





# -Fighter


## AAA-My Party

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		
<b>Situational Awareness</b>												
 <p>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.</p>										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		


LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Player Party	Initiative	1 Battle		
<b>Coordinate Group Initiative</b>												
 <p>The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +6,+4,+0 &amp; -2 Initiative bonuses to the group's classes. Give up one attack to use this skill, but can still use 'Extra' attacks. This skill only affects the Fighter's party. This skill can be reset by a second use of the skill.</p>										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP		


LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Weapon Repaired
						8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		
<b>Repair Weapons/Armor</b>												
 <p>Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Non-magic items do not need a Save to be fixed. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +.</p>										<b>FOCUS:</b> Required <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP		

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	10 Minutes	20 Hours		
<b>1000 Yard Stare March</b>												
 <p>Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise. After using this skill 8 straight hours of sleep may be needed within an hour.</p>										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP		

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	1 Weapon	2 Hours	1 Battle		
<b>Honing Melee Weapon</b>												
 <p>Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, &amp; axes. Enhancement to +2. Undamaged weapons are brought back to it's former best condition. A weapon with major chips, cracks, breaks, or bends is considered 'damaged'. This will only work on non-magic weapons that are not already in it's best condition.</p>										<b>FOCUS:</b> Required. <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 14 Damage X2 12 SP		

## Battle-Actions

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1 Target	Initiative	Conc + 2 Rds		
<b>Converge On The Enemy</b>												
 <p>Fighter coordinates the groups attacks for a better effect. This effort will continue as long as the Fighter concentrates and then 1 more round. Fighter targets a single enemy with jeers &amp; war cries to encourage the group to attack. Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1). The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier).</p>										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP		

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	1 Attack	Instant	Instant		
<b>Critical Roll Additions</b>												
 <p>Fighters skill and experience pays off with a critical success! Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll. Note that there are 2 ways to get an exact 100: 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.</p>										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP		

## -Fighter

LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Critical Hit - 2nd Choice			12 pts	Self	Self	Instant	Instant		



Fighter can upgrade a natural critical roll.  
Fighters luck improves with more choices when rolling a critical!  
Reroll a Critical and choose either the original roll or the reroll.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Last Ditch Effort</b>				12 pts	Self	Self	Initiative	1 Battle		



Pure determination keeps a fighter in battle even after death. Must be played out.  
Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4  
Fighter must have 30 HP or less to use the skill.  
During skill use: Binding has no effect & 1/2 Healing while in negative points.  
Afterwards the Fighter may be dead, out cold, or just weak.

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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## Battle-Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Set for Charge				4 pts	Self	1 Charge	Instant	Instant		



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 & 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.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Defend - No attacks				4 pts	Self	Self	Instant	2 Rounds		



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.

COUNTER: None		
ENHANCEMENTS:		
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Disengage				4 pts	Self	2-3 Squares	Initiative	1 Round		



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.

COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
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LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	1	4 pts	3 Squares	1 Recipient	Initiative	1 Round	BRU/AGL: 2 Disengages



Fighter aids another while they face the same enemy & attempt to exit a battle safely.  
REQUEST BEFORE INITIATIVES ARE ROLLED.  
Both roll initiative & 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.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	4		+	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
	Shield Block					4 pts	0 Squares	Self	Instant	Instant			Blocks



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.


COUNTER: None

ENHANCEMENTS:

Lvl 14 Save -1 Col 8 SP

# -Fighter


LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	1 Square	1 Creature	initiative	1 Round		



The Fighter blocks attacks to the recipient using weapons and position of body. Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient). Fighter is able to interpose and take 'Extra' attacks in place of the recipient. Recipient must remain within 1 sq of the Fighter and recipients AC + 4. The recipient must not be actively unwilling, (can be unconscious)


COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP


LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Bracing works
					8 pts	Self	Self	Initiative	2 Rounds		



Number of attacks is reduced by 1 each round (minimum of 1)  
Fighter must pass the Save to resist each Pushback, Stun, or Daze.  
Facing away from (not just looking) attacks will negate 'Stand Ground' effect.  
May defend vs 3 continuous front squares. (no flanking squares).

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP


LEVEL	8		STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	8x8 Squares	Initiative	1d3+1 Rounds		




Fighter convinces enemy(ies) to target them.  
GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think.  
Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).  
Party is a less attractive target with increases to Initiative (+2) and AC (+2).  
This is NOT a guarantee the play will work. It depends on the creature(s).

COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

## Battle-Offense


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



"Extra" attack 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' Attack. Only 1 Extra attack is allowed per round.


COUNTER: Avoid An AoO - ROG Lvl:1  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP


LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Melee	Self	Initiative	2 Rounds		



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


LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Move x2	1 Creature	Initiative	1 Round		



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

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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 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

# -Fighter

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
COUNTER: Disruptive Factor					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
	Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.									COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP	
LEVEL	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
AoO on Kill					8 pts	1 Square	1 Target	Instant	Instant		
	The fighter has dropped an enemy and another becomes the target! 'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra Attack. Only 1 Extra attack is allowed per round. Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness". 'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.									COUNTER: Avoid An AoO - ROG Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP	
LEVEL	7		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Compare & Move
Brutal Push Forward					8 pts	1 Square	1 Square	Initiative	1 Round		
	From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2). 1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Fighter and target must use a comparison save.									COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP	
LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Desperation Attack					8 pts	Self	Self	Initiative	1 Round		
	Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll. (There is a Strumos spell that can change the formula to 1d20-5 !)									COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	9		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Adrenalin Rush					12 pts	Self	Self	Initiative	1 Round		
	The Fighter hypes themselves up. (Narrative) Character must verbally hype themselves up within pre-initiative part of their round. Fighter can move and attack or just attack. Movement after the attack is not allowed. Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).									COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Attack is attempted
Mounted Melee Attack					12 pts	1 Square	1 Horse	Initiative	1 Battle		
	Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.									COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	
LEVEL	11		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Wakes up
Wake To Battle					12 pts	Self	1 Round	Instant	Instant		
	Fighter jumps from full sleep to full battle mode instantly. Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher. This skill can be enacted by the Player even if the Character is asleep. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.									COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP	

## -Fighter

STACK 1

COST

RANGE

AREA OF EFFECT

## ROLL OUT

DURATION

SAVE: No Save

## Whirling Mordra



In 1 Sq the Fighter spins back and forth to strike out at all within melee range.  
'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares.  
It's recommended to tell the party then stall on your initiative until friends step away.  
Fighter gains a bonus on ToHit (+4) and Damage (+4). Range is adjacent squares only.  
Adjusted ToHit & Dmg rolls are applied to all targets. Note some targets may be missed.

COUNTER: None

### ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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## Utility-

STACK 1

COST

RANGE

AREA OF EFFECT

## ROLL OUT

DURATION

SAVE: No Save

## Mental Alarm Clock



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
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Lvl 14	Duration X2	8 SP
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