4   Situational Awareness

LEVEL   Tier 1

698-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	4 Minutes		AAA-My Party	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Within Hearing	1 Hour / Tier		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:
 - Not Required.

-Fighter

5 Coordinate Group Initiative

LEVEL   Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		AAA-My Party	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Player Party	1 Battle		none	FTR

802-1

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:
 - Not required.

5 Repair Weapons/Armor

LEVEL   Tier 2

658-1

Fixed damaged, but not broken metal weapons and armor.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		AAA-My Party	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Wpn/Armor	Permanent		SKL	3		FTR

Created by BING AI

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

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

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

Bonds and Connections
 - No Nae'Em connection.

Counter:
              No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
 - Fighters kit must be stocked and available.

6 1000 Yard Stare March

LEVEL   Tier 2

701-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		AAA-My Party	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	20 Hours		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:
- Not required.

-Fighter

10 Honing Melee Weapon

LEVEL   Tier 3

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

702-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	2 Hours		AAA-My Party	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Weapon	1 Battle		none	FTR

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.

-Fighter

0.3 TIRO: Armor of Light

LEVEL   Tier 1

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

641-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	1 Minute		Battle-Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		none	TRO

Details:
 - Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:
 - Does gives the caster the better of either,
   - Magic armor with AC 16,
   - Casters current AC.
   - An image of bright light surrounding the caster shows regardless of option.

WHAT THIS DOES NOT DO:
 - Does NOT provide enough consistent light to read by.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 3   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

1   Set for Charge

LEVEL   Tier 1

799-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Charge	Instant	NOW	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.

JUST
1

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:
 - Not required.

2 Defend - No attacks

LEVEL   Tier 1

677-1

AC: +1 / Tier.   No attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Rounds	2 RDS	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:
  - Not required.

3 Disengage

LEVEL   Tier 1

679-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2-3 Squares	1 Round		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:
 - Not required.

4 Assist Another To Disengage

LEVEL   Tier 1

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

798-1

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	3 Squares	Initiative	Battle-Defense	Mundane

STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	1 Recipient	1 Round	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:
- Not required.

4 Shield Block

LEVEL   Tier 1

682-1

Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	0 Squares	Instant	NOW	Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	Self	Instant	NOW	BRU	2		FTR

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

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

WHAT THIS DOES NOT DO:
 - Does NOT block any critical hits to the Fighter.

Bonds and Connections
 - No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Focus Items and/or Kits:
 - Not required.

5 Provide Protection

LEVEL   Tier 2

680-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	initiative		Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	1 Round		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:
 - Not required.

6 Brace for Onslaught

678-1

LEVEL   Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Self	2 Rounds		BRU	2		FTR

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:
 - Not required.

8 Pull Aggro

LEVEL   Tier 2

691-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
4	8x8 Squares	1d3+1 Rounds		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.

JUST
1

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:
- Not required.

5 Converge On The Enemy

LEVEL   Tier 2

683-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Actions	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	Conc + 2 Rds		none	FTR

2 RDS

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:
- Not required.

6 Critical Roll Additions

694-1

LEVEL   Tier 2

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

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant	NOW	Battle-Actions	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Attack	Instant	NOW	none	FTR

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:
 - Not required.

9 Critical Hit - 2nd Choice

LEVEL   Tier 3

Reroll Critical Hit and must take the roll.

692-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Instant	**NOW**	Battle-Actions	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	Instant	**NOW**	none	FTR

Created by COPILOT

Details:
 - Fighter can upgrade a natural critical roll.

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

WHAT THIS DOES NOT DO:
 - Does NOT have any effect on non-critical rolls.

Bonds and Connections
 - No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

10 Last Ditch Effort

699-1

LEVEL   Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle-Actions	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	1 Battle		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:
- Not required.

-Fighter

0.2 TIRO: Fire Crack!

LEVEL   Tier 1

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

412-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	6 Squares	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Target	Instant		RM	1		TRO

Details:
 - Caster throws a multi-colored splash of light.
 - If the Target has metal armor then they must pass the Save.

WHAT THIS DOES:
 - Does create a fizzle in the caster's hand to be thrown,
   - If thrown at a specific target then a ToHIT may be needed.
 - Does explode upon impact, dealing 1d3 fire damage.
 - Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

WHAT THIS DOES NOT DO:
 - Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections
 - No Nae'Em connection.

Counter:
         No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.4 TIRO: Quick Flash Fire

LEVEL   Tier 1

424-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Target	Instant		AGL	2		TRO

Created by COPILOT

Details:
- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:
- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
    - Success means no damage is dealt to the Target.
    - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:
- Does NOT set anything aflame.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

1 AoO on Enter or Exit

LEVEL   Tier 1

As target enters/exits.

693-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Instant	NOW	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	Instant	NOW	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:
- Not required.

1 Massive Bludgeoning Attacks

LEVEL   Tier 1

684-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Melee	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Rounds		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:
 - Not required.

2 Fighters Charge

LEVEL   Tier 1

686-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative	F	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	1 Round	1 RDS	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 - FTR

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

Enhancements:

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

Focus Items and/or Kits:
 - Not required.

