## -Fighter Battle Actions/Prep SAVE: BRU/AGL: 2 STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION 4 pts 3 Squares 1 Recipient Initiative 1 Round Disengages Assist Another To Disengage Fighter aids another while they face the same enemy & attempt to exit a battle safely. REQUEST BEFORE INITIATIVES ARE ROLLED. COUNTER: None Both roll initiative & move during highest initiative in a straight line 1-3 squares. ENHANCEMENTS: Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack. Lvl 0 No Enhancements 0 SP No attacks are allow by the recipient and the fighter. STACK 4 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 8 No Save 1d3+1 Rounds 8 pts Self 8x8 Squares Initiative Pull Aggro Fighter convinces enemy(ies) to target them. GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think. COUNTER: None Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4). ENHANCEMENTS Lvl 18 Duration X4 10 SP Party is a less attractive target with increases to Initiative (+2) and AC (+2). Lvl 14 Duration X2 8 SP This is NOT a guarrantee the ploy will work. It depends on the creature(s). RANGE STACK 1 COST AREA OF EFFECT ROLL OUT DURATION No Save Q Self Self Initiative 12 pts 1 Round Adrenalin Rush The Fighter hypes themselves up. (Narrative) Character must verbally hype themselves up within pre-intiative part of their round. COUNTER: None Fighter can move and attack or just attack. Movement after the attack is not allowed. ENHANCEMENTS Lvl 18 Duration X4 10 SP Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6). Lvl 14 Duration X2 8 SP **Battle Defense** STACK 1 RANGE AREA OF FEFECT ROLL OUT DURATION SAVF. No Save 2 Self 4 pts Instant 2 Rounds Defend - No attacks Fighter fully focuses on blocking and dodging attacks to avoid damage. No attacks are allowed, but AC+1 per Tier. Base move is at half speed. COUNTER: None Gain an additional +1 to AC if the defender is next to another fighter. ENHANCEMENTS: 8 SP Lvl 14 Duration X2 Lvl 9 Duration +50% 6 SP AREA OF EFFECT ROLL OUT DURATION LEVEL 3 No Save 4 pts Initiative 1 Round 2-3 Squares Disengage Fighter skillfully avoids combat as they avoid battle. REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares. COUNTER: None ENHANCEMENTS: Fighters AC is improved by 4. BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save. Lvl 14 Duration X2 8 SP No attacks are allowed while using this skill. AREA OF EFFECT ROLL OUT DURATION BRU: 2 4 4 pts 0 Squares Instant Instant **Blocks** 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. COUNTER: None Fighter blocks an enemy's attack with a medium or smaller shield. ENHANCEMENTS: Lvl 14 Save -1 Col Save to block. Blunders merely fail. Criticals allow 2nd block instantly. 8 SP This skill cannot block critical hits TO the fighter. RANGE AREA OF FEFECT ROLL OUT STACK 99 COST DURATION No Save LEVEL 5 initiative 1 Round 8 pts 1 Square 1 Creature **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). COUNTER: None Fighter is able to interpose and take 'Extra' attacks in place of the recipient. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Recipient must remain within 1 sq of the Fighter and recipients AC + 4. Lvl 14 Duration X2 8 SP The recipient must not be actively unwilling, (can be unconscious)

