





-Fighter




Battle Actions/Prep

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2	
						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>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 0	No Enhancements	0 SP


Battle Defense


LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Self	Instant	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.</p>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 14	Duration X2	8 SP
											Lvl 9	Duration +50%	6 SP



LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	2-3 Squares	Initiative	1 Round			
 <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>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 14	Duration X2	8 SP

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2	
						4 pts	0 Squares	Self	Instant	Instant		Blocks	
 <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>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 14	Save -1 Col	8 SP




Battle Offense

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Melee	Self	Initiative	2 Rounds			
 <p>Fighters use the flat or blunt area of their weapon. Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only). FFull 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.</p>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 18	Duration X4	10 SP
											Lvl 14	Duration X2	8 SP
											Lvl 9	Duration +50%	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						2 pts	1 Square	1 Target	Initiative	4 Hours			
 <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>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 0	No Enhancements	0 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Move x2	1 Creature	Initiative	1 Round			
 <p>Fighter races forward and uses their momentum to help in an attack. This charge must be in a straight line and not start or stop 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>											COUNTER:Set For Charge Lvl:1		
											ENHANCEMENTS:		
											Lvl 12	Range X2	8 SP
											Lvl 5	Initiative +4	4 SP
											Lvl 9	Damage +50%	8 SP

-Fighter

LEVEL	3	 	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.</p> <p>Skill requires a small to large shield. Does not allow bucklers or kite shields.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.</p> <p>All 'Shield Bash' must be directed to the same target.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 17 Damage +8 / die 16 SP</p>	

Battle Reaction

LEVEL

1

STACK

1

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

1 Target

ROLL OUT

Instant


DURATION

Instant

SAVE:

No Save

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	Instant		
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	

Utility or Misc

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	10 Minutes	18 Hours		
<div>  <div> <h3>Mental Alarm Clock</h3> <p>Able to set a time and wake up at that time.</p> <p>Fighter reviews the surroundings to understand normal sounds are during the rollout.</p> <p>Fighter must not be exhausted or forced to sleep.</p> <p>Does not guarantee restful sleep.</p> <p>When waking it takes 1 full round before Fighter is able to be clear headed.</p> </div> </div>										
<div> <div>COUNTER: None</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10</div> <div>Rollout Halved</div> <div>6 SP</div> </div> <div> <div>Lvl 14</div> <div>Duration X2</div> <div>8 SP</div> </div> </div> </div>										

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 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