-Fighter

			-rigiit	.er				
AAA-My Pa	rty							
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Situation	al Awareness	4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		
	Fighter maintains a watchful e	-						
114	Battle does not interrupt this		or eric daractori	•		NO	FOCUS USE	
	Fighter's party gains bonuses				orise round.			
	Fighter has penalties to ToHIT							ENHANCEMENTS: 3
LEVEL	STACK 99	COST	RANGE Self	AREA OF EFFECT	ROLL OUT	1 Battle	SAVE:	No Save
5 Coordinat	e Group Initiative	8 pts	Sell	Player Party	Initiative	1 Battle		
	The Fighter coordinates the pr							
	Attacks-1. Distribute +6,+4,+					NO	FOCUS USE	
	Give up one attack to use this This skill only affects the Fi			use extra atta	icks.			
11	This skill can be reset by a s	_						
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
5 Repair We	apons/Armor	8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		Weapon Repaired
	Using the Fighters Kit the Fig	hter re	pairs weapons a	nd armor.				
	Unbroken weapons/armor can be	'			duration.	Figh	nter's Kit	<u>(40)</u>
	Non-magic items do not need a					-	equired	
	Repaired items are returned to Repairing Magic items requires				ch the Magical	_		
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 2
LEVEL		8 pts	Self	Self	10 Minutes	20 Hours	JAVE.	No Save
6 1000 Yard	Stare March							
	Character can march on without Able to walk 3 times the norma							
	There is a lower likelihood of					NO	FOCUS USE	
	After using this skill 8 strai							
								ENHANCEMENTS: 2
Battle-Actic	ons							
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	On The Enemy	8 pts	Self	1 Target	Initiative	Conc + 2 Rds		
a de la constante de la consta	Fighter coordinates the groups	attacks	s for a better	effect.				
+	This effort will continue as 1				nen 1 more roun	d.	FOCUS USE	
NAME OF THE OWNER OWNER OF THE OWNER O	Fighter targets a single enemy						0000 002	
	Reduces their number of attack The Fighter's party would gain							
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	N. C.
LEVEL	Roll Additions	8 pts	Self	1 Attack	Instant	Instant	JAVE.	No Save
6 CLITTICAL			5					
	Fighters skill and experience Before the critical roll. Rol				al roll			
	Note that there are 2 ways to			Improve critica	11 1011.	NO	FOCUS USE	
	1. Roll a 100 on the 1d	100 or	r					
	2. Roll a 1d100 and add	the bor	nuses to exactl	y 100.				
Battle-Defe	nse							
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Set for C	harge	4 pts	Self	1 Charge	Instant	Instant		
	Fighter turns some of the effe	ct of a	charge back on	the aggresser				
ZA A III	Requires a medium shield or la				ord or larger.	NO	FOCUS USE	
	Will double a shield AC & give					NO	FOCUS 03E	
	This is an 'Counter' action. Defending Fighter only has thi			wed per round.				
				ADEA OF FERSON	POLL OUT	DUDATION	CANE	
LEVEL	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 2 Rounds	SAVE:	No Save
2 Defend -								
	Fighter fully focuses on block	_		s to avoid damag	ge.			