3 Shield Bash (Odd rounds)

LEVEL   Tier 1

687-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1 Round		none	FTR

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:
- Not required.

5   COUNTER: Disruptive Factor

LEVEL   Tier 2

801-1

Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Instant	NOW	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds	2 RDS	none	FTR-HNT-ROG

Created by COPILOT

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

JUST 1

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

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

Bonds and Connections
 - No Nae'Em connection.

Counter:
             No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:
 - Not required.

7 AoO on Kill

LEVEL   Tier 2

797-1

After Kill ToHIT+6 on another target.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Instant	NOW	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant	NOW	none	FTR

Created by COPILOT

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Avoid An AoO - ROG

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Focus Items and/or Kits:
- Not required.

7 Brutal Push Forward

LEVEL   Tier 2

688-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	1 Square	1 Round		BRU	2		FTR

1 RDS

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:
- Not required.

8 Desperation Attack

LEVEL   Tier 2

690-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	1 Round		none	FTR

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:
 - Not required.

9 Adrenalin Rush

LEVEL   Tier 3

685-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	1 Round		none	ALL

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:
- Not required.

9 Mounted Melee Attack

LEVEL   Tier 3

815-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL	2	FTR-HNT-ROG

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:
 - Not required.

11 Wake To Battle

LEVEL   Tier 3

696-1

Save=Instant wakening.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Instant	**NOW**	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	1 Round	Instant	**NOW**	SKL	1		FTR

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:
 - Not required.

12 Whirling Mordra

LEVEL   Tier 3

695-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	8 Squares	1 Round		none	FTR

Created by COPILOT

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
         No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:
- Not required.

14 Surprise Death Blow

LEVEL   Tier 4

697-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Melee	Instant	NOW	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Creature	1 Round	1 RDS	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:
  - Not required.

0.3 TIRO: I Have Your Item!

LEVEL   Tier 1

snatches item. Mgc armor: -1 Col.

419-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative	F	Call-Summon	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Item	1 Round	1 RDS	RM	1	TRO

Details:
- The caster snatches someone's random, mundane item.
- If the Target has metal armor then the Save is 1 column worse.

WHAT THIS DOES:
- Does allow the Caster to snatch someone else's random mundane object.
- Does allow the item to visibly float towards the caster.
- Does allow the owner a Save to grab the item.

WHAT THIS DOES NOT DO:
- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

Bonds and Connections
- No Nae'Em connection.

Counter:
NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.1 TIRO: Beauty Contestant:2nd Prize

LEVEL   Tier 1

422-1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	Self	5 Minutes		Altered Reality	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	12 Hours		none	TRO

Created by COPILOT

Details:
 - The caster makes themselves look more attractive by their race's standards.

WHAT THIS DOES:
 - Does make the caster appear physically more attractive by their race's standards.

WHAT THIS DOES NOT DO:
 - Does NOT permanently alter the caster's looks.
 - Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections
 - No Nae'Em connection.

Counter:
          SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.1 TIRO: Pie Fight!

LEVEL   Tier 1

410-1

Blocks vision with Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	4 Squares	Initiative		Altered Reality	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	1 Round		RM	1	TRO

Created by COPILOT

Details:
 - If the Target has metal armor then the Save is 1 column worse.
 - This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS DOES:
 - Does Require a Save to be rolled by the target:
    - Fail = Target's vision is blocked for one round.
    - Pass = Spell has no effect.

WHAT THIS DOES NOT DO:
 - Does NOT have any other effect on the target outside of blocking vision.
 - Does NOT deal any damage.

Bonds and Connections
 - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.3 TIRO: 2 Rope Image

LEVEL   Tier 1

417-1

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

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Altered Reality	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Rope	2 Hours		SKL 1	TRO

Details:
 - The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
 - Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS DOES:
 - Does allow the Caster to roll a Save to merge the ropes into one.

WHAT THIS DOES NOT DO:
 - Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
 - Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections
 - No Nae'Em connection.

Counter:
       No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.1 TIRO: Healing Bolus

LEVEL   Tier 1

1d12 HP healing.

408-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Health-Life-Death	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Recipient	Permanent		none	TRO

Created by COPILOT

Details:
- A basic healing spell that heals 1d12.

WHAT THIS DOES:
- Does heal 1d12 painlessly.
- Does appear very bright.

WHAT THIS DOES NOT DO:
- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.
- Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Garish Pup Tent

LEVEL   Tier 1

414-1

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	8 Squares	1 Minute		Shelter-Rest-Protection	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	8 Hours		none	TRO

Created by COPILOT

Details:
  - The Caster creates a colorful tent.

WHAT THIS DOES:
  - Does create a brightly colorful tent.
  - Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
  - Does function like any other tent (can be blown away, soaked etc)
  - Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:
  - Does NOT let the Caster choose the tent's color, it's random.
    - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
  - Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.4 TIRO: Aural Spark

LEVEL   Tier 1

418-1

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	10 Squares	Initiative		Light-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2x2 Sqs	1d20 Minutes		none	TRO

Created by COPILOT

Details:
  - The caster creates colorful lights to be used as a light source.
  - The color changes in reaction to the proximity of other Casters.
    - It will change to the color of their chosen School of magic.
    - When not in the presence of any Caster's then the light shifts from color to color.
    - This happens once per minute.

