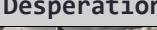


-Fighter

| LEVEL | 2 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|---|--|-------|----|-------|-----------|----------------|---|-----------------------|-------------------------------|
| | | | | 4 pts | Self | Self | Initiative | 2 Rounds | 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 X2 Lvl 9 Duration +50% | 8 SP 6 SP | |
| LEVEL | 3 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 6 pts | Self | Fighter | Initiative | 1 Round | 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 +4 Lvl 14 Attacks +1 | 4 SP 8 SP | |
| LEVEL | 4 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 4 pt | Self | 1 Target | Instant | Battle | 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 | | |
| LEVEL | 5 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 8 pts | 0 Squares | Self | Instant | 1 Attack | Brute 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: |
| | | | | 8 pts | 1 Square | 1 Strumos | Initiative | 1 Round | No Save |
| 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 Lvl 14 Duration X2 Lvl 9 Damage +50% | 10 SP 8 SP 8 SP | |
| LEVEL | 6 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 8 pts | 3 sqs | 1 Creature | Initiative | 2 Rounds | No Save |
| 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 Lvl 14 Duration X2 | 10 SP 8 SP | |
| LEVEL | 6 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 8 pts | 0 Squares | Self | Instant | Up to 2 Rounds | AGL |
| 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 Lvl 10 Rollout Halved | 16 SP 6 SP | |

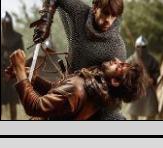
Battle Offense

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

| | | | | | | | | | | |
|--|--|---------------|---|---------------|-------------------|----------|------------|---------|----------------|--|
| LEVEL | 10 | | | 12 pts | 1 Square | 1 Square | Initiative | 1 Round | Brute | |
| Brutal Push Forward | | | | | | | | | 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 | | | | |

| | | | | | |
|--|--|---------------|---------------|--|---------------|
| Adrenaline Rush | 12 pts | Self | Self | Initiative | 1 Round |
|  | The Fighter hypes themselves up. (Player provides a narrative) Character must verbally hype themselves up within pre-initiative 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 Lvl 14 Duration X2 | 10 SP 8 SP |

-Fighter

| | | | | | | | | |
|--|---|---|-------------|-----------------|----------------------------|---------------------|-------------------|----------------------------|
| LEVEL 11 | <input type="checkbox"/> <input type="checkbox"/> | STACK 1 | COST 12 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 1 Battle | SAVE: No Save |
| Last Ditch Effort | | | | | | | | |
|  | 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 11 | <input type="checkbox"/> <input type="checkbox"/> | STACK 99 | COST 12 pts | RANGE 1 Square | AREA OF EFFECT 1 Horse | ROLL OUT Initiative | DURATION 1 Battle | SAVE: No Save |
| Mounted Melee Attack | | | | | | | | |
|  | 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 | | | | | | |
| LEVEL 12 | <input type="checkbox"/> JUST 1 | STACK 1 | COST 12 pts | RANGE Touch | AREA OF EFFECT 8 Squares | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save |
| Whirling Mordra | | | | | | | | |
|  | 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 | | | | | | |
| Battle Reaction | | | | | | | | |
| LEVEL 2 | <input type="checkbox"/> + | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Instant | DURATION 1 Round | SAVE: 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. | COUNTER: No Counter Available. Lvl:1 | | | | | | |
| LEVEL 5 | <input type="checkbox"/> JUST 1 | STACK 99 | COST 8 pts | RANGE 8 Squares | AREA OF EFFECT 3x3 Squares | ROLL OUT Instant | DURATION 2 Rounds | SAVE: 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. | COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP | | | | | | |
| LEVEL 7 | <input type="checkbox"/> + | STACK 99 | COST 8 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Instant | DURATION Instant | SAVE: 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. | COUNTER: No Counter Available. Lvl:1 ENHANCEMENTS: Lvl 12 Range X2 8 SP | | | | | | |
| LEVEL 7 | <input type="checkbox"/> <input type="checkbox"/> | STACK 1 | COST 8 pts | RANGE Self | AREA OF EFFECT 1 Critical | ROLL OUT Instant | DURATION Instant | SAVE: 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. | COUNTER: None | | | | | | |

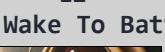
-Fighter

| | | | | | | | | | | | | |
|---------------------------------|----------|--------------------------|-------------------------------------|-------|---------|---------|-------|----------------|----------|----------|-------|---------|
| 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 | 3 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Mental Alarm Clock | | | | 4 pts | Self | Self | 10 Minutes | 24 Hours | | |

| | | | | | | | | | | | | |
|---|---|-----------------|---|--------------|---|----------------|-----------------------|----------|--------------------|---------|------------------|-------|
| LEVEL | 10 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | |
| Honing | Melee Weapon | | | 12 pts | Touch | 1 Weapon | 2 Hours | 1 Battle | | | | |
|  | 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 |

| | | | | | | | | | | | | |
|--|---|--------------------------|-------------------------------------|--------|---|------|---------|-------|-----------------|----------|----------|--|
| LEVEL | 12 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: Skill -40 |
| Wake To Battle | | | | 12 pts | | Self | 1 Round | | Next Initiative | 1 Round | | 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 Roll +20 | 8 SP | | | | | | | | |