

-Fighter

Battle Actions/Prep

| LEVEL | 1 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|---------------|------------------|-------|---|-------|-------|----------------|-----------|-----------------------|-------|---------|
| Weapon | Expertise | | | 2 pts | Touch | 1 Item | 2 Minutes | End of Battle or 24 h | | |

Fighter selects one of their current weapons to focus on with attacks. After the rollout the fighter is able to use that weapon more efficiently. The fighter will gain a +1 for each of their Fighter Tiers for the duration. The selected weapon must be a melee weapon.

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: | No Save |
|--------|----------------------|-------|---|-------|-----------|----------------|------------|----------|-------|---------|
| Assist | Another To Disengage | | | 4 pts | 3 Squares | 1 Recipient | Initiative | 1 Round | | |

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.

| | |
|---------------|-----------------|
| | SAVE: No Save |
| COUNTER: | None |
| ENHANCEMENTS: | |
| Lvl 20 | Rollout Instant |
| Lvl 14 | Attacks +1 |
| Lvl 16 | AoE = 2 Targets |

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

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.

SAVE: No Save

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!!)

SAVE: No Save
COUNTER: None
ENHANCEMENTS:
Lvl 14 Attacks +1 8 SP

| LEVEL | 8 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: Skill |
|-------------------|---|-------|---|-------|-------|----------------|------------|----------|-------------|
| Pull Aggro | | | | 8 pts | Self | 8 Sq Radius | Initiative | 3 Rounds | Draws 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).

| | | |
|--------|----------------------------|-------|
| S | SAVE: Skill Draws Aggro | |
| | COUNTER: None | |
| | ENHANCEMENTS: | |
| Lvl 18 | Duration X4 | 10 SP |
| Lvl 14 | Duration X2 | 8 SP |

Battle Defense

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 | STACK | 1 | COST | 4 pts | RANGE | Self | AREA OF EFFECT | Self | ROLL OUT | Initiative | DURATION | 4 Rounds | SAVE: | No Save |
| 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

-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

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|--|--|---|-------------------------------------|-------|---|--------|-------|----------------|------------|----------|-------|---------|
| LEVEL | 11 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Adrenaline Rush | | | | | | 12 pts | Self | Self | Initiative | 1 Round | | |
|  | 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

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|--------------------------|-----------|--------------------------|-------------------------------------|-------|---|------|--------|-------|------|----------------|------|----------|------------|----------|-------|---------|
| LEVEL | 11 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | 12 pts | RANGE | Self | AREA OF EFFECT | Self | ROLL OUT | Initiative | DURATION | SAVE: | No Save |
| Last Ditch Effort | | | | | | | | | | | | | | | | |

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.

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|--|---|---------------|----|--------|----------|----------------|------------|----------|-------|---------|
| 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 | | | | | | | | |

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|------------------------|----|---|-------|---|--------|--|-------|----------------|------------|----------|-------|---------|
| 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 | | |

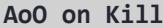
Battle Reaction

| | | | | | | | | | | | | | | | | |
|-----------------------------|----------|---|-------|---|------|-------|-------|----------|----------------|----------|----------|---------|----------|---------|-------------------------------------|---------|
| LEVEL | 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 | | <p>"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.</p> | | | | | | | | | | | | | COUNTER:No Counter Available. Lvl:1 | |

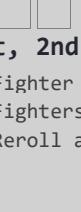
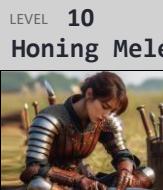
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|------------------------------|---|--|-------|----|-------|--|-----------|----------------|----------|----------|-------|---|
| LEVEL | 5 |  JUST | STACK | 99 | COST | | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Senses |
| | | | | | 8 pts | | 8 Squares | 3x3 Squares | Instant | 2 Rounds | | 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.

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|--|---|--|-------|-------|------|----------|----------------|----------|----------|---------------|
| 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