WHAT THIS DOES:
  - Does light up an area of 2x2 squares.
  - Does allow the caster to try and use this light to detect others' auras.
    - Roll Save, the spell only works on a success.
  - Does last for 1d20 minutes.

WHAT THIS DOES NOT DO:
  - Does NOT set anything flammable aflame.
  - Does NOT allow the caster to use it as a signal flare.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.2 TIRO: Amplify Own Speech

LEVEL   Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	Self	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sq	5 Minutes		none	TRO

416-1

Created by COPILOT

Details:
 - Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

WHAT THIS DOES:
 - Does amplify speech from AOE out to range of up to 3 Squares away.
 - Does amplify even whispers.
 - Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:
 - Does NOT affect anyone but the caster.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 2   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.3 TIRO: Colored Signal Flare

LEVEL   Tier 1

425-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	1 Flare	1 Minute		none	TRO

Created by COPILOT

Details:
 - The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS DOES:
 - Does light up the sky with a random color.
        - roll a d20:
            1 - 5   is   bright red,
            5 - 10 is   bright blue,
           10 - 15 is   bright yellow,
           15 - 20 is   bright green.

WHAT THIS DOES NOT DO:
 - Does NOT allow the caster to use it as a normal light source.
 - Does NOT set anything aflame.
 - Does NOT allow the caster to end the spell prematurely.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 3   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.4 TIRO: Sloppy Spying

LEVEL   Tier 1

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

415-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sqs	5 Minutes		none	TRO

Created by COPILOT

Details:
- Caster is the only one that sees the effects of this spell.
- All others have no indication other than a lot of multi colored magic floating around.

WHAT THIS DOES:
- Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:
- Does NOT affect anyone except the caster.

Bonds and Connections
- This is a Vae'Em connection to a venue/location.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Random Friendship

LEVEL   Tier 1

Potentially makes someone more tolerant of the caster.

411-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Personal-Connections	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Special		SKL	3	TRO

Created by COPILOT

Details:
- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
  - Success means there is no change in disposition towards the Caster.
  - Failure means the Target is more tolerant towards the Caster.

WHAT THIS DOES:
- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

WHAT THIS DOES NOT DO:
- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.4 TIRO: Tracking

674-1

LEVEL   Tier 1

Find and follow a trail while leaving an obvious trail.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	Initiative		Tracking-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Trail	1 Hour		none	TRO

Created by COPILOT

Details:
- Finds a trail left at or near ground level by a passing creature and
    - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
    - each sign post is brightly painted.

WHAT THIS DOES:
- Does find a given path,
- Does require a Save,
    - Pass = path found if it is within area. Signposts planted,
        - The skill will leave a massive and obvious trail of its own on top of the path found.
    - Fail = path not found and a signpost planted in one spot,
        - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:
- Does NOT obscure the original path with its own obvious trail.
    - only the part within the AOE and Duration.

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.1 TIRO: Quick Jump

LEVEL   Tier 1

407-1

1d6 squares in direction indicated.   Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant		none	TRO

Created by COPILOT

Details:
 - The Caster jumps 1d6 squares in a direction, up to 2 squares high.

WHAT THIS DOES:
 - Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
 - Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS DOES NOT DO:
 - Does NOT allow the Caster to teleport.
 - Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections
 - No Nae'Em connection.

Counter:
         NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.3 TIRO: Quick Push!

LEVEL   Tier 1

420-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical

STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Recipient	Instant	BRU	2	TRO

Created by COPILOT

Details:
- The Caster moves an ally to a random spot 4 squares away.

WHAT THIS DOES:
- Does move a person to a random spot 4 squares away.
  - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
  - Roll a 1d2 for distance in number of squares.
  - The target always ends up facing the square they were originally in.
- Does allow the target a Save.
  - If the Save is passed the target resisted and stayed in place.

WHAT THIS DOES NOT DO:
- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.4 TIRO: Tasty Cumber Meals

LEVEL   Tier 1

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

643-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	1 Hour		none	TRO

Created by COPILOT

Details:
- 1d12 of cumber meals appear at waist height in front of the Caster,
  - Caster is able to time the appearance and grab them.
  - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.

WHAT THIS DOES:
- Does provide low levels of nurishment,
- Does continue to provide energy (if eaten) after the 1 hour point.

WHAT THIS DOES NOT DO:
- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hours' time.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

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	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Utility-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	18 Hours		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:
 - Not required.

0.1 TIRO: Water From A Plant

LEVEL   Tier 1

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

409-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Creation-Meta	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Plant	10 Minutes		none	TRO

Created by COPILOT

Details:
- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS DOES:
- Does require a plant.
- Does make a plant spout water, but in small quantities.
- Does the water is safe to drink.

WHAT THIS DOES NOT DO:
- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.