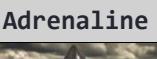


Battle Actions/Prep

-Fighter

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Self	Initiative	2 Rounds	No Save
Defend / Withdraw, No Attacks									
	Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks are allowed, but the Fighter adds +2 AC/Tier. Base move is at half speed. +1 AC per adjacent friendly Fighter. Fighter may withdraw from the opponent without incurring an AoO from that opponent.						COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 Duration +50%	8 SP 6 SP	
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				6 pts	Self	Fighter	Initiative	1 Round	No Save
Urgent Disengagement w/ 1 Attack									
	Fighter moves in a straight line up to double their basic movement. Fighters AC is improved by 4, front and back. +8 Initiative bonus. Only 1 attack at -4 ToHit is allowed before movement. The Fighter may be subject to Attacks of Opportunity (AoO). The Fighter may also use an AoO.						COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 Lvl 14 Attacks +1	4 SP 8 SP	
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pt	Self	1 Target	Instant	Battle	BRU +10/Tier Unmoved
Resist The Push									
	Fighter attempts to stay in the same square. Standard effort to not move is done with comparative BRU Save. This skill gives the resisting Fighter a bonus on the Save of +10/Tier.						COUNTER: None		
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	0 Squares	Self	Instant	1 Attack	Brute Shield Still Useable
Shield Block vs Melee									
	Fighter negates a melee attack made against them 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 small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.						COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20	8 SP	
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	1 Square	1 Strumos	Initiative	1 Round	No Save
Protect Strumos									
	The Fighter blocks attacks to the Strumos using weapons and position of body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)						COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2 Lvl 9 Damage +50%	10 SP 8 SP 8 SP	
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	3 sqs	1 Creature	Initiative	2 Rounds	No Save
Provide Protection									
	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 to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)						COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP	
LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	0 Squares	Self	Instant	Up to 2 Rounds	AGL
Shield Block vs Ranged									
	Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the shield. Save for each block. A successful save indicates the specific ranged attack has been blocked. Medium shields can block a number of ranged attacks equal to the Fighter's Tier. Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.						COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant Lvl 10 Rollout Halved	16 SP 6 SP	

Battle Offense

LEVEL	11		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Adrenaline Rush			12 pts		Self	Self		Initiative	1 Round		
 The Fighter hypes themselves up. (Player provides a 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					

-Fighter

LEVEL 11	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
Last Ditch Effort								
	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						
LEVEL 11	<input type="checkbox"/> <input type="checkbox"/>	STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
Mounted Melee Attack								
	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						
LEVEL 12	<input type="checkbox"/> JUST 1	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT 8 Squares	ROLL OUT Initiative	DURATION 1 Round	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. 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						
Battle Reaction								
LEVEL 2	<input type="checkbox"/> +	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
AoO on Enter or Exit								
	"Extra" effort 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' effort. Only 1 Extra effort is allowed per round.	COUNTER: No Counter Available. Lvl:1						
LEVEL 5	<input type="checkbox"/> JUST 1	STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Not Disrupted
Disrupt Concentration								
	Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.	COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP						
LEVEL 7	<input type="checkbox"/> +	STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION Instant	SAVE: No Save
AoO on Kill								
	The fighter has dropped an enemy and another becomes the target! 'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT. Is an Extra effort. Only 1 Extra effort 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: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP						
LEVEL 7	<input type="checkbox"/> <input type="checkbox"/>	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Critical	ROLL OUT Instant	DURATION Instant	SAVE: No Save
Critical Roll Additions								
	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: NOTE: Anything above 100 = 99 1. Roll a 100 on the 1d100 or 2. Roll a 1d100 and add the bonuses to exactly 100.	COUNTER: None						

-Fighter

LEVEL 8		STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: No Save
Brace for Onslaught								
		Fighter must pass the Save to resist each Pushback, Stun, or Daze. Meant to help resist multiple attacks within the duration. Facing away from (not just looking) attacks will negate 'Brace for Onslaught' effect. May defend vs any direction except flanking, all during the duration.						COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP
LEVEL 8		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Instant	SAVE: No Save
Critical Hit, 2nd Choice								
		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
Class Specialty								
LEVEL 3		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 24 Hours	SAVE: No Save
Mental Alarm Clock								
		Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds 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. If used when awake the 'Alarm' still alerts the character.						COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP
LEVEL 4		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Within Hearing	ROLL OUT 4 Minutes	DURATION 1 Hour / Tier	SAVE: No Save
Situational Awareness								
		Fighter maintains a watchful eye for enemies. Fighter must maintain concentration for the duration. Battle pauses this skill after Round 1. Skill can be resumed after the battle is over. 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
LEVEL 5		STACK 99	COST 8 pts	RANGE 1 Square	AREA OF EFFECT 1 Wpn/Armor	ROLL OUT 4 Hours	DURATION Permanent	SAVE: No Save
Repair Weapons/Armor								
		Using the Fighters Kit the Fighter repairs weapons and armor. Unbroken weapons/armor can be repaired. 1 item per Tier within the duration. Repaired items are returned to an intact, yet imperfect state. Repairing Magic items requires passing a Save. Save column must match the Magical +. Items are imperfectly repaired, but usable.						FOCUS:Required COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP
LEVEL 10		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT 1 Weapon	ROLL OUT 2 Hours	DURATION 1 Battle	SAVE: No Save
Honing Melee Weapon								
		Clean and oil while completing minor repairs bringing it back to peak performance. Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2. Undamaged weapons are brought back to its 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 its best condition.						FOCUS:Required. COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP Lvl 14 Damage X2 12 SP
LEVEL 12		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Round	ROLL OUT Next Initiative	DURATION 1 Round	SAVE: Skill -40 Wakes up
Wake To Battle								
		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 Roll +20 8 SP