

FTR

799-1

1

Set for A Charge

LEVELTier 1

Increases AC by +6 vs the charge attacks ONLY.  
INTERRUPT: Longsword or larger required.

COST	RANGE	ROLL OUT	<div>NEW</div> <div>1RDS</div>	COLLECTION	OUTCOME
4 pts	Self	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Charge	1 Round		None	FTR



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
    - Thus no other EXTRA effort can be done in the same round. (1 per round)
    - EXTRA effort stops the flow of the battle and is resolved immediately.
  - This is a COUNTER MEASURE that interrupts a specifically selected charge attack.
    - May only be used once per round,
    - If there are multiple charge attacks on one defender, the defender must choose 1 attack to defend against.
  - INTERRUPTION (Rollout is Instant)
    - This skill pauses all action when enacted before any opposing effect can be done.
      - Such effect might be damage taken or an attack made.

- WHAT THIS SKILL DOES DO:**
- This skill pauses all action when enacted before the charge can be done,
    - The AC benefit (below) is enacted then the enemy charge contines.
  - Requires this defending Fighter to use:
    - A weapon the size of a longsword or larger.
  - Allows the AC of this defending Fighter to increase,
    - Increases their armor class (AC) by +6 vs the charge attacks ONLY.
  - The Defender may pivot in order to face the charge.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow AC bonuses vs non-charge attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL                      ENHANCEMENTS                      COST

Focus Items and/or Kits:

- Not required.

FTR


681-1

1

Shield Expertise

LEVELTier 1

Lean into your shield training.  
Small & Medium: Use the shield AC +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	4 Rounds		None	FTR



By COPILOT

Details:

- GENERAL:
- Allows use of some shields more effectively.
    - Can be used along with 'Shield Bash' Extra effort.
      - Shield Bash is only used on Odd rounds,
      - Shield Bash combined with this skill requires only Small or Medium shields,
      - Shield Bash can use this shield AC+2 as a base for Shield Bash skill.

- WHAT THIS SKILL DOES DO:
- Increases AC on some sheilds,
    - Small and Medium shields have an AC+2 (add 2 to the shield AC).

- WHAT THIS SKILL DOES NOT DO:
- Does NOT apply to buckler or Large shields.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6

Focus Items and/or Kits:

- Not required.

ALL

657-1

1

Melee Weapon Expertise

LEVELTier 1

1 Weapon gains a Melee ToHIT bonus of +1 per Tier.  
Lasts for the lesser of either 24 hours or end of Battle.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
2 pts	Touch	2 Minutes	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Item	End of Battle or 24 hrs	None	ALL

[By site/group]

Details:

GENERAL:  
- Must be a melee weapon.

WHAT THIS SKILL DOES DO:  
- Allows the Fighter to gain a +1 ToHIT per Tier with melee attacks.  
  
- Requires the Fighter to be in control and holding the selected weapon during Rollout.

WHAT THIS SKILL DOES NOT DO:  
  
- This does NOT give any ToHIT bonus for anything other than Melee.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6

Focus Items and/or Kits:

- Not required.

FTR



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1

Massive Bludgeoning Hammerstrike

LEVELTier 1

Blunt damage for regular melee attacks. Only for Hammers.  
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	CLASS GROUPS
1	Self	2 Rounds		None	FTR



By COPILOT

Details:

GENERAL:

- This choice of attack can be an attempt to subdue rather than harm,
  - When subduing: Track damage and apply fully, after battle remove half of the subdue damage.
- While attempting this attack the Fighter might still cause real damage.

WHAT THIS SKILL DOES DO:

- Lowers the Fighters ToHIT by 2.
- Directs all of the Fighters successful hits use the Criticals Chart,
  - Use the Hand/Foot column.
- Allows the fighter to make any or all of their attacks in the round as Bludgeon.
- Requires the use of a 'Hammer' weapon,

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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.



FTR

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2 Defend / Withdraw, No Attacks

LEVEL Tier 1

Defend as you back away.  
AC+2/Tier +1 per adjacent FTR. 1/2 move & no attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	2 Rounds		None	FTR



By COPILOT

Details:

- GENERAL:**
- Allows the Fighter to back away from an opponent slowly.
  - Will allow movement around the enemy as the Fighter leaves the engagement.
  - Requires the Fighter to maintain concentration
    - i.e. the Fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Allows Fighter to gain AC bonuses
    - +2 AC per Fighter Tier,
    - +1 AC per friendly Fighter that is adjacent.
  - Reduces the Fighters movment by 1/2 (Rounded up)
    - If a fighter has a base move of 5 then that becomes a movement of 3.
  - Beneficial adjustments can be found in Enhancements.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow non-withdraw movement,
    - No movement through or into battle,
  - 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.

