




# -Fighter


## AAA-My Party

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Situational Awareness						4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier				
						Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle does not interrupt this skill. 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


## Altered Reality


LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
TIRO: Beauty Contestant:2nd Prize						15% Max	Self	Self	5 Minutes	12 Hours				
						Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.						COUNTER: None		
												ENHANCEMENTS:		
												Lvl 0	No Enhancements	0 SP

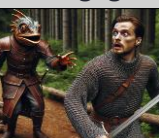
LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
TIRO: Pie Fight!						20% Max	4 Squares	1 Target	Initiative	1 Round	Blocks Vision		
 Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 0	No Enhancements	0 SP

LEVEL	0.3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1				
TIRO: 2 Rope Image					10% Max	1 Rope	1 Rope	1 Minute	2 Hours			Rope not cut				
				<p>The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP														

## Battle-Defense

LEVEL	1	<div></div>	<div>Just 1</div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Set for Charge						4 pts	Self	1 Charge	Instant	Instant		
<div></div> <div>Fighter turns some of the effect of a charge back on the aggressor. Requires a medium shield or larger AND a weapon the size of a longsword or larger. Will double a shield AC &amp; give a bonus+2 to the AC. (Shieldx2)+2. This is an 'Counter' action. Only 1 Counter is allowed per round. Defending Fighter only has this attack.</div>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0   No Enhancements   0 SP</div>	

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Defend - No attacks						4 pts	Self	Self	Instant	2 Rounds			
 Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks. Base move x half. AC+1 per Tier. Fighter quickly glides up behind then an enemy to deliver a strong blow.											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	
Disengage						4 pts	Self	2-3 Squares	Initiative	1 Round			
 Fighter skillfully avoids combat as they avoid battle. REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares. Fighters AC is improved by 4. BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save. No attacks are allowed while using this skill.											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 14	Duration X2	8 SP

# -Fighter

LEVEL	4	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2	<div><div></div></div>
					4 pts	3 Squares	1 Recipient	Initiative	1 Round			Disengages

## Assist Another To Disengage



Fighter aids another while they face the same enemy & attempt to exit a battle safely.  
REQUEST BEFORE INITIATIVES ARE ROLLED.  
Both roll initiative & move during highest initiative in a straight line 1-3 squares.  
Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack.  
No attacks are allow by the recipient and the fighter.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	4	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	<div><div></div></div>
					4 pts	0 Squares	Self	Instant	Instant			Blocks

## Shield Block



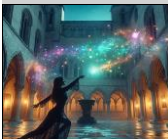
Fighter blocks an enemy's attack with their shield.  
COUNTER: Block a single melee attack BEFORE the damage from the attack is announced.  
Fighter blocks an enemy's attack with a medium or smaller shield.  
Save to block. Blunders merely fail. Criticals allow 2nd block instantly.  
This skill cannot block critical hits TO the fighter.

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP

## Battle-Offense

LEVEL	0.2	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	<div><div></div></div>
					20% Max	6 Squares	1 Target	Initiative	Instant			Damage taken

## TIRO: Fire Crack!



Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required)  
Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	0.4	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	<div><div></div></div>
					30% Max	12 Squares	1 Target	Initiative	Instant			No Damage

## TIRO: Quick Flash Fire



Colorful embers appear in the caster's palm.  
ToHIT Required.  
1d12 Damage. Save for half damage.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	1	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	<div><div></div></div>
					4 pts	1 Square	1 Target	Instant	Instant			

## AoO on Enter or Exit



"Extra" attack 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' Attack. Only 1 Extra attack is allowed per round.

COUNTER: Avoid An AoO - ROG Lvl:1  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	1	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	<div><div></div></div>
					4 pts	Melee	Self	Initiative	2 Rounds			

## Massive Bludgeoning Attacks



Fighters use the flat or blunt area of their weapon.  
Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).  
FFull 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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

LEVEL	2	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	<div><div></div></div>
					4 pts	Move x2	1 Creature	Initiative	1 Round			

## Fighters Charge



Fighter races forward and uses their momentum to help in an attack.  
This charge must be in a striaght line and not start or stop 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.

COUNTER: Set For Charge - FTR Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 9 Damage +50% 8 SP  
Lvl 14 Attacks = FTR 8 SP

# -Fighter

LEVEL	3	<div></div> <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)



Fighters use their shield as a weapon. This is considered a blunt attack.  
Skill requires a small to large shield. Does not allow bucklers or kite shields.  
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.  
Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.  
All 'Shield Bash' must be directed to the same target.

COUNTER: None  
ENHANCEMENTS:  
Lvl 17 Damage +8 / die 16 SP

## Battle-Prep

LEVEL	0.3	<div></div> <div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					30% Max	Self	Self	1 Minute	4 Hours		

## TIRO: Armor of Light



Solid Multi Colored flashes and surrounds the Caster.  
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

## Call-Summon

LEVEL	0.3	<div></div> <div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Item grabbed.
					30% Max	4 Sqs	1 Item	Initiative	1 Round		

## TIRO: I Have Your Item!



Bright Multi Colored flashes travel towards the item and snatches it.  
Random object (No magic/metal/crystalline). Metal armor = 1 worse Save.  
Save to retrieve item.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

## Communication-

LEVEL	0.2	<div></div> <div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		

## TIRO: Amplify Own Speech



The caster takes a deep breath and speaks at an amplified volume.  
Amplifies sound out up to a 3 Square wide Cube.  
Amplify even whispers.  
Doesn't affect anyone but the caster.  
As normal for the resulting volume it does carry over walls/barriers.

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	0.3	<div></div> <div></div> <div></div>	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					15% Max	20 Squares	1 Flare	Initiative	1 Minute		

## TIRO: Colored Signal Flare



A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20  
1 - 5 is bright red,  
5 - 10 is bright blue,  
10 - 15 is bright yellow,  
15 - 20 is bright green.

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	0.4	NAE'EM	<div></div> <div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIP0: Sloppy Spying						25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		

## TIRO: Sloppy Spying




Ghastly Multi Colored flashes surround the caster for the duration.  
Caster is the only one that sees the effects of this spell.  
Others have no indication beyond a lot of multi colored magic floating around.


COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

# -Fighter


## Creation-Meta

LEVEL	0.1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO:	Water From A Plant					20% Max	1 Square	1 Plant	Initiative	10 Minutes		
 <p>The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.</p>										COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP		


## Health-Life-Death

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO:	Healing Bolus					30% Max	1 Square	Recipient	Initiative	Permanent		
 <p>A rainbow of colors surrounds the person being healed. 1d12 HP healing.   Does heal 1d12 painlessly. Does NOT heal Undead or Living Dead. Does NOT heal any sicknesses, diseases or other ailments. Does NOT deal any damage prior to healing the Recipient.</p>										COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP		


## Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO:	Aural Spark					10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		
 <p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</p>										COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP		


## Personal-Connections

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Friends!
TIRO:	Random Friendship					40% Max	10 Squares	1 Target	Initiative	Special		
 <p>Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. Does last only 10 minutes (outside of battle) or one round (in battle). Does allow the Target to make a Save.</p>										COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP		

## Shelter-Rest-Protection

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO:	Garish Pup Tent					20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		
 <p>Bright Multi Colored flashes form a broken down colorful tent. Bright multicolored pup tent. 2 participants.</p>										COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP		

## Tracking-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO:	Tracking					30% Max	Self	1 Trail	Initiative	1 Hour		
 <p>Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts.</p>										COUNTER: None ENHANCEMENTS: Lvl 0   No Enhancements   0 SP		

-Fighter

Travel-Planes

LEVEL0.1

STACK99

COST20% Max


RANGE1d6 Squares

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATIONInstant

SAVE:No Save



Colorful glow appears under caster's feet & follows them as they jump.  
1d6 squares in direction indicated.

COUNTER:None

ENHANCEMENTS:  
Lvl 0No Enhancements0 SP

LEVEL0.3

STACK99

COST40% Max


RANGE4 Squares

AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATIONInstant

SAVE:BRU: 2  
Not moved



Bright Multi Colored flashes travel towards the Target and surround them.  
Recipient forced to random spot up to 4 Squares away.

COUNTER:None

ENHANCEMENTS:  
Lvl 0No Enhancements0 SP

Utility-

LEVEL0.4

STACK99

COST25% Max


RANGETouch

AREA OF EFFECTVaries

ROLL OUT1 Minute

DURATION1 Hour

SAVE:No Save



Multi Colored flashes extend from Caster's hand and form into consumable food.  
1d12 meals appear at waist height of the Caster.

COUNTER:None

ENHANCEMENTS:  
Lvl 0No Enhancements0 SP

LEVEL2

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION18 Hours

SAVE:No Save



Able to set a time and wake up at that time.  
Fighter reviews the surroundings to understand normal sounds are 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.

COUNTER:None

ENHANCEMENTS:  
Lvl 10Rollout Halved6 SP  
Lvl 14Duration X28 SP