

Battle Actions/Prep

LEVEL1

STACK1

COST2 pts

RANGETouch

AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONnd of Battle or 24 hr

SAVE: No Save

Melee Weapon Expertise

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 Halved6 SP  
Lvl 9 Duration +50%6 SP

LEVEL4

STACK1

COST4 pts

RANGE3 Squares


AREA OF EFFECT1 Recipient

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save

Assist Another To Disengage



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 Instant16 SP  
Lvl 14 Attacks +18 SP  
Lvl 16 AoE = 2 Targets12 SP

Battle Defense

LEVEL1

+

STACK1

COST4 pts

RANGESelf


AREA OF EFFECT1 Charge

ROLL OUTInstant

DURATION1 Round

SAVE: No Save

Set for A Charge



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

LEVEL1

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION4 Rounds

SAVE: No Save

Shield Expertise



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

LEVEL2

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION2 Rounds

SAVE: No Save

Defend / Withdraw, No Attacks



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 X28 SP  
Lvl 9 Duration +50%6 SP

LEVEL3

JUST 1

STACK1

COST6 pts

RANGESelf


AREA OF EFFECTFighter

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save

Urgent Disengagement w/ 1 Attack



Fighter moves in a straight line up to double their basic movement.  
Fighters 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 +44 SP  
Lvl 14 Attacks +18 SP

LEVEL4

STACK1

COST4 pt

RANGESelf


AREA OF EFFECT1 Target

ROLL OUTInstant

DURATIONBattle

SAVE: BRU +10/Tier  
Unmoved

Resist The Push





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
<b>Massive Bludgeoning Hammerstrike</b>												
						4 pts	Melee	Self	Initiative	2 Rounds		
<p>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'.</p>												
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
Fighters Charge	This is just a Charge		4 pts	Move x2	1 Creature	Initiative	1 Round				
	<p>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.</p>										COUNTER:Set For A 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
Shield Bash		(Odd rounds)				4 pts	1 Square	1 Target	Initiative	1 Round		
		<p>Fighters use their shield as a weapon. This is considered a blunt attack.</p> <p>Skill requires a small to large shield. Does not allow bucklers.</p> <p>This is an 'Extra' effort. Only 1 Extra effort is allowed per round.</p> <p>Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers.</p> <p>The 'Shield Bash' must be directed to the same target that the FTR has already targeted.</p>										

## Battle Reaction

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	+	1						No Save
AoO on Enter or Exit			4 pts	1 Square	1 Target	Instant	1 Round	
	<p>"Extra" effort which can be taken if an enemy enters or exits melee range.</p> <p>With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.</p> <p>This is an 'Extra' effort. Only 1 Extra effort is allowed per round.</p>							
								COUNTER: No Counter Available. Lvl:1

## Class Specialty

LEVEL

3

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

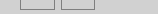
DURATION

24 Hours

SAVE:

No Save

Mental Alarm Clock



Able to set a time and wake up at that time.

Fighter reviews surroundings to understand the normal sounds during the rollout.

Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.

When waking it takes 1 full round before Fighter is able to be clear headed.

If used when awake the 'Alarm' still alerts the character.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Within Hearing

ROLL OUT

4 Minutes


DURATION

1 Hour / Tier

SAVE:

No Save

Situational Awareness



Fighter maintains a watchful eye for enemies.  
 Fighter must maintain concentration for the duration.  
 Battle pauses this skill after Round 1. Skill can be resumed after the battle is over.  
 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