	No attacks. Base move x half Fighter quickly glides up behi			liver a strong b	olow.	NO	FOCUS USE	

ENHANCEMENTS: 2

			-Fight	er				
S Disengage	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 2-3 Squares	ROLL OUT Initiative	DURATION 1 Round	SAVE:	No Save
	Fighter skillfully avoids com REQUEST BEFORE INITIATIVE IS	ROLLED. Fi			ne up to 3 Squa	res.	NO FOCUS USE	
	Fighters AC is improved by 4. BRU/AGL:2 to avoid AOO's. Fi No attacks are allowed while	ghter can		ute or Agility S	save.			ENHANCEMENTS: 1
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2
	other To Disengage	4 pts	3 Squares	1 Recipient	Initiative	1 Round		Disengages
	Fighter aids another while th REQUEST BEFORE INITIATIVES AR Both roll initiative & move d Both Save either Brute or Agi No attacks are allow by the r	E ROLLED. uring high lity Save	nest initiativ to avoid AOO'	e in a straight s and are not al	line 1-3 squar	es.	NO FOCUS USE	
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
4 Shield Blo	ock	4 pts	0 Squares	Self	Instant	Instant		Blocks
- A	Fighter blocks an enemy's att COUNTER: Block a single melee Fighter blocks an enemy's att Save to block. Blunders mere	attack BE ack with a ly fail.	FORE the dama a medium or sm Criticals all	aller shield. ow 2nd block ins		d.	NO FOCUS USE	
	This skill cannot block criti							ENHANCEMENTS: 1
LEVEL	STACK 99	COST 8 pts	1 Square	AREA OF EFFECT 1 Creature	ROLL OUT initiative	1 Round	SAVE:	No Save
5 Provide P	rotection	ο ρισ	1 Square	1 Cleature	ilitiative	1 Nouna		
	The Fighter blocks attacks to Fighters Initiative and ToHit Fighter is able to interpose Recipient must remain within The recipient must not be act	drops by and take ' 1 sq of th	2 and Movemen Extra' attack ne Fighter and	t is in half (wi s in place of th recipients AC +	th recipient). ne recipient.		NO FOCUS USE	ENHANCEMENTS: 2
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
LEVEL 6 Brace for		COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE:	
		8 pts by 1 each resist each oking) att	Self round (minimu ach Pushback, acks will neg	Self m of 1) Stun, or Daze. ate 'Stand Grour	Initiative	2 Rounds	NO FOCUS USE	BRU: 2 Bracing works
6 Brace for	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo	8 pts by 1 each resist each oking) att ont square	Self round (minimum ach Pushback, stacks will neg es. (no flank	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT	Initiative nd' effect.	2 Rounds	NO FOCUS USE	BRU: 2 State Bracing works
6 Brace for	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr	8 pts by 1 each resist ea oking) att ont square	Self round (minimu ach Pushback, s cacks will neg es. (no flank	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares).	Initiative	2 Rounds	NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3
6 Brace for LEVEL 8 Pull Aggre	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr	8 pts by 1 each resist ea oking) att ont square cost 8 pts to target ax number t has fewerget with	Self round (minimum ach Pushback, stacks will neges. (no flank RANGE Self them. of creatures.er attacks (-2 increases to	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2)	ROLL OUT Initiative at be able to the able to the AC (-4). and AC (+2).	DURATION 1d3+1 Round	NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save
6 Brace for LEVEL 8 Pull Aggre	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the	8 pts by 1 each resist ea oking) att ont square cost 8 pts to target ax number t has fewerget with	Self round (minimum ach Pushback, stacks will neges. (no flank RANGE Self them. of creatures.er attacks (-2 increases to	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2)	ROLL OUT Initiative at be able to the able to the AC (-4). and AC (+2).	DURATION 1d3+1 Round	NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save
6 Brace for LEVEL 8 Pull Aggre Battle-Offer	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the	8 pts by 1 each resist ea oking) att ont square cost 8 pts to target ax number t has fewerget with	Self round (minimum ach Pushback, stacks will neges. (no flank RANGE Self them. of creatures.er attacks (-2 increases to	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2)	ROLL OUT Initiative at be able to the able to the AC (-4). and AC (+2).	DURATION 1d3+1 Round	NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save ENHANCEMENTS: 2
6 Brace for LEVEL 8 Pull Aggre Battle-Offer LEVEL	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the	8 pts by 1 each resist ea oking) att ont square COST 8 pts to target ax number t has fewe rget with ploy will	Self round (minimulach Pushback, stacks will negles. (no flank RANGE Self them. of creatures.er attacks (-2 increases to work. It dep	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2) ends on the crea	ROLL OUT Initiative at be able to the ser AC (-4). and AC (+2). ature(s).	2 Rounds DURATION 1d3+1 Round hink.	NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save
Battle-Offer LEVEL 1 AoO on Ent	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the	8 pts by 1 each resist ea oking) att ont square COST 8 pts to target ax number t has fewer rget with ploy will COST 4 pts aken if ar e a Fighte	Self round (minimum ach Pushback, stacks will neges. (no flank self self self self self self self self	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2) ends on the crea	ROLLOUT Initiative at be able to the and AC (+2). The action of the ac	DURATION 1d3+1 Round hink. DURATION Instant	NO FOCUS USE SAVE: SAVE: NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save ENHANCEMENTS: 2
Battle-Offer LEVEL 1 AoO on Ent	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the NSE STACK 1 ter or Exit With entry/exiting melee rang	8 pts by 1 each resist ea oking) att ont square COST 8 pts to target ax number t has fewer rget with ploy will COST 4 pts aken if ar e a Fighte	Self round (minimum ach Pushback, stacks will neges. (no flank self self self self self self self self	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2) ends on the crea	ROLLOUT Initiative at be able to the and AC (+2). The action of the ac	DURATION 1d3+1 Round hink. DURATION Instant	NO FOCUS USE SAVE: SAVE: NO FOCUS USE	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save ENHANCEMENTS: 2
Battle-Offer LEVEL 1 A00 on Entire LEVEL LEVEL	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the NSE STACK 1 ter or Exit "Extra" attack which can be t With entry/exiting melee rang This is an 'Extra' Attack. O	8 pts by 1 each resist ea oking) att ont square COST 8 pts to target ax number t has fewer rget with ploy will COST 4 pts aken if ar e a Fighte nly 1 Extr	Self round (minimum ach Pushback, stacks will neges. (no flank RANGE Self them. of creatures. er attacks (-2 increases to work. It dep	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2) ends on the crea AREA OF EFFECT 1 Target or exits melee pt battle to att llowed per rounce	ROLL OUT Initiative at be able to the able to the AC (-4). and AC (+2). atture(s). ROLL OUT Instant range. ack the combat	DURATION 1d3+1 Round hink. DURATION Instant ant.	NO FOCUS USE SAVE: SAVE: NO FOCUS USE AVOID	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save ENHANCEMENTS: 2 No Save
Battle-Offer LEVEL 1 Ao0 on Ent	Onslaught Number of attacks is reduced Fighter must pass the Save to Facing away from (not just lo May defend vs 3 continuous fr STACK 4 O Fighter convinces enemy(ies) GM rolls 1d3+1 to determine m Fighter is a better target bu Party is a less attractive ta This is NOT a guarrantee the ISE STACK 1 ter or Exit "Extra" attack which can be t With entry/exiting melee rang This is an 'Extra' Attack. O	8 pts by 1 each resist each cost 8 pts to target ax number t has fewer rget with ploy will COST 4 pts aken if are e a Fighte nly 1 Extr COST 4 pts t area of tical roll away. Af all or no	Self round (minimum ach Pushback, stacks will neg es. (no flank self) RANGE Self them. of creatures. er attacks (-2 increases to work. It dep RANGE 1 Square n enemy enters er may interrum attack is a may enter their weapon. It using the Hafter 30 minute one of the att	Self m of 1) Stun, or Daze. ate 'Stand Grour ing squares). AREA OF EFFECT 8x8 Squares NOTE: Enemy mus , Min 1) and Low Initiative (+2) ends on the crea AREA OF EFFECT 1 Target or exits melee pt battle to att llowed per rounce AREA OF EFFECT Self nd/Foot chart (E	ROLL OUT Initiative ROLL OUT Initiative At be able to the and AC (+2). And AC (+2). Acture(s). ROLL OUT Instant range. Eack the combat I. ROLL OUT Initiative Damage only).	DURATION 1d3+1 Round hink. DURATION Instant ant. DURATION 2 Rounds	NO FOCUS USE SAVE: SAVE: NO FOCUS USE AVOID	BRU: 2 Bracing works ENHANCEMENTS: 3 No Save ENHANCEMENTS: 2 No Save AN AOO - ROG Lvl:1

			-Figh	ter				
EVEL	STACK S	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Fighters	Charge	4 pts	Move x2	1 Creature	Initiative	1 Round		
	Fighter races forward and u	uses their mo	omentum to hel	lp in an attack.				
H	This charge must be in a st Fighter gains bonuses to To	triaght line	and not start	t or stop with a	•		NO FOCUS USE	
	They have detriments to Mov This is an 'Extra' Attack.	ve (min 4 squ	uares), Number	r of attacks (Max	2), and AC (-4	1).	SET FOR	CHARGE - FTR LvI:1
EVEL	STACK	1 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shield Ba	sh (Odd rounds)	4 pts	1 Square	1 Target	Initiative	1 Round		
STOP!	Fighters use their shield a Skill requires a small to I This is an 'Extra' Attack. Odd Rounds Only. ToHIT+4.	large shield Only 1 Ext	. Does not a	llow bucklers or allowed per round	kite shields.		NO FOCUS USE	
	All 'Shield Bash' must be o							ENHANCEMENTS: 1
EVEL	STACK S	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Disruptive Factor	8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
101	Character draws attention	to themselves	s in attemnt t	to interrunt othe	rs.			
all	This action might disrupt $lpha$ All the Targets in the AoE	other actions must pass th	s or break com he Save to not	ncentration of ot	hers.		NO FOCUS USE	
7	Enhancements are able to in This is a Counter Action and			in a round.				ENHANCEMENTS: 2
EVEL	STACK 9	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 AoO on Ki	11	8 pts	1 Square	1 Target	Instant	Instant		110 5010
A A A	The fighter has dropped an 'Extra' attack focuses on a	another non-	nother becomes flank enemy wi	s the target! ithin melee range	Instant with +6 ToHIT.	Instant	NO FOCUS USE	
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only : Interferes with skills such 'Range X2' Enhancement allo	another non- 1 Extra attach h as 'Convergows attacks	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with	with +6 ToHIT. l Awareness'. a 1 sq move.		AVOID	AN AoO - ROG Lvl:1
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allo	another non- 1 Extra atta h as 'Convergows attacks of a cost	nother becomes flank enemy wick is allowed ge On The Ener on combatants	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT	with +6 ToHIT.			AN AoO - ROG Lvl:1
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allo	another non 1 Extra attach as 'Convergows attacks (1 COST 8 pts	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square	with +6 ToHIT. l Awareness'. a 1 sq move. ROLLOUT	DURATION	AVOID	AN AOO - ROG LVI:1
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK sh Forward From a standstill to a mass	another non 1 Extra attach as 'Convergows attacks of Cost 8 pts sive push alm	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative	DURATION	AVOID SAVE:	AN AoO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the tax	another non 1 Extra attach as 'Convergows attacks of Cost 8 pts sive push almarget back 1	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative	DURATION	AVOID	AN AoO - ROG Lvl:1 ENHANCEMENTS: 1 BRU: 2 Move Forward
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the tar Fighter gains a bonus to the Init+4 if stated. AC-2, A	another non 1 Extra attach as 'Convergows attacks of the state of th	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if th ive (+4 if sta	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative . +2).	DURATION 1 Round	AVOID SAVE:	AN AoO - ROG Lvl:1 ENHANCEMENTS: 1 BRU: 2 Move Forward
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the ta Fighter gains a bonus to the standstands.	another non 1 Extra attach as 'Convergows attacks of the state of th	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if th ive (+4 if sta	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative . +2).	DURATION 1 Round	AVOID SAVE:	AN AoO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward
	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the tar Fighter gains a bonus to the Init+4 if stated. AC-2, A	another non- 1 Extra attach as 'Convergows attacks of a cost 8 pts sive push alrarget back 1 heir Initiate Attacks-1, k (Min of 0)	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if statement) TOHIT+2. Use Enhance	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative +2). ' for Min of 1. ROLLOUT	DURATION 1 Round	AVOID SAVE:	AN AOO - ROG LVI:1 OF ENHANCEMENTS: 1 BRU: 2 OF Move Forward
PEVEL 7 Brutal Pu EVEL 8 Desperation	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the target gains a bonus to the Init+4 if stated. AC-2, A Fighter has one less attack	another non 1 Extra attach as 'Convergows attacks of Spts Sive push almarget back 1 heir Initiate Attacks-1, k (Min of 0)	nother becomes flank enemy wi ck is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if th ive (+4 if sta TOHIT+2. Use Enhance	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and ToHIT (ement 'Attacks +1	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative +2).	DURATION 1 Round	SAVE:	AN AOO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1
7 Brutal Pu	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the taping fighter gains a bonus to the Init+4 if stated. AC-2, A Fighter has one less attack STACK On Attack Fighter attacks in wild and Fighter can end up with a contract of the Init+4 if stated.	another non- 1 Extra attach as 'Convergows attacks of the street of the	nother becomes flank enemy wick is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if state TOHIT+2. Use Enhance RANGE Self attacks that -7 adjustment	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and ToHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative 1. +2). ' for Min of 1. ROLLOUT Initiative	DURATION 1 Round	SAVE:	AN AOO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save
7 Brutal Pu	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the tarefighter gains a bonus to the Init+4 if stated. AC-2, A Fighter has one less attack STACK On Attack Fighter attacks in wild and Fighter can end up with a can Roll a 1d20-8 and adjust AC Then roll 1d20-8 and AC Then roll 1d20-8 a	another non- 1 Extra attach as 'Convergows attacks of the street of the	nother becomes flank enemy wick is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if state TOHIT+2. Use Enhance RANGE Self attacks that -7 adjustment 1d20-8 and acoordinate. Then roll 1	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon djust the Initiat 1d20-8 and adjust	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative 1. +2). ' for Min of 1. ROLLOUT Initiative us!!! ive.	DURATION 1 Round DURATION 1 Round	SAVE: NO FOCUS USE SAVE:	AN AOO - ROG LVI:1 FENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save
B Desperation	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK sh Forward From a standstill to a mass This skill will push the ta Fighter gains a bonus to the Init+4 if stated. AC-2, A Fighter has one less attack STACK on Attack Fighter attacks in wild and Roll a 1d20-8 and adjust AC Roll a 1d20-8 and AC Roll	another non- 1 Extra attach as 'Convergows attacks of the street of the	nother becomes flank enemy wick is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if state TOHIT+2. Use Enhance RANGE Self attacks that -7 adjustment 1d20-8 and ac. Then roll	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon djust the Initiat 1d20-8 and adjust	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative 1. +2). ' for Min of 1. ROLLOUT Initiative us!!! ive.	DURATION 1 Round DURATION 1 Round	SAVE: NO FOCUS USE SAVE:	AN AOO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save
B Desperation	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only I Interferes with skills such 'Range X2' Enhancement allow STACK sh Forward From a standstill to a mass This skill will push the tare Fighter gains a bonus to the Init+4 if stated. AC-2, Are Fighter has one less attack STACK on Attack Fighter attacks in wild and Fighter can end up with a control 1d20-8 and adjust ACT Then roll 1d20-8 and adjust (There is a Strumos spell to see the strumos spell to see the second seed to see the second second see the second se	another non 1 Extra attach as 'Convergows attacks of the street	nother becomes flank enemy wick is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if state) TOHIT+2. Use Enhance RANGE Self attacks that -7 adjustment 1d20-8 and acousting the formula	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon djust the Initiat 1d20-8 and adjust la to 1d20-5 !)	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative +2). ' for Min of 1. ROLLOUT Initiative us!!! ive. the damage rol	DURATION 1 Round DURATION 1 Round	SAVE: NO FOCUS USE SAVE:	AN AOO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save ENHANCEMENTS: 3
7 Brutal Pu EVEL 8 Desperation Jtility- EVEL	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the take Fighter gains a bonus to the Init+4 if stated. AC-2, A Fighter has one less attack STACK On Attack Fighter attacks in wild and Fighter can end up with a CR Roll a 1d20-8 and adjust ACR Then roll 1d20-8 and adjust (There is a Strumos spell to STACK)	another non- 1 Extra attach as 'Convergows attacks of the street street and the street attacks of the street a	nother becomes flank enemy wick is allowed ge On The Eneron combatants RANGE 1 Square most instantly square, if the companies of the square	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon djust the Initiat 1d20-8 and adjust la to 1d20-5 !) AREA OF EFFECT	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative 1. +2). ' for Min of 1. ROLLOUT Initiative us!!! ive. the damage rol	DURATION 1 Round DURATION 1 Round	SAVE: NO FOCUS USE SAVE:	AN AOO - ROG LVI:1 FENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save
7 Brutal Pu EVEL 8 Desperation Jtility- EVEL	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only I Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the tare Fighter gains a bonus to the Init+4 if stated. AC-2, Fighter has one less attack on Attack Fighter attacks in wild and Fighter can end up with a CROIL a 1d20-8 and adjust ACT Then roll 1d20-8 and adjust (There is a Strumos spell to STACK STACK STACK ATM Clock	another non- 1 Extra attach as 'Convergows attacks of the street street attacks of the s	nother becomes flank enemy wick is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if state) TOHIT+2. Use Enhance RANGE Self attacks that -7 adjustment 1d20-8 and acompatible Then roll inge the formus RANGE Self	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon djust the Initiat 1d20-8 and adjust la to 1d20-5 !)	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative +2). ' for Min of 1. ROLLOUT Initiative us!!! ive. the damage rol	DURATION 1 Round DURATION 1 Round	SAVE: NO FOCUS USE SAVE:	AN AOO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save ENHANCEMENTS: 3
7 Brutal Pu	The fighter has dropped an 'Extra' attack focuses on a Is an Extra Attack. Only Interferes with skills such 'Range X2' Enhancement allow STACK Sh Forward From a standstill to a mass This skill will push the take Fighter gains a bonus to the Init+4 if stated. AC-2, A Fighter has one less attack STACK On Attack Fighter attacks in wild and Fighter can end up with a CR Roll a 1d20-8 and adjust ACR Then roll 1d20-8 and adjust (There is a Strumos spell to STACK)	another non 1 Extra attach as 'Convergows attacks of the street back 1 arget back 1 heir Initiat: Attacks-1, k (Min of 0) 1 COST 8 pts d desperate adevastating of the ToHITs that can characted or forced	nother becomes flank enemy wick is allowed ge On The Ener on combatants RANGE 1 Square most instantly square, if the ive (+4 if state) TOHIT+2. Use Enhance RANGE Self attacks that -7 adjustment 1d20-8 and ac Then roll inge the formus RANGE Self time. RANGE Self time. derstand norma	s the target! ithin melee range per round. my' & "Situationa 2 sqs away with AREA OF EFFECT 1 Square y! ne square is open ated) and TOHIT (ement 'Attacks +1 AREA OF EFFECT Self just might work. or up to +12 bon djust the Initiat 1d20-8 and adjust la to 1d20-5 !) AREA OF EFFECT Self	with +6 ToHIT. 1 Awareness'. a 1 sq move. ROLLOUT Initiative 1. +2). 1 for Min of 1. ROLLOUT Initiative us!!! ive. the damage rol ROLLOUT 10 Minutes	DURATION 1 Round DURATION 1 Round 1. DURATION 18 Hours	SAVE: NO FOCUS USE SAVE:	AN AOO - ROG LVI:1 ENHANCEMENTS: 1 BRU: 2 Move Forward ENHANCEMENTS: 1 No Save ENHANCEMENTS: 3