

Battle Actions/Prep

LEVEL1

STACK1

COST2 pts

RANGETouch


AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONnd of Battle or 24 h

SAVE:No Save

Weapon Expertise



Fighter selects one of their current weapons to focus on with attacks.
After the rollout the fighter is able to use that weapon more efficiently.
The fighter will gain a +1 for each of their Fighter Tiers for the duration.
The selected weapon must ba a melee weapon.

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 9Duration +50%6 SP

LEVEL4

STACK1

COST4 pts

RANGE3 Squares


AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATION1 Round

SAVE:No Save

Assist Another To Disengage



Fighter aids a recipient while they face the same enemy & attempt to exit a battle.
Recipient gains +4 AC, cannot make attacks, and moves behind the Defending Fighter.
Defending Fighter loses 2 attacks (min of 1 attack)and -2 to AC.
Defending Fighter may attempt battle with the enemy.

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant16 SP
Lvl 14Attacks +18 SP
Lvl 16AoE = 2 Targets12 SP

LEVEL6

STACK99

COST8 pts

RANGESelf


AREA OF EFFECTPlayer Party

ROLL OUTInitiative

DURATION1 Battle

SAVE:No Save

Coordinate Group Initiatives



The Fighter coordinates the priority of attacks from the group.
Attacks-1. Distribute +8,+4,+0 & -4 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 14Attacks +18 SP

LEVEL7

STACK1

COST8 pts

RANGESelf


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION5 rounds

SAVE:No Save

Coordinate vs 1 Enemy




Fighter coordinates the parties attacks for a better effect. 1 Skill per target.
Fighter successfully directs at least 3 members of their party to attack one target.
The party gains Initiative and ToHIT bonuses of +2 per Tier of the Fighter.
The Fighter looses 1 attack (Min=0), and drops AC by 1.
For the 1st round of this skill the Fighter has an Intiative of 40.(He goes FIRST!!)

COUNTER: None

ENHANCEMENTS:
Lvl 14Attacks +18 SP

LEVEL8



STACK1

COST8 pts

RANGESelf


AREA OF EFFECT8 Sq Radius

ROLL OUTInitiative

DURATION3 Rounds

SAVE:Skill
Draws Aggro

Pull Aggro




Fighter convinces 1d2+2 enemies to target them with an extreme show.
NOTE: Enemy must be able to think. Unthinking things/creatures are not riled.
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 guarantee the ploy will work. It depends on the creature(s).

COUNTER: None

ENHANCEMENTS:
Lvl 18Duration X410 SP
Lvl 14Duration X28 SP

Battle Defense

LEVEL1



STACK1

COST4 pts

RANGESelf


AREA OF EFFECT1 Charge

ROLL OUTInstant

DURATION1 Round

SAVE:No Save

Set for A Charge



Fighter may mitigate some of the effects of a charging enemy.
Increases their armor class (AC) by +6 vs the charge attacks ONLY.
Defender must be using a longsword or larger weapon.
The Defender may pivot in order to face the charge.

COUNTER: None

LEVEL1

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE:No Save

Shield Expertise



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 9Duration +50%6 SP

-Fighter

LEVEL	2	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Defend / Withdraw, No Attacks					4 pts	Self	Self	Initiative	2 Rounds		
	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 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	3	<div><div></div><div>JUST?</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Urgent Disengagement w/ 1 Attack					6 pts	Self	Fighter	Initiative	1 Round		
	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 4 SP Lvl 14 Attacks +1 8 SP	
LEVEL	4	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU +10/Tier Unmoved
Resist The Push					4 pt	Self	1 Target	Instant	Battle		
	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	<div><div></div><div>+</div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute Shield Still Useable
Shield Block vs Melee					8 pts	0 Squares	Self	Instant	1 Attack		
	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	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Protect Strumos					8 pts	1 Square	1 Strumos	Initiative	1 Round		
	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 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	6	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Provide Protection					8 pts	3 sqs	1 Creature	Initiative	2 Rounds		
	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 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	6	<div><div></div><div></div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL
Shield Block vs Ranged					8 pts	0 Squares	Self	Instant	Up to 2 Rounds		
	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 16 SP Lvl 10 Rollout Halved 6 SP	

Battle Offense

LEVEL 1

STACK 1

COST 4 pts


RANGE Melee

AREA OF EFFECT Self

ROLL OUT Initiative

DURATION 2 Rounds

SAVE: No Save



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'.

COUNTER: None

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

LEVEL 2

JUST 1

STACK 99

COST 4 pts


RANGE Move x2

AREA OF EFFECT 1 Creature

ROLL OUT Initiative

DURATION 1 Round

SAVE: No Save



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.

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



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 + STR Bonus.
The 'Shield Bash' must be directed to the same target that the FTR has already targeted.

COUNTER: None

ENHANCEMENTS:
Lvl 17 Damage +8 / die 16 SP

Battle Reaction

LEVEL 2

+

STACK 1

COST 4 pts


RANGE 1 Square

AREA OF EFFECT 1 Target

ROLL OUT Instant

DURATION 1 Round

SAVE: No Save



"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

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



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

+

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' 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

STACK 1

COST 8 pts


RANGE Self

AREA OF EFFECT 1 Critical

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: 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

LEVEL8

STACK99

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION2 Rounds

SAVE:No Save



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 14Save Roll +208 SP
Lvl 18Duration X410 SP
Lvl 14Duration X28 SP

LEVEL8

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInstant

DURATIONInstant

SAVE:No Save



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

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION24 Hours

SAVE:No Save



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 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 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 18Duration X410 SP
Lvl 14Duration X28 SP
Lvl 9Duration +50%6 SP

LEVEL5

STACK99

COST8 pts


RANGE1 Square

AREA OF EFFECT1 Wpn/Armor

ROLL OUT4 Hours

DURATIONPermanent

SAVE:No Save



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 14Save Roll +208 SP
Lvl 10Rollout Halved6 SP