


Battle Actions/Prep

LEVEL 4	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 4 pts	RANGE 3 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
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Assist Another To Disengage




Fighter aids a recipient while they face the same enemy & attempt to exit a battle.
 Recipient gains +4 AC, cannot make attacks, and moves behind the Defending Fighter.
 Defending Fighter loses 2 attacks (min of 1 attack) and -2 to AC.
 Defending Fighter may attempt battle with the enemy.

COUNTER: None		
ENHANCEMENTS:		
Lvl 20	Rollout Instant	16 SP
Lvl 14	Attacks +1	8 SP
Lvl 16	AoE = 2 Targets	12 SP

LEVEL 6	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Player Party	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
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Coordinate Group Initiatives




The Fighter coordinates the priority of attacks from the group.
 Attacks-1. Distribute +8,+4,+0 & -4 Initiative bonuses to the group's classes.
 Give up one attack to use this skill, but can still use 'Extra' attacks.
 This skill only affects the Fighter's party.
 This skill can be reset by a second use of the skill.

COUNTER: None		
ENHANCEMENTS:		
Lvl 14	Attacks +1	8 SP

LEVEL 7	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 rounds	SAVE: No Save
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Coordinate vs 1 Enemy




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!!)

COUNTER: None		
ENHANCEMENTS:		
Lvl 14	Attacks +1	8 SP

LEVEL 8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 8 Sq Radius	ROLL OUT Initiative	DURATION 3 Rounds	SAVE: Skill Draws Aggro
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Pull Aggro




Fighter convinces 1d2+2 enemies to target them with an extreme show.
 NOTE: Enemy must be able to think. Unthinking things/creatures are not riled.
 Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).
 Party is a less attractive target with increases to Initiative (+2) and AC (+2).
 This is NOT a guarantee the ploy will work. It depends on the creature(s).

COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

Battle Defense

LEVEL 1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 Charge	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
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Set for A Charge




Fighter may mitigate some of the effects of a charging enemy.
 Increases their armor class (AC) by +6 vs the charge attacks ONLY.
 Defender must be using a longsword or larger weapon.
 The Defender may pivot in order to face the charge.

COUNTER: None		
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LEVEL 1	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
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Shield Expertise




Fighter uses a shield to a greater than normal advantage.
 Small & Medium: Use the shield AC +2.
 Does not apply to Buckler or Large shields.
 Can be combined with the 'Shield Bash' skill.

COUNTER: None		
ENHANCEMENTS:		
Lvl 9	Duration +50%	6 SP

LEVEL 2	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
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Defend / Withdraw, No Attacks



Fighter fully focuses on blocking and dodging attacks to avoid damage.
 No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed.
 +1 AC per adjacent friendly Fighter.
 Fighter may withdraw from the opponent without incurring an AoO from that opponent.

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



Fighters 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

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: BRU +10/Tier

4 pt


Self

1 Target

Instant

Battle

Unmoved



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

+

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: Brute

8 pts


0 Squares

Self

Instant

1 Attack

Shield Still Useable



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



The Fighter blocks attacks to the Strumos using weapons and position of 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

1 Square

1 Creature

Initiative

1 Round



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

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: AGL

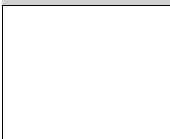
8 pts

0 Squares

Self

Instant

Up to 2 Rounds



Fighter tries to block ranged attacks using Medium or Large shield ONLY.

Number of attacks that can be blocked is dependent on the shield. Save for each block.

A successful save indicates the specific ranged attack has been blocked.

Medium shields can block a number of ranged attacks equal to the Fighter's Tier.

Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.

COUNTER: None

ENHANCEMENTS:

Lvl 20 Rollout Instant

16 SP

Lvl 10 Rollout Halved

6 SP

Battle Offense

LEVEL 1

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save


4 pts

Melee

Self

Initiative

2 Rounds



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

LEVEL 2

JUST

STACK 99

COST

4 pts

RANGE

Move x2

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

Fighters Charge



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.

COUNTER: Set For A Charge Lvl:1

ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

LEVEL 3

+

STACK 1

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

Shield Bash (Odd rounds)



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 + STR Bonus.
The 'Shield Bash' must be directed to the same target that the FTR has already targeted.

COUNTER: None

ENHANCEMENTS:
Lvl 17 Damage +8 / die 16 SP

Battle Reaction

LEVEL 2

+

STACK 1

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Instant

DURATION

1 Round

SAVE:

No Save

AoO on Enter or Exit



"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.

COUNTER: No Counter Available. Lvl:1

LEVEL 5

JUST

STACK 99

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 Squares

ROLL OUT

Instant

DURATION

2 Rounds

SAVE:

Senses Not Disrupted

Disrupt Concentration



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.

COUNTER: None

ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL 7

+

STACK 99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Instant

DURATION

Instant

SAVE:

No Save

AoO on Kill



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.

COUNTER: No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 12 Range X2 8 SP

LEVEL 7

STACK 1

COST

8 pts

RANGE

Self

AREA OF EFFECT

1 Critical

ROLL OUT

Instant

DURATION

Instant

SAVE:

No Save

Critical Roll Additions



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: NOTE: Anything above 100 = 99
1. Roll a 100 on the 1d100 or
2. Roll a 1d100 and add the bonuses to exactly 100.

COUNTER: None

LEVEL 8

+

STACK 99

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

No Save

Brace for Onslaught



Fighter must pass the Save to resist each Pushback, Stun, or Daze.
Meant to help resist multiple attacks within the duration.
Facing away from (not just looking) attacks will negate 'Brace for Onslaught' effect.
May defend vs any direction except flanking, all during the duration.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL

8

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


Instant

DURATION

Instant

SAVE:

No Save



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.

COUNTER: None

Class Specialty

LEVEL

3

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


10 Minutes

DURATION

24 Hours

SAVE:

No Save



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

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Within Hearing

ROLL OUT


4 Minutes

DURATION

1 Hour / Tier

SAVE:

No Save



Fighter maintains a watchful eye for enemies.

Fighter must maintain concentration for the duration.

Battle pauses this skill after Round 1. Skill can be resumed after the battle is over.

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.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Wpn/Armor

ROLL OUT


4 Hours

DURATION

Permanent

SAVE:

No Save



Using the Fighters Kit the Fighter repairs weapons and armor.

Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.

Non-magic items do not need

Repaired items are returned to an intact, yet imperfect state.

Repairing Magic items requires passing a Save. Save column must match the Magical +.

FOCUS:Required

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 10

Rollout Halved

6 SP