

Battle Actions/Prep

LEVEL1

STACK1

COST2 pts

RANGETouch

AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONnd of Battle or 24 hr

SAVE: No Save

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 ba 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

Assist Another To Disengage



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.

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

Set for A Charge



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

LEVEL1

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 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 9Duration +50%6 SP

LEVEL2

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION2 Rounds

SAVE: 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 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

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 5Initiative +44 SP
Lvl 14Attacks +18 SP

LEVEL4

STACK1

COST4 pt

RANGESelf


AREA OF EFFECT1 Target

ROLL OUTInstant

DURATIONBattle

SAVE: 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

Battle Offense

LEVEL	1	<div></div> <div></div>	STACK	1	COST	4 pts	RANGE	Melee	AREA OF EFFECT	Self	ROLL OUT	Initiative	DURATION	2 Rounds	SAVE:	No Save
Massive Bludgeoning Hammerstrike																
		<p>Fighters uses the flat or blunt area of their Hammer. (Only Hammers)</p> <p>Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).</p> <p>Full damage is applied right away. After 30 minutes half of the damage fades away.</p> <p>Bludgeoning can be applied to all or none of the attacks.</p> <p>Cannot be applied to non-melee attacks or weapons not a 'Hammer'.</p>												<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>		

LEVEL

2

JUST

1

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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3		1	4 pts	1 Square	1 Target	Initiative	1 Round	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.						<p>COUNTER: None</p> <hr/> <p>ENHANCEMENTS:</p> <p>Lvl 17 Damage +8 / die 16 SP</p>

Battle Reaction

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Instant	1 Round		
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

Class Specialty

LEVEL		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Mental Alarm Clock				4 pts	Self	Self	10 Minutes	24 Hours	

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

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

Situational Awareness

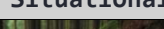
4 pts

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