-Fighter

EVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
5	8 pts	Coordinate Group Initiative	Self	Player Party	1 Battle	Initiative *	none	99	
		Self=#Attks-1, Grp= Init +6, +4, +0, -2 to classes							
5	8 pts	Repair Weapons/Armor	1 Square	1 Wpn/Armor	Permanent	4 Hours	SKL3	99	I
		Required with Item/Kit. Fixed damaged, but	not broken metal	veapons and armor.					
4	4 pts	Situational Awareness	Self	Within Hearing	1 Hour / Tier	4 Minutes	none	1	
		FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.				1-21			
.0	12 pts	Honing Melee Weapon	Touch	1 Weapon	1 Battle	2 Hours	none	99	
		Required. with Item/Kit. Weapon in best cor	ndition can have +1	L added to damage.					
6	8 pts	1000 Yard Stare March	Self	Self	20 Hours	10 Minutes	none	1	
•									
•		Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.							
	tle-Actio	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.							
Batt		Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.		AoE	DURATION	ROLLOUT	SAVE	STACK	
Batt	tle-Actio	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.				1			
Batt	tle-Actio	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep. DOS FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
Batt VEL	tle-Actio	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep. Ons FOCUS TITLE Critical Roll Additions Roll 1d100 +Lvl +ToHIT to improve critical roll.	RANGE	AoE	DURATION	ROLLOUT Instant	SAVE	STACK	
	cost 8 pts	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep. Ons FOCUS TITLE Critical Roll Additions	RANGE Self Self	AoE 1 Attack	DURATION Instant Now	ROLLOUT	save none	STACK 1	
Batt VEL	Ele-Action cost 8 pts 8 pts	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep. Ons FOCUS TITLE Critical Roll Additions Roll 1d100 +Lvl +ToHIT to improve critical roll. Converge On The Enemy Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR	RANGE Self Self	AoE 1 Attack	Instant Conc + 2 Rds RDs	Instant Instant Instant	save none	STACK 1	
Batt	cost 8 pts	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep. Ons FOCUS TITLE Critical Roll Additions Roll 1d100 +Lvl +ToHIT to improve critical roll. Converge On The Enemy	Self Self Stier	1 Attack	DURATION Instant Now	ROLLOUT Instant	save none none	STACK 1	
Batt	Ele-Action cost 8 pts 8 pts	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep. Ons FOCUS TITLE Critical Roll Additions Roll 1d100 +Lvl +ToHIT to improve critical roll. Converge On The Enemy Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Critical Hit - 2nd Choice	Self Self Stier	1 Attack	Instant Conc + 2 Rds RDs	Instant Instant Instant	save none none	STACK 1	

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Batt	tle-Defe	nse							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts	Defend - No attacks AC: +1 / Tier. No attacks.	Self	Self	2 Rounds 2 Ros	Instant	none	1	2 2
6	8 pts	Brace for Onslaught Attks-1. Save vs Pshbck, Stun, Daze. Must face	Self e attk.	Self	2 Rounds 2	Initiative	BRU 2	99	3
3	4 pts	Disengage Before Init. Move straight 1-3 sq. Save to avoid	Self d. Attks=0.	2-3 Squares	1 Round 🎝 RDS	Initiative *	none	1	ENH 1
5	8 pts	Provide Protection Self: Init & HIT -2, Move 1/2. Recip:near FTR, A	1 Square	1 Creature	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	initiative *	none	99	ENH 2
4	4 pts	Shield Block Before Dmg roll. Sm or Med Shld. Save to block	0 Squares k. (Not Crits)	Self	Instant	Instant Now (BRU 2	1	ENH 1
4	4 pts	Assist Another To Disengage Highest Init. Move straight 1-3 sq. Save to avoid	3 Squares d. Attks=0.	1 Recipient	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative	BRU/AGL2 Disengages	1	
1	4 pts	Set for Charge Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only	Self 1 attack.	1 Charge	Instant	Instant	none	1	
8	8 pts	Pull Aggro Self:Attks-2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds Ros	Initiative *	none	4	ENH 2

-Fighter

	le-Offer								
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	EN
7	8 pts	Brutal Push Forward Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round $\mathcal{J}_{\text{\tiny RDS}}$	Initiative	BRU 2 Move Forward	1	2
5	8 pts	COUNTER: Disruptive Factor Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds $\underset{R_{DS}}{2}$	Instant	none	99	EI :
1	4 pts	Massive Bludgeoning Attacks Each hit is critical on Hand/Foot. 1/2 dmg aft	Melee ter 30 min.	Self	2 Rounds Ros	Initiative	none	1	E
9	12 pts	Adrenalin Rush Narrative hype. Move/Attk or Attk. Init & HIT	Self	Self	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative	none	1	El
1	4 pts	AoO on Enter or Exit As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1	***
3	4 pts	Shield Bash (Odd rounds) Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shlo	1 Square	1 Target	1 Round 🎜 Ross	Initiative **	none	1	E
8	8 pts	Desperation Attack 1d20-8 to AC, Init, ToHITs (all), & Dmg.	Self	Self	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative	none	1	E
9	12 pts	Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn.	1 Square Sm shld/buckler	1 Horse	1 Battle	Initiative	SKL 2 Attack is attemp	99 oted	
12	12 pts	Whirling Mordra 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative **	none	1	
l1	12 pts	Wake To Battle Save=Instant wakening.	Self	1 Round	Instant	Instant	SKL 1 Wakes up	1	E
14	16 pts	Surprise Death Blow Trgt:Srprzd/Dazed/Stun/Held. FTR:ToHIT+15.	Melee Dmg=Crit.	1 Creature	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Instant	none	1	E
7	8 pts	AoO on Kill After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99	
2	4 pts	Fighters Charge Attks Max 2. HIT & Dmg +8. Move x2 w/ min	Move x2	1 Creature	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative	none	99	

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Utility-

LEVEL COST FOCUS TITLE RANGE AoE DURATION ROLLOUT SAVE STACK ENH Self Self 18 Hours 10 Minutes 1 **Mental Alarm Clock** 2 4 pts none 2

Set time to wake and wake at that time. 1 Rd to clear head.