

# -Fighter

Battle Actions/Prep					Battle Reaction								
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	<b>Melee Weapon Expertise</b>	2	Touch	1 Item	2 Minutes	End of Battle	2	<b>AoO on Enter or Exit</b>	4	1 Square	1 Target	Instant	1 Round
4	<b>Assist Another To Disengage</b>	4	3 Squares	1 Recipient	Initiative	1 Round	5	<b>Disrupt Concentration</b>	8	8 Squares	3x3 Squares	Instant	2 Rounds
6	<b>Coordinate Group Initiatives</b>	8	Self	Player Party	Initiative	1 Battle	7	<b>AoO on Kill</b>	8	1 Square	1 Target	Instant	Instant
7	<b>Coordinate vs 1 Enemy</b>	8	Self	1 Target	Initiative	5 rounds	7	<b>Critical Roll Additions</b>	8	Self	1 Critical	Instant	Instant
8	<b>Pull Aggro</b>	8	Self	8 Sq Radius	Initiative	3 Rounds	8	<b>Brace for Onslaught</b>	8	Self	Self	Initiative	2 Rounds
<b>Battle Defense</b>					<b>Class Specialty</b>								
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	<b>Set for A Charge</b>	4	Self	1 Charge	Instant	1 Round	3	<b>Mental Alarm Clock</b>	4	Self	Self	10 Minutes	24 Hours
1	<b>Shield Expertise</b>	4	Self	Self	Initiative	4 Rounds	4	<b>Situational Awareness</b>	4	Self	Within Heari	4 Minutes	1 Hour / Tier
2	<b>Defend / Withdraw, No Attacks</b>	4	Self	Self	Initiative	2 Rounds	5	<b>Repair Weapons/Armor</b>	8	1 Square	1 Wpn/Armo	4 Hours	Permanent
3	<b>Urgent Disengagement w/ 1 Atta</b>	6	Self	Fighter	Initiative	1 Round	10	<b>Honing Melee Weapon</b>	12	Touch	1 Weapon	2 Hours	1 Battle
4	<b>Resist The Push</b>	4	Self	1 Target	Instant	Battle	12	<b>Wake To Battle</b>	12	Self	1 Round	Next Initiativ	1 Round
5	<b>Shield Block vs Melee</b>	8	0 Squares	Self	Instant	1 Attack	<b>Nae'Ems</b>						
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
6	<b>Protect Strumos</b>	8	1 Square	1 Strumos	Initiative	1 Round	14	<b>Bestow House Authority</b>	48	1 Recipient	1 Target	1 Week	Permanent
6	<b>Provide Protection</b>	8	3 sqs	1 Creature	Initiative	2 Rounds							
6	<b>Shield Block vs Ranged</b>	8	0 Squares	Self	Instant	Up to 2 Rou							
<b>Battle Offense</b>													
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration							
1	<b>Massive Bludgeoning Hammerst</b>	4	Melee	Self	Initiative	2 Rounds							
2	<b>Fighters Charge</b>	4	Move x2	1 Creature	Initiative	1 Round							
3	<b>Shield Bash (Odd rounds)</b>	4	1 Square	1 Target	Initiative	1 Round							
9	<b>Desperation Attack</b>	12	Self	Self	Initiative	1 Round							
9	<b>Single Focus Attacks</b>	12	self	1 creature	Initiative	Battle							
10	<b>Brutal Push Forward</b>	12	1 Square	1 Square	Initiative	1 Round							
11	<b>Adrenaline Rush</b>	12	Self	Self	Initiative	1 Round							
11	<b>Last Ditch Effort</b>	12	Self	Self	Initiative	1 Battle							
11	<b>Mounted Melee Attack</b>	12	1 Square	1 Horse	Initiative	1 Battle							
12	<b>Whirling Mordra</b>	12	Touch	8 Squares	Initiative	1 Round							
15	<b>Surprise Death Blow</b>	16	Melee	1 Creature	Next Initiativ	1 Round							