


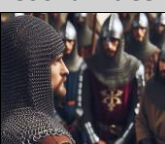


-Fighter

Battle Actions/Prep

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2	
Assist Another To Disengage						4 pts	3 Squares	1 Recipient	Initiative	1 Round		Disengages	
				<p>Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED.</p> <p>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.</p>									COUNTER: None
													ENHANCEMENTS:
													Lvl 0 No Enhancements 0 SP

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Converge On The Enemy						8 pts	Self	1 Target	Initiative	Conc + 2 Rds		
	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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Self	Player Party	Initiative	1 Battle		
<div></div> <div><p>The Fighter coordinates the priority of attacks from the group.</p><p>Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes.</p><p>Give up one attack to use this skill, but can still use 'Extra' attacks.</p><p>This skill only affects the Fighter's party.</p><p>This skill can be reset by a second use of the skill.</p></div>											



COUNTER: None

ENHANCEMENTS:


Lvl 0


No Enhancements


0 SP

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

Battle Defense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Shield Dancing						4 pts	Self	Self	Initiative	4 Rounds			
				Fighter uses a shield to a greater than normal advantage. Small, Medium, and Large shields have AC +2 bonus. Large shields Decrease the ToHIT by 1.								COUNTER: None	
												ENHANCEMENTS: Lvl 9 Duration +50% 6 SP	

LEVEL	2	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Defend - No attacks					4 pts	Self	Self	Next Initiative	2 Rounds								
					<p>Fighter fully focuses on blocking and dodging attacks to avoid damage.</p> <p>No attacks are allowed, but AC+1 per Tier. Base move is at half speed.</p> <p>Gain an additional +1 to AC if the defender is next to another fighter.</p> <p>Does last to the end of the current round AND to the end of the next round.</p>												
					<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Duration +50%</td><td>6 SP</td></tr></table>							Lvl 14	Duration X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 14	Duration X2	8 SP															
Lvl 9	Duration +50%	6 SP															

LEVEL	3	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Disengage					4 pts	Self	2-3 Squares	Initiative	1 Round		
<div></div> <p>Fighter skillfully avoids combat as they avoid battle.</p> <p>REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.</p> <p>Fighters AC is improved by 4.</p> <p>BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.</p> <p>No attacks are allowed while using this skill.</p>											<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div>

-Fighter

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

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.
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

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


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).
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

Battle Offense

LEVEL	1		STACK	1	COST	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).
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

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

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.
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


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

Fighters Charge



Fighter races forward and uses their momentum to help in an attack. (Extra Attack)
Charge must be a straight path to the non-moving target and not end 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



LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	1 Square	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.
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

LEVEL	7		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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.
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

-Fighter

Class Specialty

LEVEL	3	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Self	10 Minutes	18 Hours		
	<p>Able to set a time and wake up at that time.</p> <p>Fighter reviews the surroundings to understand normal sounds are during the rollout.</p> <p>Fighter must not be exhausted or forced to sleep.</p> <p>Does not guarantee restful sleep.</p> <p>When waking it takes 1 full round before Fighter is able to be clear headed.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 10	Rollout Halved 6 SP
										Lvl 14	Duration X2 8 SP

LEVEL	4	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		
	<p>Fighter maintains a watchful eye for enemies.</p> <p>Fighter must maintain concentration for the duration.</p> <p>Battle does not interrupt this skill.</p> <p>Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.</p> <p>Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 18	Duration X4 10 SP
										Lvl 14	Duration X2 8 SP
										Lvl 9	Duration +50% 6 SP

LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Weapon Repaired
					8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		
	<p>Using the Fighters Kit the Fighter repairs weapons and armor.</p> <p>Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.</p> <p>Non-magic items do not need a Save to be fixed.</p> <p>Repaired items are returned to an intact, yet imperfect state.</p> <p>Repairing Magic items requires passing a Save. Save column must match the Magical +.</p>										FOCUS:Required
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 14	Save -1 Col 8 SP
										Lvl 10	Rollout Halved 6 SP