

Battle Actions/Prep			Description	Range	AoE	Duration	RollOut	Save	Stack
Lvl	Cost	Title							
1	2 pts	Weapon Expertise	1 Weapon gains a Melee ToHIT bonus of +1 per Tier. Last for the lesser of either 24 hours or end of Battle.	Touch	1 Item	End of Battle or 2 Minutes		None	1
4	4 pts	Assist Another To Disengage	Help another slowly get away. FTR:-2 attks(Min=1), -2 AC. Recipient moves behind w/AC+4.	3 Squares	1 Recipient	1 Round	Initiative	None	1
6	8 pts	Coordinate Group Initiatives	Fighter assigns Init bonuses by Class. Self= #Attks-1. Grp= Init +8, +4, +0, -4 to classes.	Self	Player Party	1 Battle	Initiative	None	99
7	8 pts	Coordinate vs 1 Enemy	Fighter focuses party attacks to 1 target. FTR=#Attk-1, AC-1, 1st Init=40. Grp=Init & HIT +2/FTR Tier.	Self	1 Target	5 rounds	Initiative	None	1
8	8 pts	Pull Aggro	Convince them you are the biggest threat! JUST 1: Self:Attks-2. AC-4. Grp:Init & AC +2.	Self	8 Sq Radius	3 Rounds	Initiative	Skill	1

Battle Defense			Description	Range	AoE	Duration	RollOut	Save	Stack
Lvl	Cost	Title							
1	4 pts	Set for A Charge	Increases AC by +6 vs the charge attacks ONLY. INTERRUPT: Longsword or larger required.	Self	1 Charge	1 Round	Instant	None	1
1	4 pts	Shield Expertise	Lean into your shield training. Small & Medium: Use the shield AC +2.	Self	Self	4 Rounds	Initiative	None	1
2	4 pts	Defend / Withdraw, No Attacks	Defend as you back away. AC+2/Tier +1 per adjacent FTR. 1/2 move & no attacks.	Self	Self	2 Rounds	Initiative	None	1
3	6 pts	Urgent Disengagement w/ 1 Attack	Swipe at the enemy then run! AoO is possible. JUST 1: Move 2x movement. 1 attack @ -4 ToHIT.	Self	Fighter	1 Round	Initiative	None	1
4	4 pt	Resist The Push	Fighter refuses to move. INTERRUPT: Adds +10 per Tier to BRU Save vs being pushed.	Self	1 Target	Battle	Instant	BRU +10/Tier	1
5	8 pts	Shield Block vs Melee	Small/Medium shield to block a specific attack. Not crits. INTERRUPT: After Hit/Before Dmg. Save for no shield damage.	0 Squares	Self	1 Attack	Instant	Brute	1
6	8 pts	Protect Strumos	Protecting the Partner class: Strumos: Near FTR, AC+6. EXTRA: Self: Init & HIT -1, Move 1/2.	1 Square	1 Strumos	1 Round	Initiative	None	99
6	8 pts	Provide Protection	Protect another with your martial skills. EXTRA: FTR=Init & HIT -2, Move 1/2. Recipient=Range, AC+4.	3 sqs	1 Creature	2 Rounds	Initiative	None	99
6	8 pts	Shield Block vs Ranged	Med/Lrg shld ONLY. Attks blocked: Med=1/Tier Lrg=1/Tier+1 INTERRUPT: After attacks declared. Save for each block.	0 Squares	Self	Up to 2 Rounds	Instant	AGL	1

Battle Offense			Description	Range	AoE	Duration	RollOut	Save	Stack
Lvl	Cost	Title							
1	4 pts	Massive Bludgeoning Hammerstrike	Blunt damage for regular melee attacks. Only for Hammers. Each hit is critical on Hand/Foot. 1/2 dmg after 30 min.	Melee	Self	2 Rounds	Initiative	None	1
2	4 pts	Fighters Charge	Use the momentum of a Charge. JUST 1: Move x2, Min 4. Attks=2. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	99

