

-Fighter

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Self	Initiative	2 Rounds	No Save
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 Lvl 9 Duration +50%	8 SP 6 SP	
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				6 pts	Self	Fighter	Initiative	1 Round	No Save
Urgent Disengagement w/ 1 Attack									
	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 Lvl 14 Attacks +1	4 SP 8 SP	
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pt	Self	1 Target	Instant	Battle	BRU +10/Tier Unmoved
Resist The Push									
	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:
				8 pts	0 Squares	Self	Instant	1 Attack	Brute Shield Still Useable
Shield Block vs Melee									
	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:
				8 pts	1 Square	1 Strumos	Initiative	1 Round	No Save
Protect Strumos									
	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 Lvl 14 Duration X2 Lvl 9 Damage +50%	10 SP 8 SP 8 SP	
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	3 sqs	1 Creature	Initiative	2 Rounds	No Save
Provide Protection									
	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 Lvl 14 Duration X2	10 SP 8 SP	
LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	0 Squares	Self	Instant	Up to 2 Rounds	AGL
Shield Block vs Ranged									
	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 Lvl 10 Rollout Halved	16 SP 6 SP	

Battle Offense

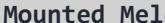
LEVEL	3		STACK	1	COST	4 pts	RANGE	1 Square	AREA OF EFFECT	1 Target	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	No Save
Shield Bash (Odd rounds)																
	Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers. This 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										

LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save								
Desperation Attack		12 pts		Self		Self		Initiative		1 Round								
 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 !)																		
COUNTER: None																		
ENHANCEMENTS:																		
Lvl 18	Duration X4			10	SP													
Lvl 14	Duration X2			8	SP													
Lvl 9	Duration +50%			6	SP													

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
Brutal Push Forward				12 pts	1 Square	1 Square	Initiative	1 Round	Compare & Move	

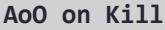
LEVEL	11		12 pts	Self	Self	Initiative	1 Round	No save
Adrenaline Rush			The Fighter hypes themselves up. (Player provides a narrative) Character must verbally hype themselves up within pre-initiative part of their round. Fighter can move and attack or just attack. Movement after the attack is not allowed. Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP				

-Fighter

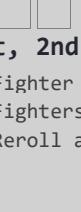
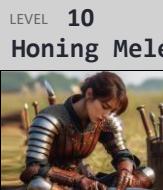
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Mounted Melee Attack				12 pts	1 Square	1 Horse	Initiative	1 Battle		
	Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.	COUNTER: None								

LEVEL	12		STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Whirling Mordra				12 pts		Touch	8 Squares	Initiative	1 Round			

Battle Reaction

LEVEL	7	<input type="checkbox"/> +	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
AoO on Kill				8 pts		1 Square	1 Target	Instant	Instant		
	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									

-Fighter

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Critical Roll Additions				8 pts	Self	1 Critical	Instant	Instant	No Save
	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: 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.								COUNTER: None
Brace for Onslaught		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	Self	Initiative	2 Rounds	No Save
	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
Critical Hit, 2nd Choice		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	Self	Instant	Instant	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									
Mental Alarm Clock		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Self	10 Minutes	24 Hours	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
Situational Awareness		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier	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
Repair Weapons/Armor		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent	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. 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
Honing Melee Weapon		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	Touch	1 Weapon	2 Hours	1 Battle	No Save
	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 its 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 its 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

12 pts

RANGE

Self

AREA OF EFFECT

1 Round

ROLL OUT

Next Initiative

DURATION

1 Round

SAVE: Skill -40

Wakes up

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.
 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

48 pts

RANGE

1 Recipient

AREA OF EFFECT

1 Target

ROLL OUT

1 Week

DURATION

Permanent

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

