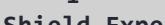


Battle Actions/Prep

| | | | | | | | | | | | | | | | | | |
|-------------------------------|---|--------------------------|-------------------------------------|-------|---|--------|--|-------|--|----------------|--|-----------------------|--|----------|--|-------|---------|
| LEVEL | 1 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| Melee Weapon Expertise | | 2 pts | | Touch | | 1 Item | | | | 1 Minute | | End of Battle or 24 h | | | | | |

Battle Defense

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

| | | | | | | | | | | | | | |
|--|--|--|-------------------------------------|-------|---|-------|--|-------|----------------|------------|----------|-------|---------|
| LEVEL | 1 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Shield Expertise | | | | | | 4 pts | | Self | Self | Initiative | 4 Rounds | | |
|  | Fighter uses a shield to a greater than normal advantage. Small & Medium: Use the shield AC +2. Does not apply to Buckler or Large shields. Can be combined with the 'Shield Bash' skill. | COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP | | | | | | | | | | | |

Battle Offense

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|------------------------------|--|---------|------------|-------------|---------------------|---------------------|------------------|---------------|
| LEVEL 1 | | STACK 1 | COST 4 pts | RANGE Melee | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save |
| Subdual Hammer Strike | | | | | | | | |



Fighters uses the flat or blunt area of their Hammer. (Only Hammers)
 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 or weapons not a 'Hammer'.

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|--------------------------|
| COUNTER: None |
| ENHANCEMENTS: |
| Lvl 18 Duration X4 10 SP |
| Lvl 14 Duration X2 8 SP |
| Lvl 9 Duration +50% 6 SP |

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



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.

| |
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| COUNTER: Set For A Charge Lvl:1 |
| ENHANCEMENTS: |
| Lvl 12 Range X2 8 SP |
| Lvl 5 Initiative +4 4 SP |
| Lvl 9 Damage +50% 8 SP |

| | | | | | | | | |
|------------------------------|---|---------|------------|----------------|-------------------------|---------------------|------------------|---------------|
| LEVEL 3 | + | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save |
| Shield Bash (Odd Rds) | | | | | | | | |



Fighters use their shield as a weapon. This is considered a blunt attack.
 Skill requires a small to large shield. Does not allow bucklers.
 This is an 'Extra' effort. Only 1 Extra effort is allowed per round.
 Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers.
 'Shield Bash' must be directed to the same target that the FTR has already targeted.

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|------------------------------|
| COUNTER: None |
| ENHANCEMENTS: |
| Lvl 17 Damage +8 / die 16 SP |

Battle Reaction

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|-----------------------------|---|---------|------------|----------------|-------------------------|------------------|------------------|---------------|
| LEVEL 2 | + | STACK 1 | COST 1 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.

| |
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| COUNTER: No Counter Available. Lvl:1 |
| ENHANCEMENTS: |

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.

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| COUNTER: None |
| ENHANCEMENTS: |
| Lvl 10 Rollout Halved 6 SP |
| Lvl 14 Duration X2 8 SP |

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|------------------------------|--|---------|------------|------------|-------------------------------|--------------------|------------------------|---------------|
| 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.

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|--------------------------|
| COUNTER: None |
| ENHANCEMENTS: |
| Lvl 18 Duration X4 10 SP |
| Lvl 14 Duration X2 8 SP |
| Lvl 9 Duration +50% 6 SP |