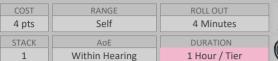
4 Situational Awareness

LEVEL Tier

FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.





	COLLECTION AAA-My Party	OUTCON Mundar
	SAVE COL	CLASS GRO
,	none	FTR



Created by COPILOT

Details:

- Enable the fighter to be maintain an awareness of the nearby surroundings.
 - Requires the fighter to not use any other skills that require concentraction.

WHAT THIS DOES:

- Does have an AoE is all within hearing of the fighter.
 - loud noises may effect this AoE.
- Does drop the Fighter's AC and ToHITs by 2.
- Does allow the group to not be surprised and gain a +2 with their initiative, the groups awareness can help the group.
- Does all effects last through any attempted round 0 and through round 1 as well.
- Does continue to the end of the duration even after an encounter.

WHAT THIS DOES NOT DO:

- Does NOT continue if the fighter is not aware, concious or watchful.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

5 Coordinate Group Initiative

FVFI Tier

Self=#Attks-1, Grp= Init +6, +4, +0, -2 to classes

COST 8 pts	RANGE Self	ROLL OUT Initiative	7
STACK 99	AoE Player Party	DURATION 1 Battle	



λ.	COLLECTION		
,	AAA-My Party		
1	SAVE COL		
•	none		

OUTCOME	
Mundane	
CLASS GROUPS	
FTR	



Created by COPILOT

Details:

- The character helps to adjust the order of attacks from the group.

WHAT THIS DOES:

- Does require the Fighter give up one attack to coordinate the order of attacks of the group,
 - Fighter must have a minimum of 2 attacks in order to give up 1 attack.
- Does require the Fighter to select which classes get which Initiative Bonuses,
 - The bonuses to choose from are: +6, +4, +0, -2,
 - The base classes for the bonuses are Caster, Rogues, Hunters, and Fighters.
- Does allow normal use of Extra attacks.

WHAT THIS DOES NOT DO:

- Does NOT allow the Fighter to use all their normal attacks for the round,
 - Fighter must give up 1 of their normal attacks to use this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

5 Repair Weapons/Armor

LEVEL Tier 2

Fixed damaged, but not broken metal weapons and armor.





Created by BING AI

Details:

- Fighter can repair chipped, cracked, bent, or dulled weapons.

WHAT THIS DOES:

- Does allow a repairs of minor issues.
- Does allow the re-honing of weapons that gain a + due to workmanship and not magic.
- Does allow enhancements to speed up the roll out and change the Save colum.

WHAT THIS DOES NOT DO:

- Does NOT allow the repair of weapons that have been broken into 2 pieces,
 - a forge and anvil is required for that.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



Focus Items and/or Kits:

- Fighters kit must be stocked and available.

6 1000 Yard Stare March

LEVEL Ties

Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.

COST 8 pts	RANGE Self	ROLL OUT 10 Minutes	
STACK 1	AoE Self	DURATION 20 Hours	(



COLLECTION	
AAA-My Party	
SAVE COL	
none	

OUTCOME Mundane CLASS GROUPS FTR-ROG



Created by COPILOT

Details:

- This effort can be repeated day after day.
- Due to the quick pace, encounters are often unaware of the walker until after they pass.
- The character maintains a quick and quiet walk as taught in their training.

WHAT THIS DOES:

- Does allow the walker to maintain a maximum movement (not a run) for 20 hours,
 - Able to travel 3 times normal walking distance,
 - Higher likelihood of surprise,
 - Lower likelihood of an encounter.
- Does require the walker to clear their mind and stay that way,
- No concentrated efforts can be maintained, not even a conversation.
- Does require the path or general compass direction to be preset.
- Does require 8 hours of sleep once the 20 hours of walking is done.
- Does require a full 2 rounds to 'wake' up enough to be functional.

WHAT THIS DOES NOT DO:

- Does NOT work if the walker engages in any effort to concentrate,
 - This includes talking beyond a grunt now and then.
- Does NOT continue past 20 hours,
 - If the full 20 hours isn't used the walker will sleep for
 - 4 hours for 10 hours or less of a march (no movement rate change),
 - 6 hours for 10 to 15 hours of a march (x2 1/2 move),
 - 8 hours for 15 + hours stare of a march (x2 move

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16

Focus Items and/or Kits:

10 Honing Melee Weapon

EVEL Tier:

Weapon in best condition can have +1 added to damage.

COST	RANGE	ROLL OUT	1
12 pts	Touch	2 Hours	(
STACK	AoE	DURATION	`
99	1 Weapon	1 Battle	6



	COLLECTION		
1	AAA-My Party		
/	SAVE COL		
1	none		

OUTCOME
Mundane
CLASS GROUPS
FTR



Created by COPILOT

Details:

- Fighter is able to maitain Melee weapons,
 - this includes daggers, swords, hammers, and axes.

