-Fighter Battle Actions/Prep ROLL OUT DURATION STACK 1 RANGE AREA OF EFFECT SAVE: BRU/AGL: 2 4 pts 3 Squares 1 Recipient Initiative 1 Round Disengages Assist Another To Disengage Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED. COUNTER: None Both roll initiative & move during highest initiative in a straight line 1-3 squares. ENHANCEMENTS: Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack. Lvl 0 No Enhancements 0 SP No attacks are allow by the recipient and the fighter. **Battle Defense** ROLL OUT No Save LEVEL 1 4 pts Initiative 4 Rounds Shield Dancing Fighter uses a shield to a greater than normal advantage. Small, Medium, and Large shields have AC +2 bonus. COUNTER: None Large shields Decrease the ToHIT by 1. ENHANCEMENTS: Lvl 9 Duration +50% DURATION COST RANGE AREA OF EFFECT ROLL OUT STACK SAVE: No Save 2 4 nts Self **Next Initiative** 2 Rounds Defend - No attacks Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks are allowed, but AC+1 per Tier. Base move is at half speed. COUNTER: None Gain an additional +1 to AC if the defender is next to another fighter. ENHANCEMENTS: Lvl 14 Duration X2 8 SP Does last to the end of the current round AND to the end of the next round. Lyl 9 Duration +50% 6 SP STACK 1 RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 4 pts 2-3 Squares Initiative 1 Round Disengage Fighter skillfully avoids combat as they avoid battle. REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares. COUNTER: None Fighters AC is improved by 4. ENHANCEMENTS: BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save. Lvl 14 Duration X2 8 SP No attacks are allowed while using this skill. STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION COST LEVEL 4 BRII: 2 4 pts 0 Squares Instant 1 Round Still Useable Fighter blocks an enemy's attack with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. COUNTER: None Fighter blocks an enemy's attack with a medium or smaller shield. ENHANCEMENTS: Save to block. Blunders merely fail. Criticals allow 2nd block instantly. Lvl 14 Save -1 Col 8 SP



This skill cannot block critical hits TO the fighter.

Battle Offense								
VEL 1	TACK	1 CC	ST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
lassive Bludgeoning Attacks		4	ots	Melee	Self	Initiative	2 Rounds	
door brangeoning Accaes								



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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.

LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	9	SAVE: No Save	
Attack Defenses		2 pts	1 Square	1 Target	Initiative	4 Hours			



Fighter can attack the enemies ability to protect itself. This applies to basic armor, Grace based AC, and all other non-magical defenses. However, if Magical protection is only part of the defense this skill can still be used. If magical protection is the only defense this skill will not work.

ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

10 SP

8 SP

6 SP

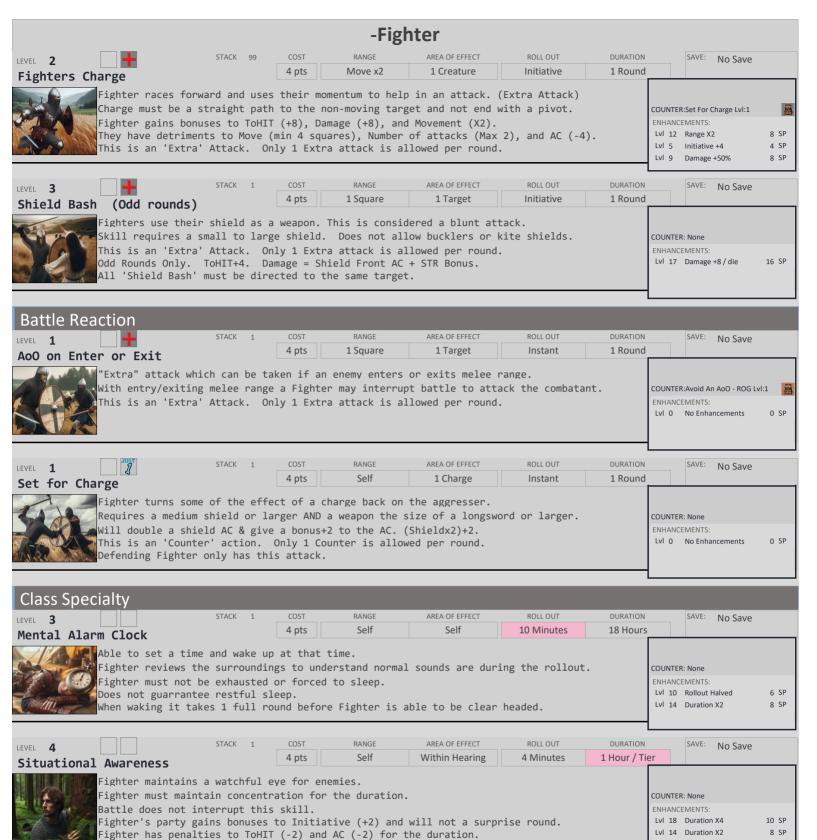
COUNTER: None

COUNTER: None

ENHANCEMENTS: Lvl 18 Duration X4

Lvl 14 Duration X2

Lvl 9 Duration +50%



Lvl 9 Duration +50%

6 SP