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LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	COUNT
5	8 pts		Coordinate Group Initiative Self=#Attk-1, Grp= Init +6, +4, +0, -2 to classes	Self	Player Party	Battle	Initiative	none	99	1
5	8 pts		Repair Weapons/Armor Required with Item/Kit. Fixed damaged, but not broken metal weapons and armor.	1 Square	1 Wpn/Armor	Perm	4 Hours	SKL 3	99	2
4	4 pts		Situational Awareness FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour/Tier	4 Minutes	none	1	3
10	12 pts		Honing Melee Weapon Required. with Item/Kit. Weapon in best condition can have +1 added to damage.	Touch	1 Weapon	1 Battle	2 Hours	none	99	3
6	8 pts		1000 Yard Stare March Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1	2

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
6	8 pts		Critical Roll Additions	Self	1 Attack	Instant 	Instant 	none	1	
Roll 1d100 +Lvl +ToHIT to improve critical roll.										
5	8 pts		Converge On The Enemy	Self	1 Target	Conc + 2 Rds 	Initiative 	none	1	COUNT 1
Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier										
9	12 pts		Critical Hit - 2nd Choice	Self	Self	Instant 	Instant 	none	1	
Reroll Critical Hit and must take the roll.										
10	12 pts		Last Ditch Effort	Self	Self	1 Battle 	Initiative 	none	1	ENH 1
Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.										

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Battle-Defense										
LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts		Defend - No attacks AC: +1 / Tier. No attacks.	Self	Self	2 Rounds	Instant	none	1	ENH 2
6	8 pts		Brace for Onslaught Attk-1. Save vs Pshbck, Stun, Daze. Must face attk.	Self	Self	2 Rounds	Initiative	BRU 2	99	ENH 3
3	4 pts		Disengage Before Init. Move straight 1-3 sq. Save to avoid. Attk=0.	Self	2-3 Squares	1 Round	Initiative	none	1	ENH 1
5	8 pts		Provide Protection Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.	1 Square	1 Creature	1 Round	initiative	none	99	ENH 2
4	4 pts		COUNTER: Shield Block Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)	0 Squares	Self	Instant	Instant	BRU 2	1	ENH 1
4	4 pts		Assist Another To Disengage Highest Init. Move straight 1-3 sq. Save to avoid. Attk=0.	3 Squares	1 Recipient	1 Round	Initiative	BRU/AGL 2	1	
1	4 pts		COUNTER: Set for Charge Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Attk-1.	Self	1 Charge	Instant	Instant	none	1	
8	8 pts		Pull Aggro Self:Attk-2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds	Initiative	none	4	COUNT 1 ENH 2

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Battle-Offense

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
7	8 pts		Brutal Push Forward Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round	Initiative	BRU 2	1	ENH 1
								Move Forward		
5	8 pts		COUNTER: Disruptive Factor Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	none	99	ENH 2
1	4 pts		Massive Bludgeoning Attacks Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	none	1	ENH 3
9	12 pts		Adrenalin Rush Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	none	1	ENH 2
1	4 pts		AoO on Enter or Exit As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1	COUNT 1
3	4 pts		Shield Bash (Odd rounds) Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.	1 Square	1 Target	1 Attack	Initiative	none	1	ENH 1
8	8 pts		Desperation Attack 1d20-8 to AC, Init, ToHITs (all), & Dmg.	Self	Self	1 Round	Initiative	none	1	ENH 3
9	12 pts		Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99	
								Attack is attempted		
12	12 pts		Whirling Mordra 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Attack	Initiative	none	1	
11	12 pts		Wake To Battle Save=Instant waking.	Self	1 Round	Instant	Instant	SKL 1	1	ENH 1
								Wakes up		
14	16 pts		Surprise Death Blow Trgt:Srprzd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.	Melee	1 Creature	1 Attack	Instant	none	1	ENH 2
7	8 pts		AoO on Kill After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99	COUNT 1 ENH 1
2	4 pts		Fighters Charge Attk Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.	Move x2	1 Creature	1 Round	Initiative	none	99	COUNT 1 ENH 3

Utility-

LEVEL	COST	FOCUS	TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
2	4 pts		Mental Alarm Clock	Self	Self	18 Hours	10 Minutes	none	1	2

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