

Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Melee Weapon Expertise				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:
Disengage Another				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:
Coordinate Initiatives				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:
Pull Aggro				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
Battle Defense									
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Set for A Charge				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:
Shield Expertise				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:
Withdraw & No Attacks				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		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					6 pts	Self	Fighter	Initiative	1 Round		
Disengage w/ 1 Attack											
	<p>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.</p>										
										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
Resist The Push											
	<p>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.</p>										
										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
Shield Block vs Melee											
	<p>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.</p>										
										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		
Protect Strumos											
	<p>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)</p>										
										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		
Provide Protection											
	<p>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)</p>										
										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:	SKL
					8 pts	0 Squares	Self	Initiative	2 Rounds		1 attack blocked
Shield vs Ranged											
	<p>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.</p>										
										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	1 Round		
Subdual Hammer Strike											
	<p>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'.</p>										
										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 2	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 Rds)									
	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.	COUNTER: None	ENHANCEMENTS:	Lvl 17 Damage +8 / die	16 SP				
LEVEL 7		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 rounds	SAVE: No Save	
Party 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 9		STACK 1	COST 12 pts	RANGE self	AREA OF EFFECT 1 creature	ROLL OUT Initiative	DURATION Battle	SAVE: No Save	
1 Creature Focus									
	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.	CREATE:	COUNTER: None	ENHANCEMENTS:	Lvl 14 Stacking +1	8 SP	Lvl 14 Attacks +1	8 SP	
LEVEL 9		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save	
Desperation Attack									
	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 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE: Brute Compare & Move	
Brutal Push Forward									
	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.	COUNTER: None	ENHANCEMENTS:	Lvl 14 Attacks +1	8 SP				
LEVEL 11		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Round	SAVE: 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 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle	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.							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
Mounted Melee Attack								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	JUST	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 8 Squares	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
Whirling Mordra								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.							
Battle Reaction								
LEVEL 2	+	STACK 1	COST 1 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
AoO on Enter or Exit								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
Disrupt Concentration								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
AoO on Kill								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.							
LEVEL 7		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Critical	ROLL OUT Instant	DURATION Instant	SAVE: No Save
Critical Roll Adds								COUNTER: None
	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.							

-Fighter

LEVEL 8	<input type="checkbox"/> +	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. EXTRA: Attk=1. BRU & AGL Save rolls +40. AC +4 and Back AC = Front AC.	COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP						
LEVEL 8	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Instant	SAVE: No Save
Critical Hit Choices								
	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						
LEVEL 3	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 24 Hours	SAVE: No Save
Mental Alarm Clock								
	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	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Within Hearing	ROLL OUT 4 Minutes	DURATION 1 Hour / Tier	SAVE: No Save
Situational Awareness								
	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	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Wpn/Armor	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
Repair Weapons/Armor								
	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 10	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 Weapon	ROLL OUT 2 Hours	DURATION 1 Battle	SAVE: No Save
Honing Melee Weapon								
	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						
LEVEL 12	<input type="checkbox"/> +	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Round	ROLL OUT Instant	DURATION 1 Round	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						