

## -Fighter

## Battle Actions/Prep

1

Melee Weapon Expertise

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.

STACK1

COST2 pts

RANGETouch

AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONEnd of Battle or 24 hr

SAVE:No Save

COUNTER: None

ENHANCEMENTS:

Lvl 10Rollout Halved6 SP

Lvl 9Duration +50%6 SP

LEVEL

4

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Disengage

Another


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 1 attack (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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Coordinate Initiatives					8 pts	Self	Player Party	Initiative	1 Battle			
			<p>The Fighter coordinates the priority of attacks from the group.</p> <p>Attacks-1. Distribute +8,+4,+0 &amp; -4 Initiative bonuses to the group's classes.</p> <p>Give up one attack to use this skill, but can still use 'Extra' attacks.</p> <p>This skill only affects the Fighter's party.</p> <p>This skill can be reset by a second use of the skill.</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Attacks +1</div> <div>8 SP</div>	

LEVEL

8

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

Skill

Pull Aggro

8 pts

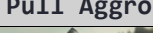
Self

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 (-1, 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 play 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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Set for A Charge				4 pts	Self	1 Charge	Instant	1 Round		
 <p>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.            Defender can use this skill vs multiple charges</p>		<p>COUNTER: None</p>								

LEVEL	1			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save			
Shield Expertise						4 pts		Self		Self		Initiative		4 Rounds						
	<p>Fighter uses a shield to a greater than normal advantage.</p> <p>Small &amp; Medium: Use the shield AC +2.</p> <p>Does not apply to Buckler or Large shields.</p> <p>Can be combined with the 'Shield Bash' skill.</p>																<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>	Lvl 9	Duration +50%	6 SP
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LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Withdraw & No Attacks						4 pts	Self	Self	Initiative	2 Rounds								
		<p>Fighter fully focuses on blocking and dodging attacks to avoid damage.</p> <p>No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed.</p> <p>+1 AC per adjacent friendly Fighter.</p> <p>Fighter may withdraw from the opponent without incurring an AoO from that opponent.</p>									<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>		Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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

Disengage w/ 1 Attack



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

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: Brute

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: No Save

Protect Strumos



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)

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

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 10 SP

Lvl 14 Duration X2 8 SP

LEVEL 6

STACK 1

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL

Shield 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 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.

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

Subdual Hammer Strike



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	<div><div></div><div>JUST 2</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Fighters Charge					4 pts	Move x2	1 Creature	Initiative	1 Round												
			<p>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.</p>								<div>COUNTER:Set For A Charge Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 5	Initiative +4	4 SP	Lvl 9	Damage +50%	8 SP
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

LEVEL	3	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shield Bash (Odd Rds)				4 pts	1 Square	1 Target	Initiative	1 Round			
<div></div> <p>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.</p>										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 17   Damage +8 / die   16 SP</div>	


LEVEL	7			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Party vs 1 Enemy						8 pts	Self	1 Target	Initiative	5 rounds		
												
<p>Fighter coordinates the parties attacks for a better effect. 1 Skill per target.</p> <p>Fighter successfully directs at least 3 members of their party to attack one target.</p> <p>The party gains Initiative and ToHIT bonuses of +2 per Tier of the Fighter.</p> <p>The Fighter loses 1 attack (Min=0), and drops AC by 1.</p> <p>For the 1st round of this skill the Fighter has an Initiative of 40.(He goes FIRST!!)</p>												


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

## Battle Reaction

LEVEL	2	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					1 pts	1 Square	1 Target	Instant	1 Round		
 <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>										<p>COUNTER:No Counter Available. Lvl:1</p>	

LEVEL	5	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Comparis 							
Disrupt Concentration					8 pts	8 Squares	1 Target	Instant	2 Rounds		Not Disrupted							
			<p>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.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
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LEVEL	7	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
AoO on Kill					8 pts	1 Square	1 Target	Instant	Instant						
			<p>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' &amp; "Situational Awareness". 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.</p>								<p>COUNTER:No Counter Available. Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 12	Range X2	8 SP
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LEVEL	7	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	1 Critical	Instant	Instant		
 <p>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.</p>										<p>COUNTER: None</p>	

# -Fighter

LEVEL8

STACK99

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION2 Rounds

SAVE:No Save



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 +208 SP  
Lvl 18 Duration X410 SP  
Lvl 14 Duration X28 SP

LEVEL8

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInstant

DURATIONInstant

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

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION24 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 Halved6 SP  
Lvl 14 Duration X28 SP

LEVEL4

STACK1

COST4 pts

RANGESelf

AREA OF EFFECTWithin Hearing

ROLL OUT4 Minutes

DURATION1 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 X410 SP  
Lvl 14 Duration X28 SP  
Lvl 9 Duration +50%6 SP

LEVEL5

STACK99

COST8 pts

RANGE1 Square

AREA OF EFFECT1 Wpn/Armor

ROLL OUT4 Hours

DURATIONPermanent

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.  
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 +208 SP  
Lvl 10 Rollout Halved6 SP