




-Fighter

Battle Actions/Prep

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Melee Weapon Expertise						2 pts	Touch	1 Item	2 Minutes	end of Battle or 24 hr								
<div></div> <p>Fighter selects one of their current weapons to focus on with attacks.</p> <p>After the rollout the fighter is able to use that weapon more efficiently.</p> <p>The fighter will gain a +1 for each of their Fighter Tiers for the duration.</p> <p>The selected weapon must be a melee weapon.</p>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																
Lvl 9	Duration +50%	6 SP																

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Assist Another To Disengage					4 pts	3 Squares	1 Recipient	Initiative	1 Round		
				Fighter aids a recipient while they face the same enemy & attempt to exit a battle. Recipient gains +4 AC, cannot make attacks, and moves behind the Defending Fighter. Defending Fighter loses 2 attacks (min of 1 attack)and -2 to AC. Defending Fighter may attempt battle with the enemy.							
				COUNTER: None							
				ENHANCEMENTS:							
				Lvl 20 Rollout Instant 16 SP							
				Lvl 14 Attacks +1 8 SP							
				Lvl 16 AoE = 2 Targets 12 SP							

LEVEL	6			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Coordinate Group Initiatives					8 pts		Self		Player Party		Initiative		1 Battle				
 <p>The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.</p>				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Attacks +1 8 SP</div>													

LEVEL	7			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Coordinate vs 1 Enemy					8 pts		Self		1 Target		Initiative		5 rounds				
				<p>Fighter coordinates the parties attacks for a better effect. 1 Skill per target.</p> <p>Fighter successfully directs at least 3 members of their party to attack one target.</p> <p>The party gains Initiative and ToHit bonuses of +2 per Tier of the Fighter.</p> <p>The Fighter loses 1 attack (Min=0), and drops AC by 1.</p> <p>For the 1st round of this skill the Fighter has an Initiative of 40.(He goes FIRST!!)</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Attacks+1 8 SP</p>			

LEVEL

8

Just

Pull Aggro

8 pts


Self

8 Sq Radius

Initiative

3 Rounds

Draws Aggro



Fighter convinces 1d2+2 enemies to target them with an extreme show.

NOTE: Enemy must be able to think. Unthinking things/creatures are not riled.

Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).

Party is a less attractive target with increases to Initiative (+2) and AC (+2).

This is NOT a guarrantee the play will work. It depends on the creature(s).

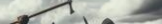
COUNTER: None


ENHANCEMENTS:

Lvl 18Duration X410 SP

Lvl 14Duration X28 SP

Battle Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Set for A Charge			4 pts	Self	1 Charge	Instant	1 Round		
 <p>Fighter may mitigate some of the effects of a charging enemy. Increases their armor class (AC) by +6 vs the charge attacks ONLY. Defender must be using a longsword or larger weapon. The Defender may pivot in order to face the charge.</p>									COUNTER: None

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Shield Expertise				4 pts	Self	Self	Initiative	4 Rounds	
 <p>Fighter uses a shield to a greater than normal advantage. Small & Medium: Use the shield AC +2. Does not apply to Buckler or Large shields. Can be combined with the 'Shield Bash' skill.</p>									COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP


-Fighter


LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Defend / Withdraw, No Attacks						4 pts	Self	Self	Initiative	2 Rounds	
	Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed. +1 AC per adjacent friendly Fighter. Fighter may withdraw from the opponent without incurring an AoO from that opponent.										COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Urgent Disengagement w/ 1 Attack						6 pts	Self	Fighter	Initiative	1 Round	
	Fighter moves in a straight line up to double their basic movement. Fighters AC is improved by 4, front and back. +8 Initiative bonus. Only 1 attack at -4 ToHit is allowed before movement. The Fighter may be subject to Attacks of Opportunity (AoO). The Fighter may also use an AoO.										COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP
LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU +10/Tier Unmoved
Resist The Push						4 pt	Self	1 Target	Instant	Battle	
	Fighter attempts to stay in the same square. Standard effort to not move is done with comparative BRU Save. This skill gives the resisting Fighter a bonus on the Save of +10/Tier.										COUNTER: None
LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute Shield Still Useable
Shield Block vs Melee						8 pts	0 Squares	Self	Instant	1 Attack	
	Fighter negates a melee attack made against them with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. Fighter blocks an enemy's attack with a small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.										COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Protect Strumos						8 pts	1 Square	1 Strumos	Initiative	1 Round	
	The Fighter blocks attacks to the Strumos using weapons and position of body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP
LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Provide Protection						8 pts	3 sqs	1 Creature	Initiative	2 Rounds	
	The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL
Shield Block vs Ranged						8 pts	0 Squares	Self	Instant	Up to 2 Rounds	
	Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the shield. Save for each block. A successful save indicates the specific ranged attack has been blocked. 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.										COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP


Battle Offense


LEVEL	1	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Melee	Self	Initiative	2 Rounds	
Massive Bludgeoning Hammerstrike		 <p>Fighters uses the flat or blunt area of their Hammer. (Only Hammers) Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only). Full damage is applied right away. After 30 minutes half of the damage fades away. Bludgeoning can be applied to all or none of the attacks. Cannot be applied to non-melee attacks or weapons not a 'Hammer'.</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>
LEVEL	2	<div></div> <div>JUST 2</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Move x2	1 Creature	Initiative	1 Round	
Fighters Charge		 <p>Fighter races forward and uses their momentum to help in an attack. (Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4). This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p>								<div>COUNTER:Set For A Charge Lvl:1</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 5 Initiative +4 4 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>
LEVEL	3	<div></div> <div>+</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	1 Square	1 Target	Initiative	1 Round	
Shield Bash (Odd rounds)		 <p>Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers. This is an 'Extra' effort. Only 1 Extra effort is allowed per round. Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers. The 'Shield Bash' must be directed to the same target that the FTR has already targeted.</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 17 Damage +8 / die 16 SP</div>
LEVEL	9	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					12 pts	Self	Self	Initiative	1 Round	
Desperation Attack		 <p>Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll. (There is a Strumos spell that can change the formula to 1d20-5 !)</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>
LEVEL	9	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					12 pts	self	1 creature	Initiative	Battle	
Single Focus Attacks		 <p>Fighter selects one enemy for this battle. Not a group, a single creature. Fighter gains ToHIT Melee bonus +8 to that enemy. Fighter also gains 1 additional attack with that enemy via an enhancement. For 2 rounds after losing focus on that enemy the Fighter has zero additions to the ToHIT. After the 2 Rounds the Fighter regains normal ToHIT bonuses.</p>								<div>CREATE:</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Stacking +1 8 SP</div> <div>Lvl 14 Attacks +1 8 SP</div>
LEVEL	10	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Brute Compare & Move
					12 pts	1 Square	1 Square	Initiative	1 Round	
Brutal Push Forward		 <p>From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2). 1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Fighter and target must use a comparison save.</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Attacks +1 8 SP</div>
LEVEL	11	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					12 pts	Self	Self	Initiative	1 Round	
Adrenaline Rush		 <p>The Fighter hypes themselves up. (Player provides a narrative) Character must verbally hype themselves up within pre-initiative part of their round. Fighter can move and attack or just attack. Movement after the attack is not allowed. Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div>


-Fighter


LEVEL	11			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	Initiative	1 Battle		
 <p>Pure determination keeps a fighter in battle even after death. Must be played out. Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4 Fighter must have 30 HP or less to use the skill. During skill use: Binding has no effect & 1/2 Healing while in negative points. Afterwards the Fighter may be dead, out cold, or just weak.</p>											COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP	


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	1 Square	1 Horse	Initiative	1 Battle		
 <p>Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.</p>											COUNTER: None	

LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	8 Squares	Initiative	1 Round		
 <p>In 1 Sq the Fighter spins back and forth to strike out at all within melee range. 'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares. Recommended to tell the party then stall on your initiative until friends step away. Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only. Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.</p>											COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP	

LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Melee	1 Creature	Next Initiative	1 Round		
 <p>Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). Fighter gains +15 bonus to ToHIT. Damage is rolled on the Critical chart. And enhancements can add to the damage. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP	

Battle Reaction												
LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Instant	1 Round		
 <p>"Extra" effort which can be taken if an enemy enters or exits melee range. With entry/exiting melee range a Fighter may interrupt battle to attack the combatant. This is an 'Extra' effort. Only 1 Extra effort is allowed per round.</p>											COUNTER: No Counter Available. Lvl:1	

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Not Disrupted
						8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
 <p>Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.</p>											COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP	

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	1 Square	1 Target	Instant	Instant		
 <p>The fighter has dropped an enemy and another becomes the target! 'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra effort. Only 1 Extra effort is allowed per round. Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness". 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.</p>											COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP	

-Fighter

LEVEL	7	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	1 Critical	Instant	Instant		

Critical Roll Additions



Fighters skill and experience pays off with a critical success!
Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.
Note that there are 2 ways to get an exact 100: NOTE: Anything above 100 = 99
1. Roll a 100 on the 1d100 or
2. Roll a 1d100 and add the bonuses to exactly 100.

COUNTER: None

LEVEL	8	<div></div> <div>+</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	Initiative	2 Rounds		

Brace for Onslaught



Fighter must pass the Save to resist each Pushback, Stun, or Daze.
Meant to help resist multiple attacks within the duration.
Facing away from (not just looking) attacks will negate 'Brace for Onslaught' effect.
May defend vs any direction except flanking, all during the duration.

COUNTER: None

ENHANCEMENTS:

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

LEVEL	8	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	Instant	Instant		

Critical Hit, 2nd Choice



Fighter can upgrade a natural critical roll.
Fighters luck improves with more choices when rolling a critical!
Reroll a Critical and choose either the original roll or the reroll.

COUNTER: None

Class Specialty

LEVEL	3	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Self	10 Minutes	24 Hours		

Mental Alarm Clock



Able to set a time and wake up at that time.
Fighter reviews surroundings to understand the normal sounds during the rollout.
Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.
When waking it takes 1 full round before Fighter is able to be clear headed.
If used when awake the 'Alarm' still alerts the character.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	4	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		

Situational Awareness



Fighter maintains a watchful eye for enemies.
Fighter must maintain concentration for the duration.
Battle pauses this skill after Round 1. Skill can be resumed after the battle is over.
Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.
Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		

Repair Weapons/Armor



Using the Fighters Kit the Fighter repairs weapons and armor.
Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.
Repaired items are returned to an intact, yet imperfect state.
Repairing Magic items requires passing a Save. Save column must match the Magical +.
Items are imperfectly repaired, but usable.

FOCUS:Required

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	10	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	1 Weapon	2 Hours	1 Battle		

Honing Melee Weapon



Clean and oil while completing minor repairs bringing it back to peak performance.
Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2.
Undamaged weapons are brought back to it's former best condition.
A weapon with major chips, cracks, breaks, or bends is considered 'damaged'.
This will only work on non-magic weapons that are not already in it's best condition.

FOCUS:Required.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 14	Damage X2	12 SP

-Fighter

LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill -40	
						12 pts	Self	1 Round	Next Initiative	1 Round	Wakes up	

Wake To Battle



Fighter jumps from full sleep to full battle mode instantly.
Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this
Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.
This skill can be enacted by the Player even if the Character is asleep.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP

Nae'Ems

LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
							48 pts	1 Recipient	1 Target	1 Week	Permanent	

Bestow House Authority



Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Allegience
COUNTER: None