

**Battle Actions/Prep**

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Melee Weapon Expertise</b>				2 pts	Touch	1 Item	1 Minute	End of Battle or 24 h	No Save
									COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Disengage Another</b>				4 pts	3 Squares	1 Recipient	Initiative	1 Round	No Save
									COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Attacks +1 8 SP Lvl 16 AoE = 2 Targets 12 SP
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Coordinate Initiatives</b>				8 pts	Self	Player Party	Initiative	1 Battle	No Save
									COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Pull Aggro</b>				8 pts	Self	8 Sq Radius	Initiative	3 Rounds	Skill Draws Aggro
									COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
<b>Battle Defense</b>									
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Set for A Charge</b>				4 pts	Self	1 Charge	Instant	1 Round	No Save
									COUNTER: None
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Shield Expertise</b>				4 pts	Self	Self	Initiative	4 Rounds	No Save
									COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>Withdraw &amp; No Attacks</b>				4 pts	Self	Self	Initiative	2 Rounds	No Save
									COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

## -Fighter

LEVEL	3	JUST	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					6 pts	Self	Fighter	Initiative	1 Round		
<b>Disengage w/ 1 Attack</b> Fighter moves in a straight line up to double their basic movement. Fighters AC is improved by 4, front and back. +8 Initiative bonus. Only 1 attack at -4 ToHIT is allowed before movement. The Fighter may be subject to Attacks of Opportunity (AoO). The Fighter may also use an AoO.											
										COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP	
LEVEL	4	BRU	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU +10/Tier Unmoved
					4 pt	Self	1 Target	Instant	Battle		
<b>Resist The Push</b> Fighter attempts to stay in the same square. Standard effort to not move is done with comparative BRU Save. This skill gives the resisting Fighter a bonus on the Save of +10/Tier.											
										COUNTER: None	
LEVEL	5	Brute	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Shield Still Useable
					8 pts	0 Squares	Self	Instant	1 Attack		
<b>Shield Block vs Melee</b> Fighter negates a melee attack made against them 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 small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.											
										COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP	
LEVEL	6	+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1 Strumos	Initiative	1 Round		
<b>Protect Strumos</b> The Fighter blocks attacks to the Strumos using weapons and position of their body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)											
										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	6	+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	3 sqs	1 Creature	Initiative	2 Rounds		
<b>Provide Protection</b> 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 to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)											
										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	6	SKL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL 1 attack blocked
					8 pts	0 Squares	Self	Initiative	2 Rounds		
<b>Shield vs Ranged</b> Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the Fighters Tier. A successful SKL Save indicates the specific ranged attack has been blocked. Shields can block a number of ranged attacks equal to the Fighter's Tier.											
										COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP	
<b>Battle Offense</b>											
LEVEL	1	+	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Melee	Self	Initiative	1 Round		
<b>Subdual Hammer Strike</b> Fighters uses the flat or blunt area of their Hammer. (Only Hammers) 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 or weapons not a 'Hammer'.											
										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	

## -Fighter

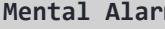
<b>LEVEL 2</b>	 JUST 2	STACK 99	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Fighters Charge</b>								
 <p>Fighter races forward and uses their momentum to help in an attack. (Extra Attack)      Charge must be a straight path to the non-moving target and not end 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.</p>								
<b>LEVEL 3</b>	 +	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Shield Bash (Odd Rds)</b>								
 <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.      This is an 'Extra' effort. Only 1 Extra effort is allowed per round.      Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers.      'Shield Bash' must be directed to the same target that the FTR has already targeted.</p>								
<b>LEVEL 7</b>		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 rounds	SAVE: No Save
<b>Party vs 1 Enemy</b>								
 <p>Fighter coordinates the parties attacks for a better effect. 1 Skill per target.      Fighter successfully directs at least 3 members of their party to attack one target.      The party gains Initiative and ToHIT bonuses of +2 per Tier of the Fighter.      The Fighter loses 1 attack (Min=0), and drops AC by 1.      For the 1st round of this skill the Fighter has an Initiative of 40.(He goes FIRST!!)</p>								
<b>LEVEL 9</b>		STACK 1	COST 12 pts	RANGE self	AREA OF EFFECT 1 creature	ROLL OUT Initiative	DURATION Battle	SAVE: No Save
<b>1 Creature Focus</b>								
 <p>Fighter selects one enemy for this battle. Not a group, a single creature.      Fighter gains ToHIT Melee bonus +12 to that enemy.      Fighter also gains 1 additional attack with that enemy via an enhancement.      For 2 rounds after losing focus on that enemy the Fighter has zero additions to the ToHIT.      After the 2 Rounds the Fighter regains normal ToHIT bonuses.</p>								
<b>LEVEL 9</b>		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Desperation Attack</b>								
 <p>Fighter attacks in wild and desperate attacks that just might work.      Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!!      Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.      Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll.      (There is a Strumos spell that can change the formula to 1d20-5 !)</p>								
<b>LEVEL 10</b>		STACK 1	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: Brute Compare & Move
<b>Brutal Push Forward</b>								
 <p>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).      1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2.      Fighter and target must use a comparison save.</p>								
<b>LEVEL 11</b>		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Adrenaline Rush</b>								
 <p>The Fighter hyps themselves up. (Player provides a narrative)      Character must verbally hype themselves up within pre-initiative part of their round.      Fighter can move and attack or just attack. Movement after the attack is not allowed.      Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).</p>								

