



1Shield Dancing

LEVELTier 1

Small, Medium, Large = AC +2.     With Large shield ToHIT -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE    COL	CLASS GROUPS
99	Self	4 Rounds		none	FTR-DEV



Created by COPILOT

**Details:**  
Allows use of some shields more effectively:

- WHAT THIS DOES:**
- Does increase AC on some shields,
    - Small, Medium, and Large shields have an AC+2.
  - Does DECREASE the ToHIT by 1 for Large shields.

- WHAT THIS DOES NOT DO:**
- Does NOT apply to extreme sized shields (Bucklers, Kite, or Wall).

**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.

# 1 Massive Bludgeoning Attacks

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Melee	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	2 Rounds		none	FTR



Created by COPILOT

- Details:**
- This choice of attack is an attempt to subdue rather than harm.
  - While attempting this attack the Fighter might still cause real damage.
  - If a Fighter has multiple attacks any or all attacks can be Blunt Force.

- WHAT THIS DOES:**
- Does lower the Fighters ToHIT by 2.
  - Does dictate All successful hits use the Criticals Chart,
    - Use the Hand/Foot column,
    - Use damage from the Critical chart indicates only, not the weapon.
  - Does allow the fighter to make any or all of their attacks in the round as Bludgeon.

- WHAT THIS DOES NOT DO:**
- Does NOT work with ranged or thrown attacks.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.



# 1 AoO on Enter or Exit

LEVEL Tier 1




Created by COPILOT

As target enters/exits.

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

- Details:**
- Timing,
    - Fighter notices a chance to attack an enemy moving by within 1 square,
    - Fighter engages this skill and movement is halted,
    - This attack is resolved then the initiatives resumes.
  - The fighter is NOT required to use this skill.

-  **WHAT THIS DOES:**
- Does allow the fighter an instant / Extra attack once a round.
  - Does become an option once the target either enters into or goes out of Melee Range,
    - Regardless of initiative order.
    - Melee attacks are normally limited to 1 Square.
  - Does all normal attacks are still available.

- WHAT THIS DOES NOT DO:**
- Does NOT allow other attacks flagged as 'Extra' allowed in same round,
    - For example, 'Shield Bash' or 'Aoo on Kill'.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1      Avoid An AoO - ROG

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 1 Set for Charge

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT	<div><div>NOW</div><div>1</div><div>RDS</div></div>	COLLECTION	OUTCOME
4 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Charge	1 Round		none	FTR

- Details:**
- This is aCOUNTER MEASURE
  - Limited useable weapons and shields for this strategy.
  - May only be used once per round.
  - Reduces the number of attacks the defender can make by 1, minimum of 0.

JUST 1

- WHAT THIS DOES:**
- Does require the defending Fighter to use:
    - Medium shield or larger to gains the Shields AC again. and / or
    - Use of a weapon the size of a longsword or larger.
  - Does allow the AC of the defender to increase,
    - Shield normal armor class X 2,
    - Add 2 to the doubled shield bonus.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the defender any Extra attack, such as Ao0,
    - This concentration and postion do not allow use of Ao0's in this round.
  - Does NOT have any effect from use of shields smaller than Medium.
  - Does NOT allow use of any non-listed weapons.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

2    Defend - No attacks

LEVEL                      Tier 1

AC: +1 / Tier.      No attacks.

COST	RANGE	ROLL OUT	N EXT	COLLECTION	OUTCOME
4 pts	Self	Next Initiative		Battle Defense	Mundane
STACK	AoE	DURATION	2 RDS	SAVE    COL	CLASS GROUPS
1	Self	2 Rounds		none	FTR



Created by COPILOT

- Details:**
- AC+1 per Tier.
  - When used side-by-side with another fighter exercising the same skill,
    - AC +1 to each fighter defending/facing the same enemy.
    - In addition to the 1 AC per tier.
  - Base Move is reduced by half.

