



-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		
 <p>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.</p>									
								NO FOCUS USE	
ENHANCEMENTS: 3									



LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Coordinate Group Initiative			8 pts	Self	Player Party	Initiative	1 Battle		
 <p>The Fighter coordinates the priority of attacks from the group.</p> <p>Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes.</p> <p>Give up one attack to use this skill, but can still use 'Extra' attacks.</p> <p>This skill only affects the Fighter's party.</p> <p>This skill can be reset by a second use of the skill.</p>			NO FOCUS USE						



			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
			8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		Weapon Repaired	

Using the Fighters Kit the Fighter repairs weapons and armor.
Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.

Non-magic items do not need a Save to be fixed.

Repaired items are returned to an intact, yet imperfect state.


Repairing Magic items requires passing a Save. Save column must match the Magical +.

Fighter's Kit Required

ENHANCEMENTS: 2

[illegible]

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10 Honing Melee Weapon		12 pts	Touch	1 Weapon	2 Hours	1 Battle		


 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.

ENHANCEMENTS: 3



Battle-Actions

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Converge On The Enemy			8 pts	Self	1 Target	Initiative	Conc + 2 Rds		



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).



LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Critical Roll Additions		8 pts	Self	1 Attack	Instant	Instant		




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.

NO FOCUS USE



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
9 Critical Hit - 2nd Choice	1	12 pts	Self	Self	Instant	Instant	No Save
 <p>Fighters 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.</p>							NO FOCUS USE



-Fighter

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10	Last Ditch Effort		12 pts	Self	Self	Initiative	1 Battle		

10 Last Ditch Effort



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.

ENHANCEMENTS: 1

Battle-Defense

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

1 Set for Charge



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		

2 Defend - No attacks



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

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		

3 Disengage



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.

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

4 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.

NO FOCUS USE

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
4	Shield Block		4 pts	0 Squares	Self	Instant	Instant			Blocks

4 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.

ENHANCEMENTS: 1

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Provide Protection		8 pts	1 Square	1 Creature	initiative	1 Round		

5 Provide Protection



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)

ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
6	Brace for Onslaught		8 pts	Self	Self	Initiative	2 Rounds		Bracing works

6 Brace for Onslaught






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) attacks will negate 'Stand Ground' effect.
May defend vs 3 continuous front squares. (no flanking squares).

NO FOCUS USE

ENHANCEMENTS: 3

-Fighter

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Desperation Attack			8 pts	Self	Self	Initiative	1 Round		
			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 !)						
			ENHANCEMENTS: 3						
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9 Adrenalin Rush			12 pts	Self	Self	Initiative	1 Round		
			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).						
			ENHANCEMENTS: 2						
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Attack is attempted
9 Mounted Melee Attack			12 pts	1 Square	1 Horse	Initiative	1 Battle		
			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.						
			ENHANCEMENTS: 2						
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Wakes up
11 Wake To Battle			12 pts	Self	1 Round	Instant	Instant		
			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.						
			ENHANCEMENTS: 1						
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Whirling Mordra			12 pts	Touch	8 Squares	Initiative	1 Round		
			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.						
			ENHANCEMENTS: 2						
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Surprise Death Blow			16 pts	Melee	1 Creature	Instant	1 Round		
			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.						
			ENHANCEMENTS: 2						
Utility-									
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Mental Alarm Clock			4 pts	Self	Self	10 Minutes	18 Hours		
			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.						
			ENHANCEMENTS: 2						