WHAT THIS DOES:

- Does uses the Fighter Kit to complete minor repairs,
 - Blunders rolled that indicate a break or scratch can be repaired.
- Does use the Fighter Kit to hone the weapon,
 - The honing adds a +1 to damage and will last through end of next battle,
 - The enhancement 'Duration X2' will set the duration to 2 battles.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on Ranged or Thrown weapons.
- Does NOT cover bows, crossbows, whips, darts, clubs, staffs, spears, and natural weapons.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8



Focus Items and/or Kits:

- Required.

0.3 TIRO: Armor of Light

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

COST 30% Max	RANGE Self	ROLL OUT 1 Minute	
STACK	AoE	DURATION	6
99	Self	4 Hours	(



COLLECTION	OUTCOME
Battle-Prep	Magical
SAVE COL	CLASS GROUP
none	TRO

SS 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.



Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

COST

4 pts

STACK

1

1 Set for Charge

LEVEL Tier

Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only 1 attack.

ROLL OUT

DURATION

Instant

MOW C	COLLECTION Battle-Defense		OUTCOME Mundane
NOW	SAVE COL none		CLASS GROUPS FTR



Created by COPILOT

Details:

- COUNTER MEASURE

RANGE

Self

AoE

1 Charge

- Limited useable weapons and shields for this strategy.
- May only be used once per round.
- Reduces the number of attacks the defender can make by 1, minimum of 0.

JUST

WHAT THIS DOES:

- Does require the defending Fighter to use:
 - Medium shield or larger to gains the Shields AC again. and / or
 - Use of a weapon the size of a longsword or larger.
- Does allow the AC of the defender to increase,
 - Shield normal armor class X 2,
 - Add 2 to the doubled shield bonus.

WHAT THIS DOES NOT DO:

- Does NOT allow the defender any Extra attack, such as AoO,
 - This concentration and postion do not allow use of AoO's in this round.
- Does NOT have any effect from use of shields smaller than Medium.
- Does NOT allow use of any non-listed weapons.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

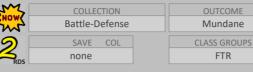
Focus Items and/or Kits:

2 Defend - No attacks

LEVEL Tie

AC: +1 / Tier. No attacks.

COST	RANGE	ROLL OUT	٦,
4 pts	Self	Instant	٤
STACK	AoE	DURATION	
1	Self	2 Rounds	6





Created by COPILOT

Details:

- AC+1 per Tier.
- When used side-by-side with another fighter exercising the same skill,
 - AC +1 to each fighter defending/facing the same enemy.
 - In addition to the 1 AC per tier.
- Base Move is reduced by half.

WHAT THIS DOES:

- Does allow character to improve AC by 1 per Tier
- Does end if the character does aggressive actions resulting in damage to another.
- Does require the fighter to move slower, with their base move at half speed.
 - If a fighter has a base move of 4 then that becomes a base move of 3.

WHAT THIS DOES NOT DO:

- Does NOT allow any attacks by the character,
 - No standard attacks,
 - No Extra attacks,
 - No actions which have the result of damaging another.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8

Focus Items and/or Kits:

3 Disengage

LEVEL Tier

Before Init. Move straight 1-3 sq. Save to avoid. Attks=0.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle-Defense	Mundane
STACK	AoE	DURATION	97	SAVE COL	CLASS GROU
1	2-3 Squares	1 Round	₹ RDS	none	FTR



Created by COPILOT

Details:

- This alteration of attacks must be stated BEFORE initiative is rolled.

WHAT THIS DOES:

- Does require the fighter state their intention to use this skill BEFORE INITIATIVE.
- Does allow the fighter to move backward in a straight line up to 3 squares.
- Does require the fighter not attack in any way.
- Does bonus the fighter with a +4 to AC,
 - The improved AC stays with the fighter for a full battle cycle.
- Does allow the fighter to a bonus when saving due to an AOO,
 - The fighter may use either BRU:2 or AGL:2 to avoid AOO's.

WHAT THIS DOES NOT DO:

- Does NOT allow the fighter to backup using a curved path.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Duration X2 8

Focus Items and/or Kits:

COST

4 pts

STACK

1

4 Assist Another To Disengage

ROLL OUT

Initiative

DURATION

1 Round

LEVEL Tier

Highest Init. Move straight 1-3 sq. Save to avoid. Attks=0.

	COLLECTION			OUTCOME
	Battle-Defense			Mundane
97	SAVE	COL		CLASS GROUPS
₹ RDS	BRU/AGL	2	()	FTR



Created by COPILOT

Details:

RANGE

3 Squares

AoE

1 Recipient

- This alteration of attacks must be stated BEFORE initiative is rolled.

WHAT THIS DOES:

- Does require the fighter state their intention to use this skill BEFORE INITIATIVE.
- Does lower the fighters AC by 2. Recipient:
- Does require the other adjacent to the Fighter AND opposing the same enemy as the Fighter.
- Does allow the recipient to move backward in a straight line up to 3 squares.
- Does require the recipient not attack in any way.
- Does bonus the recipient with a +2 to AC,
 - The improved AC stays with the recipient for a full round.
- Does allow the recipient a bonus when saving due to an AOO,
 - The recipient may use either BRU:2 or AGL:2 to avoid AOO's,
 - If backtracking makes the recipient open to more AOOs those cannot be dodged.

WHAT THIS DOES NOT DO:

- Does NOT allow the recipient or Fighter to move using a curved path.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

4 Shield Block

LEVEL Tier

Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)

COST	RANGE	ROLL OUT	~~~	COLLECT	TION		OUTCOME
4 pts	0 Squares	Instant	SWOW?	Battle-De	efense		Mundane
STACK	AoE	DURATION	- M	SAVE	COL		CLASS GROUPS
1	Self	Instant	SNOW?	BRU	2	(F)	FTR



Created by COPILOT

Details:

- COUNTER MEASURE.
- Any melee based attacks.

+

WHAT THIS DOES:

- Does require the fighter have a medium or smaller shield,
- Does require the fighter to annouced the block prior to the assigning of damage.

WHAT THIS DOES NOT DO:

- Does NOT block any critical hits to the Fighter.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Save -1 Col 8

Focus Items and/or Kits:

COST

8 pts

STACK

99

Provide Protection

LEVEL

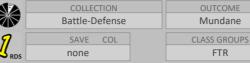
Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.

ROLL OUT

initiative

DURATION

1 Round



OUTCOME

Mundane

FTR



Created by COPILOT

Details:

RANGE

1 Square

AoE

1 Creature

- Intention must be stated be initiatives are rolled.
- The recipient must not be actively unwilling, (can be unconscious)

WHAT THIS DOES:

- Does allow the fighter to block attacks of another,
 - The recipient may be located behind or to the side of the fighter.
- Does set the fighters Initiative lower by 2 and their ToHIT by 2 as well.
- Does give a bonus of 4 to the recipients AC.

WHAT THIS DOES NOT DO:

- Does NOT have any effect outside of battle.
- Does NOT have any effect if the fighter is in the recipients flank.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST	
14	Duration X2	8	
18	Duration X4	10	

Focus Items and/or Kits:

6 Brace for Onslaught

LEVEL Tier

Attks-1. Save vs Pshbck, Stun, Daze. Must face attk.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative	参	Battle-Defense	Mundane
STACK	AoE	DURATION	9	SAVE COL	CLASS GROUPS
99	Self	2 Rounds	K _{RDS}	BRU 2	
			_ ND3		



Created by COPILOT

Details:

- If the Fighter passes the Saves they are not affected by the:
 - Knockdown, Stunning, Dazed, or Push back.

WHAT THIS DOES:

- Does require the character have more than 1 attack available within the round.
- Does reduce the fighters number of attacks by 1.
- Does require to remain facing the primary issue they are addressing,
 - Must stay within their 1 square,
 - Must face the primary issue,
 - Fighter may 'look' elsewhere, but not face elsewhere.

WHAT THIS DOES NOT DO:

- Does NOT help if the fighter is pushed or moved about by means other than an attack.
- Does NOT continue within the round if the Fighter is moved out of the their square.
- Does NOT work if the fighter is attempting stand ground against enemies from multiple directions.
 - can only be effective for a single direction.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

Focus Items and/or Kits:

8 Pull Aggro

LEVEL Ties

Self:Attks-2. AC-4. Grp:Init & AC +2.

COST	RANGE	ROLL OUT
8 pts	Self	Initiative
STACK	AoE	DURATION
4	8x8 Squares	1d3+1 Rounds





Created by COPILOT

Details:

- The enemy make choose to attack the fighter because:
- the fighter seems to be leader holding this group together,
- the fighter seems to be weak enough to finally take out,
- the fighter has enraged and pushed them just too far,
- the fighter seems to have the most valuable loot.
- When the fighter draws target(s) away the others in the group may have time to act.

JUST

WHAT THIS DOES:

- Does require the fighter to (role play) the effort to draw the targets attention,
 - This will then give the GM the ability to estimate the degree of aggro,
 - Maximum of 8 targets that are within the AoE.
- Does allow the fighter to attempt to attract enemies up to 3 squares in all directions.
- Does require the fighter to either:
 - Drop their number of attacks by 2 (minimum of 1) and
 - Drop their AC by 4.
- Does allow the other members in the party to gain,
 - An AC bonus of +2,
 - An Initiative bonus of +2.

WHAT THIS DOES NOT DO:

- Does NOT effect more than 4 targets per skill usage.
- Does NOT have any effect on creatures that cannot or will not think on their own.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL		ENHANCEMENTS	COST	
14	Duration	X2	8	
18	Duration	X4	10	

Focus Items and/or Kits:

5 Converge On The Enemy

LEVEL Tier

Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier

COST	RANGE	ROLL OUT
8 pts	Self	Initiative
STACK	AoE	DURATION
1	1 Target	Conc + 2 Rds



	COLLECTION	
,	Battle-Actions	
	SAVE COL	
s	none	

OUTCOME	
Mundane	
CLASS GROUPS	
FTR	



Created by COPILO

Details:

- Due to the fighters coordination the enemy finds it difficult to protect themselves from the barage of attacks.

WHAT THIS DOES:

- Does require there to be more than 1 enemy.
- Does allow all other members of the fighters group to gain bonuses:
 - For each of the fighter's Tier the bonus is a +1 ToHIT.
- Does require the fighter to become less effective in battle,
 - Will lose one attack. Minumum number of attacks may become zero.
 - The fighters AC will drop by 1.
 - The fighters ToHIT drops by 4.

WHAT THIS DOES NOT DO:

- Does NOT have any effect if there is only 1 enemy for the group to attack.
- Does NOT affect any attacks before the fighter has started this effort.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

OUTCOME Mundane CLASS GROUPS FTR

6 Critical Roll Additions

LEVEL

EL Tier

Roll 1d100 +Lvl +ToHIT to improve critical roll.

COST	RANGE	ROLL OUT	240W	COLLECTION	
8 pts	Self	Instant		Battle-Actions	
STACK	AoE	DURATION	~~	SAVE COL	
1	1 Attack	Instant	ZWUWS	none	



Created by COPILO

Details:

- Note that there are 2 ways to get a 100:
 - 1. Roll a 100 on the 1d100 or
 - 2. Roll a 1d100 and add the bonuses to exactly 100.

After Natural 20 and before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.

WHAT THIS DOES:

- Does require the fighter to request this after they roll a critical hit,
 - But before the 1d100 on the critical hit table.
- Does the fighter rolls 1d100 and adds their ToHIT bonuses and Fighter Levels.
 - reset any total over 100 to 99.

WHAT THIS DOES NOT DO:

- Does NOT allow the skill if it is called upon after the 1d100 hss been rolled.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

9 Critical Hit - 2nd Choice

LEVEL

Reroll Critical Hit and must take the roll.

COST	RANGE	ROLL OUT	Wow?
12 pts	Self	Instant	
STACK	AoE	DURATION	NOW?
1	Self	Instant	

<u>~</u>	COLLECTION	OUTCOME
200	Battle-Actions	Mundane
<u> </u>	SAVE COL	CLASS GROUPS
<u>Σ</u>	none	FTR



Created by COPILOT

Details:

- Fighter can upgrade a natural critical roll.

WHAT THIS DOES:

- Does allow the fighter to roll a 2nd 1d100 when they have critically hit.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on non-critical rolls.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST			
0 No Enhancements	LVL	ENHANCEMENTS	COST
	0 1	No Enhancements	0

Focus Items and/or Kits:

10 Last Ditch Effort

LEVEL

Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.

COST	RANGE	ROLL OUT	L
12 pts	Self	Initiative	Í
STACK	AoE	DURATION	'
1	Self	1 Battle	



COLLECTION	
Battle-Actions	
SAVE COL	
none	

OUTCOME
Mundane
CLASS GROUPS
FTR



Created by COPILOT

Details:

- When the fighter is in negatives they will not bleed,
 - Binding will not have any effect on them since they do not bleed.
- When the fighter reaches the new point of death they will finally die.
- After the battle is over the fighters natural point of death is reset,
 - at that point the fighter may be dead, out cold, or just weak.
 - based on their current HP.

WHAT THIS DOES:

- Does require the character to have a current HP level of 30 pts or less to enact this skill.
- Does allow the fighter to stay concious and awake below their normal point of death,
 - The fighter gains an extra 30 negative HP,
 - If the fighters normal point of death is -24, then it becomes -54.
- Does maintain all normal attacks and fighting abilities/skills.

WHAT THIS DOES NOT DO:

- Does NOT keep the extra 30 health points once the battle is over,
 - When the points are removed the fighter may be out cold, dead, or just weak,
 - The status of the fighter entirely depends on their health after the points are removed.
- Does NOT have the ability to move more than 2 squares once this has been enacted.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
20 Rollout Instant 16

Focus Items and/or Kits:

0.2 TIRO: Fire Crack!

_EVEL Tie

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

COST	RANGE	ROLL OUT	
20% Max	6 Squares	Initiative	
STACK	AoE	DURATION	
99	1 Target	Instant	2



COLLE	CTION	
Battle-0	Offense	
SAVE	COL	
RM	1	

OUTCOME
Magical
CLASS GROUPS
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 fire damage.
- Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

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:

COST

30% Max

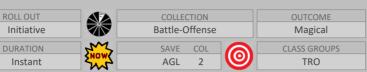
STACK

99

0.4 TIRO: Quick Flash Fire

.EVEL Tier:

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





Created by COPILOT

Details:

RANGE

12 Squares

AoE

1 Target

- 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 1d12 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:

I VI	ENHANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

1 AoO on Enter or Exit

LEVEL Tier:

As target enters/exits.