Enhancements:

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

Focus Items and/or Kits:

- Not required.

FTR



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2 Fighters Charge

LEVEL Tier 1

Use the momentum of a Charge.

JUST 2: Move x2, Min 4. Attks=2. AC-4. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	1 Round		None	FTR



By COPILOT

Details:

- GENERAL:**
- May incur AoO's during charge.
  - When using this skill no other attacks may be utilized. (Just the attacks granted by this skill)

- WHAT THIS SKILL DOES DO:**
- Requires the attacker to move in a straight uninterrupted line to the target,
    - The attacker 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 Base movement.
  - Allows the attacker to gain +8 ToHIT and +8 Damage,
    - But limited to a maximum of 2 attacks.
  - Requires the attacker to downgrade their AC by 4 (AC-4).

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT inhibit the fighter from becoming the target of other's AoO while charging.
  - Does NOT allow attacker to end the charge with a pivot,
    - Charger must be facing the enemy to use this skill.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Set For A Charge

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

FTR


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2

AoO on Enter or Exit

LEVELTier 1

1 attack as opponent enters/exits area.  
INTERRUPT: 1 attack per round. No Movement.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	1 Square	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1 Round		None	FTR



By COPILOT

Details:



- GENERAL:
- This is EXTRA effort.
    - Thus no other Extra effort can be done in the same round. (1 per round),
    - EXTRA effort stops the flow of the battle and is resolved immediately.
  - INTERRUPTION (Rollout is Instant)
    - This skill pauses all action when enacted **before** any opposing effect can be done.
      - Such effect might be damage taken or an attack made.
  - This becomes an option once the target either enters into or goes out of Melee Range,
    - This Melee attack is limited to a 1 Square distance.

- WHAT THIS SKILL DOES DO:
- This skill pauses all action when enacted before the target can continue moving.
  - May allow all normal attacks to be used after the target has continued their movement.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow other attacks flagged as 'Extra' to be used in this same round,

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

3

Mental Alarm Clock

LEVELTier 1

Set a wake up time in your head.  
Wake within next 24 hrs. 1 Rd to clear head.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	24 Hours		None	FTR-HNT



Created by COPILOT

Details:

- GENERAL:
- If used when awake the 'Alarm' still alerts the character.
  - Requires the Hunter/Fighter to maintain concentration,
    - i.e. the Hunter/Fighter must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:
- Allows the character to be fully awake the next round from waking.
    - 6 seconds after the alarm wakes the character the are able to act/react.
    - During the first 6 rounds they can only defend, but not move or attack.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT take effect if character is exhausted from things like...
    - Double time travel,
    - Lack of sleep,
    - HP at 0,
    - Etc...
  - Does NOT have any effect verses sleep enforced by magic.
  - Does NOT work if the wake up time is beyond 24 hours.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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.



FTR

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3

Urgent Disengagement w/ 1 Attack

LEVEL Tier 1

Swipe at the enemy then run! Ao0 is possible.

JUST 1: Move 2x movement. 1 attack @ -4 ToHIT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Fighter	1 Round		None	FTR



By COPILOT

Details:

JUST 1

- GENERAL:
- The fighter is able to quickly attack then run away.

- WHAT THIS SKILL DOES DO:
- Gives an AC bonus to the fighter with a +4 to AC, front and back.
    - The improved AC stays with the fighter for a full battle round.
  - Allows the fighter to gain an initiative bonus of +8,
    - If the skill is requested after the initiative rolls then the bonus is +0,
    - If the skill is requested BEFORE or DURING Initiative rolls then the +8 applies,
      - The 'Initiative +4' enhancement (4 pts @ 5th level) may be added on top of this.
  - Allows only 1 attack from the Fighter before moving,
    - The 'Attacks +1' enhancement (8 pts @ 14th level) will allow up to 2 attacks,
    - All attacks are done at -4 ToHIT.
  - Movement directly away from the enemy is allowed,
    - May walk/fly backward, sidestep, or forward at 2x basic movement.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

FTR

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3

Shield Bash (Odd rounds)

LEVELTier 1

Use your shield as a weapon on ODD rounds.

EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1 Round		None	FTR



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
    - Thus no other Extra effort can be done in the same round. (1 per round),
    - EXTRA effort stops the flow of the battle and is resolved immediately.
  - Extra attack for odd rounds only.
  - If a critical or blunder is rolled use Blunt column.
- WHAT THIS SKILL DOES DO:**
- Allows the fighter bonuses of:
    - +4 ToHIT,
    - Damage is equal to the Shields Front AC bonus + Tier.
  - Requires the shield used to be larger than a buckler.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow other attacks flagged as 'Extra' allow in same round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

FTR

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4

Situational Awareness

LEVELTier 1

Fighter concentrates to watch and listen.  
FTR: ToHIT-2, AC-2.                      Grp: Init+2, no surprise.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	4 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Within Hearing	1 Hour / Tier		None	FTR



By COPILOT

Details:

- GENERAL:**
- Enable the fighter to be maintain an awareness of the nearby surroundings.
  - Requires the Fighter to maintain concentration,
    - i.e. the Fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done,
    - Spell will not continue when/if casters concentration is broken.

- WHAT THIS SKILL DOES DO:**
- Includes an AoE is all within normal unaided hearing of the fighter.
    - loud noises may effect this AoE.
  - Drops the Fighter's AC and ToHITs by 2.
    - AC -2,
    - ToHIT -2.
  - Allows the group to not be surprised and gain a +2 with their initiative,
    - the groups awareness can help the Fighters rolls.
  - All effects last through any attempted round 0 and through round 1 as well.
  - Battle pauses this skill after Round 1,
    - Fighter is able to resume using the skill up to end of duration after battle.

**WHAT THIS SKILL DOES NOT DO:**

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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.

FTR

1018-1

4

Resist The Push

LEVELTier 1

Fighter refuses to move.

INTERRUPT: Adds +10 per Tier to BRU Save vs being pushed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pt	Self	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	Battle		BRU +10/Tier	FTR
				Unmoved	



By COPILOT

Details:

- GENERAL:
- INTERRUPTION (Rollout is Instant)
    - This skill pauses all action when enacted before any opposing effect can be done.
    - Such action might be damage taken or an attack made.
  - This skills gives a defending Fighter a better chance to hold their position.
  - Standard resisting a push would compare the pushing Save to a defending Save,
    - Normal adjustments would depend on situational issues.
  - Requires the Fighter to maintain concentration
    - i.e. the Fighter must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:
- Gives the Defending Fighter additional help beyond the normal situation,
    - Defending Fighter gains +10/Tier to the Brute Save.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT aid the pushing side in any way.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

FTR

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4

Assist Another To Disengage

LEVELTier 1

Help another slowly get away.

FTR:-2 attks(Min=1), -2 AC. Recipient moves behind w/AC+4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	3 Squares	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Recipient	1 Round		None	FTR



By COPILOT

Details:

GENERAL:

- Requires the Fighter to maintain concentration
  - i.e. the Fighter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES:

- Lowers the fighters AC by 2.
- Raises the Recipients AC by 4.
- Allows the recipient to move backward in a straight line up to 3 squares.
  - But requires the recipient to NOT be between the defending fighter and the attacker.
  - Requires the recipient not attack in any way.
  - Gives a bonus the recipient with a +4 to AC for the entire round.
    - The improved AC stays with the recipient even if reasonably separated from the Fighter.
- Beneficial adjustments can be found in Enhancements

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the recipient to move into any attack when this skill is used,
  - Note: moving the recipient from a fight to directly behind is not 'moving into an attack'.

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
16	AoE = 2 Targets	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

FTR

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5

Repair Weapons/Armor

LEVELTier 2

Make needed repairs to armor or weapons.  
Repaired = Imperfect, but usable.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Wpn/Armor	Permanent		None	FTR



By COPILOT

Details:

- GENERAL:**
- Armor or weapons that are not broken can be repaired.
  - Note: 'Damaged' enchanted items are merely out of whack for the battle, They will be back to normal after the battle.
  - Broken unenhanced items will need to be fixed by a smith, not by this skill.
  - This skill requires the Fighter to maintain concentration,
    - i.e. the Fighter must stay awake throughout the Rollout.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Able to repair minor issues or 'unbroken' items,
    - not able to repair broken armor or weapons.
  - Repairs a weapon enough to be able to use the 'Honing Melee Weapon' skill.
  - Repairs a piece of armor enough to be used again,
    - Items are imperfectly repaired, but usable.
  - Allows enhancements of this skill to speed up the roll out and change the Save.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the repair of weapons that have been broken into 2 pieces,
    - a skilled weaponsmith is required for that.
  - Does NOT allow the repair of armor that have been extremely broken or smashed,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Fighters kit must be stocked and available.

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5

Shield Block vs Melee




LEVEL Tier 2

Small/Medium shield to block a specific attack. Not crits.

INTERRUPT: After Hit/Before Dmg. Save for no shield damage.



