

4

Situational Awareness

LEVEL

Tier 1

698-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Within Hearing	1 Hour/Tier	4 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	AAA-My Party	FTR	none



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 concentration.

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.

This does NOT...

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

Focus Items and/or Kits:

- Not Required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8

Enhancements:

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

5

Coordinate Group Initiative

LEVEL

Tier 2

802-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Player Party	Battle	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	AAA-My Party	FTR	none



Created by COPILOT

**Details:**

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

**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.

**This does NOT...**

- 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.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

5

Repair Weapons/Armor

LEVELTier 2658-1

Fixed damaged, but not broken metal weapons and armor.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	1 Wpn/Armor	Perm	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	AAA-My Party	FTR	SKL3



Created by BING AI

**Details:**

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

**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.

**This does NOT...**

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



**Focus Items and/or Kits:**

- Fighters kit must be stocked and available.



**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

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

61000 Yard Stare March

LEVELTier 2701-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	20 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	AAA-My Party	FTR-ROG	none



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.

- 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.

- This does NOT...**
- 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)

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
20	Rollout Instant	16

10

Honing Melee Weapon

LEVEL

Tier 3

702-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	1 Weapon	1 Battle	2 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	AAA-My Party	FTR	none



Created by BING AI

Details:

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

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.

This does NOT...

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



Focus Items and/or Kits:

- Required.



Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

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

1

COUNTER: Set for Charge

LEVEL

Tier 1

799-1

Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Attk-1.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	1 Charge	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Defense	FTR	none



Created by COPILOT

- Details:**
- COUNTER MEASURE
  - 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.

- 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.



- This does NOT...**
- 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.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

## 2 Defend - No attacks

LEVEL

Tier 1

677-1

AC: +1 / Tier. No attacks.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Self	2 Rounds	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Defense	FTR	none



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.

### 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.

### This does NOT...

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

### Focus Items and/or Kits:

- Not required.

### Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

### Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

### Creations:

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

### Enhancements:

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

3

Disengage

LEVELTier 1679-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	2-3 Squares	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Defense	FTR	none



Created by COPILOT

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

**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.



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

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

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

**Xxx'Em Spells (Bonds/Connections):**  
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8



4

Assist Another To Disengage

LEVEL

Tier 1

798-1

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



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	3 Squares	1 Recipient	1 Round	Initiative	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Mundane	Battle-Defense	FTR	BRU/AGL	2



Created by COPILOT

Details:

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

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

4

COUNTER: Shield Block

LEVEL

Tier 1

682-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	0 Squares	Self	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Defense	FTR	BRU2



Created by COPILOT

- Details:**
- COUNTER MEASURE.
  - Any melee based attacks.

- 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.



- This does NOT...**
- Does NOT block any critical hits to the Fighter.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

5

Provide Protection

LEVEL

Tier 2

680-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	1 Creature	1 Round	initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Defense	FTR	none



Created by COPILOT

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

- 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.

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

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

6

Brace for Onslaught

LEVELTier 2678-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	2 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Defense	FTR	BRU2



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

- 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.



- This does NOT...**
- 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.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

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

# 8 Pull Aggro

LEVEL Tier 2 691-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	8x8 Squares	1d3+1 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
4	Mundane	Battle-Defense	FTR	none

## 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.

## 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.

## This does NOT...

- 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.

## Focus Items and/or Kits:

- Not required.

## Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

## Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

5

Converge On The Enemy

LEVELTier 2683-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	1 Target	Conc + 2 Rds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Actions	FTR	none



Created by COPILOT

**Details:**

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

**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.

**This does NOT...**

- 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.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8
6	Costume out of Class	none	none	4

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

6

Critical Roll Additions

LEVEL

Tier 2

694-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	1 Attack	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Actions	FTR	none



Created by COPILOT

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.

