

## -Fighter

# AAA-My Party

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 does not interrupt this skill.

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

# Battle-Defense


LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	1 Charge	Instant	Instant		
 <p>Fighter turns some of the effect of a charge back on the aggressor. Requires a medium shield or larger AND a weapon the size of a longsword or larger. Will double a shield AC &amp; give a bonus+2 to the AC. (Shieldx2)+2. This is an 'Counter' action. Only 1 Counter is allowed per round. Defending Fighter only has this attack.</p>											
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 0	No Enhancements      0 SP

LEVEL 2 ☐ ☐

Defend - No attacks


	<p>Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks are allowed, but AC+1 per Tier. Base move is at half speed. Gain an additional +1 to AC if the defender is next to another fighter.</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						

### LEVEL 3 Disengage


	<p>Fighter skillfully avoids combat as they avoid battle.            REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.            Fighters AC is improved by 4.            BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.            No attacks are allowed while using this skill.</p>
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LEVEL 4 ☐ ☐




**Assist Another To Disengage**

	<p>Fighter aids another while they face the same enemy &amp; attempt to exit a battle safely.  REQUEST BEFORE INITIATIVES ARE ROLLED.</p> <p>Both roll initiative &amp; move during highest initiative in a straight line 1-3 squares.  Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack.  No attacks are allow by the recipient and the fighter.</p>
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LEVEL 4  
Shield Block

	<p>Fighter blocks an enemy's attack 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 medium or smaller shield.          Save to block. Blunders merely fail. Criticals allow 2nd block instantly.          This skill cannot block critical hits TO the fighter.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 14</td> <td>Save-1 Col</td> <td>8 SP</td> </tr> </table>	Lvl 14	Save-1 Col	8 SP
Lvl 14	Save-1 Col	8 SP			

## Battle-Offense

LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
AoO on Enter or Exit					4 pts	1 Square	1 Target	Instant	Instant		
	<p>"Extra" attack which can be taken if an enemy enters or exits melee range.</p> <p>With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p>										COUNTER: Avoid An AoO - ROG Lvl:1  ENHANCEMENTS: Lvl 0    No Enhancements    0 SP

# -Fighter

LEVEL1

STACK1

COST

4 pts

RANGE

Melee

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

No Save



Fighters use the flat or blunt area of their weapon.

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.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL2

+

STACK99

COST

4 pts

RANGE

Move x2

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save



Fighter races forward and uses their momentum to help in an attack.

This charge must be in a straight line and not start or stop 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 Charge - FTR Lvl: 1

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Damage +50%	8 SP
Lvl 14	Attacks = FTR	8 SP

LEVEL3

+

STACK1

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save



Fighters use their shield as a weapon. This is considered a blunt attack.

Skill requires a small to large shield. Does not allow bucklers or kite shields.

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.

All 'Shield Bash' must be directed to the same target.

COUNTER: None

ENHANCEMENTS:

Lvl 17	Damage +8 / die	16 SP
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## Utility-

LEVEL2

STACK1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

18 Hours

SAVE:

No Save



Able to set a time and wake up at that time.

Fighter reviews the surroundings to understand normal sounds are 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.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP