1 Set for Charge

LEVEL   Tier 1

799-

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.

1 AoO on Enter or Exit

LEVEL   Tier 1

693-

As target enters/exits.

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

STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	1 Target	Instant		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-

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	2 RDS	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 Defend - No attacks

LEVEL   Tier 1

677-

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.

2 Fighters Charge

LEVEL   Tier 1

686-

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		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.

2 Mental Alarm Clock

LEVEL   Tier 1

703-

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.

3 Disengage

LEVEL   Tier 1

679-

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.

3 Shield Bash (Odd rounds)

LEVEL   Tier 1

687-

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

Created by COPILOT

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	1 RDS	none	FTR

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.

4 Situational Awareness

LEVEL   Tier 1

698-

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.

4 Assist Another To Disengage

798-

LEVEL	Tier 1

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

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

682-

LEVEL   Tier 1

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

Created by COPILOT

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Focus Items and/or Kits:
- Not required.

5 Coordinate Group Initiative

LEVEL	Tier 2

802-

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

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

658-

LEVEL   Tier 2

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.

5 Provide Protection

LEVEL   Tier 2

680-

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.

5 Converge On The Enemy

LEVEL   Tier 2

683-

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	**2** RDS	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:
  - Not required.

5 COUNTER: Disruptive Factor

LEVEL   Tier 2

801-

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.

6 1000 Yard Stare March

LEVEL   Tier 2

701-

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.

6 Brace for Onslaught

LEVEL   Tier 2

678-

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	2 RDS	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.

6 Critical Roll Additions

LEVEL   Tier 2

694-

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

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

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:
- Not required.

7 AoO on Kill

LEVEL   Tier 2

797-

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

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

688-

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.

-Fighter

8 Pull Aggro

LEVEL   Tier 2

691-

`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	2 RDS	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.

8 Desperation Attack

690-

LEVEL   Tier 2

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 Critical Hit - 2nd Choice

LEVEL   Tier 3

692-

Reroll Critical Hit and must take the roll.

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.

9 Adrenalin Rush

685-

LEVEL   Tier 3

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 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.

10 Honing Melee Weapon

LEVEL   Tier 3

702-

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

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

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

699-

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.

11 Wake To Battle

LEVEL   Tier 3

696-

Save=Instant wakening.

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

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:
- Not required.

12 Whirling Mordra

LEVEL   Tier 3

695-

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	1 RDS	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-

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.