7	ROLL OUT	RANGE	COST
2	Instant	1 Square	4 pts
7	DURATION	AoE	STACK
2	Instant	1 Target	1



COLLECTION	OUTCOME
Battle-Offense	Mundane
SAVE COL	CLASS GROUPS
none	FTR



Created by COPILO

Details:

- Timing,
 - Fighter notices a chance to attack an enemy moving by within 1 square,
 - Fighter engages this skill and movement is halted,
 - This attack is resolved then the initiatives resumes.
- The fighter is NOT required to use this skill.

+

WHAT THIS DOES:

- Does allow the fighter an instant / Extra attack once a round.
- Does become an option once the target either enters into or goes out of Melee Range,
 - Regardless of initiative order.
 - Melee attacks are normally limited to 1 Square.
- Does all normal attacks are still available.

WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged as 'Extra' allowed in same round,
 - For example, 'Shield Bash' or 'AOO on Kill'.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Avoid An AoO - ROG

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

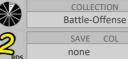
Focus Items and/or Kits:

1 Massive Bludgeoning Attacks

LEVEL Tier

Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.

COST	RANGE	ROLL OUT	
4 pts	Melee	Initiative	
STACK	AoE	DURATION	•
1	Self	2 Rounds	(



OUTCOME
Mundane
CLASS GROUPS
FTR



Created by COPILOT

Details:

- This choice of attack is an attempt to subdue rather than harm.
- While attempting this attack the Fighter might still cause real damage.
- If a Fighter has multiple attacks any or all attacks can be Blunt Force.

WHAT THIS DOES:

- Does lower the Fighters ToHIT by 2.
- Does dictate All successful hits use the Criticals Chart,
 - Use the Hand/Foot column,
 - Use damage from the Critical chart indicates only, not the weapon.
- Does allow the fighter to make any or all of their attacks in the round as Bludgeon.

WHAT THIS DOES NOT DO:

- Does NOT work with ranged or thrown attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

L	.VL	ENHANCEMENTS	COST
	9	Duration +50%	6
	14	Duration X2	8
	18	Duration X4	10

Focus Items and/or Kits:

FTR

Fighters Charge

LEVEL

Attks Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.





Details:

- No other attacks may be attempted,
 - this is counted as an 'Extra' attack,
 - no other "Extra" attacks allowed in same round.
- The enhancement of 'Rollout Instant' allows the fighter to react with a charge,
 - providing no attack has happened prior to enhancement.
- May incur AoO's during charge.

WHAT THIS DOES:

- Does requires the fighter to move in a straight uninterrupted line to the target,
 - The fighter is not allowed to reach the target then pivot. It must be straight on,
 - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
- Does allow the fighter to gain +8 ToHIT and +8 Damage, but limited to a maximum of 2 attacks.
- Does require the fighter to downgrade their AC by 4 (AC-4).

WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks in a charge round.
- Does NOT inhibit the fighter from becoming the target of others AOO while charging.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Set For Charge - FTR

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST	
9	Damage +50%	8	
12	Range X2	8	
14	Attacks = FTR	8	

Focus Items and/or Kits:

3 Shield Bash (Odd rounds)

LEVEL Tier

Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.

COST	RANGE	ROLL OUT	4
4 pts	1 Square	Initiative	\
STACK	AoE	DURATION	
1	1 Target	1 Round	•



	Battle-Offense				
	SAVE	COL			
S	none				

OUTCOME
Mundane
CLASS GROUPS
FTR



Created by COPILO

Details:

- Extra attack for odd rounds only.
- If a critical or blunder is rolled use Blunt column.
- Must be a single target within 1 square.

+

WHAT THIS DOES:

- Does allows the fighter bonuses of:
 - +4 ToHIT,
 - Damage is equal to the Shields Front AC bonus + STR Bonus.
- Does requires the shield used to be larger than a buckler.

WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged as 'Extra' allow in same round.
- Does NOT allow this skill to be used WITH a Charge attack.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
17 C	Damage +8 / die	16

Focus Items and/or Kits:

5 COUNTER: Disruptive Factor

LEVEL Tier

Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	~~~	COLLECTION	OUTCOME
8 pts	8 Squares	Instant	SNOWS	Battle-Offense	Mundane
STACK	AoE	DURATION	9	SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds	K _{RDS}	none	FTR-HNT-ROG
			RD3 L		



Created by COPILOT

Details:

- COUNTER MEASURE.
- This action might,
 - disrupt other actions that attempt to gain attention of others.
 - draw more attention than intended (pull aggro)
 - disrupt more issues that are in play than expected,
 - Skills listed above which the party is currently using.
- Examples of reasons to use this skill:
 - Draw attentino away from a rogue attempting to not be seen,
 - Distract a pickpocket target to assist a sticky fingered Rogue.
 - Disrupt the effort of a person trying to organize a group or crowd.
 - Encourage an opponent to attack the user of this skill instead of another person.

JUST

WHAT THIS DOES:

- Does require the target to pass the Save or fail to complete an action or effort.
- Does require Rogue to activate this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill, but must this disruption must happen before the targeted skill has been started.

