




-Fighter


AAA-My Party


LEVEL		698-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	4 Situational Awareness		4 pts	Self	Within Hearing	1 Hour/Tier	4 Minutes	none	1
	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.								3 ENHANCEMENT(S) 1 COUNTER(S)


Battle-Defense

LEVEL		799-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	1 COUNTER: Set for Charge		4 pts	Self	1 Charge	Instant	Instant	none	1
	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. This counter measure 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's number of attacks is lowered by 1 (Minimum of 1).								0 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		677-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	2 Defend - No attacks		4 pts	Self	Self	2 Rounds	Instant	none	1
	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.								2 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		679-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	3 Disengage		4 pts	Self	2-3 Squares	1 Round	Initiative	none	1
	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.								1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		798-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	4 Assist Another To Disengage		4 pts	3 Squares	1 Recipient	1 Round	Initiative	BRU/AGL 2	1
	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.								0 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		682-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	4 COUNTER: Shield Block		4 pts	0 Squares	Self	Instant	Instant	BRU	1
	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. Fighter a Save to block. Blunders merely fail. Criticals allow 2nd block instantly. This skill cannot block critical hits TO the fighter.								1 ENHANCEMENT(S) 0 COUNTER(S)



Battle-Offense

LEVEL		693-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	1 AoO on Enter or Exit		4 pts	1 Square	1 Target	Instant	Instant	none	1
	"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.								0 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL		684-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	1 Massive Bludgeoning Attacks		4 pts	Melee	Self	2 Rounds	Initiative	none	1
	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). Full 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.								3 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		686-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
	2 Fighters Charge		4 pts	Move x2	1 Creature	1 Round	Initiative	none	99
	Fighter races forward and uses their momentum to help in an attack. This charge must be in a straight 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.								3 ENHANCEMENT(S) 1 COUNTER(S)

-Fighter

LEVEL	687-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Shield Bash (Odd rounds)		 4 pts	1 Square	1 Target	1 Attack	Initiative	none	1
	<p>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.</p>							1 ENHANCEMENT(S) 0 COUNTER(S)

Utility-

LEVEL	703-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Mental Alarm Clock	4 pts	Self	Self	18 Hours	10 Minutes	none	1
		<p>Able to set a time and wake up at that time.</p> <p>Fighter reviews the surroundings to understand normal sounds are during the rollout.</p> <p>Fighter must not be exhausted or forced to sleep.</p> <p>Does not guarantee restful sleep.</p> <p>When waking it takes 1 full round before Fighter is able to be clear headed.</p>						<p>2 ENHANCEMENT(S)</p> <p>0 COUNTER(S)</p>