- WHAT THIS DOES:**
- Does allow character to improve AC by 1 per Tier
  - Does end if the character does aggressive actions resulting in damage to another.
  - Does require the fighter to move slower, with their base move at half speed.
    - If a fighter has a base move of 4 then that becomes a base move of 3.
  - Does last to the end of the current round AND to the end of the next round.

- WHAT THIS DOES NOT DO:**
- Does NOT allow any attacks by the character,
    - No standard attacks,
    - No Extra attacks,
    - No actions which have the result of damaging another.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

## 2 Attack Defenses

LEVEL Tier 1

987-



Created by COPILOT

For non-magical AC. Drop 1 AC per hit. Max of 1/4 of orig AC.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	4 Hours		none	FTR

- Details:**
- After a targets AC has been reduced by use of this skill the enemy must rest for 4 hours. AND if the target has physical armor then a Fighter can use the repair skill to fix it.

- WHAT THIS DOES:**
- Does allow the fighter to attack an enemy who has protection beyond just magical.
  - Does require the fighter to hit 1/2 the actual AC of the target.
  - Does allow the fighter to reduce the enemies AC by 1 for each successful hit.
    - The maximum AC effect to reduction of 1/4 of the targets full AC.
    - This skill can not reduce the targets AC to lower than 3/4 of the targets original AC.
  - Does allow the fighter to drop the target AC by 1 point per successful attack.
  - Does allow the fighter with a critical hit to drop the target AC by 2 points per attack.

- WHAT THIS DOES NOT DO:**
- Does NOT affect a target with an AC derived from Magic only (spells and such)

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

# 2 Fighters Charge

LEVEL Tier 1



Created by COPILOT

Move x2, Min 4 Sqs. 2 Attks. AC-4. ToHIT/Dmg +X. No pivot.

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

Details:

- No other attacks beyond the charge max (2 attacks) may be attempted,
  - this is counted as an 'Extra' attack,
  - no other "Extra" attacks allowed in same round.
- May incur AoO's during charge.



WHAT THIS DOES:

- Does 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 movement allowance.
- Does allow the attacker to gain +8 ToHIT and +8 Damage,
  - But limited to a maximum of 2 attacks.
- Does require the attacker to downgrade their AC by 4 (AC-4).

WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks in a charge round.
- Does NOT inhibit the fighter from becoming the target of others AOO while charging.
- Does NOT allow attacker to end the charge with a pivot,
  - Charger must be facing the enemy to use this skill.
- Does NOT allow other attacks to be attempted,
  - This is counted as an 'Extra' attack, thus no other 'Extra' attacks allowed in same round.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Set For Charge

Creations:

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

# 3 Mental Alarm Clock

LEVEL Tier 1

703-



Created by COPILOT

Set time to wake and wake at that time. 1 Rd to clear head.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	18 Hours		none	FTR-HNT

**Details:**

- Can only be used during normal sleep.

**WHAT THIS DOES:**

- Does requires 10 minutes of prep time.
  - Does require the character to view the surroundings to understand what it's normal sounds are.
- Does allow the character to be fully awake the next round from waking.

**WHAT THIS DOES NOT DO:**

- Does NOT take effect if character is exhausted.
- Does NOT have any effect verses sleep enforced by magic.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.





# 3 Disengage

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2-3 Squares	1 Round		none	FTR

Details:  
- This alteration of attacks must be stated BEFORE initiative is rolled.

- WHAT THIS DOES:
- Does require the fighter state their intention to use this skill BEFORE INITIATIVE.
  - Does allow the fighter to move backward in a straight line up to 3 squares.
  - Does require the fighter not attack in any way.
  - Does bonus the fighter with a +4 to AC,
    - The improved AC stays with the fighter for a full battle cycle.
  - Does allow the fighter to a bonus when saving due to an A00,
    - The fighter may use either BRU:2 or AGL:2 to avoid A00's.

- WHAT THIS DOES NOT DO:
- Does NOT allow the fighter to backup using a curved path.

## Bonds and Connections

- No Nae'Em connection.

## Counter:

No Counter Available.

## Creations:

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

## Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

## Focus Items and/or Kits:

- Not required.

# 3 Shield Bash (Odd rounds)



LEVEL Tier 1

687-



Created by COPILOT

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

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

Details:

- Extra attack for odd rounds only.
- If a critical or blunder is rolled use Blunt column.
- Must be a single target within 1 square.

WHAT THIS DOES:



- Does allows the fighter bonuses of:
  - +4 ToHIT,
  - Damage is equal to the Shields Front AC bonus + STR Bonus.
- Does requires the shield used to be larger than a buckler.

WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged as 'Extra' allow in same round.
- Does NOT allow this skill to be used WITH a Charge attack.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

# 4 Situational Awareness

LEVEL Tier 1

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 COL	CLASS GROUPS
1	Within Hearing	1 Hour / Tier		none	FTR



Created by COPILOT

- Details:**
- Enable the fighter to be maintain an awareness of the nearby surroundings.
    - Requires the fighter to not use any other skills that require concentration.

- WHAT THIS DOES:**
- Does have an AoE is all within normal unaided hearing of the fighter.
    - loud noises may effect this AoE.
  - Does drop the Fighter's AC and ToHITs by 2.
  - Does allow the group to not be surprised and gain a +2 with their initiative,
    - the groups awareness can help the group.
  - Does all effects last through any attempted round 0 and through round 1 as well.
  - Does continue to the end of the duration even after an encounter.

- WHAT THIS DOES NOT DO:**
- Does NOT continue if the fighter is not aware, concious or watchful.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not Required.

4



Shield Block

LEVELTier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	0 Squares	Instant		Battle Defense	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Self	1 Round		BRU2 	FTR

Details:  
- COUNTER MEASURE vs melee based attacks.



- WHAT THIS DOES:
- Does require the fighter have a medium or smaller shield,
  - Does require the fighter to annouced the block prior to the assigning of damage.
  - Does require a Save,
    - Failing the Save means the shield is not usable for the rest of the battle,
      - Repair Weapons/Armor must be done to use this again.
    - Passing the Save means the shield is unaffected and can continue to be used.
  - Does allow the Fighter to block the damage regardless of the Save.
  - Does qualify as and EXTRA attack. Thus no other Extra attacks can be done in the same round.

- WHAT THIS DOES NOT DO:
- Does NOT block any critical hits to the Fighter.
  - 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.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Focus Items and/or Kits:

- Not required.




4 Assist Another To Disengage

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	3 Squares	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	1 Round		BRU/AGL 2 	FTR

Details:  
- This alteration of attacks must be stated BEFORE initiative is rolled.

- WHAT THIS DOES:
- Does require the fighter state their intention to use this skill BEFORE INITIATIVE.
    - Does lower the fighters AC by 2. Recipient:
  - Does allow the recipient to move backward in a straight line up to 3 squares.
    - Requires the recipient to NOT be between the defending fighter and the attack.
    - Does require the recipient not attack in any way.
    - Does bonus the recipient with a +2 to AC,
      - The improved AC stays with the recipient for a full round.
  - Does allow the recipient a bonus when saving due to an AOO,
    - The recipient may use either BRU:2 or AGL:2 to avoid AOO's,
    - If backtracking makes the recipient open to more AOOs those cannot be dodged.

- WHAT THIS DOES NOT DO:
- Does NOT allow the recipient or Fighter to move using a curved path.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

5

Repair Weapons/Armor

LEVEL

Tier 2



Created by BING AI

Fixed damaged, but not broken metal weapons and armor.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME	
8 pts	1 Square	4 Hours		Class Specialty	Mundane	
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Wpn/Armor	Permanent		SKL	3	FTR

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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





Focus Items and/or Kits:

- Fighters kit must be stocked and available.

