

Battle Actions/Prep

LEVEL1

STACK1

COST2 pts


RANGETouch

AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONnd of Battle or 24 hr

SAVE: No Save



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 Halved6 SP
Lvl 9Duration +50%6 SP

LEVEL4

STACK1

COST4 pts


RANGE3 Squares

AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



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 Instant16 SP
Lvl 14 Attacks +18 SP
Lvl 16 AoE = 2 Targets12 SP

Battle Defense

LEVEL1

+

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT1 Charge

ROLL OUTInstant

DURATION1 Round

SAVE: No Save



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

COUNTER: None

LEVEL1

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE: No Save



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 9Duration +50%6 SP

LEVEL2

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION2 Rounds

SAVE: No Save



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

LEVEL3

JUST 1

STACK1

COST6 pts


RANGESelf

AREA OF EFFECTFighter

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



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 5Initiative +44 SP
Lvl 14Attacks +18 SP

LEVEL4

STACK1

COST4 pt


RANGESelf

AREA OF EFFECT1 Target

ROLL OUTInstant

DURATIONBattle


SAVE: BRU +10/Tier
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

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 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

LEVEL

2

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).


This has 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shield Bash	(Odd Rds)		4 pts	1 Square	1 Target	Initiative	1 Round				
	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	2		STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
AoO on Enter or Exit					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>		COUNTER:No Counter Available. Lvl:1														

Class Specialty

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
Mental Alarm Clock						4 pts	Self	Self	10 Minutes	24 Hours									
				<p>Able to set a time and wake up at that time.</p> <p>Fighter reviews surroundings to understand the normal sounds during the rollout.</p> <p>Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.</p> <p>When waking it takes 1 full round before Fighter is able to be clear headed.</p> <p>If used when awake the 'Alarm' still alerts the character.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 14	Duration X2	8 SP																	

LEVEL

4

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Situational Awareness


4 pts

Self

Within Hearing

4 Minutes

1 Hour / Tier



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