## -Fighter AAA-My Party DURATION (\*) ROLL OUT COST AREA OF EFFECT SAVING THROW STACK Self Within Hearing 1 Hour/Tier 4 Minutes 4 Situational Awareness 4 pts none 1 Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle does not interrupt this skill. 3 ENHANCEMENT(S) Fighter's party gains bonuses to Initiative (+2) and will not a surprise round. COUNTER(S) Fighter has penalties to ToHIT (-2) and AC (-2) for the duration. LEVEL COST RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW STACK Self **Player Party** Battle Initiative 99 5 Coordinate Group Initiative 8 pts The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. ENHANCEMENT(S) This skill only affects the Fighter's party. COUNTER(S) This skill can be reset by a second use of the skill RANGE AREA OF FEFECT DURATION 🔀 ROLL OUT SAVING THROW 8 nts 1 Square 1 Wnn/Armor Perm 4 Hours SKI 99 5 Repair Weapons/Armor 3 Using the Fighters Kit the Fighter repairs weapons and armor. Fighter's Kit Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Required Non-magic items do not need a Save to be fixed. 2 ENHANCEMENT(S) Repaired items are returned to an intact, yet imperfect state. COUNTER(S) Repairing Magic items requires passing a Save. Save column must match the Magical + COST RANGE AREA OF EFFECT DURATION (CY ROLL OUT SAVING THROW 1000 Yard Stare March Self Self 20 Hours 10 Minutes 6 8 pts 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. 2 ENHANCEMENT(S) After using this skill 8 straight hours of sleep may be needed within an hour. 0 COUNTER(S) 702-1 ROLL OUT COST RANGE AREA OF EFFECT DURATION X SAVING THROW STACK 12 nts Touch 1 Weapon 1 Battle 2 Hours 99 none 10 Honing Melee Weapon Clean and oil while completing minor repairs bringing it back to peak performance. Fighter's Kit Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Required \*Undamaged weapons are brought back to it's former best condition. 3 ENHANCEMENT(S) A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. 0 COUNTER(S) This will only work on non-magic weapons that are not already in it's best condition. **Battle-Actions** 683-1 DURATION 2 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW 8 pts Self 1 Target Conc + 2 Rds Initiative Converge On The Enemy none 1 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. 0 ENHANCEMENT(S) Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1). 1 COUNTER(S) The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier). DURATION AREA OF EFFECT ROLL OUT SAVING THROW STACK Self Instant 8 pts 1 Attack Instant 1 Critical Roll Additions none 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: ENHANCEMENT(S) 1. Roll a 100 on the 1d100 or COUNTER(S) 2. Roll a 1d100 and add the bonuses to exactly 100 692-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts Self Self Instant Instant Critical Hit - 2nd Choice Fighter 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. ENHANCEMENT(S) COUNTER(S) COST RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW STACK 10 Last Ditch Effort 12 pts Self Self 1 Battle Initiative none 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. 1 ENHANCEMENT(S) During skill use: Binding has no effect & 1/2 Healing while in negative points. 0 COUNTER(S) Afterwards the Fighter may be dead, out cold, or just weak.

## -Fighter Battle-Defense DURATION X RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 1 COUNTER: Set for Charge Self 1 Charge Instant Instant 4 pts none Fighter turns some of the effect of a charge back on the aggresser. 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. O ENHANCEMENT(S) 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 COUNTER(S) DURATION 2 COST RANGE AREA OF FEFECT ROLL OUT SAVING THROW STACK Defend - No attacks Self Self 2 Rounds Instant 4 pts 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. ENHANCEMENT(S) 0 COLINTER(S) #3 COST RANGE AREA OF EFFECT DURATION X SAVING THROW ROLL OUT STACK 4 nts Self 1 Round Initiative Disengage 2-3 Squares none 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. 1 ENHANCEMENT(S) BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save. COUNTER(S) No attacks are allowed while using this skill SAVING THROW STACK AREA OF EFFECT DURATION ROLL OUT 4 pts 1 Round Initiative BRU/AGL 2 Assist Another To Disengage 3 Squares 1 Recipient 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. 0 ENHANCEMENT(S) Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack. 0 COUNTER(S) No attacks are allow by the recipient and the fighter. 682-1 SAVING THROW COST RANGE AREA OF EFFECT DURATION ROLL OUT STACK LEVEL BRU 4 nts 0 Squares Self Instant COUNTER: Shield Block Instant 2 Fighter blocks an enemy's attack with their sheild. 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. ENHANCEMENT(S) Fighter a Save to block. Blunders merely fail. Criticals allow 2nd block instantly. COUNTER(S) This skill cannot block critical hits TO the fighter. COST RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW initiative Provide Protection 8 pts 1 Square 1 Creature 99 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. 2 ENHANCEMENT(S) Recipient must remain within 1 sq of the Fighter and recipients AC + 4. COUNTER(S) The recipient must not be actively unwilling, (can be unconscious) COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 2 Rounds Initiative BRU Brace for Onslaught 8 nts Self Self Fighter steadies themselves against major force attacks. 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) the attacks will negate the 'Stand Ground' effect.

RANGE

Self

RANGE

AREA OF EFFECT

8x8 Squares

AREA OF EFFECT

DURATION &

1d3+1 Rounds

DURATION

Instant

ROLL OUT

Initiative

ROLL OUT

Instant

May defend vs 3 continuous front squares. (no flanking squares).

3 ENHANCEMENT(S) 0 COUNTER(S)

none

Pull Aggro

Fighter convinces enemy(ies) to target them.

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 becomes a less attractive target with increases to Initiative (+2) and AC (+2).

This is NOT a guarrantee the ploy will work. It depends on the creature(s).

8 pts

ENHANCEMENT(S) COUNTER(S)

SAVING THROW

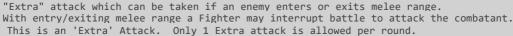
none

STACK

1

## Battle-Offense

693-1 AoO on Enter or Exit 4 pts 1 Square 1 Target



0 ENHANCEMENT(S)

COUNTER(S)



-Fighter							
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). 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.						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 This charge must be in a striage Fighter gains bonuses to ToHIT They have detriments to Move ( This is an 'Extra' Attack. On	tht line and (+8), Dama min 4 squar	d not start o ge (+8), and es), Number o	r stop with a p: Movement (X2). of attacks (Max	2), and AC (-4).	al a	3 ENHANCEMENT(S)	)
LEVEL 687-1	COST	RANGE	AREA OF EFFECT	DURATION X	ROLL OUT	SAVING THROW	STACK
3 Shield Bash (Odd rounds)	+ 4 pts	1 Square	1 Target	1 Attack	Initiative	none	1
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.						1 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL 801-1	<b>⇔</b> cost	RANGE	AREA OF EFFECT	DURATION 2	ROLL OUT HOW	SAVING THROW	STACK
5 COUNTER: Disruptive Factor	8 pts	8 Squares	3x3 Squares	2 Rounds	Instant	none	99
Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.						2 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL 797-1	COST	RANGE	AREA OF EFFECT	DURATION HOW	ROLL OUT HOW	SAVING THROW	STACK
7 AoO on Kill	+ 8 pts	1 Square	1 Target	Instant	Instant	none	99
The fighter has dropped an enemy and another becomes the target! 'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra Attack. Only 1 Extra attack is allowed per round. Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness'. 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.						1 ENHANCEMENT(S)	)
LEVEL 688-1	COST	RANGE	AREA OF EFFECT	DURATION 🔏	ROLL OUT	SAVING THROW	STACK
7 Brutal Push Forward	8 pts	1 Square	1 Square	1 Round	Initiative	BRU 2	1
From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2). Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Fighter has one less attack (Min of 0). Use Enhancement 'Attacks +1' for Min of 1.						1 ENHANCEMENT(S) 0 COUNTER(S)	
LEVEL 690-1	COST	RANGE	AREA OF EFFECT	DURATION 💢	ROLL OUT	SAVING THROW	STACK
8 Desperation Attack	8 pts	Self	Self	1 Round	Initiative	none	1
Fighter attacks in wild and des Fighter can end up with a devas Roll a 1d20-8 and adjust AC. T Then roll 1d20-8 and adjust th (There is a Strumos spell that	stating -7 a hen roll 1d e ToHITs.	adjustment or 120-8 and adj Then roll 1d	up to +12 bonu ust the Initiati 20-8 and adjust	ive.	<u>.</u>	3 ENHANCEMENT(S)	)
LEVEL 685-1	COST	RANGE	AREA OF EFFECT	DURATION 🔏	ROLL OUT	SAVING THROW	STACK
9 Adrenalin Rush	12 pts	Self	Self	1 Round	Initiative	none	1
The Fighter hypes themselves up Character must verbally hype the Fighter can move and attack or Fighter gains bonuses to Initial	nemselves un just attac	within pre- k. Movement	after the attac	ck is not allowed		2 ENHANCEMENT(S) 0 COUNTER(S)	)
LEVEL 815-1	COST	RANGE	AREA OF EFFECT	DURATION 🕙	ROLL OUT	SAVING THROW	STACK
9 Mounted Melee Attack	12 pts	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
Character is able to direct a touch only 1 attack when moving. May Requires the use of a trained Single handed weapons only. Character is only able to use	2 attacks mount.	when stopped				0 ENHANCEMENT(S)	)

## -Fighter 696-1 SAVING THROW STACK ROLL OUT COST RANGE DURATION AREA OF EFFECT SKL 12 pts Self 1 Round Instant Instant 11 Wake To Battle 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. 1 ENHANCEMENT(S) COUNTER(S) This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. COST DURATION SAVING THROW 12 Whirling Mordra 12 pts Touch 8 Squares 1 Attack Initiative 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. 0 ENHANCEMENT(S) 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. 0 COUNTER(S) Utilitv-703-1 DURATION (C COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 2 Mental Alarm Clock 4 pts Self Self 18 Hours 10 Minutes none Able to set a time and wake up at that time. Fighter reviews the surroundings to understand normal sounds are during the rollout.

2 ENHANCEMENT(S)

COUNTER(S)

Fighter must not be exhausted or forced to sleep.

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

Does not guarrantee restful sleep.