






# -Fighter


## Battle Actions/Prep




LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2	
						4 pts	3 Squares	1 Recipient	Initiative	1 Round		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


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 guarrantee the ploy will work. It depends on the creature(s).													
												COUNTER: None	
												ENHANCEMENTS:	
												Lvl 18	Duration X4 10 SP
												Lvl 14	Duration X2 8 SP

## Battle Defense


LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						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	
						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

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
						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

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
												Lvl 9	Duration +50% 6 SP

## Battle Offense

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). FFull 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

# -Fighter

LEVEL	2	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					2 pts	1 Square	1 Target	Initiative	4 Hours		

## Attack Defenses



Fighter can attack the enemies ability to protect itself.  
This applies to basic armor, Grace based AC, and all other non-magical defenses.  
However, if Magical protection is only part of the defense this skill can still be used.  
If magical protection is the only defense this skill will not work.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

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

## Fighters Charge



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 Lvl:1  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 5 Initiative +4 4 SP  
Lvl 9 Damage +50% 8 SP

LEVEL	3	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	1 Square	1 Target	Initiative	1 Round		

## Shield Bash (Odd rounds)



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

LEVEL	7	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Compare & Move
					8 pts	1 Square	1 Square	Initiative	1 Round		

## Brutal Push Forward



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	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Self	Initiative	1 Round		

## Desperation Attack



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

## Battle Reaction

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

## AoO on Enter or Exit



"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	<div><div></div><div>?</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	1 Charge	Instant	Instant		

## Set for Charge



Fighter turns some of the effect of a charge back on the aggresser.  
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

# -Fighter

LEVEL 5

STACK 99

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 Squares

ROLL OUT

Instant

DURATION

2 Rounds

SAVE: Observe: 2

Not Disrupted

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 6

STACK 99

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE: BRU: 2

Bracing works

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 6

STACK 1

COST

8 pts

RANGE

Self

AREA OF EFFECT

1 Attack

ROLL OUT

Instant

DURATION

Instant

SAVE: No Save

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.

COUNTER: None

ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL 7

STACK 99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Instant

DURATION

Instant

SAVE: No Save

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

## Class Specialty

LEVEL 5

STACK 1

COST

8 pts

RANGE

Self

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

Conc + 2 Rds

SAVE: No Save

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 & 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).

COUNTER: None

ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL 5

STACK 99

COST

8 pts

RANGE

Self

AREA OF EFFECT

Player Party

ROLL OUT

Initiative

DURATION

1 Battle

SAVE: No Save

The Fighter coordinates the priority of attacks from the group.

Attacks-1. Distribute +6,+4,+0 & -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.

COUNTER: None

ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL 5

STACK 99

COST

8 pts

RANGE

1 Square

AREA OF EFFECT

1 Wpn/Armor

ROLL OUT

4 Hours

DURATION

Permanent

SAVE: SKL: 3

Weapon Repaired

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 +.

FOCUS: Required

COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 10 Rollout Halved 6 SP

-Fighter

Traveling (PMP)

LEVEL6

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION20 Hours

SAVE:No Save



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.

COUNTER:None

ENHANCEMENTS:

Lvl 20Rollout Instant16 SP

Lvl 10Rollout Halved6 SP

Utility or Misc

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION18 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 10Rollout Halved6 SP

Lvl 14Duration X28 SP

LEVEL4

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTWithin Hearing

ROLL OUT4 Minutes

DURATION1 Hour / Tier

SAVE:No Save



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 18Duration X410 SP

Lvl 14Duration X28 SP

Lvl 9Duration +50%6 SP