-Fighter

Battle Actions/Prep

Assist Another To Disengage

LEVEL 4 | STACK 1 | COST 4 pts | RANGE 3 Squares | AREA OF EFFECT 1 Recipient | ROLL OUT Initiative | DURATION 1 Round | SAVE: BRU/AGL: 2 Disengages

Fighter aids another while they face the same enemy & attempt to exit a battle safely.
REQUEST BEFORE INITIATIVES ARE ROLLED.
Both roll initiative & move during highest initiative in a straight line 1-3 squares.
Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack.
No attacks are allow by the recipient and the fighter.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Pull Aggro

LEVEL 8 | JUST 1 | STACK 4 | COST 8 pts | RANGE Self | AREA OF EFFECT 8x8 Squares | ROLL OUT Initiative | DURATION 1d3+1 Rounds | SAVE: No Save

Fighter convinces enemy(ies) to target them.
GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think.
Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).
Party is a less attractive target with increases to Initiative (+2) and AC (+2).
This is NOT a guarrantee the ploy will work. It depends on the creature(s).

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

Adrenalin Rush

LEVEL 9 | STACK 1 | COST 12 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save

The Fighter hypes themselves up. (Narrative)
Character must verbally hype themselves up within pre-intiative part of their round.
Fighter can move and attack or just attack. Movement after the attack is not allowed.
Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

Battle Defense

Defend - No attacks

LEVEL 2 | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Instant | DURATION 2 Rounds | SAVE: No Save

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.
Gain an additional +1 to AC if the defender is next to another fighter.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Disengage

LEVEL 3 | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT 2-3 Squares | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save

Fighter skillfully avoids combat as they avoid battle.
REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.
Fighters AC is improved by 4.
BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.
No attacks are allowed while using this skill.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP

Shield Block

LEVEL 4 | STACK 1 | COST 4 pts | RANGE 0 Squares | AREA OF EFFECT Self | ROLL OUT Instant | DURATION Instant | SAVE: BRU: 2 Blocks

Fighter blocks an enemy's attack with their shield.
COUNTER: Block a single melee attack BEFORE the damage from the attack is announced.
Fighter blocks an enemy's attack with a medium or smaller shield.
Save to block. Blunders merely fail. Criticals allow 2nd block instantly.
This skill cannot block critical hits TO the fighter.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

Provide Protection

LEVEL 5 | STACK 99 | COST 8 pts | RANGE 1 Square | AREA OF EFFECT 1 Creature | ROLL OUT initiative | DURATION 1 Round | SAVE: No Save

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).
Fighter is able to interpose and take 'Extra' attacks in place of the recipient.
Recipient must remain within 1 sq of the Fighter and recipients AC + 4.
The recipient must not be actively unwilling, (can be unconscious)

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

-Fighter

Battle Offense

Massive Bludgeoning Attacks

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

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).
FFull 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.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Attack Defenses

LEVEL 2 | STACK 99 | COST 2 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 4 Hours | SAVE: No Save

Fighter can attack the enemies ability to protect itself.
This applies to basic armor, Grace based AC, and all other non-magical defenses.
However, if Magical protection is only part of the defense this skill can still be used.
If magical protection is the only defense this skill will not work.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Fighters Charge

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

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.
Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).
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.

COUNTER:Set For Charge Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

Shield Bash (Odd rounds)

LEVEL 3 | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save

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.
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.

COUNTER: None
ENHANCEMENTS:
Lvl 17 Damage +8 / die 16 SP

Brutal Push Forward

LEVEL 7 | STACK 1 | COST 8 pts | RANGE 1 Square | AREA OF EFFECT 1 Square | ROLL OUT Initiative | DURATION 1 Round | SAVE: BRU: 2 Compare & Move

From a standstill to a massive push almost instantly!
This skill will push the target back 1 square, if the square is open.
Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).
1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2.
Fighter and target must use a comparison save.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Attacks +1 8 SP

Desperation Attack

LEVEL 8 | STACK 1 | COST 8 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save

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!!!
Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.
Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll.
(There is a Strumos spell that can change the formula to 1d20-5 !)

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

Mounted Melee Attack

LEVEL 9 | STACK 99 | COST 12 pts | RANGE 1 Square | AREA OF EFFECT 1 Horse | ROLL OUT Initiative | DURATION 1 Battle | SAVE: SKL: 2 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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

-Fighter

LEVEL 10
Last Ditch Effort

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	12 pts	Self	Self	Initiative	1 Battle	No Save

Pure determination keeps a fighter in battle even after death. Must be played out.
Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4
Fighter must have 30 HP or less to use the skill.
During skill use: Binding has no effect & 1/2 Healing while in negative points.
Afterwards the Fighter may be dead, out cold, or just weak.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL 12
Whirling Mordra

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	12 pts	Touch	8 Squares	Initiative	1 Round	No Save

In 1 Sq the Fighter spins back and forth to strike out at all within melee range.
'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares.
It's recommended to tell the party then stall on your initiative until friends step away.
Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only.
Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL 14
Surprise Death Blow

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	16 pts	Melee	1 Creature	Instant	1 Round	No Save

Vulnerable target is beat down.
Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held).
Fighter gains +15 bonus to ToHIT.
Damage is rolled on the Critical chart. And enhancements can add to the damage.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Damage X2 12 SP
Lvl 9 Damage +50% 8 SP

Battle Reaction

LEVEL 1
AoO on Enter or Exit

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	1 Square	1 Target	Instant	Instant	No Save

"Extra" attack which can be taken if an enemy enters or exits melee range.
With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER:Avoid An AoO - ROG Lvl:1
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 1
Set for Charge

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	Self	1 Charge	Instant	Instant	No Save

Fighter turns some of the effect of a charge back on the aggresser.
Requires a medium shield or larger AND a weapon the size of a longsword or larger.
Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2.
This is an 'Counter' action. Only 1 Counter is allowed per round.
Defending Fighter only has this attack.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 5
Disruptive Factor

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	Observe: 2 Not Disrupted

Character draws attention to themselves in attempt to interrupt others.
This action might disrupt other actions or break concentration of others.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
Enhancements are able to increase the range.
This is a Counter Action and can only be used once in a round.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL 6
Brace for Onslaught

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	Self	Self	Initiative	2 Rounds	BRU: 2 Bracing works

Number of attacks is reduced by 1 each round (minimum of 1)
Fighter must pass the Save to resist each Pushback, Stun, or Daze.
Facing away from (not just looking) attacks will negate 'Stand Ground' effect.
May defend vs 3 continuous front squares. (no flanking squares).

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

-Fighter

LEVEL 6
Critical Roll Additions

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	8 pts	Self	1 Attack	Instant	Instant	No Save

Fighters skill and experience pays off with a critical success!
Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.
Note that there are 2 ways to get an exact 100:
1. Roll a 100 on the 1d100 or
2. Roll a 1d100 and add the bonuses to exactly 100.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 7
AoO on Kill

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	1 Square	1 Target	Instant	Instant	No Save

The fighter has dropped an enemy and another becomes the target!
'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT.
Is an Extra Attack. Only 1 Extra attack is allowed per round.
Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness'.
'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.

COUNTER:Avoid An AoO - ROG Lvl:1
ENHANCEMENTS:
Lvl 12 Range X2 8 SP

LEVEL 9
Critical Hit - 2nd Choice

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	12 pts	Self	Self	Instant	Instant	No Save

Fighter can upgrade a natural critical roll.
Fighters luck improves with more choices when rolling a critical!
Reroll a Critical and choose either the original roll or the reroll.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Class Specialty

LEVEL 5
Converge On The Enemy

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	8 pts	Self	1 Target	Initiative	Conc + 2 Rds	No Save

Fighter coordinates the groups attacks for a better effect.
This effort will continue as long as the Fighter concentrates and then 1 more round.
Fighter targets a single enemy with jeers & war cries to encourage the group to attack.
Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1).
The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier).

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 5
Coordinate Group Initiative

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	Self	Player Party	Initiative	1 Battle	No Save

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 0 SP

LEVEL 5
Repair Weapons/Armor

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent	SKL: 3 Weapon Repaired

Using the Fighters Kit the Fighter repairs weapons and armor.
Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.
Non-magic items do not need a Save to be fixed.
Repaired items are returned to an intact, yet imperfect state.
Repairing Magic items requires passing a Save. Save column must match the Magical +.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 10 Rollout Halved 6 SP

LEVEL 10
Honing Melee Weapon

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	12 pts	Touch	1 Weapon	2 Hours	1 Battle	No Save

Clean and oil while completing minor repairs bringing it back to peak performance.
Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2.
Undamaged weapons are brought back to it's former best condition.
A weapon with major chips, cracks, breaks, or bends is considered 'damaged'.
This will only work on non-magic weapons that are not already in it's best condition.

FOCUS:Required.
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP
Lvl 14 Damage X2 12 SP

-Fighter

Traveling (PMP)

LEVEL 6

1000 Yard Stare March

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	8 pts	Self	Self	10 Minutes	20 Hours	No Save

Character can march on without sleep or food during a slow but long march.
Able to walk 3 times the normal distance for the given situation in 20 hours.
There is a lower likelihood of an encounter and a higher likelihood of surprise.
After using this skill 8 straight hours of sleep may be needed within an hour.

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 10	Rollout Halved	6 SP

Utility or Misc

LEVEL 3

Mental Alarm Clock

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	Self	Self	10 Minutes	18 Hours	No Save

Able to set a time and wake up at that time.
Fighter reviews the surroundings to understand normal sounds are during the rollout.
Fighter must not be exhausted or forced to sleep.
Does not guarrantee restful sleep.
When waking it takes 1 full round before Fighter is able to be clear headed.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

LEVEL 4

Situational Awareness

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier	No Save

Fighter maintains a watchful eye for enemies.
Fighter must maintain concentration for the duration.
Battle does not interrupt this skill.
Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.
Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 11

Wake To Battle

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	12 pts	Self	1 Round	Instant	Instant	SKL: 1 Wakes up

Fighter jumps from full sleep to full battle mode instantly.
Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this
Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.
This skill can be enacted by the Player even if the Character is asleep.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP