






-Fighter


AAA-My Party

LEVEL		698-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Situational Awareness		4 pts	Self	Within Hearing	1 Hour/Tier	4 Minutes	none	1
	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.								3 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL		802-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Coordinate Group Initiative		8 pts	Self	Player Party	Battle	Initiative	none	99
	The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +6,+4,+0 & -2 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.								0 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL	658-1		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK	
5	Repair Weapons/Armor		8 pts	1 Square	1 Wpn/Armor	Perm	4 Hours	SKL	3	99
	<p>Using the Fighters Kit the Fighter repairs weapons and armor.</p> <p>Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.</p> <p>Non-magic items do not need a Save to be fixed.</p> <p>Repaired items are returned to an intact, yet imperfect state.</p> <p>Repairing Magic items requires passing a Save. Save column must match the Magical +.</p>							 Fighter's Kit Required	2 ENHANCEMENT(S) 0 COUNTER(S)	


LEVEL		701-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	1000 Yard Stare March		8 pts	Self	Self	20 Hours	10 Minutes	none	1
	Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise. After using this skill 8 straight hours of sleep may be needed within an hour.								2 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		702-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	Honing Melee Weapon		12 pts	Touch	1 Weapon	1 Battle	2 Hours	none	99
	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.								Fighter's Kit Required. 3 ENHANCEMENT(S) 0 COUNTER(S)

Battle-Actions

LEVEL		683-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Converge On The Enemy		8 pts	Self	1 Target	Conc + 2 Rds	Initiative	none	1
	Fighter coordinates the groups attacks for a better effect. This effort will continue as long as the Fighter concentrates and then 1 more round. Fighter targets a single enemy with jeers & war cries to encourage the group to attack. Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1). The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier).								0 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL		694-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Critical Roll Additions		8 pts	Self	1 Attack	Instant	Instant	none	1
	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: 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.								0 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		692-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9	Critical Hit - 2nd Choice		12 pts	Self	Self	Instant	Instant	none	1
	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.								0 ENHANCEMENT(S) 0 COUNTER(S)





LEVEL		699-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	Last Ditch Effort		12 pts	Self	Self	1 Battle	Initiative	none	1
	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.								1 ENHANCEMENT(S) 0 COUNTER(S)

-Fighter

Battle-Defense

LEVEL		799-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
1	COUNTER:	Set for Charge		4 pts	Self	1 Charge	Instant		Instant		none	1
	Fighter turns some of the effect of a charge back on the aggresser. Requires a medium shield or larger AND a weapon the size of a longsword or larger. This counter measure will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2. This is an 'Counter' action. Only 1 Counter is allowed per round. Defending Fighter's number of attacks is lowered by 1 (Minimum of 1).											
										0	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		677-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
2	Defend -	No attacks		4 pts	Self	Self	2 Rounds		Instant		none	1
	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.											
										2	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		679-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
3	Disengage			4 pts	Self	2-3 Squares	1 Round		Initiative		none	1
	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.											
										1	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		798-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
4	Assist Another To	Disengage		4 pts	3 Squares	1 Recipient	1 Round		Initiative		BRU/AGL 2	1
	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.											
										0	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		682-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
4	COUNTER:	Shield Block		4 pts	0 Squares	Self	Instant		Instant		BRU 2	1
	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. Fighter a Save to block. Blunders merely fail. Criticals allow 2nd block instantly. This skill cannot block critical hits TO the fighter.											
										1	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		680-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
5	Provide Protection			8 pts	1 Square	1 Creature	1 Round		initiative		none	99
	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 and take 'Extra' attacks in place of the recipient. Recipient must remain within 1 sq of the Fighter and recipients AC + 4. The recipient must not be actively unwilling, (can be unconscious)											
										2	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		678-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
6	Brace for Onslaught			8 pts	Self	Self	2 Rounds		Initiative		BRU 2	99
	Fighter steadies themselves against major force attacks. Number of attacks is reduced by 1 each round (minimum of 1) Fighter must pass the Save to resist each Pushback, Stun, or Daze. Facing away from (not just looking) the attacks will negate the 'Stand Ground' effect. May defend vs 3 continuous front squares. (no flanking squares).											
										3	ENHANCEMENT(S)	
										0	COUNTER(S)	
LEVEL		691-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
8	Pull Aggro			8 pts	Self	8x8 Squares	1d3+1 Rounds		Initiative		none	4
	Fighter convinces enemy(ies) to target them. GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think. Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). Party becomes a less attractive target with increases to Initiative (+2) and AC (+2). This is NOT a guarantee the ploy will work. It depends on the creature(s).											
										2	ENHANCEMENT(S)	
										1	COUNTER(S)	


Battle-Offense


LEVEL		693-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
1	AoO on Enter or Exit			4 pts	1 Square	1 Target	Instant		Instant		none	1
	"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.											
										0	ENHANCEMENT(S)	
										1	COUNTER(S)	


-Fighter

LEVEL		684-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	1 Massive Bludgeoning Attacks		4 pts	Melee	Self	2 Rounds	Initiative	none	1
	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). 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.								3 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		686-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	2 Fighters Charge		4 pts	Move x2	1 Creature	1 Round	Initiative	none	99
	Fighter races forward and uses their momentum to help in an attack. This charge must be in a straight 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.								3 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL		687-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	3 Shield Bash (Odd rounds)		4 pts	1 Square	1 Target	1 Attack	Initiative	none	1
	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.								1 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		801-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	5 COUNTER: Disruptive Factor		8 pts	8 Squares	3x3 Squares	2 Rounds	Instant	none	99
	Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.								2 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		797-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	7 AoO on Kill		8 pts	1 Square	1 Target	Instant	Instant	none	99
	The fighter has dropped an enemy and another becomes the target! 'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra Attack. Only 1 Extra attack 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.								1 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL		688-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	7 Brutal Push Forward		8 pts	1 Square	1 Square	1 Round	Initiative	BRU	2
	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). Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Fighter has one less attack (Min of 0). Use Enhancement 'Attacks +1' for Min of 1.								1 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		690-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	8 Desperation Attack		8 pts	Self	Self	1 Round	Initiative	none	1
	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 !)								3 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		685-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	9 Adrenalin Rush		12 pts	Self	Self	1 Round	Initiative	none	1
	The Fighter hypes themselves up. (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).								2 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		815-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	9 Mounted Melee Attack		12 pts	1 Square	1 Horse	1 Battle	Initiative	SKL	2
	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.								0 ENHANCEMENT(S) 0 COUNTER(S)


-Fighter

LEVEL	696-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11 Wake To Battle		12 pts	Self	1 Round	Instant	Instant	SKL 1	1
	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.							1 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	695-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12 Whirling Mordra		12 pts	Touch	8 Squares	1 Attack	Initiative	none	1
	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. It's 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.							0 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	697-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
14 Surprise Death Blow		16 pts	Melee	1 Creature	1 Attack	Instant	none	1
	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.							2 ENHANCEMENT(S) 0 COUNTER(S)

Utility-

LEVEL	703-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Mental Alarm Clock		4 pts	Self	Self	18 Hours	10 Minutes	none	1
	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.							2 ENHANCEMENT(S) 0 COUNTER(S)