

-Fighter

10/26/2025 8:49:44 AM

| Battle Actions/Prep | | | | | | | | | |
|---------------------|-------|------------------------------|--|-----------|--------------|----------------------------|------------|-------|-------|
| Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save | Stack |
| 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= #Attk-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:Attk-2. AC-4. Grp:Init & AC +2. | Self | 8 Sq Radius | 3 Rounds | Initiative | Skill | 1 |

| Battle Defense | | | | | | | | | |
|----------------|-------|----------------------------------|---|-----------|------------|----------------|------------|--------------|-------|
| Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save | Stack |
| 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. Attk-1 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 |

End

| Battle Offense | | | | | | | | | |
|----------------|-------|----------------------------------|---|---------|------------|----------|------------|------|-------|
| Lvl | Cost | Title | Description | Range | AoE | Duration | RollOut | Save | Stack |
| 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. Attk=2. AC-4. ToHIT/Dmg +8. No pivot. | Move x2 | 1 Creature | 1 Round | Initiative | None | 99 |

-Fighter

10/26/2025 8:49:44 AM

| | | | | | | | | | |
|----|--------|--------------------------|---|----------|------------|----------|-----------------|-------|----|
| 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 mds 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 |

| | | | | | | | | | |
|----|--------|----------------------|---|----------|-------------|-----------|-----------------|-----------|----|
| 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 waking. | Self | 1 Round | 1 Round | Next Initiative | Skill -40 | 1 |

| Nae'Ems | | | | | | | | | |
|---------|--------|------------------------|--|-------------|----------|-----------|---------|------|-------|
| 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 |