

FTR

799-1

# 1 Set for A Charge

LEVEL

Tier 1

**Increases AC by +6 vs the charge attacks ONLY.**

**INTERRUPT:** Longsword or larger required.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
4 pts	Self	Instant		Battle Defense	Mundane
STACK	AoE	DURATION	1 RDS	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 continues.
- 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
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### Focus Items and/or Kits:

- Not required.

FTR

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# 1 Shield Expertise

LEVEL

Tier 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 shields,
- 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

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# 1 Weapon Expertise

LEVEL

Tier 1

**1** Weapon gains a Melee ToHIT bonus of +1 per Tier.

Last 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 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 select 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

**1 Massive Bludgeoning Hammerstrike**

LEVEL

Tier 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	2 Rds	SAVE	CLASS GROUPS



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 movement 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 1: Move x2, Min 4. Attk=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:****JUST** 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

**Enhancements:**

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

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

FTR

**2 AOO on Enter or Exit**

LEVEL

Tier 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

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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

**Focus Items and/or Kits:**

- Not required.

**FTR-HNT**

703-1

**3 Mental Alarm Clock**

LEVEL

Tier 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 they 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 versus 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

# 3 Urgent Disengagement w/ 1 Attack

LEVEL

Tier 1

Swipe at the enemy then run!      AoO 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	1 RDS	SAVE	CLASS GROUPS
1	Fighter	1 Round		None	FTR

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**Details:****JUST 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

687-1

# 3 Shield Bash (Odd rounds)

LEVEL

Tier 1

**Use your shield as a weapon on ODD rounds.**

**EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+STR Bonus.**

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 + STR Bonus.
- 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

LEVEL

Tier 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**

LEVEL

Tier 1

**Fighter refuses to move.****INTERRUPT:** Adds +10 per Tier to BRU Save vs being pushed.

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

LEVEL

Tier 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

LEVEL

Tier 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 99	AoE 1 Wpn/Armor	DURATION Permanent		SAVE None	CLASS GROUPS 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.

FTR

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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.

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

Brute



FTR

Shield Still Useable



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.
- 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 shield 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**

801-1

**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	<b>NOW</b>	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	<b>2 RDS</b>	SAVE Senses	CLASS GROUPS FTR-HNT-ROG
99	3x3 Squares	2 Rounds		Not Disrupted	



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

LEVEL

Tier 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
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.

**FTR-ROG**

701-1

**6 Shield Block vs Ranged**

LEVEL Tier 2

**Med/Lrg shld ONLY. Attk 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 AGL	CLASS GROUPS 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	5 RDS None	FTR



By COPILOT

**Details:****GENERAL:**

- Due to the fighters coordination the enemy finds it difficult to protect themselves from the barrage 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. Minimum 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**

LEVEL

Tier 2

Continue an attack through to another.

INTERRUPT: After Kill ToHIT+6 on another target.

COST	RANGE	ROLL OUT	<b>NOW!</b>	COLLECTION	OUTCOME
8 pts	1 Square	Instant	<b>NOW!</b>	Battle Reaction	Mundane
STACK	AoE	DURATION	<b>NOW!</b>	SAVE	CLASS GROUPS
99	1 Target	Instant	<b>NOW!</b>	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 versus 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

LEVEL

Tier 2

**Improve your Crit roll. (any above 100 = 99)**

**INTERRUPT:** Roll Crit(1d100) +Level +Fighters ToHIT.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		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
-----	--------------	------

**Focus Items and/or Kits:**

- Not required.

FTR

691-1

8

# Pull Aggro

LEVEL

Tier 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

LEVEL

Tier 2

**Prepare for multiple attackers against you.****EXTRA:** Attk-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	2 RDS	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

LEVEL

Tier 2

**After a lousy Critical Hit roll. . . .**

**INTERRUPT:** Reroll Critical Hit and choose which roll.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
8 pts	Self	Instant	NOW	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	Self	Instant	NOW	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.

**Enhancements:**

LVL	ENHANCEMENTS	COST
-----	--------------	------

**Counter:**

No Counter Available.

**Creations:**

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

**Focus Items and/or Kits:**

- Not required.

FTR

# 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	1 RDS	SAVE	CLASS GROUPS
1	Self	1 Round		None	FTR

690-1



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.

FTR

1017-1

# 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

**10 Brutal Push Forward**

LEVEL Tier 3

688-1

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 &amp; 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.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

**Counter:**

Resist The Push [Extra]

**Creations:**

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

**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

# 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

699-1



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 conscious 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****11 Mounted Melee Attack**

LEVEL Tier 3

815-1

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		None	CLASS GROUPS
99	1 Horse	1 Battle			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

**12 Wake To Battle**

LEVEL

Tier 3

**Remain sensitive to battle noises.****Save=Instant wakening.**

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

Wakes up

**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.



By COPILOT

**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

**12 Whirling Mordra**

LEVEL Tier 3

695-1

**Attack everyone at once when surrounded.****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	 1 RDS	None	FTR
1	8 Squares	1 Round			



By COPILOT

**Details:****JUST** 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.
- Gives the fighter bonuses to those ToHIT and Damage rolls,
  - ToHIT +4 and Damge +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

# 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

991-1



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
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### 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	I RDS	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.