WHAT THIS DOES NOT DO:

- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

OUTCOME Mundane CLASS GROUPS FTR

7 AoO on Kill

LEVEL Tie

After Kill ToHIT+6 on another target.

COST 8 pts	RANGE 1 Square	ROLL OUT Instant	WOW	COLLECTION Battle-Offense	
STACK 99	AoE 1 Target	DURATION Instant	NOW THE RESERVE THE PROPERTY OF THE PROPERTY O	SAVE COL none	



Created by COPILOT

Details:

- This is an 'Attack of Opportunity', therefore is an 'Extra' attack, only 1 'Extra' attack is allowed per round per character.
- Enhancement of 'Range X2' allows the fighter to attack 1 Sq beyond adjacent,
 - but only to forward and side positions. No flanks.

WHAT THIS DOES:



- Does require the fighter has killed an enemy within melee and another enemy is adjacent.
- Does require the fighter to identify another (adjacent) target that is NOT flanking them.
- Does allow the fighter to attack with an 'Extra' attack,
 - Providing no other 'Extra' attack has been attempted this round.
- Does provide a bonus of +6 verses the new target.
- Does allow the fighter to use any un-used attacks as well as this attack.

WHAT THIS DOES NOT DO:

- Does NOT have any effect if the fighter has already used an 'Extra' attack this round.
- Does NOT have any effect if the fighter is targeting an enemy located at their flank.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Avoid An AoO - ROG

Creations:

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

Enhancements:

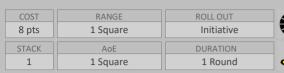
LVL ENHANCEMENTS COST
12 Range X2 8

Focus Items and/or Kits:

7 Brutal Push Forward

LEVEL

Attk-1 (min 0), Init+4, ToHIT+2. AC-2







Created by COPILOT

Details:

- This intention must be stated BEFORE initiative is rolled to gain the Init+4.
- Direction of movement is indicated while stating intention.
- Enhancement of 'Attacks +1' results in this effort taking no attack away,
 - normally the effort to push requires the number of attacks be lowered by 1.
 - This Enhancement will NOT allow an addition of an attack.

WHAT THIS DOES:

- Does allow an attempt to push the target straight back 1 square.
- Does require an open and unoccupied square directly behind the target.
- Does require fighter to use one of their attacks as this effort,
 - Minimum attack of zero is possible.
- Does require fighter to pass the Save,
 - Fighters AC drops by 2 and number of attacks drop by 1,
 - Fighters ToHIT +2 and if stated in time Init +4.
 - Target is then pushed back to the open square,
 - Fighter is moved into the square the target had occupied.

WHAT THIS DOES NOT DO:

- Does NOT have any effect if the single target occupies more than 1 square.
- Does NOT have any effect if the Save fails.
- Does NOT work if there no open square behind the target.
- Does NOT work verses both magical and mundane barriers which block the push.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Attacks +1 8

Focus Items and/or Kits:

Desperation Attack

LEVEL

1d20-8 to AC, Init, ToHITs (all), & Dmg.

COST	RANGE	ROLL OUT	
8 pts	Self	Initiative	•
STACK	AoE	DURATION	
1	Self	1 Round	



COLLECTION				
Battle-Offense				
SAVE COL				
none				

OUTCOME
Mundane
CLASS GROUPS
FTR



Details:

- This skill gives a chance to have a great effect on battle!
 - Also, gives a bit of a chance that battle will not go so well.
- The AC, Initiative, ToHIT, and Damage are adjusted by separate 1d20-8 rolls.
- Use the adjustments rolls for all the attacks and defense in the round.
- This skill can be assisted by the spell "Assist Desperation Attack",
 - That spell will change the adjustment from 1d20-8 to 1d20-5.

WHAT THIS DOES:

- Does require the Fighter to announce the intension to use this when rolling initiative.
- Does follow this process for each normal attack in the round:
 - For AC roll 1d20 and subtract 8. Use this to adjust your AC,
 - For Initiative roll another 1d20 and subtract 8. Use this to adjust your Initiative.
 - For ToHITs roll another 1d20 and subtract 8. Use this to adjust your ToHITs. For Damage (if you hit) roll 1d20 and subtract 8. Use this to adjust your Damage.

WHAT THIS DOES NOT DO:

- Does NOT allow this skill to be used on Saves.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

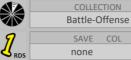
Focus Items and/or Kits:

9 Adrenalin Rush

LEVEL Tie

Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.

COST	RANGE	ROLL OUT] _
12 pts	Self	Initiative	-
STACK	AoE	DURATION	
1	Self	1 Round	•



OUTCOM	ΙE
Mundar	ie
CLASS GRO	UPS
ALL	



Created by CORLO

Details:

- Available to Fighters only.

WHAT THIS DOES:

- Does allow the fighter to move and use this attack.
- Does give the Initiative bonus of +10.
- Does allow the fighter a ToHIT bonus of 10 points.
- Does allow the fighter a damage bonus (if the attack hits) of 6 pts.

