

AAA-My Party				
Lvl	Title	Cost	Classes	
4	Situational Awareness	4 pts	FTR	698
5	Coordinate Group Initiative	8 pts	FTR	802
5	Repair Weapons/Armor	8 pts	FTR	658
6	1000 Yard Stare March	8 pts	FTR-ROG	701
10	Honing Melee Weapon	12 pts	FTR	702

Battle-Actions				
Lvl	Title	Cost	Classes	
5	Converge On The Enemy	8 pts	FTR	683
6	Critical Roll Additions	8 pts	FTR	694
9	Critical Hit - 2nd Choice	12 pts	FTR	692
10	Last Ditch Effort	12 pts	FTR	699
End				

Battle-Defense				
Lvl	Title	Cost	Classes	
1	Set for Charge	4 pts	FTR	799
2	Defend - No attacks	4 pts	FTR	677
3	Disengage	4 pts	FTR	679
4	Assist Another To Disengage	4 pts	FTR	798
4	Shield Block	4 pts	FTR	682
5	Provide Protection	8 pts	FTR	680
6	Brace for Onslaught	8 pts	FTR	678
8	Pull Aggro	8 pts	FTR	691

Battle-Offense				
Lvl	Title	Cost	Classes	
1	AoO on Enter or Exit	4 pts	FTR	693
1	Massive Bludgeoning Attacks	4 pts	FTR	684
2	Fighters Charge	4 pts	FTR	686
3	Shield Bash (Odd rounds)	4 pts	FTR	687
5	COUNTER: Disruptive Factor	8 pts	FTR-HNT-ROG	801
7	AoO on Kill	8 pts	FTR	797
7	Brutal Push Forward	8 pts	FTR	688
8	Desperation Attack	8 pts	FTR	690
9	Adrenalin Rush	12 pts	ALL	685
9	Mounted Melee Attack	12 pts	FTR-HNT-ROG	815
11	Wake To Battle	12 pts	FTR	696
12	Whirling Mordra	12 pts	FTR	695
14	Surprise Death Blow	16 pts	FTR	697
End				

Utility-				
Lvl	Title	Cost	Classes	
2	Mental Alarm Clock	4 pts	FTR-HNT	703