



-Fighter

Battle Actions/Prep

LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	BRU/AGL: 2	
Assist Another To Disengage				4 pts	3 Squares	1 Recipient	Initiative	1 Round	Disengages									
 <p>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.</p>				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>														

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

Conc + 2 Rds

SAVE:

No Save

Converge On The Enemy



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.

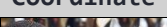
Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1).


The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier).

COUNTER: None

ENHANCEMENTS:

Lvl	0	No Enhancements	0 SP
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LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
Coordinate Group Initiative				8 pts	Self	Player Party	Initiative	1 Battle							
<div></div> <p>The Fighter coordinates the priority of attacks from the group.</p> <p>Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes.</p> <p>Give up one attack to use this skill, but can still use 'Extra' attacks.</p> <p>This skill only affects the Fighter's party.</p> <p>This skill can be reset by a second use of the skill.</p>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl</td><td>0</td><td>No Enhancements</td><td>0 SP</td></tr></table>	Lvl	0	No Enhancements	0 SP
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LEVEL	8	<div><div></div><div>JUSTY</div></div>	STACK	4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save							
Pull Aggro					8 pts	Self	8x8 Squares	Initiative	1d3+1 Rounds									
			<p>Fighter convinces enemy(ies) to target them.</p> <p>GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think.</p> <p>Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).</p> <p>Party is a less attractive target with increases to Initiative (+2) and AC (+2).</p> <p>This is NOT a guarantee the ploy will work. It depends on the creature(s).</p>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 18	Duration X4	10 SP																
Lvl 14	Duration X2	8 SP																

LEVEL

9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

1 Round

SAVE:

No Save

Adrenalin Rush



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


Battle Defense


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shield Dancing												
		Fighter uses a shield to a greater than normal advantage. Small, Medium, and Large shields have AC +2 bonus. Large shields Decrease the ToHIT by 1.										COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Defend - No attacks				4 pts		Self		Self		Next Initiative		2 Rounds
 <p>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. Does last to the end of the current round AND to the end of the next round.</p>												COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP


-Fighter


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			
<div><p>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.</p></div>												<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div>	



LEVEL	4	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
Shield Block					4 pts	0 Squares	Self	Instant	1 Round		Still Useable
<div></div> <p>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.</p>											
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div>											


LEVEL	5	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
					8 pts	1 Square	1 Creature	initiative	1 Round								
<div><p>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)</p></div>										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
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									
Massive Bludgeoning Attacks						4 pts		Melee		Self		Initiative		2 Rounds												
					<p>Fighters use the flat or blunt area of their weapon.</p> <p>Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).</p> <p>FFull damage is applied right away. After 30 minutes half of the damage fades away.</p> <p>Bludgeoning can be applied to all or none of the attacks.</p> <p>Cannot be applied to non-melee attacks.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>			Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
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LEVEL	2	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Attack Defenses					2 pts	1 Square	1 Target	Initiative	4 Hours		
<div><p>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.</p></div>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>

LEVEL	2	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Fighters Charge					4 pts	Move x2	1 Creature	Initiative	1 Round												
			<p>Fighter races forward and uses their momentum to help in an attack. (Extra Attack) Charge must be a straight path to the non-moving target and not end 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.</p>								<div>COUNTER:Set For Charge Lvl:1</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 5	Initiative +4	4 SP	Lvl 9	Damage +50%	8 SP
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				
Shield Bash (Odd rounds)					4 pts	1 Square	1 Target	Initiative	1 Round						
			<p>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.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 17</td><td>Damage +8 / die</td><td>16 SP</td></tr></table>		Lvl 17	Damage +8 / die	16 SP
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-Fighter

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

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		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

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					12 pts	1 Square	1 Horse	Initiative	1 Battle		Attack is attempted	

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
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Self	Self	Initiative	1 Battle		

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	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	8 Squares	Initiative	1 Round		

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


Battle Reaction

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

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

Set for Charge



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

-Fighter

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Observe: 2	
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		Not Disrupted	

Disruptive Factor (Counter)



Counters current issues that attempt to maintain multiple round actions.
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.
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	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
					8 pts	Self	Self	Initiative	2 Rounds		Bracing works	

Brace for Onslaught



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	Self	1 Attack	Instant	Instant			

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:
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	1 Square	1 Target	Instant	Instant			

AoO on Kill



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	9		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	Self	Self	Instant	Instant			


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
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Class Specialty


LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Self	Self	10 Minutes	18 Hours			

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
Lvl 14 Duration X2 8 SP

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			

Situational Awareness



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 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

-Fighter

LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	<div></div>
Repair Weapons/Armor					8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent	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			<div></div>
COUNTER: None			
ENHANCEMENTS:			
Lvl	14	Save -1 Col	8 SP
Lvl	10	Rollout Halved	6 SP

LEVEL	10	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Honing Melee Weapon					12 pts	Touch	1 Weapon	2 Hours	1 Battle			



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 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.

FOCUS:Required.			<div></div>
COUNTER: None			
ENHANCEMENTS:			
Lvl	10	Rollout Halved	6 SP
Lvl	14	Duration X2	8 SP
Lvl	14	Damage X2	12 SP

LEVEL	11	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	<div></div>
Wake To Battle					12 pts	Self	1 Round	Next Initiative	1 Round	Wakes up		



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