5 Provide Protection

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	initiative		Battle Defense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	1 Round		none	FTR



Created by COPILOT

- Details:**
- Intention must be stated be initiatives are rolled.
  - The recipient must not be actively unwilling, (can be unconscious)

- WHAT THIS DOES:**
- Does allow the fighter to block attacks of another,
    - The recipient may be located behind or to the side of the fighter.
  - Does set the fighters Initiative lower by 2 and their ToHIT by 2 as well.
  - Does give a bonus of 4 to the recipients AC.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect outside of battle.
  - Does NOT have any effect if the fighter is in the recipients flank.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

# 5 Converge On The Enemy



LEVEL Tier 2

683-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	Conc + 2 Rds		none	FTR

Details:

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

WHAT THIS DOES:

- Does require the fighter to become less effective in battle,
  - Will lose one attack. Minumum number of attacks may become zero.
  - The fighters AC will drop by 1.
  - The fighters ToHIT drops by 4.
- Does give the party (those with the fighter):
  - Init +1/Ftr Tier,
  - ToHit +1/Ftr Tier
- Does allow the effect to continue (negative to Ftr and positive to party),
  - for as many rounds as the fighter continues this skill + 1 more round.

WHAT THIS DOES NOT DO:

- Does NOT affect any attacks before the fighter has started this effort.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.





# 5 Coordinate Group Initiative

LEVEL Tier 2



Created by COPILOT

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

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

**Details:**

- The character helps to adjust the order of attacks from the group.

**WHAT THIS DOES:**

- Does require the Fighter give up one attack to coordinate the order of attacks of the group,
  - Fighter must have a minimum of 2 attacks in order to give up 1 attack.
- Does require the Fighter to select which classes get which Initiative Bonuses,
  - The bonuses to choose from are: +6, +4, +0, -2,
  - The base classes for the bonuses are Caster, Rogues, Hunters, and Fighters.
- Does allow normal use of Extra attacks.

**WHAT THIS DOES NOT DO:**

- Does NOT allow the Fighter to use all their normal attacks for the round,
  - Fighter must give up 1 of their normal attacks to use this skill.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

5

Disruptive Factor (Counter)

LEVEL

Tier 2

801-

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	2RDS	SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds		Observe 2	FTR-HNT

Created by COPILOT

Details:

Spells that can be disrupted (interrupted) during Rollout are:

- 1

x -Dispel Magic Spell

2 -Connect With A Fighter

2 -Triggered Forced Healing 2d8

3 -Repair Undead/Living Dead

3 -Invoke Temporary Imp

4 -Slow Healing 10/Hr (Max=4 hrs)

4 -Final Rites

5 -Dimension Quick Portal for 3

5 -Detect Magic

5 -Invoke Imp Partner (Year long)

6 -Create a Vae'Em Location.

9 -Find Clues To True Name

9 -Create Plague Bearer/Drifter

9 -Dimension Portal

11-Astral Plane Projection

11-Connect To An Arcane Focus Item

11-Summon Life From Death

12-Circle - Dimensional Expulsion

13-Summon Strumos Item (Tae'Em)

13-Circle of Containment

14-Consecration of Corpse

16-Reveal True Name
- WHAT THIS DOES:
- 1

7 -Speak To Dokour Target

7 -Direction To Dokour Target

7 -Create Permanent Nae'Em

7 -Invoke Skeleton/Drifter

8 -Create Zombie/Skeleton

18-Arcane Removal (2 of 3)

19-Dead Spirit Conversation Circle

20-Raise The Dead




20-Invoke Wraith/Ghoul
- Does require the target to pass the Save or fail to complete an action or effort.
  - Does require Rogue to activate this BEFORE the any targeted skill has enacted,
    - can be used in same initiative as the targeted skill, but must this disruption must happen when the spell/skill is being rolled out..
  - Examples of reasons to use this skill:
    - Draw attentino away from a rogue attempting to not be seen,
    - Encourage an opponent to attack the user of this skill instead of another person.
- WHAT THIS DOES NOT DO:
- Distract a pickpocket target to assist a sticky fingered Rogue.
  - Disrupt the effort of a person trying to organize a group or crowd.
  - Does NOT focus on a single target for it's affect.
  - Does NOT exclude the characters own group from being affected.
  - This action might,
    - disrupt other actions that attempt to gain attention of others.
    - draw more attention than intended (pull aggro)
    - disrupt more issues that are in play than expected,
    - Skills listed above which the party is currently using
- Bonds and Connections
- No Nae'Em connection.
- Counter:
- No Counter Available.
- Creations:
- No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.
- Enhancements:
- | LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 12  | Range X2     | 8    |
| 18  | Range X4     | 10   |
- Focus Items and/or Kits:
- Not required.

