION
99	Self	4 Hours

	COLLEG Battle D		
7	SAVE	COL	
	none		

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



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:

Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements

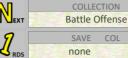
Focus Items and/or Kits:

TIRO: Quick Push!

LEVEL Tier 1

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

COST 40% Max	RANGE 4 Squares	ROLL OUT Next Initiative	
STACK	AoE	DURATION	9
99	1 Recipient	1 Round	4



OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

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:

TIRO: I Have Your Item!

LEVEL Tier 1

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT
30% Max	4 Sqs	Initiative
STACK	AoE	DURATION
99	1 Item	1 Round



	COLLECTION		
	Summon	or Send	
7	SAVE	COL	
RDS	RM	1	

OUTCOME Mundane CLASS GROUPS TRO



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

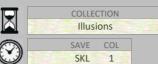
Focus Items and/or Kits:

TIRO: 2 Rope Image

LEVEL Tier 1

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

COST	RANGE	ROLL OUT
10% Max	1 Rope	1 Minute
STACK	AoE	DURATION
1	1 Rope	2 Hours



OUTCOME	
Magical	
CLASS GROUPS	
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:

TIRO: Colored Signal Flare

LEVEL

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

COST	RANGE	ROLL OUT	
15% Max	20 Squares	Initiative	7
STACK	AoE	DURATION]
0	1 Flare	1 Minute	



COLLECTION				
	Commu	nication		
	SAVE	COL		
	none			

OUTCOME Magical CLASS GROUPS 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:

Same Spell

Creations:

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

Enhancements:

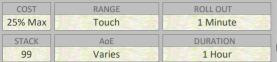
COST LVL ENHANCEMENTS 0 No Enhancements

Focus Items and/or Kits:

TIRO: Tasty Gruel

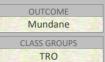
LEVEL Tier 1

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





Utility	or Misc
SAVE	COL
none	





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:

TIRO: Quick Flash Fire

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	<
30% Max	12 Squares	Initiative	<
STACK	AoE	DURATION	
99	1 Target	1 Round	4



COLLECTION	OUTCOME
Battle Offense	Magical
SAVE COL	CLASS GROUPS
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:

4 TIRO: Aural Spark

LEVEL Tier 1

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT
10% Max	10 Squares	Initiative
STACK	AoE	DURATION
99	2x2 Sqs	1d20 Minutes



COLLECTION			
Light and	Darkness		
SAVE	COL		
none			

OUTCOME Magical CLASS GROUPS 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:

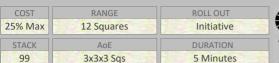
LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

4 TIRO: Sloppy Spying

LEVEL Tier 1

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





COLLE	CTION	
Nae'	Ems	
SAVE	COL	
none		

OUTCOME
Magical
CLASS GROUPS
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:

4 TIRO: Tracking

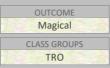
LEVEL Tier 1

Find and follow a trail while leaving an obvious trail.

COST	RANGE	ROLL OUT	
30% Max	Self	Initiative	7
STACK	AoE	DURATION	0
99	1 Trail	1 Hour	6



	Find or Reveal		
Fi			
	SAVE	COL	
r	none		





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: