-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 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: 8 SP Lvl 14 Duration X2 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 AREA OF EFFECT RANGE 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 COST 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 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 Lvl 9 Duration +50% 6 SP

LEVEL 9 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 FMounted Melee Attack

12 pts 1 Square 1 Horse Initiative 1 Battle Attack is attempted

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	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	1 Battle	SAVE: No Sav	re		
Fight Fight Durir	determination keeps a ter buffers their 'Dea ter must have 30 HP or ng skill use: Binding wards the Fighter may	a fighter in ba ath Point' with r less to use t has no effect	ttle even afto 30 points. I he skill. & 1/2 Healing	er death. Must be they normally while in negation	be played out. die at -12 it		COUNTER: None ENHANCEMENTS: LVI 20 Rollout Instant	16 SP		
42	STACK	1 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Say	10		
LEVEL 12 Whirling Mordra	•	12 pts	Touch	8 Squares	Initiative	1 Round	SAVE: NO SAV	'e		
In 1 'Extr' It's Fight	Sq the Fighter spins ra' melee attack replacemended to tell recommended to tell ter gains a bonus on sted ToHIT & Dmg rolls	aces ALL attack the party then ToHIT (+4) and	s and targets stall on your Damage (+4). I	all eight surro initiative unt Range is adjacen	ounding squares il friends step nt squares only	away.	COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant	16 SP		
15V51 14	STACK	1 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Say	/A		
LEVEL 14] Surprise Death	Blow	16 pts	Melee	1 Creature	Instant	1 Round	INO Sav	· E		
Targe Fight Damag	erable target is beat et must be unable to d ter gains +15 bonus to ge is rolled on the Co is an 'Extra' Attack	defend themselv o ToHIT. ritical chart.	And enhanceme	ents can add to	the damage.		COUNTER: None ENHANCEMENTS: Lvl 14 Damage X2 Lvl 9 Damage +50%	12 SP 8 SP		
Battle Reactio	n									
LEVEL 1	STACK	1 COST 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION	SAVE: No Sav	re e		
	entry/exiting melee is an 'Extra' Attack					nt.	COUNTER:Avoid An AoO - RO ENHANCEMENTS: Lvl 0 No Enhancements	G Lvl:1 A		
LEVEL 1	STACK		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Sav	re e		
Requi Will This	ter turns some of the ires a medium shield of double a shield AC & is an 'Counter' action nding Fighter only has	or larger AND a give a bonus+2 on. Only 1 Cou	weapon the site to the AC. (S	ize of a longswo Shieldx2)+2.	Instant	Instant	COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements	O SP		
LEVEL 5	STACK		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Observ			
Disruptive Fact	or	8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	No	Disrupted		
This All t Enhar	acter draws attention action might disrupt the Targets in the Aol ncements are able to is a Counter Action a	other actions E must pass the increase the ra	or break conce Save to not b nge.	entration of oth oe affected/inte	hers.		COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 Lvl 12 Range X2	10 SP 8 SP		
Brace for Onsla		8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds		J: 2 😙 cing works		
Fight Facir	er of attacks is reducter must pass the Saveng away from (not just defend vs 3 continuous	e to resist eac t looking) atta	h Pushback, St cks will negat	tun, or Daze. te 'Stand Ground	d' effect.		COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col Lvl 18 Duration X4 Lvl 14 Duration X2	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		
	A V	al roll. Roll	l 1d100 +L get an exa l00 or	vl +ToHIT to ct 100:	improve critical	roll.		COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements (0 SP
1 EVEL 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 Suve	
	The fighter has d 'Extra' attack fo Is an Extra Attac Interferes with s 'Range X2' Enhanc	cuses on anoth k. Only 1 Ext kills such as	ner non-fl ra attack 'Converge	ank enemy with is allowed poor The Enemy	hin melee range er round. ' & "Situational	. 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		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		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 by one (Fighter conc s & war cries Minimum of 0)	entrates and the to encourage th , ToHIT (-4), an	ne group to attand 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 coord Attacks-1. Distr Give up one attac This skill only a This skill can be	ibute +6,+4,+0 k to use this ffects the Fig	0 & -2 Ini skill, bu ghter's pa	tiative bonus t can still u rty.	es to the group'			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 3	•
LEVEL 5 Renair We	apons/Armor		8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanen	JKL. J	
Nepall We	Using the Fighter Unbroken weapons/ Non-magic items of Repaired items ar Repairing Magic i	armor can be rook o not need a See 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	
	lee Weapon		12 pts	Touch	1 Weapon	2 Hours	1 Battle	110 5010	
	Clean and oil whi Weapon gets +1 Dm Undamaged weapons A weapon with maj This will only wo	g thru next ba are brought b or 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	nncement to +2.		Lvl 14 Duration X2	6 SP 8 SP 2 SP

