






Battle Actions/Prep

LEVEL	1	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					2 pts	Touch	1 Item	2 Minutes	nd of Battle or 24 h		
Weapon Expertise											
 Fighter selects one of their current weapons to focus on with attacks. After the rollout the fighter is able to use that weapon more efficiently. The fighter will gain a +1 for each of their Fighter Tiers for the duration. The selected weapon must ba a melee weapon.										COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP	


LEVEL	4	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	3 Squares	1 Recipient	Initiative	1 Round		
Assist Another To Disengage											
 Fighter aids a recipient while they face the same enemy & attempt to exit a battle. Recipient gains +4 AC, cannot make attacks, and moves behind the Defending Fighter. Defending Fighter loses 2 attacks (min of 1 attack)and -2 to AC. Defending Fighter may attempt battle with the enemy.										COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Attacks +1 8 SP Lvl 16 AoE = 2 Targets 12 SP	


LEVEL	6	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Player Party	Initiative	1 Battle		
Coordinate Group Initiatives											
 The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.										COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP	

LEVEL	7	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	1 Target	Initiative	5 rounds		
Coordinate vs 1 Enemy											
 Fighter coordinates the parties attacks for a better effect. 1 Skill per target. Fighter successfully directs at least 3 members of their party to attack one target. The party gains Initiative and ToHIT bonuses of +2 per Tier of the Fighter. The Fighter looses 1 attack (Min=0), and drops AC by 1. For the 1st round of this skill the Fighter has an Intiative of 40.(He goes FIRST!!)										COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP	

LEVEL	8	<div></div> <div>JUST 7</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Draws Aggro
					8 pts	Self	8 Sq Radius	Initiative	3 Rounds		
Pull Aggro											
 Fighter convinces 1d2+2 enemies to target them with an extreme show. NOTE: Enemy must be able to think. Unthinking things/creatures are not riled. Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). Party is a less attractive target with increases to Initiative (+2) and AC (+2). This is NOT a guarantee the play will work. It depends on the creature(s).										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	

Battle Defense

LEVEL	1	<div></div> <div>+</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	1 Charge	Instant	1 Round		
Set for A Charge											
 Fighter may mitigate some of the effects of a charging enemy. Increases their armor class (AC) by +6 vs the charge attacks ONLY. Defender must be using a longsword or larger weapon. The Defender may pivot in order to face the charge.										COUNTER: None	

LEVEL	1	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Self	Initiative	4 Rounds		
Shield Expertise											
 Fighter uses a shield to a greater than normal advantage. Small & Medium: Use the shield AC +2. Does not apply to Buckler or Large shields. Can be combined with the 'Shield Bash' skill.										COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP	

-Fighter

LEVEL

2

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

No Save

Defend / Withdraw, No Attacks



Fighter fully focuses on blocking and dodging attacks to avoid damage.
No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed.
+1 AC per adjacent friendly Fighter.
Fighter may withdraw from the opponent without incurring an AoO from that opponent.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

LEVEL

3

JUST?

STACK

1

COST

6 pts

RANGE

Self

AREA OF EFFECT

Fighter

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

Urgent Disengagement w/ 1 Attack



Fighter moves in a straight line up to double their basic movement.
Fighters AC is improved by 4, front and back. +8 Initiative bonus.
Only 1 attack at -4 ToHit is allowed before movement.
The Fighter may be subject to Attacks of Opportunity (AoO).
The Fighter may also use an AoO.

COUNTER: None

ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 14 Attacks +1 8 SP

LEVEL

4

STACK

1

COST

4 pt

RANGE

Self

AREA OF EFFECT

1 Target

ROLL OUT

Instant

DURATION

Battle

SAVE:

BRU +10/Tier
Unmoved

Resist The Push



Fighter attempts to stay in the same square.
Standard effort to not move is done with comparative BRU Save.
This skill gives the resisting Fighter a bonus on the Save of +10/Tier.

COUNTER: None

LEVEL

5

+

STACK

1

COST

8 pts

RANGE

0 Squares

AREA OF EFFECT

Self

ROLL OUT

Instant

DURATION

1 Attack

SAVE:

Brute
Shield Still Useable

Shield Block vs Melee



Fighter negates a melee attack made against them with their shield.
COUNTER: Block a single melee attack BEFORE the damage from the attack is announced.
Fighter blocks an enemy's attack with a small or medium shield.
Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd.
This skill cannot block critical hits TO the shield holder.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP

LEVEL

6

+

STACK

99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Strumos

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

Protect Strumos



The Fighter blocks attacks to the Strumos using weapons and position of body.
Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos).
Fighter is able to interpose to defend the recipient.
Strumos must remain within 1 sq behind/beside the Fighter.
The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)

COUNTER: None

ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Damage +50% 8 SP

LEVEL

6

+

STACK

99

COST

8 pts

RANGE

3 sqs

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

No Save

Provide Protection



The Fighter blocks attacks to the recipient using weapons and position of body.
Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient).
Fighter is able to interpose to defend the recipient.
Recipient must remain within 1 sq behind/beside the Fighter.
The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)

COUNTER: None

ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL

6

STACK

1

COST

8 pts

RANGE

0 Squares

AREA OF EFFECT

Self

ROLL OUT

Instant

DURATION

Up to 2 Rounds

SAVE:

AGL

Shield Block vs Ranged



Fighter tries to block ranged attacks using Medium or Large shield ONLY.
Number of attacks that can be blocked is dependent on the shield. Save for each block.
A successful save indicates the specific ranged attack has been blocked.
Medium shields can block a number of ranged attacks equal to the Fighter's Tier.
Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 10 Rollout Halved 6 SP

Battle Offense

LVL

1

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Massive Bludgeoning Hammerstrike

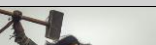
4 pts

Melee

Self

Initiative

2 Rounds



Fighters uses the flat or blunt area of their Hammer. (Only Hammers)

Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).

Full damage is applied right away. After 30 minutes half of the damage fades away.

Bludgeoning can be applied to all or none of the attacks.

Cannot be applied to non-melee attacks or weapons not a 'Hammer'.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

2

STACK

99

COST

4 pts

RANGE

Move x2

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

1 Round


SAVE:

No Save

JUST

1

Fighters Charge



Fighter races forward and uses their momentum to help in an attack. (Extra Attack)
 Charge must be a straight path to the non-moving target and not end with a pivot.
 Fighter gains bonuses to ToHit (+8), Damage (+8), and Movement (X2).
 They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4).
 This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: Set For A Charge Lvl: 1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 5	Initiative +4	4 SP
Lvl 9	Damage +50%	8 SP

LEVEL

3

+

STACK

1

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

1 Round

SAVE:

No Save

Shield Bash (Odd rounds)



Fighters use their shield as a weapon. This is considered a blunt attack.

Skill requires a small to large shield. Does not allow bucklers.

This is an 'Extra' effort. Only 1 Extra effort is allowed per round.

Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.


The 'Shield Bash' must be directed to the same target that the FTR has already targeted.

COUNTER: None

ENHANCEMENTS:

Lvl 17 Damage +8 / die

16 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Desperation Attack						12 pts	Self	Self	Initiative	1 Round										
				<p>Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. Then roll 1d20-8 and adjust the ToHITS. Then roll 1d20-8 and adjust the damage roll. (There is a Strumos spell that can change the formula to 1d20-5 !)</p>																
				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>								Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 18	Duration X4	10 SP																		
Lvl 14	Duration X2	8 SP																		
Lvl 9	Duration +50%	6 SP																		

LEVEL

9

STACK

1

COST

12 pts

RANGE

self

AREA OF EFFECT

1 creature

ROLL OUT

Initiative


DURATION

Battle

SAVE:

No Save

Single Focus Attacks



Fighter selects one enemy for this battle. Not a group, a single creature.

Fighter gains ToHIT Melee bonus +8 to that enemy.

Fighter also gains 1 additional attack with that enemy via an enhancement.

For 2 rounds after losing focus on that enemy the Fighter has zero additions to the ToHIT.

After the 2 Rounds the Fighter regains normal ToHIT bonuses.

CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl 14 Stacking +1

8 SP

Lvl 14 Attacks +1

8 SP

LEVEL

10

STACK

1

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION


1 Round

SAVE:

Brute

Compare & Move

Brutal Push Forward



From a standstill to a massive push almost instantly!

This skill will push the target back 1 square, if the square is open.

Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).

1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2.

Fighter and target must use a comparison save.

COUNTER: None

ENHANCEMENTS:

Lvl 14 Attacks +1

8 SP

LEVEL

11

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

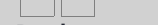
DURATION

1 Round

SAVE:

No Save

Adrenaline Rush



The Fighter hypes themselves up. (Player provides a narrative)
 Character must verbally hype themselves up within pre-initiative part of their round.
 Fighter can move and attack or just attack. Movement after the attack is not allowed.
 Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP


Lvl 14

Duration X2

8 SP

-Fighter

LEVEL	11	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Self	Self	Initiative	1 Battle		




Pure determination keeps a fighter in battle even after death. Must be played out.
Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4
Fighter must have 30 HP or less to use the skill.
During skill use: Binding has no effect & 1/2 Healing while in negative points.
Afterwards the Fighter may be dead, out cold, or just weak.

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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LEVEL	11	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	1 Square	1 Horse	Initiative	1 Battle		



Character is able to direct a trained mount into battle.
Only 1 attack when moving. Max 2 attacks when stopped.
Requires the use of a trained mount.
Single handed weapons only.
Character is only able to use small or buckler shield.

