

Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Melee Weapon Expertise				2 pts	Touch	1 Item	2 Minutes	End of Battle or 24 h	No Save

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 be a melee weapon.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Assist Another To Disengage				4 pts	3 Squares	1 Recipient	Initiative	1 Round	No Save

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 Instant 16 SP
Lvl 14 Attacks +1 8 SP
Lvl 16 AoE = 2 Targets 12 SP

Battle Defense

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Set for A Charge				4 pts	Self	1 Charge	Instant	1 Round	No Save

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

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Shield Expertise				4 pts	Self	Self	Initiative	4 Rounds	No Save

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 9 Duration +50% 6 SP

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Defend / Withdraw, No Attacks				4 pts	Self	Self	Initiative	2 Rounds	No Save

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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Urgent Disengagement w/ 1 Attack				6 pts	Self	Fighter	Initiative	1 Round	No Save

Fighter moves in a straight line up to double their basic movement.
Fighter's 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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Resist The Push				4 pt	Self	1 Target	Instant	Battle	BRU +10/Tier Unmoved

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

Battle Offense

LEVEL	1	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Massive Bludgeoning Hammerstrike				4 pts	Melee	Self	Initiative	2 Rounds			
	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						

LEVEL	2	 JUST 2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Fighters Charge			4 pts	Move x2	1 Creature	Initiative		1 Round		

Battle Reaction

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
AoO on Enter or Exit					4 pts	1 Square	1 Target	Instant	1 Round	

Class Specialty

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Situational Awareness				4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier	COUNTER:	None