# 6 Brace for Onslaught

678-

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	2 Rounds		BRU 2 	FTR



Created by COPILOT

- Details:**
- If the Fighter passes the Saves they are not affected by the:
    - Knockdown, Stunning, Dazed, or Push back.

- WHAT THIS DOES:**
- Does require the character have more than 1 attack available within the round.
  - Does reduce the fighters number of attacks by 1.
  - Does require to remain facing the primary issue they are addressing,
    - Must stay within their 1 square,
    - Must face the primary issue,
    - Fighter may 'look' elsewhere, but not face elsewhere.

- WHAT THIS DOES NOT DO:**
- Does NOT help if the fighter is pushed or moved about by means other than an attack.
  - Does NOT continue within the round if the Fighter is moved out of the their square.
  - Does NOT work if the fighter is attempting stand ground against enemies from multiple directions.
    - can only be effective for a single direction.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

**Focus Items and/or Kits:**

- Not required.

# 6 Critical Roll Additions

LEVEL Tier 2

694



Created by COPILOT

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

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

Details:

- Note that there are 2 ways to get a 100:
  1. Roll a 100 on the 1d100 or
  2. Roll a 1d100 and add the bonuses to exactly 100.

After Natural 20 and before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.

WHAT THIS DOES:

- Does require the fighter to request this after they roll a critical hit,
  - But before the 1d100 on the critical hit table.
- Does the fighter rolls 1d100 and adds their ToHIT bonuses and Fighter Levels.
  - reset any total over 100 to 99.

WHAT THIS DOES NOT DO:

- Does NOT allow the skill if it is called upon after the 1d100 hss been rolled.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0




Focus Items and/or Kits:

- Not required.

# 7 Brutal Push Forward

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	1 Round		BRU 2 	FTR



Created by COPILOT

- Details:**
- This intention must be stated BEFORE initiative is rolled to gain the Init+4.
  - Direction of movement is indicated while stating intention.
  - Enhancement of 'Attacks +1' results in this effort taking no attack away,
    - normally the effort to push requires the number of attacks be lowered by 1.
    - This Enhancement will NOT allow an addition of an attack.

- WHAT THIS DOES:**
- Does allow an attempt to push the target straight back 1 square.
  - Does require an open and unoccupied square directly behind the target.
  - Does require fighter to use one of their attacks as this effort,
    - Minimum attack of zero is possible.
  - Does require fighter to pass the Save,
    - Fighters AC drops by 2 and number of attacks drop by 1,
    - Fighters ToHIT +2 and if stated in time Init +4,
    - Target is then pushed back to the open square,
    - Fighter is moved into the square the target had occupied.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect if the single target occupies more than 1 square.
  - Does NOT have any effect if the Save fails.
  - Does NOT work if there no open square behind the target.
  - Does NOT work verses both magical and mundane barriers which block the push.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Attacks +1	8

**Focus Items and/or Kits:**

- Not required.

7

AoO on Kill

LEVEL

Tier 2



Created by COPILOT

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 COL	CLASS GROUPS
99	1 Target	Instant		none	FTR

Details:

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



WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Avoid An AoO - ROG

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Focus Items and/or Kits:

- Not required.

8 Pull Aggro

LEVEL Tier 2



Created by COPILOT

Self:Attks-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 COL	CLASS GROUPS
4	8x8 Squares	1d3+1 Rounds	none	FTR



2 RDS

Details:

- The enemy make choose to attack the fighter because:
  - the fighter seems to be leader holding this group together,
  - the fighter seems to be weak enough to finally take out,
  - the fighter has enraged and pushed them just too far,
  - the fighter seems to have the most valuable loot.
- When the fighter draws target(s) away the others in the group may have time to act.

JUST 1

WHAT THIS DOES:

- Does require the fighter to (role play) the effort to draw the targets attention,
  - This will then give the GM the ability to estimate the degree of aggro,
  - Maximum of 8 targets that are within the AoE.
- Does allow the fighter to attempt to attract enemies up to 3 squares in all directions.
- Does require the fighter to either:
  - Drop their number of attacks by 2 (minimum of 1) and
  - Drop their AC by 4.
- Does allow the other members in the party to gain,
  - An AC bonus of +2,
  - An Initiative bonus of +2.

WHAT THIS DOES NOT DO:

- Does NOT effect more than 4 targets per skill usage.
- Does NOT have any effect on creatures that cannot or will not think on their own.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:



- Not required.



# 8 Desperation Attack

LEVEL Tier 2

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

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



Created by COPILOT

Details:

- This skill gives a chance to have a great effect on battle!
  - Also, gives a bit of a chance that battle will not go so well.
- The AC, Initiative, ToHIT, and Damage are adjusted by separate 1d20-8 rolls.
- Use the adjustments rolls for all the attacks and defense in the round.
- This skill can be assisted by the spell "Assist Desperation Attack",
  - That spell will change the adjustment from 1d20-8 to 1d20-5.

WHAT THIS DOES:

- Does require the Fighter to announce the intension to use this when rolling initiative.
- Does follow this process for each normal attack in the round:
  - For AC roll 1d20 and subtract 8. Use this to adjust your AC,
  - For Initiative roll another 1d20 and subtract 8. Use this to adjust your Initiative.
  - For ToHITs roll another 1d20 and subtract 8. Use this to adjust your ToHITs.
  - For Damage (if you hit) roll 1d20 and subtract 8. Use this to adjust your Damage.

WHAT THIS DOES NOT DO:

- Does NOT allow this skill to be used on Saves.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.





9 Adrenalin Rush

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	Initiative		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	1 Round		none	FTR

Details:  
- Available to Fighters only.

- WHAT THIS DOES:
- Does allow the fighter to move and use this attack.
  - Does give the Initiative bonus of +10.
  - Does allow the fighter a ToHIT bonus of 10 points.
  - Does allow the fighter a damage bonus (if the attack hits) of 6 pts.

- WHAT THIS DOES NOT DO:
- Does NOT gain any damage bonus if all attempts to hit fail. And no damage done at all.
  - Does NOT allow the fighter to regain any lost opportunity to use the ToHIT bonuses if circumstances do not allow normal number of attacks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

# 9 Mounted Melee Attack

LEVEL Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL 2 	FTR-HNT-ROG



Created by COPILOT

**Details:**  
- Requires the use of a trained mount.

**WHAT THIS DOES:**

- Does require the attack to use a single handed full axe, hammer, or blade, smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Does allow the rider to attack from the mount when moving, due to the movement to and past the target only 1 attack is allowed.
- Does allow the rider to stop and attack from atop of the mount, With a max of 2 attacks, The rider may choose to use both attacks on the same target.

**WHAT THIS DOES NOT DO:**

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills, However, any barding on the mount may help.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Focus Items and/or Kits:**

- Not required.

9 Critical Hit - 2nd Choice

692-



Created by COPILOT

Reroll Critical Hit and must take the roll.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
12 pts	Self	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	Self	Instant		none	FTR

Details:  
- Fighter can upgrade a natural critical roll.

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

# 10 Honing Melee Weapon

LEVEL Tier 3

702-



Created by COPILOT

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

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

Details:

- Fighter is able to maitain Melee weapons,
  - this includes daggers, swords, hammers, and axes.

WHAT THIS DOES:

- Does uses the Fighter Kit to complete minor repairs,
  - Blunders rolled that indicate a break or scratch can be repaired.
- Does use the Fighter Kit to hone the weapon,
  - The honing adds a +1 to damage and will last through end of next battle,
  - The enhancement 'Duration X2' will set the duration to 2 battles.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on Ranged or Thrown weapons.
- Does NOT cover bows, crossbows, whips, darts, clubs, staffs, spears, and natural weapons.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12
14	Duration X2	8



Focus Items and/or Kits:

- Required.

10 Last Ditch Effort

LEVEL Tier 3

699-



Created by COPILOT

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 COL	CLASS GROUPS
1	Self	1 Battle		none	FTR

- Details:**
- When the fighter is in negatives they will not bleed,
    - Binding will not have any effect on them since they do not bleed.
    - When the fighter reaches the new point of death they will finally die.
  - After the battle is over the fighters natural point of death is reset,
    - at that point the fighter may be dead, out cold, or just weak.
    - based on their current HP.

- WHAT THIS DOES:**
- Does require the character to have a current HP level of 30 pts or less to enact this skill.
  - Does allow the fighter to stay concious and awake below their normal point of death,
    - The fighter gains an extra 30 negative HP,
    - If the fighters normal point of death is -24, then it becomes -54.
  - Does maintain all normal attacks and fighting abilities/skills.

- WHAT THIS DOES NOT DO:**
- Does NOT keep the extra 30 health points once the battle is over,
    - When the points are removed the fighter may be out cold, dead, or just weak,
    - The status of the fighter entirely depends on their health after the points are removed.
  - Does NOT have the ability to move more than 2 squares once this has been enacted.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

# 11 Wake To Battle

LEVEL Tier 3

696



Created by COPILOT

Save=Instant wakening.

COST	RANGE	ROLL OUT	N EXT	COLLECTION	OUTCOME
12 pts	Self	Next Initiative		Class Specialty	Mundane
STACK	AoE	DURATION	1 RDS	SAVE COL	CLASS GROUPS
1	1 Round	1 Round		SKL 1	FTR

Details:

- Will work even if the fighter is exhausted or magically placed into sleep,
  - If fighter rallies against magic sleep and there is no battle this will still work.

WHAT THIS DOES:

- Does allow the fighter to be completely asleep, then stand up and attack,
  - No initiative bonuses or adjustments are allowed, just a straight initiative roll,
  - No AoOs are allowed within this wake up round.
- Does allow the fighter to keep all normal ToHIT, Damage, and number of attacks.

WHAT THIS DOES NOT DO:

- Does NOT allow an AoOs within this 'waking' round.
- Does NOT allow the fighter to attack if the waking round is a surprise round from the enemy,
  - but this will still allow the fighter to move up to 2 squares.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Focus Items and/or Kits:

- Not required.



# 12 Whirling Mordra

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	8 Squares	1 Round		none	FTR

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



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

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

14 Surprise Death Blow

LEVEL Tier 4

697-



Created by COPILOT

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

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

Details:

- Target must be surprised, Daze, Stunned, held or unable to strike and/or block attacks.
- If Instant attacks are possible where they are allowed.

Example: Find the right situation (surprised, Dazed, Stunned, or Held):  
Enemy has AC of 25. Hero surprises him in an alley, thus a Round 0. Call out this skill:  
Adjust the ToHIT: Our Hero rolls a ToHit of 17 and adds 15 giving a total ToHit of 32.  
Adjust the Damage: Rolls a 93 from 1d100 and the Critical Hit Chart shows 'Max Damage x2',  
Roll the Maximum damage, multiply by 2 per the chart,



WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT allow the fighter to apply this skill to more than one attack per round.
  - Except for any AoO that become available.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12

Focus Items and/or Kits:

- Not required.



# 14 Bestow House Authority

991-3

LEVEL Tier 4

Creates A House the character owns. Can tell if a follower is true.

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

Designed by Freepik

Details:

DETAILS:

focus item makes the 'sensing' passive.  
Otherwise character must actively work to 'sense' anothers level of alliegence.  
Only the Eolas using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House.  
Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses.  
Owners may disallow any other members within the house.  
Authorities my only disallow other members that are NOT owners or authorities.

WHAT THIS DOES:

- Does

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 DOES NOT DO:

- Does NOT

Bonds and Connections

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



Counter:

No Counter Available

Creations:

- Creates House effect upon a person.
- The 'House Authority' spell can bestow authority on another.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

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