## -Fighter **Battle Offense** STACK 1 AREA OF EFFECT RANGE 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). COUNTER: None FFull damage is applied right away. After 30 minutes half of the damage fades away. ENHANCEMENTS: Bludgeoning can be applied to all or none of the attacks. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Cannot be applied to non-melee attacks. Lvl 9 Duration +50% 6 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION 2 SAVE: No Save LEVEL 4 Hours 2 pts 1 Square 1 Target Initiative 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. COUNTER: None However, if Magical protection is only part of the defense this skill can still be used. ENHANCEMENTS: Lvl 0 No Enhancements If magical protection is the only defense this skill will not work. STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 2 4 pts 1 Creature Initiative Move x2 1 Round Fighters Charge Fighter races forward and uses their momentum to help in an attack. This charge must be in a straight line and not start or stop with a pivot. COUNTER:Set For Charge Lyl:1 Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). ENHANCEMENTS: Lvl 12 Range X2 8 SP 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. Lvl 5 Initiative +4 4 SP STACK 1 COST AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 3 4 pts 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. COUNTER: None 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. ENHANCEMENTS: Lvl 17 Damage +8 / die 16 SP AREA OF EFFECT ROLL OUT 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. COUNTER: None Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2). ENHANCEMENTS 8 SP 1 less attack (Min=0), Init+4 if stated. AC-2, Attacks-1, ToHIT+2. Lvl 14 Attacks +1 Fighter and target must use a comparison save. AREA OF EFFECT ROLL OUT DURATION STACK RANGE SAVE: No Save 8 pts Self Self Initiative 1 Round **Desperation Attack** 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!!! COUNTER: None Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative. ENHANCEMENTS Lvl 18 Duration X4 Then ${\sf roll}$ 1d20-8 and adjust the ToHITs. Then ${\sf roll}$ 1d20-8 and adjust the damage ${\sf roll}$ . Lvl 14 Duration X2 (There is a Strumos spell that can change the formula to 1d20-5 !) 8 SP Lvl 9 Duration +50% 6 SP

LEVEL 9 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 FMounted Melee Attack

12 pts 1 Square 1 Horse Initiative 1 Battle Attack is attempted

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.

ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

COUNTER: None

-Fighter										
LEVEL 10		STACK 1	cost	RANGE Self	AREA OF EFFECT Self	ROLL OUT  Initiative	DURATION 1 Battle	SAVE:	No Save	
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: LvI 20 Rollout Instant 16 SP		
LEVEL 12 Whirling Mo	+ ordra	STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT  8 Squares	ROLL OUT  Initiative	DURATION 1 Round	SAVE:	No Save	
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: LVI 20 Rollout Instant 16 SP		
Battle Rea	ection									
LEVEL 1 AOO on Ente	+	STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT  1 Target	ROLL OUT	DURATION Instant	SAVE:	No Save	
"Extra" attack 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' Attack. Only 1 Extra attack is allowed per round.								COUNTER:Avoid An AoO - ROG Lvl:1  ENHANCEMENTS:  Lvl 0 No Enhancements 0 SP		
LEVEL 1 Set for Cha	Just	STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT  1 Charge	ROLL OUT	DURATION	SAVE:	No Save	
Fighter turns some of the effect of a charge back on the aggresser.  Requires a medium shield or larger AND a weapon the size of a longsword or larger.  Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2.  This is an 'Counter' action. Only 1 Counter is allowed per round.  Defending Fighter only has this attack.								COUNTER: None ENHANCEMENTS: LVI 0 No Enhancements 0 SP		
LEVEL 5 Disruptive	Factor	STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT  3x3 Squares	ROLL OUT  Instant	DURATION 2 Rounds		Observe: 2 Not Dis	rupted
Character draws attention to themselves in attempt to interrupt others.  This action might disrupt other actions or break concentration of others.  All the Targets in the AoE must pass the Save to not be affected/interrupted.  Enhancements are able to increase the range.  This is a Counter Action and can only be used once in a round.								COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 Lvl 12 Range X2		10 SP 8 SP
LEVEL 6 Brace for 0	) Inslaught	STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION 2 Rounds		BRU: 2 Bracing	works
Number of attacks is reduced by 1 each round (minimum of 1) Fighter must pass the Save to resist each Pushback, Stun, or Daze. Facing away from (not just looking) attacks will negate 'Stand Ground' effect. May defend vs 3 continuous front squares. (no flanking squares).								COUNTER: None  ENHANCEMENTS:  Lvl 14 Save -1 Col 8 SP  Lvl 18 Duration X4 10 SP  Lvl 14 Duration X2 8 SP		
LEVEL 6		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT  1 Attack	ROLL OUT Instant	DURATION	SAVE:	No Save	
Critical Ro	A	al roll. Roll re 2 ways to g 100 on the 1d1	pays off w 1 1d100 +L get an exa 100 or	vith a critica .vl +ToHIT to :	l success! improve critical		instant	COUNTER: None ENHANCEMENTS: LVI 0 No Enhan	icements	0 SP