WHAT THIS DOES NOT DO:

- Does NOT gain any damage bonus if all attempts to hit fail. And no damage done at all.
- Does NOT allow the fighter to regain any lost opportunity to use the ToHIT bonuses if circumstances do not allow normal number of attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

OUTCOME

Mundane
CLASS GROUPS

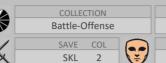
FTR-HNT-ROG

9 Mounted Melee Attack

LEVEL

1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler

COST	RANGE	ROLL OUT	
12 pts	1 Square	Initiative	
STACK	AoE	DURATION	
99	1 Horse	1 Battle	X





Created by COPILOT

Details:

- Requires the use of a trained mount.

WHAT THIS DOES:

- Does require the attack to use a single handed full axe, hammer, or blade,
 - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Does allow the rider to attack from the mount when moving,
- due to the movement to and past the target only 1 attack is allowed.
- Does allow the rider to stop and attack from atop of the mount,
 - With a max of 2 attacks,
 - The rider may choose to use both attacks on the same target.

WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks regardles of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,
 - However, any barding on the mount may help.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

11 Wake To Battle

LEVEL

Tier 3

Save=Instant wakening.

COST 12 pts	RANGE Self	ROLL OUT Instant	NOW NOW	В
STACK 1	AoE 1 Round	DURATION Instant	NOW	





Created by COPILOT

Details:

- Will work even if the fighter is exhausted or magically placed into sleep,
 - If fighter rallies against magic sleep and there is no battle this will still work.

WHAT THIS DOES:

- Does allow the fighter to be completely asleep, then stand up and attack,
 - No initiative bonuses or adjustements are allowed, just a straight initiative roll,
 - No AoOs are allowed within this wake up round.
- Does allow the fighter to keep all normal ToHIT, Damage, and number of attacks.

WHAT THIS DOES NOT DO:

- Does NOT allow an AoOs within this 'waking' round.
- Does NOT allow the fighter to attack if the waking round is a surprise round from the enemy,
 - but this will still allow the fighter to move up to 2 squares.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Save -1 Col 8

Focus Items and/or Kits:

12 Whirling Mordra

_EVEL Tie

8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.

COST 12 pts	RANGE Touch	ROLL OUT Initiative	
STACK 1	AoE 8 Squares	DURATION 1 Round	₹ RDS





Created by COPILOT

Details:

- The 1 Attack roll/damage roll is for all targets,
 - the same ToHit roll may not hit all the different ACs.

+

WHAT THIS DOES:

- Does allow the fighter to use one set of ToHIT & Damage rolls to all 8 surrounding squares.
- Does give the fighter bonuses to those ToHIT and Damage rolls,
 - ToHIT +4 and Damge +4 added on top of all other valid bonuses.

WHAT THIS DOES NOT DO:

- Does NOT allow more than 1 attack,
 - The single attack rolls apply to all the surrounding squares,
 - The fighter does NOT get to apply this full range for each of the attack numbers.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
20 F	tollout Instant	16

Focus Items and/or Kits:

14 Surprise Death Blow

EVEL Tier

Trgt:Srprzd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.

COST 16 pts	RANGE Melee	ROLL OUT Instant	Wow?	COLLECTION Battle-Offense	OUTCOME Mundane
STACK 1	AoE 1 Creature	DURATION 1 Round	I RDS	SAVE COL none	CLASS GROUPS FTR



Created by COPILOT

Details:

- Target must be surprised, Daze, Stunned, held or unable to strike and/or block attacks.
- If Instant attacks are possible where they are allowed.

Example: Find the right situation (surprised, Dazed, Stunned, or Held):
Enemy has AC of 25. Hero surprises him in an alley, thus a Round 0. Call out this skill:
Adjust the ToHIT: Our Hero rolls a ToHit of 17 and adds 15 giving a total ToHit of 32.
Adjust the Damage: Rolls a 93 from 1d100 and the Critical Hit Chart shows 'Max Damage x2',
Roll the Maximum damage, multiply by 2 per the chart,



WHAT THIS DOES:

- Does limit the fighter to a single attack, other than an AoO attack.
- Does require the fighter to use a weapon that is a longsword or bigger,
 - A weapon considered to be 'Medium' sized or larger.
- Does allow significant bonuses to this single attack,
 - ToHIT +15, Damage: use Critical Charge (Blades).

WHAT THIS DOES NOT DO:

- Does NOT allow the fighter to apply this skill to more than one attack per round.
 - Except for any AoO that become available.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12

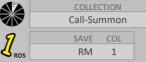
Focus Items and/or Kits:

0.3 TIRO: I Have Your Item!

LEVEL Tier

snatches item. Mgc armor: -1 Col.

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



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:

0.1 TIRO: Beauty Contestant:2nd Prize

FVFI Tier 1

Recipient becomes more attractive by their race's standards.

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



COLLECTION	OUTCOME
Altered Reality	Magical
SAVE COL	CLASS GROUPS
none	TRO



Created by COPILO

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:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

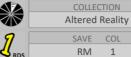
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

TIRO: Pie Fight!

Blocks vision with Save.

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



1

OUTCOME
Mundane
CLASS GROUPS
TRO



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:

0.3 TIRO: 2 Rope Image

LEVEL Tier

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

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



COLLECTION	OUTCOME
Altered Reality	Magical
SAVE COL	CLASS GROUPS
SKL 1	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:

I VI	ENHANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.1 TIRO: Healing Bolus

LEVEL Tier

1d12 HP healing.

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



COLLECTION	OUTCOME
Health-Life-Death	Magical
SAVE COL	CLASS GROUPS
none	TRO



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:

1.1/1	ENLIANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.2 TIRO: Garish Pup Tent

EVEL Tier:

xThe Caster creates a colorful tent.

COST 20% Max	RANGE 8 Squares	ROLL OUT 1 Minute	
STACK	AoE	DURATION	6
99	1x2 Squares	8 Hours	





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:

I VI	ENHANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.4 TIRO: Aural Spark

EVEL Tier

random color of sparks for 1d20 minutes.

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



	Light-			
	SAVE	COL		
	none			
L	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:

0.2 TIRO: Amplify Own Speech

LEVEL Tier

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

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



COLLECTION Communication-			
SAVE	COL		С
none			

OUTCOME Magical LASS GROUPS TRO



Created by COPILO

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: 2 Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST			
0 No Enhancements	LVL	ENHANCEMENTS	COST
	0 1	No Enhancements	0

Focus Items and/or Kits:

TIRO: Colored Signal Flare

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

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



COLLECTION	OUTCOME
Communication-	Magical
SAVE COL	CLASS GROUPS
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.



Same Spell

Creations:

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

Enhancements:

1.1/1	ENLIANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.4 TIRO: Sloppy Spying

EVEL Tier:

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

COST	RANGE	ROLL OUT	4
25% Max 12 Squares		Initiative	
STACK	AoE	DURATION	
99	3x3x3 Sqs	5 Minutes	



COLLECTION				
Communication-				
SAVE COL				
none				
	Communication-			

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:

1.1/1	ENLIANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

OUTCOME Mundane CLASS GROUPS TRO

0.2 TIRO: Random Friendship

.EVEL Tier

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT	COLLECTION	
40% Max	10 Squares	Initiative	Personal-Connections	
STACK 99	AoE 1 Target	DURATION Special	SAVE COL SKL 3	С



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:

I VI	ENHANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.4 TIRO: Tracking

Find and follow a trail while leaving an obvious trail.

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



Tracking-			
SAVE none	COL		
	COL		

OUTCOME	
Magical	
CLASS GROUPS	
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:

COST

20% Max

STACK

99

0.1 TIRO: Quick Jump

EVEL Tier

1d6 squares in direction indicated. Distance rolled.

ROL

Init DUR

L OUT tiative	*	COLLECTION Travel-Planes		OUTCOME Magical
ATION	MONS	SAVE COL		CLASS GROUPS
ıstant	_ m_	none		TRO



Created by COPILOT

Details:

RANGE

1d6 Squares

AoE

Self

- 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:

I VI	ENHANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.3 TIRO: Quick Push!

EVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical
STACK	AoE	DURATION	m	SAVE COL	CLASS GROUPS
99	1 Recipient	Instant	SNOWS	BRU 2	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.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The target always ends up facing the square they were originally in.
- Does allow the target a Save.
 - If the Save is passed the target resisted and stayed in place.

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:

0.4 TIRO: Tasty Cumber Meals

EVEL Tier

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

COST	RANGE	ROLL OUT	
25% Max	Touch	1 Minute	
STACK	AoE	DURATION	6
99	Varies	1 Hour	(



		ility-	
١	SAVE	COL	
,	none		

OUTCOME
Mundane
CLASS GROUPS
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.

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:

1.1/1	ENLIANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

OUTCOME Mundane CLASS GROUPS FTR-HNT

2 Mental Alarm Clock

LEVEL Tier

Set time to wake and wake at that time. 1 Rd to clear head.

COST 4 pts	RANGE Self	ROLL OUT 10 Minutes	
STACK 1	AoE Self	DURATION 18 Hours	(



	COLLECTION			
	Utility-			L
1	SAVE COL		ı	
"	none			



Created by COPILO

Details:

- Can only be used during normal sleep.

WHAT THIS DOES:

- Does requires 10 minutes of prep time.
- Does require the character to view the surroundings to understand what it's normal sounds are.
- Does allow the character to be fully awake the next round from waking.

WHAT THIS DOES NOT DO:

- Does NOT take effect if character is exhausted.
- Does NOT have any effect verses sleep enforced by magic.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

Focus Items and/or Kits:

0.1 TIRO: Water From A Plant

.EVEL Tier

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

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



COLLECTION	OUTCOM
Creation-Meta	Mundan
SAVE COL	CLASS GRO
none	TRO



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: