1 Massive Bludgeoning Attacks

LEVEL Tier 1

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	(



COLLECTION	OUTCOME
Battle Offense	Mundane
SAVE COL	CLASS GROUPS
none	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:

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

Focus Items and/or Kits:

1 AoO on Enter or Exit

LEVEL Tier 1

As target enters/exits.

COST	RANGE	ROLL OUT	7.
4 pts	1 Square	Instant	აუ
STACK	AoE	DURATION	7,
1	1 Target	Instant	\ 🖔



COLLECTION	OUTCOME
Battle Reaction	Mundane
SAVE COL	CLASS GROUPS
none	FTR



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.

+

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 Set for Charge

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	ZNOW?	COLLECTION	OUTCOME
4 pts	Self	Instant	- Sw	Battle Reaction	Mundane
STACK	AoE	DURATION	- my	SAVE COL	CLASS GROUPS
1	1 Charge	Instant	Swow?	none	FTR



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.



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 Tier 1

AC: +1 / Tier. No attacks.

COST 4 pts	RANGE Self	ROLL OUT Instant	7
STACK 1	AoE Self	DURATION 2 Rounds	2



COLLECTION	OUTCOME
Battle Defense	Mundane
SAVE COL	CLASS GROUPS
none	FTR



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:

2 Attack Defenses

LEVEL Tier 1

For non-magical AC. Drop 1 AC per hit. Max of 1/4 of orig AC.

COST	RANGE	ROLL OUT	
2 pts	1 Square	Initiative	
STACK	AoE	DURATION	0
99	1 Target	4 Hours	6



COLLECTION	OUTCOME
Battle Offense	Mundane
SAVE COL	CLASS GROUPS
none	Scope



Created by COPILOT

Details:

- After a targets AC has been reduced by use of this skill the enemy must rest for 4 hours. AND if the target has physical armor then a Fighter can use the repair skill to fix it.

WHAT THIS DOES:

- Does allow the fighter to attack an enemy who has protection beyond just magical.
- Does require the fighter to hit 1/2 the actual AC of the target.
- Does allow the fighter to reduce the enemies AC by 1 for each successful hit.
 - The maximum AC effect to reduction of 1/4 of the targets full AC.
 - This skill can not reduce the targets AC to lower than 3/4 of the targets original AC.
- Does allow the fighter to drop the target AC by 1 point per successful attack.
- Does allow the fighter with a critical hit to drop the target AC by 2 points per attack.

WHAT THIS DOES NOT DO:

- Does NOT affect a target with an AC derived from Magic only (spells and such)

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:

2 Fighters Charge

LEVEL Tier 1

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

COST 4 pts	RANGE Move x2	ROLL OUT Initiative	1
STACK	AoE	DURATION	4
99	1 Creature	1 Round	



COLLECTION	OUTCOME
Battle Offense	Mundane
SAVE COL	CLASS GROUPS
none	FTR



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.



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

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
12	Range X2	8

Focus Items and/or Kits:

Mental Alarm Clock

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	1
4 pts	Self	10 Minutes	
STACK	AoE	DURATION	0
1	Self	18 Hours	6

J	COLLECTION		OUTCOME
	Utility or Misc		Mundane
	SAVE COL	С	LASS GROUPS
	none		FTR-HNT



Created by COPILOT

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:

3 Disengage

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	4
4 pts	Self	Initiative	V
STACK	AoE	DURATION	
1	2-3 Squares	1 Round	•



COLLECTION Battle Defense	OUTCOME Mundane
SAVE COL	CLASS GROUPS
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:

3 Shield Bash (Odd rounds)

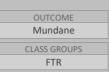
LEVEL Tier 1

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

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



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SAV	/E CO	L
nor	ne	





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.



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 Damage +8 / die 16

Focus Items and/or Kits:

4 Situational Awareness

LEVEL Tier 1

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

COST	RANGE	ROLL OUT
4 pts	Self	4 Minutes
STACK	AoE	DURATION
1	Within Hearing	1 Hour / Tier

J	COLLECTION	OUTCOME
	Utility or Misc	Mundane
	SAVE COL	CLASS GROUPS
	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

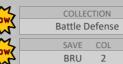
Focus Items and/or Kits:

4 Shield Block

LEVEL Tier 1

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

COST 4 pts	RANGE 0 Squares	ROLL OUT Instant	
STACK 1	AoE Self	DURATION Instant	Z Z



OUTCOME	
Mundane	
CLASS GROUPS	
FTR	



Created by COPILOT

Details:

- COUNTER MEASURE.
- Any melee based attacks.

1

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:

4 Assist Another To Disengage

LEVEL Tier 1

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

COST	RANGE	ROLL OUT	
4 pts	3 Squares	Initiative	
STACK	AoE	DURATION	9
1	1 Recipient	1 Round	4



COLLECTION	OUTCOM
Battle Actions/Prep	Mundan
SAVE COL	CLASS GROU
BRU/AGL 2	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 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:

Converge On The Enemy

LEVEL Tier 2

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	OUTCOME
Class Specialty	Mundane
SAVE COL	CLASS GROUPS
none	FTR
	-



Created by COPILOT

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:

Coordinate Group Initiative

LEVEL Tier 2

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

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



COLLECTION	OUTCOME
Class Specialty	Mundane
SAVE COL	CLASS GROUPS
none	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:

Repair Weapons/Armor

.EVEL Tier 2

Fixed damaged, but not broken metal weapons and armor.

COST 8 pts	RANGE 1 Square	ROLL OUT 4 Hours	
STACK	AoE	DURATION	
99	1 Wpn/Armor	Permanent	



COLLECTION	1	OUTCOME
Class Specia	Mundane	
SAVE CO		CLASS GROUPS
SKL 3		FTR



Created by BING A

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.

Provide Protection

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	
8 pts	1 Square	initiative	
STACK	AoE	DURATION	9
99	1 Creature	1 Round	4



COLLECTION	OUTCOME
Battle Defense	Mundane
SAVE COL	CLASS GROUPS
none	FTR



Created by COPILOT

Details:

- 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:

Disruptive Factor

EVEL Tier 2

Attempt to stop a specific spell or action.

COST 8 pts	RANGE 8 Squares	ROLL OUT Instant	WOW NOW	COLLEC Battle R			OUTCOME Mundane
STACK	AoE	DURATION	2	SAVE	COL	0	CLASS GROUPS
99	3x3 Squares	2 Rounds	RDS	Observe			FTR-HNT



Created by COPILO

Details:

Spells that can be disrupted (interrupted) during Rollout are:

x -Dispel Magic Spell 9 -Find Clues To True Name 9 - Create Plague Bearer/Drifter 2 -Connect With A Fighter 2 -Triggered Forced Healing 2d8 9 -Dimension Portal 3 -Repair Undead/Living Dead 11-Astral Plane Projection 3 -Invoke Temporary Imp 11-Connect To An Arcane Focus Item 4 -Slow Healing 10/Hr (Max=4 hrs) 11-Summon Life From Death 4 -Final Rites 12-Circle - Dimensional Expulsion 5 -Dimension Quick Portal for 3 13-Summon Strumos Item (Tae'Em) 5 -Detect Magic 13-Circle of Containment

JUST WHAT THIS DOES:

- 7 -Speak To Dokour Target 18-Arcane Removal (2 of 3)
 7 -Direction To Dokour Target 19-Dead Spirit Conversation Circle
 7 -Create Permanent Nae'Em 20-Raise The Dead
 7 -Invoke Skeleton/Drifter 20-Invoke Wraith/Ghoul
 8 -Create Zombie/Skeleton
- 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 when the spell/skill is being rolled out..

14-Consecration of Corpse

16-Reveal True Name

- Examples of reasons to use this skill:

5 -Invoke Imp Partner (Year long)

6 -Create a Vae'Em Location.

- Draw attentino away from a rogue attempting to not be seen,
- Encourage an opponent to attack the user of this skill instead of another person.

WHAT THIS DOES NOT DO:

- Distract a pickpocket target to assist a sticky fingered Rogue.
- Disrupt the effort of a person trying to organize a group or crowd.
- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.
- 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

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:

6 Brace for Onslaught

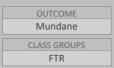
LEVEL Tier 2

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

COST 8 pts	RANGE Self	ROLL OUT Initiative	•
STACK 99	AoE Self	DURATION 2 Rounds	6



	COLLEC	CTION	
Ва	attle Re	eaction	
	SAVE	COL	
	BRU	2	





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:

Critical Roll Additions

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	~~
8 pts	Self	Instant	
STACK	AoE	DURATION	~~
1	1 Attack	Instant	



COLLECTION	OUTCOME
Battle Reaction	Mundane
SAVE COL	CLASS GROUPS
none	FTR



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.

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:

5 1000 Yard Stare March

LEVEL Tier 2

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	OUTCOME
Traveling (PMP)	Mundane
SAVE COL	CLASS GROUPS
none	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:

Brutal Push Forward

LEVEL Tier

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

COST	RANGE	ROLL OUT	
8 pts	1 Square	Initiative	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
STACK	AoE	DURATION	
1	1 Square	1 Round	<



COLLEC	TION		OUTCOME
Battle C	ffense		Mundane
SAVE	COL	(-,-)/	CLASS GROUPS
BRU	2	70	FTR



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.

Enhancements:

LVL ENHANCEMENTS COST
14 Attacks +1 8

Focus Items and/or Kits:

OUTCOME

Mundane CLASS GROUPS

FTR

AoO on Kill

LEVEL

After Kill ToHIT+6 on another target.

COST 8 pts	RANGE 1 Square	ROLL OUT Instant	Now	E
STACK 99	AoE 1 Target	DURATION Instant	NOW NOW	



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.

COLLECTION

Battle Reaction

SAVE COL

none

- 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

Focus Items and/or Kits:

8 Pull Aggro

LEVEL Tier 2

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



COLLECTION	OUTCOME
Battle Actions/Prep	o Mundane
SAVE COL	CLASS GROUPS
none	FTR



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.



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:

3 Desperation Attack

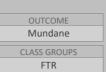
LEVEL Tier 2

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

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



COLLE	ECTION		
Battle Offense			
SAVE	COL		
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.

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:

Adrenalin Rush

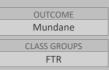
LEVEL Tier 3

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



COI	LLECTION	L
Battle A	Actions/Prep	
SAV	/E COL	Γ
non	e	





Created by COPILOT

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:

Mounted Melee Attack

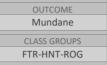
LEVEL Tier 3

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	



COLLEG	CTION	
Battle Offense		
SAVE	COL	
SKL	2	()





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

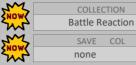
Focus Items and/or Kits:

Critical Hit - 2nd Choice

LEVEL

Reroll Critical Hit and must take the roll.

COST	RANGE	ROLL OUT	1
12 pts	Self	Instant	SNO.
STACK	AoE	DURATION	₩
1	Self	Instant	ZNO.



COLLECTION

SAVE COL none

CLASS GROUPS
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

Focus Items and/or Kits:

10 Honing Melee Weapon

LEVEL Tier 3

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

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





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.

10 Last Ditch Effort

LEVEL Tier 3

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

COST 12 pts	RANGE Self	ROLL OUT Initiative	(
STACK	AoE	DURATION 1 Parties	,
1	Self	1 Battle	



COLLECTION	OUTCOME
Battle Offense	Mundane
SAVE COL	CLASS GROUPS
none	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:

11 Wake To Battle

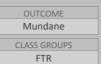
LEVEL Tier

Save=Instant wakening.

COST 12 pts	RANGE Self	ROLL OUT Instant	- K
STACK	AoE	DURATION	7
1	1 Round	Instant	\{\bar{\}}



COLLEC	CTION	
Utility c	r Misc	
SAVE	COL	
SKL	1	





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

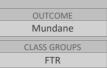
LEVEL Tier

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

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



COLLECTION				
Battle Offense				
SAVE COL				
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.

4

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 Rollout Instant 16

Focus Items and/or Kits:

14 Surprise Death Blow

LEVEL Tier 4

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

COST 16 pts	RANGE Melee	ROLL OUT Instant	1000 A
STACK	AoE	DURATION	9
1	1 Creature	1 Round	4



COLLECTION	OUTCOM	OUTCOME	
Battle Offense	Mundar	Mundane	
SAVE COL	CLASS GRO	UPS	
none	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: