

-Fighter

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	Initiative	2 Rounds		
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 X2 8 SP Lvl 9 Duration +50% 6 SP	
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				6 pts	Self	Fighter	Initiative	1 Round		
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 +4 4 SP Lvl 14 Attacks +1 8 SP	
LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU +10/Tier
				4 pt	Self	1 Target	Instant	Battle		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	
LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Brute
				8 pts	0 Squares	Self	Instant	1 Attack		Shield Still Useable
Shield Block vs Melee										
	Fighter negates a melee attack made against them 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 small or medium shield. Save to maintain shield use. Blunders just fail. Criticals allow 2nd block in same rd. This skill cannot block critical hits TO the shield holder.								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP	
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	1 Square	1 Strumos	Initiative	1 Round		
Protect Strumos										
	The Fighter blocks attacks to the Strumos using weapons and position of body. Fighters Initiative and ToHit drops by 1 and Movement is in half (with Strumos). Fighter is able to interpose to defend the recipient. Strumos must remain within 1 sq behind/beside the Fighter. The Strumos gets AC+6 and must not be actively unwilling, (can be unconscious)								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP	
LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	3 sqs	1 Creature	Initiative	2 Rounds		
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 to defend the recipient. Recipient must remain within 1 sq behind/beside the Fighter. The recipient gets AC+4 and must not be actively unwilling, (can be unconscious)								COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP	
LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL
				8 pts	0 Squares	Self	Instant	Up to 2 Rounds		
Shield Block vs Ranged										
	Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the shield. Save for each block. A successful save indicates the specific ranged attack has been blocked. Medium shields can block a number of ranged attacks equal to the Fighter's Tier. Large shields can block a number of ranged attacks equal to the Fighter's Tier plus 1.								COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP	

Battle Offense

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

Massive Bludgeoning Hammerstrike



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'.

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

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.

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

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.
This is an 'Extra' effort. Only 1 Extra effort is allowed per round.
Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + Tiers.
The 'Shield Bash' must be directed to the same target that the FTR has already targeted.

Battle Reaction

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

AoO on Enter or Exit



"Extra" effort 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' effort. Only 1 Extra effort is allowed per round.

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	Senses Not Disrupted

Disrupt Concentration



Counters current issues that a target is concentrating to maintain.
This action is meant to disrupt and break concentration of another.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
This is a Counter Action and can only be used once in a round.
LIST OF SPELL IN FULL DESCRIPTION.

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	1 Square	1 Target	Instant	Instant	No Save

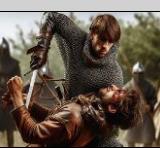
AoO on Kill



The fighter has dropped an enemy and another becomes the target!
'Extra' effort focuses on another non-flank enemy within melee range with +6 ToHIT.
Is an Extra effort. Only 1 Extra effort 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.

LEVEL	7	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	1 Critical	Instant	Instant	No Save

Critical Roll Additions



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: NOTE: Anything above 100 = 99
1. Roll a 100 on the 1d100 or
2. Roll a 1d100 and add the bonuses to exactly 100.

-Fighter

LEVEL	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Critical Hit, 2nd Choice		8 pts	Self	Self	Instant	Instant						

Class Specialty

LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Repair Weapons/Armor													
	<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>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> <p>Items are imperfectly repaired, but usable.</p>												
											FOCUS:Required		
											COUNTER:None		
											ENHANCEMENTS:		
											Lvl 14	Save Roll +20	8 SP
											Lvl 10	Rollout Halved	6 SP