By COPILOT

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
8 pts	0 Squares	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Attack		Brute 	FTR

Shield Still Useable

Details:



GENERAL:

- This is EXTRA effort.
  - Thus no other Extra effort can be done in the same round. (1 per round),
  - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
  - This skill pauses all action when enacted before any opposing effect can be done.
    - Such effect might be damage taken or an attack made.
- Shields normally add to a Fighters front AC passively,
  - This skill is to more progressively use the shield resulting in more protection.

WHAT THIS SKILL DOES DO:

- Requires the Fighter to have a small or medium shield,
- This skill pauses all action when enacted before the damage can be rolled.
  - The player character is not allowed to block damage after hearing the amount of damage.
- When using this skill the initial attack that is being block is successful,
  - Immediately after the blocked shot the shield integrity must be checked with a Save,
    - Passing the Save means the shield is unaffected and can continue to be used.
      - A Critical Success (above 95) allows a 2nd block from the same attacker,
      - A Blunder (below 06) has no additional effect.
- If the shields integrity has failed (The Save above has failed),
  - The sheild has been damaged enough that it cannot be used until repaired.
    - The Fighter skill 'Repair Weapon/Armor' can make the shield usable again.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block non-physical attacks.
- Does NOT block non-melee attacks.

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	Save Roll +20	8

Focus Items and/or Kits:

- Not required.



FTR-HNT-ROG

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5

Disrupt Concentration

LEVEL Tier 2

Attempt to interrupt a target that is concentrating.  
INTERRUPT: Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	<div>Now</div> <div>2</div> <div>RDS</div>	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	<div>2</div> <div>RDS</div>	SAVE	CLASS GROUPS
99	3x3 Squares	2 Rounds		Senses	FTR-HNT-ROG



By COPILOT

Details:



- GENERAL:
- When using this skill no other attacks may be utilized. (Just 1)
  - Examples of reasons to use this skill:
    - Draw attention 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.

- Spells that can be disrupted (interrupted) during Rollout are:
- |                                   |                                    |
|-----------------------------------|------------------------------------|
| x -Dispel Magic Spell             | 9 -Find Clues To True Name         |
| 2 -Connect With A Fighter         | 9 -Create Plague Bearer/Drifter    |
| 2 -Triggered Forced Healing 2d8   | 9 -Dimension Portal                |
| 3 -Repair Undead/Living Dead      | 11-Astral Plane Projection         |
| 3 -Invoke Temporary Imp           | 11-Connect To An Arcane Focus Item |
| 4 -Slow Healing 10/Hr (Max=4 hrs) | 11-Summon Life From Death          |
| 4 -Final Rites                    | 12-Circle - Dimensional Expulsion  |
| 5 -Dimension Quick Portal for 3   | 13-Summon Strumos Item (Tae'Em)    |
| 5 -Detect Magic                   | 13-Circle of Containment           |
| 5 -Invoke Imp Partner (Year long) | 14-Consecration of Corpse          |
| 6 -Create a Vae'Em Location.      | 16-Reveal True Name                |
| 7 -Speak To Dokour Target         | 18-Arcane Removal (2 of 3)         |
| 7 -Direction To Dokour Target     | 19-Dead Spirit Conversation Circle |
| 7 -Create Permanent Nae'Em        | 20-Raise The Dead                  |
| 7 -Invoke Skeleton/Drifter        | 20-Invoke Wraith/Ghoul             |
| 8 -Create Zombie/Skeleton         |                                    |

- WHAT THIS SKILL DOES DO:
- Requires the target group to pass the Save or fail to complete an action or effort.
  - Requires character to use this BEFORE the any targeted skill has enacted,
    - can be used in same initiative as the targeted skill,
  - This action might,
    - draw more attention than intended (pull more aggro)
    - disrupt more issues that are in play than expected,

- WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.



FTR

996-1



6

Protect Strumos

LEVELTier 2

Protecting the Partner class: Strumos: Near FTR, AC+6.