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

9

Critical Hit - 2nd Choice

LEVEL

Tier 3

692-1

Reroll Critical Hit and must take the roll.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	Self	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Actions	FTR	none



Created by COPILOT

Details:

- Fighter can upgrade a natural critical roll.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

LVL	ENHANCEMENTS	COST
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10

Last Ditch Effort

LEVEL

Tier 3

699-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	Self	1 Battle	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Actions	FTR	none



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.

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.

This does NOT...

- 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.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

1

AoO on Enter or Exit

LEVEL

Tier 1

693-1

As target enters/exits.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	1 Target	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	FTR	none



Created by COPILOT

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.



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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	COUNTER: Avoid An AoO	Instant	SKL	2

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

1

Massive Bludgeoning Attacks

LEVELTier 1684-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Melee	Self	2 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Offense	FTR	none



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.

- 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.

- This does NOT...**
- Does NOT work with ranged or thrown attacks.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

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

## 2 Fighters Charge

LEVEL

Tier 1

686-1

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



Created by COPILOT

### 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.



### 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).

### This does NOT...

- 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.

### Focus Items and/or Kits:

- Not required.

### Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

### Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	COUNTER: Set for Charge	Instant	none	4

### Creations:

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

### Enhancements:

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

3

Shield Bash (Odd rounds)

LEVEL

Tier 1

687-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	1 Target	1 Attack	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	FTR	none



Created by COPILOT

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.



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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
17	Damage +8 per die	16

5

COUNTER: Disruptive Factor

LEVELTier 2801-1

Attempt to stop a specific spell or action.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	8 Squares	3x3 Squares	2 Rounds	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	FTR-HNT-ROG	none



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.

- 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.



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

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

7

AoO on Kill

LEVELTier 2797-1

After Kill ToHIT+6 on another target.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	1 Target	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	FTR	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.



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.

This does NOT...

- 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.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	COUNTER: Avoid An AoO	Instant	SKL	2

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

7

Brutal Push Forward

LEVELTier 2688-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	1 Square	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Offense	FTR	BRU2



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.

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.

This does NOT...

- 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.

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8



8

Desperation Attack

LEVELTier 2690-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Offense	FTR	none



Created by COPILOT

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.

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

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

9

Adrenalin Rush

LEVEL

Tier 3

685-1

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



COST	RANGE	AoE	DURATION	ROLL OUT	
12 pts	Self	Self	1 Round	Initiative	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Mundane	Battle-Offense	ALL	none	



Created by COPILOT

**Details:**

- Available to Fighters only.

**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.

**This does NOT...**

- 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.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

9

Mounted Melee Attack

LEVELTier 3815-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	1 Square	1 Horse	1 Battle	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	FTR-HNT-ROG	SKL2



Created by COPILOT

**Details:**

- Requires the use of a trained mount.

**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.

**This does NOT...**

- Does NOT allow more than 2 attacks regardless 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.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:				
LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

11

Wake To Battle

LEVEL

Tier 3

696-1

Save=Instant wakening.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	1 Round	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Offense	FTR	SKL1



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.

This DOES...

- Does allow the fighter to be completely asleep, then stand up and attack,
  - No initiative bonuses or adjustments 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.

This does NOT...

- 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.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

12 Whirling Mordra

LEVELTier 3695-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	8 Squares	1 Attack	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Offense	FTR	none



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.

- 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.

- This does NOT...**
- 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.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

# 14 Surprise Death Blow

LEVEL

Tier 4

697-1

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



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



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,

## 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).

## This does NOT...

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

## Focus Items and/or Kits:

- Not required.

## Creations:

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

## Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

## Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

## Enhancements:

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

2

Mental Alarm Clock

LEVEL

Tier 1

703-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Self	18 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Utility-	FTR-HNT	none



Created by COPILOT

**Details:**

- Can only be used during normal sleep.

**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.

**This does NOT...**

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

**Focus Items and/or Kits:**

- Not required.

**Creations:**

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

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Duration X2	8