# -Fighter

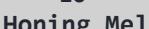
LEVEL 11		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
<b>Last Ditch Effort</b>								
	Pure determination keeps a fighter in battle even after death. Must be played out. Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4. Fighter must have 30 HP or less to use the skill. During skill use: Binding has no effect & 1/2 Healing while in negative points. Afterwards the Fighter may be dead, out cold, or just weak.							COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP
LEVEL 11		STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
<b>Mounted Melee Attack</b>								COUNTER: None
	Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.							
LEVEL 12		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 8 Squares	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Whirling Mordra</b>								COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP
	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. Recommended to tell the party then stall on your initiative until friends step away. Fighter gains a bonus on ToHIT (+6) and Damage (+6). Range is adjacent squares only. Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.							
LEVEL 15		STACK 1	COST 16 pts	RANGE Melee	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Surprise Death Blow</b>								COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
	Vulnerable target is beat down. Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held). Fighter gains +15 bonus to ToHIT. Damage is rolled on the Critical chart. And enhancements can add to the damage. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.							
<b>Battle Reaction</b>								
LEVEL 2		STACK 1	COST 1 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
<b>AoO on Enter or Exit</b>								COUNTER: No Counter Available. Lvl:1
	"Extra" effort 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' effort. Only 1 Extra effort is allowed per round.							
LEVEL 5		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Comparison  Not Disrupted
<b>Disrupt Concentration</b>								COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
	Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.							
LEVEL 7		STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION Instant	SAVE: No Save
<b>AoO on Kill</b>								COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP
	The fighter has dropped an enemy and another becomes the target! 'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra effort. Only 1 Extra effort 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.							

## -Fighter

## Class Specialty

LEVEL	<b>3</b>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	10 Minutes	24 Hours		
<b>Mental Alarm Clock</b>										
	Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds during the rollout. Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. If used when awake the 'Alarm' still alerts the character.	COUNTER:	None							
	ENHANCEMENTS:	Lvl 10	Rollout Halved	6 SP						
		Lvl 14	Duration X2	8 SP						

LEVEL	5	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
				8 pts		1 Square		1 Wpn/Armor		4 Hours		Permanent			
<b>Repair Weapons/Armor</b>															
	Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +. Items are imperfectly repaired, but usable.														
													FOCUS:Required		
													COUNTER:None		
													ENHANCEMENTS:		
													Lvl 14 Save Roll +20	8 SP	
													Lvl 10 Rollout Halved	6 SP	

LEVEL	<b>10</b>			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Honing Melee Weapon</b>				12 pts		Touch	1 Weapon		2 Hours		1 Battle	
	Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to it's former best condition. A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. This will only work on non-magic weapons that are not already in it's best condition.											
	FOCUS:Required.											
	COUNTER:None											
	ENHANCEMENTS:											
	Lvl 10 Rollout Halved		6 SP									
	Lvl 14 Duration X2		8 SP									
	Lvl 14 Damage X2		12 SP									

## -Fighter

LEVEL 12    

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

### 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 Roll -20.  
This skill can be enacted by the Player even if the Character is asleep.  
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +20

8 SP

## Nae'Ems

LEVEL 14 NAE'EM  

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

### Bestow House Authority



Character is able to draw followers to their banner.  
Character knows if the follower has acted properly according to House ideals.  
But, the creator of the House will NOT know the mind of the follower.  
This skill allows the character to create a house that they alone own.  
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Allegience  
COUNTER: None