EXTRA: Self: Init & HIT -1, Move 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Strumos	1 Round		None	FTR



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
    - Thus no other Extra effort can be done in the same round. (1 per round),
    - EXTRA effort stops the flow of the battle and is resolved immediately.
  - Intention must be stated before initiatives are rolled to gain Initiative bonus.
    - Still can be enacted after Initiative is rolled, but no Initiative bonus is given.
  - The Strumos must not be actively unwilling, (can be unconscious)
  - Requires the Fighter to maintain concentration,
    - i.e. the Fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Allows the fighter to block attacks for the Strumos,
    - The Strumos may be located behind or to the side of the fighter.
  - Sets the fighters Initiative lower by 1 and their ToHIT by 1 as well.
    - Initiative -1,
    - ToHIT -1.
  - Helps the Strumos AC,
    - AC +6

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT have any effect outside of battle.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

FTR



680-1

6

Provide Protection

LEVEL Tier 2

Protect another with your martial skills.  
EXTRA: FTR=Init & HIT -2, Move 1/2. Recipient=Range, AC+4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	3 sqs	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Creature	2 Rounds		None	FTR



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
    - Thus no other Extra effort can be done in the same round. (1 per round),
    - EXTRA effort stops the flow of the battle and is resolved immediately.
  - Intention must be stated before initiatives are rolled to gain Initiative bonus.
    - Still can be enacted after Initiative is rolled, but no Initiative bonus is given..
  - The recipient must not be actively unwilling, (can be unconscious)
  - Requires the Fighter to maintain concentration,
    - i.e. the Fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Allows the fighter to draw attacks meant for another,
    - The recipient may be located behind or to the side of the fighter.
  - Sets the fighters Initiative lower by 2 and their ToHIT by 2 as well.
    - Initiative -2,
    - ToHIT -2.
  - Helps the recipients AC,
    - AC +4

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT have any effect outside of battle.

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	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

6

Shield Block vs Ranged

LEVEL Tier 2

Med/Lrg shld ONLY. Attks blocked: Med=1/Tier Lrg=1/Tier+1

INTERRUPT: After attacks declared. Save for each block.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	0 Squares	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	Up to 2 Rounds		AGL	FTR-ROG



Created by Gemini

Details:

GENERAL

- This is EXTRA effort.
  - Thus no other Extra effort can be done in the same round. (1 per round),
  - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
  - This skill pauses all action when enacted before any opposing effect can be done.
    - Such effect might be damage taken or an attack made.
- Cannot be attempted with a broken shield.
- It is possible that the number of blocks the Fighter has may trail over into the next round,
  - Therefore, duration is set at "Up to 2 Rounds".

WHAT THIS SKILL DOES DO:

- Requires a medium or large shield.
  - Medium shields can block a number of ranged attacks equal to the Fighter's Tier.
  - Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.
- Passing the Save means the specific Ranged shot is blocked.
  - A Critical Success (above 95) allows an additional block from the same attacker,
  - A Blunder (below 06) has no additional effect.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block any attacks other than Ranged.
- Critical Hits (Natural 20's) to this Fighter cannot be blocked by this skill.
- Does NOT have the potential to damage the shield in any significant way.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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.

FTR

802-1

6

# Coordinate Group Initiatives

LEVEL Tier 2

Fighter assigns Init bonuses by Class.  
Self= #Attk-1. Grp= Init +8, +4, +0, -4 to classes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Player Party	1 Battle		None	FTR



By COPILOT

Details:

- GENERAL:
- The Fighter helps to adjust the order of attacks from the group.
  - Requires the Fighter to maintain concentration,
    - i.e. the Fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done,
    - Spell will not continue when/if casters concentration is broken.

- WHAT THIS SKILL DOES DO:
- Requires 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.
  - Requires the Fighter to select which classes get which Initiative Bonuses,
    - The bonuses to choose from are: +8, +4, +0, -4,
    - The base classes for the bonuses are Caster, Rogues, Hunters, and Fighters.
  - Allows normal use of Extra attacks.
  - A beneficial adjustment can be found in Enhancements

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the Fighter to use all their normal attacks for the round,

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.

FTR

683-1



7

# Coordinate vs 1 Enemy

LEVEL Tier 2

Fighter focuses party attacks to 1 target.

FTR=#Attk-1, AC-1, 1st Init=40. Grp=Init & HIT +2/FTR Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	5 rounds		None	FTR



By COPILOT

Details:

GENERAL:

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

WHAT THIS SKILL DOES:

- Requires the fighter to become a bit less effective in battle while making others more effective,
  - Will lose one attack. Minumum number of attacks is zero,
  - The fighters AC will drop by 1,
  - The fighters beginning Initiative of this Skill will place the Fighter as first,
    - This Initiative is set to 40.
- If the Fighter does not announce this skill at/during initiative then no bonus is applied.
- There must be at least 3 party members (other than this Fighter) attacking the 1 target.
- Gives the party (those with the fighter):
  - Init +2/Ftr Tier,
  - ToHit +2/Ftr Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT affect any attacks before the fighter has started this effort.
- Does NOT allow the beginning Initiative to be set to 40 if Fighter starts this mid-round.
- Only one (1) of these skills can be used per target,
  - Therefore, multiple uses of this skill can not be used on a single target at the same 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
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

