

-Fighter

Battle Actions/Prep					Battle Reaction									
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
1	Melee Weapon Expertise	2	Touch	1 Item	1 Minute	End of Battle	2	AoO on Enter or Exit	1	1 Square	1 Target	Instant	1 Round	
4	Disengage Another	4	3 Squares	1 Recipient	Initiative	1 Round	5	Disrupt Concentration	8	8 Squares	1 Target	Instant	2 Rounds	
6	Coordinate Initiatives	8	Self	Player Party	Initiative	1 Battle	7	AoO on Kill	8	1 Square	1 Target	Instant	Instant	
8	Pull Aggro	8	Self	8 Sq Radius	Initiative	3 Rounds	7	Critical Roll Adds	8	Self	1 Critical	Instant	Instant	
Battle Defense					Brace For Onslaught					Critical Hit Choices				
1	Set for A Charge	4	Self	1 Charge	Instant	1 Round	8	Critical Hit Choices	8	Self	Self	Instant	Instant	
1	Shield Expertise	4	Self	Self	Initiative	4 Rounds	Class Specialty							
2	Withdraw & No Attacks	4	Self	Self	Initiative	2 Rounds	3	Mental Alarm Clock	4	Self	Self	10 Minutes	24 Hours	
3	Disengage w/ 1 Attack	6	Self	Fighter	Initiative	1 Round	4	Situational Awareness	4	Self	Within Heari	4 Minutes	1 Hour / Tier	
4	Resist The Push	4	Self	1 Target	Instant	Battle	5	Repair Weapons/Armor	8	1 Square	1 Wpn/Armo	4 Hours	Permanent	
5	Shield Block vs Melee	8	0 Squares	Self	Instant	1 Attack	10	Honing Melee Weapon	12	Touch	1 Weapon	2 Hours	1 Battle	
6	Protect Strumos	8	1 Square	1 Strumos	Initiative	1 Round	12	Wake To Battle	12	Self	1 Round	Instant	1 Round	
6	Provide Protection	8	3 sqs	1 Creature	Initiative	2 Rounds	Nae'Ems							
6	Shield vs Ranged	8	0 Squares	Self	Initiative	2 Rounds	14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent	
Battle Offense														
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration								
1	Subdual Hammer Strike	4	Melee	Self	Initiative	1 Round								
2	Fighters Charge	4	Move x2	1 Creature	Initiative	1 Round								
3	Shield Bash (Odd Rds)	4	1 Square	1 Target	Initiative	1 Round								
7	Party vs 1 Enemy	8	Self	1 Target	Initiative	5 rounds								
9	1 Creature Focus	12	self	1 creature	Initiative	Battle								
9	Desperation Attack	12	Self	Self	Initiative	1 Round								
10	Brutal Push Forward	12	1 Square	1 Square	Initiative	1 Round								
11	Adrenaline Rush	12	Self	Self	Initiative	1 Round								
11	Last Ditch Effort	12	Self	Self	Initiative	1 Battle								
11	Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle								
12	Whirling Mordra	12	Touch	8 Squares	Initiative	1 Round								
15	Surprise Death Blow	16	Melee	1 Creature	Initiative	1 Round								