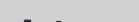


-Fighter

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

[illegible][illegible]

LEVEL


6

1000

Yard

Stare

March



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.

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

20 Hours

SAVE:

No Save


NO FOCUS USE

ENHANCEMENTS: 2




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 +Lv1 +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.



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		

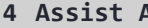


Fighter turns some of the effect of a charge back on the aggressor.
 Requires a medium shield or larger AND a weapon the size of a longsword or larger.
 Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2.
 This is an 'Counter' action. Only 1 Counter is allowed per round.
 Defending Fighter only has this attack.

[illegible]

-Fighter

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3			4 pts	Self	2-3 Squares	Initiative	1 Round		

LEVEL	STACK	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
 <p>Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED.</p> <p>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.</p>									
							NO FOCUS USE		

LEVEL

4 Shield Block

STACK

1

COST

4 pts

RANGE

0 Squares

AREA OF EFFECT

Self

ROLL OUT

Instant


DURATION

Instant

SAVE:

BRU: 2

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

[illegible][illegible]

LEVEL

STACK 4

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

8 Pull Aggro


8 pts

Self

8x8 Squares

Initiative

1d3+1 Rounds



Fighter convinces enemy(ies) to target them.

HUR! 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 is a less attractive target with increases to Initiative (+2) and AC (+2).

This is NOT a guarantee the play will work. It depends on the creature(s).

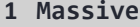
NO FOCUS USE

ENHANCEMENTS: 2

Battle-Offense

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		
 <p>"Extra" attack which can be taken if an enemy enters or exits melee range.</p> <p>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.</p>									
								NO FOCUS USE	
AVOID AN AoO - ROG Lvl:1									

LEVEL	STACK	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