FTR

797-1

7

AoO on Kill

LEVELTier 2

Continue an attack through to another.  
INTERRUPT: After Kill ToHIT+6 on another target.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
8 pts	1 Square	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
99	1 Target	Instant		None	FTR



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
    - Thus no other Extra effort can be done in the same round. (1 per round),
    - EXTRA effort stops the flow of the battle and is resolved immediately.
  - INTERRUPTION (Rollout is Instant)
    - This skill pauses all action when enacted before any opposing effect can be done.
    - Such effect might be damage taken or an attack made.
  - Enhancement of 'Range X2' allows the fighter to attack 1 Sq beyond adjacent,
    - but only to forward and side positions. No flanks.
- WHAT THIS SKILL DOES DO:**
- Requires the fighter to have killed an enemy within melee and another enemy is adjacent.
  - Requires the fighter to identify another (adjacent) target that is NOT flanking them.
  - Provides a bonus of +6 ToHIT verses the new target.
  - Allows the fighter to use any un-used attacks as well as this attack.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Focus Items and/or Kits:

- Not required.

FTR

694-1

7

Critical Roll Additions

LEVELTier 2

Improve your Crit roll. (any above 100 = 99)  
INTERRUPT: Roll Crit(1d100) +Level +Fighters ToHIT.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
8 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Critical	Instant		None	FTR



By COPILOT

Details:

- GENERAL:
- INTERRUPTION (Rollout is Instant)
    - This skill pauses all action when enacted before any opposing effect can be done.
    - Such effect might be damage taken or an attack made.
  - Note that there are 2 ways to get exactly 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 SKILL DOES DO:
- Requires the fighter to request this after they roll a critical hit,
    - But before the 1d100 on the critical hit table.
  - Allows the fighter to roll 1d100 and add their ToHIT bonuses and Fighter Levels.
    - Any total over 100 must be reset to 99.
- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the skill if it is called upon after the 1d100 has been rolled.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

FTR

691-1



8

Pull Aggro

LEVELTier 2

Convince them you are the biggest threat!

JUST 1: Self:Attk-2. AC-4. Grp:Init & AC +2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	8 Sq Radius	3 Rounds		Skill	FTR

Draws Aggro



By COPILOT

Details:



- GENERAL :
- Example:
    - The fighter draws the targets away the others, the group may have time to act because,
    - the fighter will seem to be the key person holding this group together, or
    - the fighter will seem to be weak enough to finally take out, or
    - the fighter will seem to have the most valuable loot.
  - When using this skill no other attacks may be utilized. (Just 1),
    - Note that an 'Extra' attack will still be available if the opportunity comes up.
  - Requires the fighter to maintain concentration,
    - i.e. the fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:
- Requires the character to role play the effort to draw the targets attention,
    - This will then give the GM the ability to estimate the degree of aggro,
    - NOTE: the result could end up very different than the rolled amount.
  - Allows the fighter to attempt to attract enemies up to 8 squares in all directions.
  - Requires the fighter to:
    - Drop their number of attacks by 2 (minimum of 1) and
    - Drop their AC by 4.
  - Allows the other members in the party to gain,
    - An AC bonus of +2,
    - An Initiative bonus of +2.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT effect more than 4 targets per skill usage.

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	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.



FTR

678-1



8

Brace for Onslaught

LEVELTier 2

Prepare for multiple attackers against you.

EXTRA: Attks-2, Min=1. AC+2. BRU & AGL Save rolls +40.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	2 Rounds		none	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
  - Thus no other Extra effort can be done in the same round. (1 per round),
  - EXTRA effort stops the flow of the battle and is resolved immediately.
- If the Fighter passes the Saves they are not affected by the:
  - Knockdown, Stunning, Dazed, or Push back.

WHAT THIS SKILL DOES DO:

- Requires the Fighter 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.
- Allows 'Bracing' towards 1 or 2 adjacent front squares (no flanking squares).

WHAT THIS SKILL DOES NOT DO:

- Does NOT help if the fighter is pushed or moved about by means other than an attack.

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	Duration X2	8
14	Save Roll +20	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

FTR

692-1

8

Critical Hit, 2nd Choice

LEVELTier 2

After a lousy Critical Hit roll. . .  
INTERRUPT: Reroll Critical Hit and choose which roll.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	Instant	None		FTR



By COPILOT

Details:

- GENERAL:
- INTERRUPTION (Rollout is Instant)
    - This skill pauses all action when enacted before any opposing effect can be done.
    - Such effect might be damage taken or an attack made.
  - Fighter can upgrade a natural critical roll.

