

**Battle Actions/Prep**

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	<input type="checkbox"/> <input checked="" type="checkbox"/>	2 pts	Touch	1 Item	1 Minute	End of Battle or 24 h	No Save
<b>Melee Weapon Expertise</b>			<p>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.</p>	<p>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP</p>			
4	<input type="checkbox"/> <input checked="" type="checkbox"/>	4 pts	3 Squares	1 Recipient	Initiative	1 Round	No Save
<b>Disengage Another</b>			 <p>Fighter aids a recipient while they face the same enemy &amp; attempt to exit a battle. Recipient gains +4 AC, cannot make attacks, and moves behind the Defending Fighter. Defending Fighter loses 1 attack (min of 1 attack) and -2 to AC. Defending Fighter may attempt battle with the enemy.</p>	<p>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Attacks +1 8 SP Lvl 16 AoE = 2 Targets 12 SP</p>			
6	<input type="checkbox"/> <input checked="" type="checkbox"/>	8 pts	Self	Player Party	Initiative	1 Battle	No Save
<b>Coordinate Initiatives</b>			 <p>The Fighter coordinates the priority of attacks from the group. Attacks-1. Distribute +8,+4,+0 &amp; -4 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.</p>	<p>COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP</p>			
8	<input type="checkbox"/> <input checked="" type="checkbox"/>	8 pts	Self	8 Sq Radius	Initiative	3 Rounds	Skill Draws Aggro
<b>Pull Aggro</b>			 <p>Fighter convinces 1d2+2 enemies to target them with an extreme show. NOTE: Enemy must be able to think. Unthinking things/creatures are not riled. Fighter is a better target but has fewer attacks (-1, Min 1) and Lower AC (-4). Party is a less attractive target with increases to Initiative (+2) and AC (+2). This is NOT a guarantee the ploy will work. It depends on the creature(s).</p>	<p>COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>			
<b>Battle Defense</b>							
1	<input type="checkbox"/> <input checked="" type="checkbox"/>	4 pts	Self	1 Charge	Instant	1 Round	No Save
<b>Set for A Charge</b>			 <p>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. Defender can use this skill vs multiple charges</p>	<p>COUNTER: None</p>			
1	<input type="checkbox"/> <input checked="" type="checkbox"/>	4 pts	Self	Self	Initiative	4 Rounds	No Save
<b>Shield Expertise</b>			 <p>Fighter uses a shield to a greater than normal advantage. Small &amp; Medium: Use the shield AC +2. Does not apply to Buckler or Large shields. Can be combined with the 'Shield Bash' skill.</p>	<p>COUNTER: None ENHANCEMENTS: Lvl 9 Duration +50% 6 SP</p>			
2	<input type="checkbox"/> <input checked="" type="checkbox"/>	4 pts	Self	Self	Initiative	2 Rounds	No Save
<b>Withdraw &amp; No Attacks</b>			 <p>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.</p>	<p>COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</p>			

# -Fighter

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					6 pts	Self	Fighter	Initiative	1 Round		
<b>Disengage w/ 1 Attack</b>											
	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.	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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
<b>Resist The Push</b>											
	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.	<b>COUNTER:</b> 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 Usable
<b>Shield Block vs Melee</b>											
	Fighter negates a melee attack made against them with their shield. <b>COUNTER:</b> 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.	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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		
<b>Protect Strumos</b>											
	The Fighter blocks attacks to the Strumos using weapons and position of their 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)	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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		
<b>Provide Protection</b>											
	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)	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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:	SKL 
					8 pts	0 Squares	Self	Initiative	2 Rounds		1 attack blocked
<b>Shield vs Ranged</b>											
	Fighter tries to block ranged attacks using Medium or Large shield ONLY. Number of attacks that can be blocked is dependent on the Fighters Tier. A successful SKL Save indicates the specific ranged attack has been blocked. Shields can block a number of ranged attacks equal to the Fighter's Tier.	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP									
<b>Battle Offense</b>											
LEVEL	1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Melee	Self	Initiative	1 Round		
<b>Subdual Hammer Strike</b>											
	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'.	<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP									

# -Fighter

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Fighters Charge</b>					4 pts	Move x2	1 Creature	Initiative	1 Round		
	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 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
<b>Shield Bash (Odd Rds)</b>					4 pts	1 Square	1 Target	Initiative	1 Round		
	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. 'Shield Bash' must be directed to the same target that the FTR has already targeted.									COUNTER: None ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP	
LEVEL	7		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Party vs 1 Enemy</b>					8 pts	Self	1 Target	Initiative	5 rounds		
	Fighter coordinates the parties attacks for a better effect. 1 Skill per target. Fighter successfully directs at least 3 members of their party to attack one target. The party gains Initiative and ToHIT bonuses of +2 per Tier of the Fighter. The Fighter loses 1 attack (Min=0), and drops AC by 1. For the 1st round of this skill the Fighter has an Initiative of 40.(He goes FIRST!!)									COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1 8 SP	
<b>Battle Reaction</b>											
LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>AoO on Enter or Exit</b>					1 pts	1 Square	1 Target	Instant	1 Round		
	"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		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Comparis
<b>Disrupt Concentration</b>					8 pts	8 Squares	1 Target	Instant	2 Rounds		Not Disrupted
	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		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>AoO on Kill</b>					8 pts	1 Square	1 Target	Instant	Instant		
	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		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Critical Roll Adds</b>					8 pts	Self	1 Critical	Instant	Instant		
	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	<b>8</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Critical Hit Choices</b>												

 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
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## Class Specialty

LEVEL	<b>3</b>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Mental Alarm Clock</b>				4 pts	Self	Self	10 Minutes	24 Hours		

LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Repair Weapons/Armor</b>		8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent						