

-Fighter

AAA-My Party

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 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.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1			4 pts	Self	1 Charge	Instant	Instant		



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 & 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.

NO FOCUS USE

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	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.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 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.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2	
4	Assist Another To Disengage		4 pts	3 Squares	1 Recipient	Initiative	1 Round		Disengages	



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.

NO FOCUS USE

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
4	Shield Block	4 pts	0 Squares	Self	Instant	Instant		Blocks



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.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	AoO on Enter or Exit		4 pts	1 Square	1 Target	Instant	Instant		



"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.

NO FOCUS USE

AVOID AN AoO - ROG Lvl:1

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Massive Bludgeoning Attacks		4 pts	Melee	Self	Initiative	2 Rounds		



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.

NO FOCUS USE

ENHANCEMENTS: 3

-Fighter

LEVEL

STACK

99

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

2 Fighters Charge



Fighter races forward and uses their momentum to help in an attack.


+ This charge must be in a striaight 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.

NO FOCUS USE

SET FOR CHARGE - FTR Lvl:1

ENHANCEMENTS: 3

LEVEL

STACK

1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

3 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.

NO FOCUS USE

ENHANCEMENTS: 1

Utility-

LEVEL

STACK

1

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE:

No Save

2 Mental Alarm Clock



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 guarrantee restful sleep.

When waking it takes 1 full round before Fighter is able to be clear headed.

NO FOCUS USE

ENHANCEMENTS: 2