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3	4 pts	Shield Bash (Odd rounds)	Use your shield as a weapon on ODD rounds. EXTRA: Sm, Med, Lg Shield. HIT+4. Dmg:Shld AC+STR Bonus.	1 Square	1 Target	1 Round	Initiative	None	1
9	12 pts	Desperation Attack	Hope for the best with these random bonuses. Rolls separate d20-8 and apply to AC, Init, ToHITs, & Dmg.	Self	Self	1 Round	Initiative	None	1
9	12 pts	Single Focus Attacks	Fighter hyper focuses on a single creature. Dur:Battle +8 ToHIT for all melee attacks, then 2 rnds NO bonuses (1d20).	self	1 creature	Battle	Initiative	none	1
10	12 pts	Brutal Push Forward	Push your opponent back into an open square. Attk-1 (min 0), Init+4, ToHIT+2. AC-2. Comparison BRU Save.	1 Square	1 Square	1 Round	Initiative	Brute	1
11	12 pts	Adrenaline Rush	Move and Attack... Or just attack! Narrative hype. Init & HIT+10. Dmg+6.	Self	Self	1 Round	Initiative	None	1
11	12 pts	Last Ditch Effort	Refusing to die. Must keep attacking. Must have 30 hp or <. No binding. Heal x 1/2. Death@ - 30 HP.	Self	Self	1 Battle	Initiative	None	1
11	12 pts	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None	99
12	12 pts	Whirling Mordra	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	8 Squares	1 Round	Initiative	None	1
15	16 pts	Surprise Death Blow	Most useful in the surprise round. FTR: ToHIT+15, Dmg:Crit. EXTRA: Target: Surprised, Dazed, Stunned, or Held.	Melee	1 Creature	1 Round	Next Initiative	None	1

Battle Reaction

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	AoO on Enter or Exit	1 attack as opponent enters/exits area. INTERRUPT: 1 attack per round. No Movement.	1 Square	1 Target	1 Round	Instant	None	1
5	8 pts	Disrupt Concentration	Attempt to interrupt a target that is concentrating. INTERRUPT: Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Senses	99
7	8 pts	AoO on Kill	Continue an attack through to another. INTERRUPT: After Kill ToHIT+6 on another target.	1 Square	1 Target	Instant	Instant	None	99
7	8 pts	Critical Roll Additions	Improve your Crit roll. (any above 100 = 99) INTERRUPT: Roll Crit(1d100) +Level +Fighters ToHIT.	Self	1 Critical	Instant	Instant	None	1
8	8 pts	Brace for Onslaught	Prepare for multiple attackers against you. EXTRA: Attk-2, Min=1. AC+2. BRU & AGL Save rolls +40.	Self	Self	2 Rounds	Initiative	none	99
8	8 pts	Critical Hit, 2nd Choice	After a lousy Critical Hit roll... INTERRUPT: Reroll Critical Hit and choose which roll.	Self	Self	Instant	Instant	None	1

End

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	Mental Alarm Clock	Set a wake up time in your head. Wake within next 24 hrs. 1 Rd to clear head.	Self	Self	24 Hours	10 Minutes	None	1
4	4 pts	Situational Awareness	Fighter concentrates to watch and listen. FTR: ToHIT-2, AC-2. Grp: Init+2, no surprise.	Self	Within Hearing	1 Hour / Tier	4 Minutes	None	1

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5	8 pts	Repair Weapons/Armor	Make needed repairs to armor or weapons. Repaired = Imperfect, but usable.	1 Square	1 Wpn/Armor	Permanent	4 Hours	None	99
10	12 pts	Honing Melee Weapon	Upgrading a functioning weapon to best. Adds +1 to Damage and lasts through next battle.	Touch	1 Weapon	1 Battle	2 Hours	None	99
12	12 pts	Wake To Battle	Remain sensitive to battle noises. Save=Instant wakening.	Self	1 Round	1 Round	Next Initiative	Skill -40	1

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Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
14	48 pts	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99

End