- WHAT THIS SKILL DOES DO:
- Allow the Fighter to roll a 2nd 1d100 when they have critically hit,
  - Fighter must choose between the original roll or the reroll.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

FTR



690-1

9

Desperation Attack

LEVEL Tier 3

Hope for the best with these random bonuses.  
Rolls separate d20-8 and apply to AC, Init, ToHITs, & Dmg.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Round		None	FTR



By COPILOT

Details:

- GENERAL:**
- 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 SKILL DOES DO:**
- Requires the Fighter to announce the intention to use this when rolling initiative.
  - Follow this process, as applicable, 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 SKILL DOES NOT DO:**

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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

Single Focus Attacks

LEVEL Tier 3

Fighter hyper focuses on a single creature. Dur:Battle  
+8 ToHIT for all melee attacks, then 2 rnds NO bonuses (1d20).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 creature	Battle		none	FTR



By COPILOT

Details:

GENERAL:

- Fighter chooses a single creature to focus attacks on.

WHAT THIS SKILL DOES DO:

- Allows Fighter to increase their ToHIT by 8 to all ToHITs against that target,
  - If/when focus is gone the fighter loses ALL bonuses to ToHIT for 2 rounds,
    - Therefore, the next 2 rounds the Fighter rolls an unadjusted 1d20 ToHIT,
  - After the 2 rounds of no bonuses the fighter regains normal ToHIT bonuses.
- Allows enhancements,
  - The 'Stacking +1' enhancement @ 14 level (8 pts) allows selection of a 2nd creature.
  - The 'Attacks +1' enhancement @ 14 level (8 pts) allows an addition attack.

WHAT THIS SKILL DOES NOT DO:

- This does NOT affect Ranged or Thrown attacks.
- If the target dies or the Fighter changes target the focus is lost,
  - Losing the Focus means the Fighter will NOT have any ToHIT bonuses for 2 rounds.

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
14	Stacking +1	8

Focus Items and/or Kits:

- Not required.

FTR

702-1


10

Honing Melee Weapon

LEVEL

Tier 3

Upgrading a functioning weapon to best.  
Adds +1 to Damage and lasts through next battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	2 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Weapon	1 Battle		None	FTR



By COPILOT

Details:

GENERAL:

- Fighter is able to maintain Melee weapons,
  - this includes daggers, swords, hammers, and axes.
- Requires the Fighter to maintain concentration,
  - i.e. the Fighter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done

WHAT THIS SKILL DOES DO: (Upgrades a weapons)

- May require the Fighter to first use the skill 'Repair Armor/Weapons',
  - This is to ensure the weapon will take the honing.
- Uses 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 SKILL 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.

WHAT THE CREATION DOES:

- Creates a +1 to Damage on a weapon from a mundane weapon,
  - Effect last through next battle.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- 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.




FTR

688-1

10 Brutal Push Forward

LEVEL Tier 3

Push your opponent back into an open square.  
Attk-1 (min 0), Init+4, ToHIT+2. AC-2. Comparison BRU Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Square	1 Round	RDS	Brute 	FTR

Compare & Move



By COPILOT

Details:

- GENERAL:**
- 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 beyond the normal number of attacks.
  - The opposing skill "Resist The Push" will make this effort more difficult.

- WHAT THIS SKILL DOES DO:**
- Allows an attempt to push the target straight back 1 square.
  - Requires an open and unoccupied square directly behind the target.
  - Requires fighter to use one of their attacks as this effort,
    - Minimum attack of zero is possible.
  - Requires 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 SKILL DOES NOT DO:**
- Does NOT have any effect if the single target occupies more than 1 square.
  - Does NOT work if there no open square behind the target.

Bonds and Connections

- No Nae'Em connection.



Counter:

Resist The Push [Extra]

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.



FTR

685-1

11 Adrenaline Rush

LEVEL Tier 3

Move and Attack. . . Or just attack!  
Narrative hype. Init & HIT+10. Dmg+6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Round		None	FTR



By COPILOT

Details:

- GENERAL:
- Requires the Fighter to maintain concentration,
    - i.e. the Fighter must stay awake throughout the Duration.
    - i.e. other activities that require concentration may not be done,
    - Skill will not continue when/if Fighter's concentration is broken.

- WHAT THIS SKILL DOES:
- Allows the fighter to move and use this attack or to just attack,
    - Fighter is not allowed to attack then move.
  - Gives the bonuses of,
    - Initiative +10,
    - ToHIT +10,
    - Damage +6.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the Fighter to rage an attack then move
    - May move then attack or,

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	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

FTR

699-1

11

Last Ditch Effort

LEVEL Tier 3

Refusing to die. Must keep attacking.  
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 Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	1 Battle		None	FTR



By COPILOT

Details:

GENERAL:

- 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 SKILL DOES DO:

- Requires the character to have a current HP level of 30 pts or less to enact this skill.
- Allows 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.
- Maintains all normal attacks and fighting abilities/skills.
- Requires the fighter to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL 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.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.



