4 pts

Fighter fully focuses on blocking and dodging attacks to avoid damage.

Defend / Withdraw, No Attacks

+1 AC per adjacent friendly Fighter.

Self

No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed.

Fighter may withdraw from the opponent without incurring an AoO from that opponent.

Initiative

2 Rounds

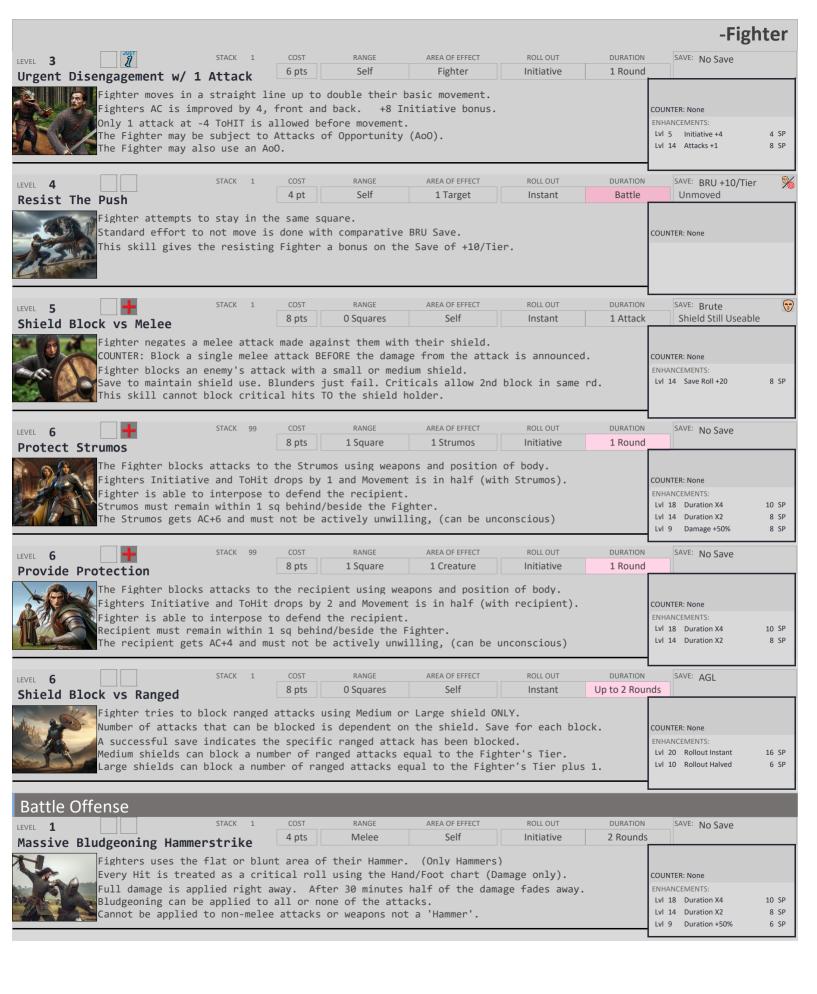
COUNTER: None

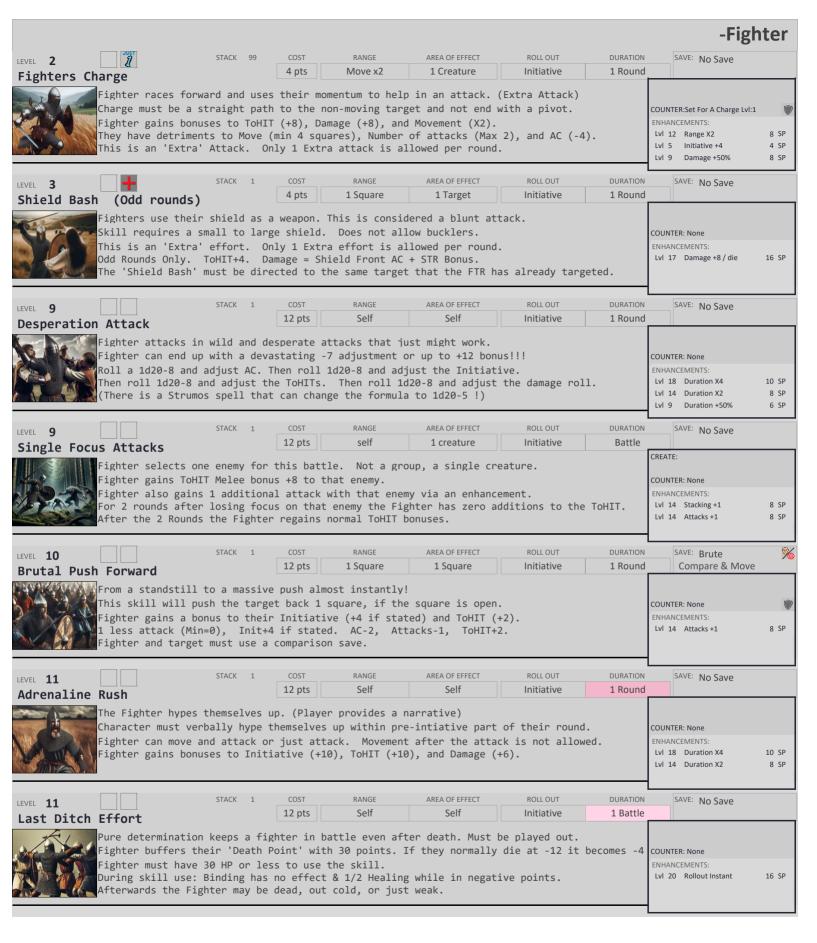
ENHANCEMENTS: Lvl 14 Duration X2

Lvl 9 Duration +50%

8 SP

6 SP





								-Fighter
/EL 11	elee Attack	STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
	Character is abl Only 1 attack wh Requires the use Single handed we Character is onl	en moving. Ma e of a trained eapons only.	x 2 attack	ks when stopp	ped.			COUNTER: None
/EL 12	Mandan a	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 8 Squares	ROLL OUT	DURATION 1 Round	SAVE: No Save
hirling	In 1 Sq the Figh 'Extra' melee at It's recommended Fighter gains a	tack replaces I to tell the p bonus on ToHIT	and forth ALL attack earty then (+4) and	stall on you Damage (+4)	out at all within as all eight surr ur initiative unt Range is adjace as. Note some tar	ounding squares. il friends step nt squares only.	away.	COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP
/EL 15	Death Blow	STACK 1	COST 16 pts	RANGE Melee	AREA OF EFFECT 1 Creature	ROLL OUT Next Initiative	DURATION 1 Round	SAVE: No Save
	Vulnerable targe Target must be u Fighter gains +1 Damage is rolled	nable to defen 5 bonus to ToH I on the Critic	d themselv IIT. al chart.	And enhance	ed/Dazed/Stunned/ ements can add to allowed per round	the damage.		COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
attle Re 2 00 on En	ter or Exit "Extra" effort w With entry/exiti	ng melee range	a Fighter	may interru	AREA OF EFFECT 1 Target 5 or exits melee upt battle to attailowed per round	ack the combatar	DURATION 1 Round	SAVE: No Save COUNTER:No Counter Available. Lvl:1
EL 5	JUST A	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
srupt C	Counters current This action is m All the Targets This is a Counte LIST OF SPELL IN	meant to disrup in the AoE mus or Action and c	t and breat t pass the an only be	ak concentrate Save to not	tion of another. t be affected/inte	Instant errupted.	2 Rounds	COUNTER: None ENHANCEMENTS: Lvi 18 Range X4 10 SP Lvi 12 Range X2 8 SP
EL 7 00 on Ki	-	STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT	DURATION Instant	SAVE: No Save
	The fighter has 'Extra' effort f Is an Extra effo Interferes with	ocuses on anot ort. Only 1 Ex skills such as	her non-fl tra effort 'Converge	lank enemy wi is allowed on The Ener	ithin melee range	l Awareness'.		COUNTER:No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP
ritical	Roll Additions	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Critical	ROLL OUT Instant	DURATION Instant	SAVE: No Save
	Fighters skill a Before the criti Note that there 1. Roll a	cal roll. Rol	l 1d100 +l get an exa 100 or	vl +ToHIT to	o improve critica NOTE: Anything			COUNTER: None

