-Fighter Battle Actions/Prep SAVE: BRU/AGL: 2 STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION 4 pts 3 Squares 1 Recipient Initiative 1 Round Disengages Assist Another To Disengage Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED. COUNTER: None Both roll initiative & move during highest initiative in a straight line 1-3 squares. ENHANCEMENTS: Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack. Lvl 0 No Enhancements 0 SP No attacks are allow by the recipient and the fighter. STACK 4 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 8 1 No Save 1d3+1 Rounds 8 pts Self 8x8 Squares Initiative Pull Aggro Fighter convinces enemy(ies) to target them. GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think. COUNTER: None Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). ENHANCEMENTS Lvl 18 Duration X4 10 SP Party is a less attractive target with increases to Initiative (+2) and AC (+2). Lvl 14 Duration X2 8 SP This is NOT a guarrantee the ploy will work. It depends on the creature(s). RANGE STACK 1 COST AREA OF EFFECT ROLL OUT DURATION No Save Q Self Self Initiative 12 pts 1 Round Adrenalin Rush The Fighter hypes themselves up. (Narrative) Character must verbally hype themselves up within pre-intiative part of their round. COUNTER: None Fighter can move and attack or just attack. Movement after the attack is not allowed. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6). Lvl 14 Duration X2 8 SP **Battle Defense** STACK 1 RANGE AREA OF FEFECT ROLL OUT DURATION SAVF. No Save 2 Self 4 pts Instant 2 Rounds Defend - No attacks 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. COUNTER: None Gain an additional +1 to AC if the defender is next to another fighter. ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP AREA OF EFFECT ROLL OUT DURATION LEVEL 3 No Save 4 pts Initiative 1 Round 2-3 Squares Disengage Fighter skillfully avoids combat as they avoid battle. REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares. COUNTER: None ENHANCEMENTS: Fighters AC is improved by 4. BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save. Lvl 14 Duration X2 8 SP No attacks are allowed while using this skill. AREA OF EFFECT ROLL OUT DURATION BRU: 2 4 4 pts 0 Squares Instant Instant **Blocks** Shield Block Fighter blocks an enemy's attack with their shield. COUNTER: Block a single melee attack BEFORE the damage from the attack is announced. COUNTER: None Fighter blocks an enemy's attack with a medium or smaller shield. ENHANCEMENTS: Lvl 14 Save -1 Col Save to block. Blunders merely fail. Criticals allow 2nd block instantly. 8 SP This skill cannot block critical hits TO the fighter. RANGE AREA OF FEFECT ROLL OUT STACK 99 COST DURATION No Save LEVEL 5 initiative 1 Round 8 pts 1 Square 1 Creature Provide Protection 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). COUNTER: None Fighter is able to interpose and take 'Extra' attacks in place of the recipient. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Recipient must remain within 1 sq of the Fighter and recipients AC + 4. Lvl 14 Duration X2 8 SP The recipient must not be actively unwilling, (can be unconscious)

-Fighter **Battle Offense** STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Melee Self Initiative 2 Rounds Massive Bludgeoning Attacks 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). COUNTER: None FFull damage is applied right away. After 30 minutes half of the damage fades away. ENHANCEMENTS: Bludgeoning can be applied to all or none of the attacks. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Cannot be applied to non-melee attacks. Lvl 9 Duration +50% 6 SP STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION 2 SAVE: No Save LEVEL 4 Hours 2 pts 1 Square 1 Target Initiative Attack Defenses Fighter can attack the enemies ability to protect itself. This applies to basic armor, Grace based AC, and all other non-magical defenses. COUNTER: None However, if Magical protection is only part of the defense this skill can still be used. ENHANCEMENTS: Lvl 0 No Enhancements If magical protection is the only defense this skill will not work. STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 2 4 pts 1 Creature Initiative Move x2 1 Round Fighters Charge 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. COUNTER:Set For Charge Lyl:1 Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). ENHANCEMENTS: Lvl 12 Range X2 8 SP 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. Lvl 5 Initiative +4 4 SP Damage +50% STACK 1 COST AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 3 4 pts 1 Target Initiative 1 Round Shield Bash (Odd rounds) Fighters use their shield as a weapon. This is considered a blunt attack. Skill requires a small to large shield. Does not allow bucklers or kite shields. COUNTER: None This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus. All 'Shield Bash' must be directed to the same target. ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP AREA OF EFFECT ROLL OUT BRU: 2 8 pts 1 Square 1 Square Initiative 1 Round Compare & Move **Brutal Push Forward** From a standstill to a massive push almost instantly! This skill will push the target back 1 square, if the square is open. COUNTER: None Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2). ENHANCEMENTS 8 SP 1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Lvl 14 Attacks +1 Fighter and target must use a comparison save. AREA OF EFFECT ROLL OUT DURATION STACK RANGE SAVE: No Save 8 pts Self Self Initiative 1 Round **Desperation Attack** Fighter attacks in wild and desperate attacks that just might work. Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!! COUNTER: None Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. ENHANCEMENTS Lvl 18 Duration X4 Then ${\sf roll}$ 1d20-8 and adjust the ToHITs. Then ${\sf roll}$ 1d20-8 and adjust the damage ${\sf roll}$. Lvl 14 Duration X2 (There is a Strumos spell that can change the formula to 1d20-5 !) 8 SP 6 SP

Lvl 9 Duration +50% STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION

SKI: 2 LEVEL 9 12 pts 1 Square 1 Horse Initiative 1 Battle Attack is attempted Mounted Melee Attack

Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.

ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

COUNTER: None

-Fighter										
LEVEL 10		STACK 1	COST 12 pts	Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 1 Battle	SAVE:	No Save	
Last Ditch	Pure determination Fighter buffers to Fighter must have During skill use: Afterwards the Fi	their 'Death Po e 30 HP or less : Binding has n	iter in ba pint' with to use to o effect	ttle even aft 30 points. I he skill. & 1/2 Healing	er death. Must of they normally while in negat	be played out. die at -12 it		COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Ins	tant	16 SP
		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	CAME.	N. C.	
LEVEL 12 Whirling M	londna	STACK I	12 pts	Touch	8 Squares	Initiative	1 Round	SAVE:	No Save	
S	In 1 Sq the Fight 'Extra' melee att It's recommended Fighter gains a b Adjusted ToHIT &	tack replaces A to tell the pa Donus on ToHIT	ALL attack arty then (+4) and	s and targets stall on your Damage (+4).	all eight surro initiative unt Range is adjace	ounding squares il friends step nt squares only	away.	COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Ins	tant	16 SP
11		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
LEVEL 14 Surprise D	eath Blow	Smek 1	16 pts	Melee	1 Creature	Instant	1 Round	3,112.	NO Save	
	Vulnerable target Target must be ur Fighter gains +15 Damage is rolled This is an 'Extra	nable to defend 5 bonus to ToHI on the Critica	I themselv T. il chart.	And enhancem	ents can add to	the damage.		COUNTER: None ENHANCEMENTS: Lvl 14 Damage X: Lvl 9 Damage +:		12 SP 8 SP
Battle Re	action									
LEVEL 1	+	STACK 1	cost 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION	SAVE:	No Save	
	With entry/exitir This is an 'Extra	•					nt.	COUNTER:Avoid An A ENHANCEMENTS: Lvl 0 No Enhand		0 SP
LEVEL 1		STACK 1	cost 4 pts	RANGE Self	AREA OF EFFECT 1 Charge	ROLL OUT Instant	DURATION	SAVE:	No Save	
Set for Ch	Fighter turns som Requires a medium Will double a shi This is an 'Count Defending Fighter	n shield or lar ield AC & give ter' action. O	t of a ch ger AND a a bonus+2 Only 1 Cou	arge back on weapon the s	the aggresser. ize of a longsw Shieldx2)+2.		instant	COUNTER: None ENHANCEMENTS: LVI 0 No Enhance	ements	0 SP
LEVEL 5	Just	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		bserve: 2	
Disruptive	Factor		8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		Not Dis	rupted
	Character draws a This action might All the Targets i Enhancements are This is a Counter	t disrupt other in the AoE must able to increa	r actions pass the use the ra	or break conc Save to not nge.	entration of oto be affected/into	hers.		COUNTER: None ENHANCEMENTS: LvI 18 Range X4 LvI 12 Range X2		10 SP 8 SP
LEVEL 6 Brace for	_	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds	SAVE:	BRU: 2 Bracing	₩orks
	Number of attacks Fighter must pass Facing away from May defend vs 3 c	s the Save to r (not just look	esist eac (ing) atta	h Pushback, S cks will nega	tun, or Daze. te 'Stand Ground	d' effect.		COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Co Lvl 18 Duration X Lvl 14 Duration X	4	8 SP 10 SP 8 SP

-Fighter										
LEVEL 6		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
Critical	Roll Additions		8 pts	Self	1 Attack	Instant	Instant			
	M V/	al roll. Roll	l 1d100 +L get an exa l00 or	vl +ToHIT to ct 100:	improve critical	l roll.		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP	
LEVEL 7		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
AoO on Ki	11		8 pts	1 Square	1 Target	Instant	Instant	140 3440		
	The fighter has on the fighter has of the last of the	ocuses on anoth ck. Only 1 Ext skills such as	ner non-fl ra attack 'Converge	ank enemy wit is allowed p On The Enemy	hin melee range er round. ' & "Situational	L Awareness'.		COUNTER:Avoid An AoO - ROG Lvl:1 ENHANCEMENTS: Lvl 12 Range X2	8 SP	
LEVEL 9		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
	Hit - 2nd Choice	1	12 pts	Self	Self	Instant	Instant			
	Fighter can upgra Fighters luck imp Reroll a Critical	roves with mor	re choices	when rolling				COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP	
Class Sp	ecialty									
LEVEL 5	Colorby	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
_	On The Enemy		8 pts	Self	1 Target	Initiative	Conc + 2 Ro			
	Fighter coordinat This effort will Fighter targets a Reduces their num The Fighter's par	continue as lo single enemy ber of attacks	ong as the with jeer s by one (Fighter conc s & war cries Minimum of 0)	entrates and the to encourage th , ToHIT (-4), an	ne group to atta nd AC (-1).		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP	
LEVEL 5		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
	e Group Initiati	ve	8 pts	Self	Player Party	Initiative	1 Battle			
The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +6,+4,+0 & -2 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 0 No Enhancements	O SP	
		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 3	•	
LEVEL 5 Renair We	eapons/Armor		8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanen	JKL. J		
Repail We	Using the Fighter Unbroken weapons, Non-magic items of Repaired items ar Repairing Magic i	armor can be rolo not need a Some returned to	repaired. Save to be an intact	<pre>1 item per T fixed. , yet imperfe</pre>	ier within the d				8 SP 6 SP	
LEVEL 10		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save		
	elee Weapon		12 pts	Touch	1 Weapon	2 Hours	1 Battle			
	Clean and oil white Weapon gets +1 Dn Undamaged weapons A weapon with may This will only wo	ng thru next ba are brought b jor chips, crac	attle for back to it cks, break	blades, hamme 's former bes s, or bends i	rs, & axes. Enha t condition. s considered 'da	ancement to +2.		Lvl 14 Duration X2	6 SP 8 SP 12 SP	