FTR-HNT-ROG

815-1

11 Mounted Melee Attack

LEVEL Tier 3

Use a trained mount and run them down.  
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	CLASS GROUPS
99	1 Horse	1 Battle		None	FTR-HNT-ROG



By COPILOT

Details:

GENERAL:  
- Requires the use of a trained mount.

WHAT THIS SKILL DOES DO:  
- Requires the attack to use a single handed full axe, hammer, or blade,  
    - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)  
  
- Allows the rider to attack from the mount when moving,  
    - due to the movement to and past the target only 1 attack is allowed.  
  
- Allows 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 SKILL DOES NOT DO:  
- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.  
  
- Does NOT give any extra protection to the mount via any skills,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

FTR

696-1

12 Wake To Battle

LEVEL Tier 3

Remain sensitive to battle noises.  
Save=Instant waking.

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
12 pts	Self	Next Initiative		Class Specialty	Mundane
STACK	AoE	DURATION	1RDS	SAVE	CLASS GROUPS
1	1 Round	1 Round		Skill -40	FTR

Wakes up



By COPILOT

Details:

GENERAL:

- Will work even if the fighter is exhausted or magically placed into sleep,
  - These extreme situations will require the Save to be passed.
  - If fighter rallies against magic sleep and there is no battle this will still work.

WHAT THIS SKILL DOES DO:

- Under normal circumstances the Save is not required. (See GENERAL area)
- Allows the fighter to be completely asleep, then stand up and attack,
  - No initiative bonuses or adjustments are allowed, just a straight initiative roll,
  - No AoOs are allowed within this wake up round.
- Allows the fighter to keep all normal ToHIT, Damage, and number of attacks.

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

FTR



695-1

12 Whirling Mordra

LEVEL Tier 3

Attack EVERYONE at once when surrounded. (Adjacent Squares)

JUST 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	CLASS GROUPS
1	8 Squares	1 Round		None	FTR



By COPILOT

Details:

**JUST 1** GENERAL:

- When using this skill no other attacks may be utilized. (Just 1)

- The 1 Attack roll/damage roll is for all targets,
  - the same ToHit roll may not hit all the different ACs.
- Requires the fighter to maintain concentration,
  - i.e. the fighter must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the fighter to use one set of ToHIT & Damage rolls to all 8 surrounding squares.
  - Applies to all adjacent squares regardless whether they are friend or foe.
- Gives the fighter bonuses to those ToHIT and Damage rolls,
  - ToHIT +4 and Dmg +4 added on top of all other valid bonuses.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow more than 1 attack,
  - The single attack rolls apply to all the surrounding squares,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

ALL

991-1

14 Bestow House Authority

LEVEL Tier 4

Keep your House Organized. Can tell if a follower is true.  
Creates A House for the character.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		None	ALL



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.  
Otherwise character must actively work to 'sense' anothers level of alliegence.  
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
  - i.e. the person must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.  
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.  
Owners may disallow any other members within the house.  
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
  - Allow the owner and authorities of the house to know the approximate loyalty of a person.
  - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
  - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
  - the range of 1 to 9 is a postive reputation indicating the person is loyal.



Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL                      ENHANCEMENTS                      COST



Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of alliegence.

FTR

697-1

15 Surprise Death Blow

LEVEL Tier 4

Most useful in the surprise round. FTR: ToHIT+15, Dmg:Crit.

EXTRA: Target: Surprised, Dazed, Stunned, or Held.

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
16 pts	Melee	Next Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	1RDS	SAVE	CLASS GROUPS
1	1 Creature	1 Round		None	FTR



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
  - Thus no other Extra effort can be done in the same round. (1 per round),
  - EXTRA effort stops the flow of the battle and is resolved immediately.
- Target must be surprised, Daze, Stunned, held or unable to strike and/or block attacks.
- If Instant attacks are possible where they are allowed.

WHAT THIS SKILL DOES DO:

- Limits the fighter to a single attack, other than an AoO attack.
- Requires the fighter to use a weapon that is a longsword or bigger,
  - A weapon considered to be 'Medium' sized or larger.
- Allows significant bonuses to this single attack,
  - ToHIT +15, Damage: use Critical Charge (Blades).

WHAT THIS SKILL 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.

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',

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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.