

-Fighter

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Battle Actions/Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Assist Another To Disengage	Highest Init. Move straight 1-3 sq. Save to avoid. Attk=0.	3 Squares	1 Recipient	1 Round	Initiative	RU/AGL 2	1
End	8	8 pts	Pull Aggro	Self:Attk=2. AC-4. Grp:Init & AC +2.	Self	8x8 Squares	1d3+1 Rounds	Initiative	none	4
	9	12 pts	Adrenalin Rush	Narrative hype. Move/Attk or Attk. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	none	1

Battle Defense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Defend - No attacks	AC: +1 / Tier. No attacks.	Self	Self	2 Rounds	Instant	none	1
	3	4 pts	Disengage	Before Init. Move straight 1-3 sq. Save to avoid. Attk=0.	Self	2-3 Squares	1 Round	Initiative	none	1
	4	4 pts	Shield Block	Before Dmg roll. Sm or Med Shld. Save to block. (Not Crits)	0 Squares	Self	Instant	Instant	BRU 2	1
End	5	8 pts	Provide Protection	Self: Init & HIT -2, Move 1/2. Recip:near FTR, AC+4.	1 Square	1 Creature	1 Round	initiative	none	99

Battle Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Massive Bludgeoning Attacks	Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	none	1
End	2	2 pts	Attack Defenses	For non-magical AC. Drop 1 AC per hit. Max of 1/4 of orig AC.	1 Square	1 Target	4 Hours	Initiative	none	99
	2	4 pts	Fighters Charge	Attk Max 2. HIT & Dmg +8. Move x2 w/ min 4 sqs. AC-4.	Move x2	1 Creature	1 Round	Initiative	none	99
End	3	4 pts	Shield Bash (Odd rounds)	Sm, Med, Lg Shield. Odd Rd. HIT+4. Dmg:Shld AC+STR.	1 Square	1 Target	1 Round	Initiative	none	1
	7	8 pts	Brutal Push Forward	Attk-1 (min 0), Init+4, ToHIT+2. AC-2.	1 Square	1 Square	1 Round	Initiative	BRU 2	1
End	8	8 pts	Desperation Attack	1d20-8 to AC, Init, ToHITs (all), & Dmg.	Self	Self	1 Round	Initiative	none	1
	9	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
End	10	12 pts	Last Ditch Effort	Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	none	1
	12	12 pts	Whirling Mordra	8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	none	1
End	14	16 pts	Surprise Death Blow	Trgt:Sprzd/Dazed/Stun/Held. FTR:ToHIT+15. Dmg=Crit.	Melee	1 Creature	1 Round	Instant	none	1

Battle Reaction

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	AoO on Enter or Exit	As target enters/exits.	1 Square	1 Target	Instant	Instant	none	1
End	1	4 pts	Set for Charge	Med Shld+ & Lngswrd+ . AC=Shieldx2 +2. Only 1 attack.	Self	1 Charge	Instant	Instant	none	1
	5	8 pts	Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Observe 2	99
End	6	8 pts	Brace for Onslaught	Attk=1. Save vs Pshbck, Stun, Daze. Must face attk.	Self	Self	2 Rounds	Initiative	BRU 2	99
	6	8 pts	Critical Roll Additions	Roll 1d100 +Lvl +ToHIT to improve critical roll.	Self	1 Attack	Instant	Instant	none	1
End	7	8 pts	AoO on Kill	After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	none	99
	9	12 pts	Critical Hit - 2nd Choice	Reroll Critical Hit and must take the roll.	Self	Self	Instant	Instant	none	1

Class Specialty

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	5	8 pts	Converge On The Enemy	Self=#Attk-1, HIT-4, AC-1, Grp=Init & HIT +1/FTR Tier	Self	1 Target	Conc + 2 Rds	Initiative	none	1
End	5	8 pts	Coordinate Group Initiative	Self=#Attk=1, Grp= Init +6, +4, +0, -2 to classes	Self	Player Party	1 Battle	Initiative	none	99
	5	8 pts	Repair Weapons/Armor	Fixed damaged, but not broken metal weapons and armor.	1 Square	1 Wpn/Armor	Permanent	4 Hours	SKL 3	99
End	10	12 pts	Honing Melee Weapon	Weapon in best condition can have +1 added to damage.	Touch	1 Weapon	1 Battle	2 Hours	none	99

Traveling (PMP)

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	6	8 pts	1000 Yard Stare March	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1

Utility or Misc

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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End	3	4 pts	Mental Alarm Clock	Set time to wake and wake at that time. 1 Rd to clear head.	Self	Self	18 Hours	10 Minutes	none	1
	4	4 pts	Situational Awareness	FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	none	1
End	11	12 pts	Wake To Battle	Save=Instant wakening.	Self	1 Round	Instant	Instant	SKL 1	1