COUNTER: None

LEVEL	12	<div></div> <div>JUST 1</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	8 Squares	Initiative	1 Round		




In 1 Sq the Fighter spins back and forth to strike out at all within melee range.
'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares.
It's recommended to tell the party then stall on your initiative until friends step away.
Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only.
Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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LEVEL	15	<div></div> <div>+</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					16 pts	Melee	1 Creature	Next Initiative	1 Round		



Vulnerable target is beat down.
Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held).
Fighter gains +15 bonus to ToHIT.
Damage is rolled on the Critical chart. And enhancements can add to the damage.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.


COUNTER: None

ENHANCEMENTS:

Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

Battle Reaction


LEVEL	2	<div></div> <div>+</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	1 Square	1 Target	Instant	1 Round		



"Extra" effort which can be taken if an enemy enters or exits melee range.
With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.
This is an 'Extra' effort. Only 1 Extra effort is allowed per round.

COUNTER: No Counter Available. Lvl:1

LEVEL	5	<div></div> <div>JUST 1</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Not Disrupted
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		




Counters current issues that a target is concentrating to maintain.
This action is meant to disrupt and break concentration of another.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
This is a Counter Action and can only be used once in a round.
LIST OF SPELL IN FULL DESCRIPTION.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL	7	<div></div> <div>+</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1 Target	Instant	Instant		




The fighter has dropped an enemy and another becomes the target!
'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT.
Is an Extra effort. Only 1 Extra effort is allowed per round.
Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness".
'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.


COUNTER: No Counter Available. Lvl:1


ENHANCEMENTS:

Lvl 12	Range X2	8 SP
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-Fighter


LEVEL	7	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	1 Critical	Instant	Instant		
<div>Critical Roll Additions</div> <div>Fighters skill and experience pays off with a critical success! Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll. Note that there are 2 ways to get an exact 100: NOTE: Anything above 100 = 99 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.</div>											
										COUNTER: None	


LEVEL	8	<div></div> <div>+</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	Initiative	2 Rounds		
<div>Brace for Onslaught</div> <div>Fighter must pass the Save to resist each Pushback, Stun, or Daze. Meant to help resist multiple attacks within the duration. Facing away from (not just looking) attacks will negate 'Brace for Onslaught' effect. May defend vs any direction except flanking, all during the duration.</div>											
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 14	Save Roll +20 8 SP
										Lvl 18	Duration X4 10 SP
										Lvl 14	Duration X2 8 SP


LEVEL	8	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	Instant	Instant		
<div>Critical Hit, 2nd Choice</div> <div>Fighter can upgrade a natural critical roll. Fighters luck improves with more choices when rolling a critical! Reroll a Critical and choose either the original roll or the reroll.</div>											
										COUNTER: None	

Class Specialty

LEVEL	3	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Self	10 Minutes	24 Hours		
<div>Mental Alarm Clock</div> <div>Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds during the rollout. Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. If used when awake the 'Alarm' still alerts the character.</div>											
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 10	Rollout Halved 6 SP
										Lvl 14	Duration X2 8 SP

LEVEL	4	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		
<div>Situational Awareness</div> <div>Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle pauses this skill after Round 1. Skill can be resumed after the battle is over. Fighter's party gains bonuses to Initiative (+2) and will not a surprise round. Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.</div>											
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 18	Duration X4 10 SP
										Lvl 14	Duration X2 8 SP
										Lvl 9	Duration +50% 6 SP

LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		
<div>Repair Weapons/Armor</div> <div>Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +. Items are imperfectly repaired, but usable.</div>											
										FOCUS:Required	
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 14	Save Roll +20 8 SP
										Lvl 10	Rollout Halved 6 SP

LEVEL	10	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	1 Weapon	2 Hours	1 Battle		
<div>Honing Melee Weapon</div> <div>Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to it's former best condition. A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. This will only work on non-magic weapons that are not already in it's best condition.</div>											
										FOCUS:Required.	
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 10	Rollout Halved 6 SP
										Lvl 14	Duration X2 8 SP
										Lvl 14	Damage X2 12 SP

LEVEL

12

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Round

ROLL OUT

Next Initiative

DURATION


1 Round

SAVE:

Skill -40

Wakes up

Wake To Battle



Fighter jumps from full sleep to full battle mode instantly.

Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this

Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.

This skill can be enacted by the Player even if the Character is asleep.

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP

LEVEL

14

NAE'EM

STACK

99

COST

48 pts

RANGE

1 Recipient

AREA OF EFFECT

1 Target

ROLL OUT

1 Week


DURATION

Permanent

SAVE:

No Save

Nae'Ems



Character is able to draw followers to their banner.

Character knows if the follower has acted properly according to House ideals.

But, the creator of the House will NOT know the mind of the follower.

This skill allows the character to create a house that they alone own.

Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Alliegence

COUNTER: None