

## Battle Actions/Prep

# Battle Defense

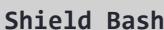
LEVEL	3	<input type="checkbox"/> JUST	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Urgent Disengagement w/ 1 Attack</b>			6 pts	Self	Fighter		Initiative	1 Round			

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU +10/Tier
<b>Resist The Push</b>		4 pt	Self	1 Target	Instant	Battle			Unmoved	

## Battle Offense

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

LEVEL	<b>3</b>	<input type="checkbox"/>	STACK	1	COST	4 pts	RANGE	1 Square	AREA OF EFFECT	1 Target	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	No Save
<b>Shield Bash</b>	(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 + STR Bonus.  
The 'Shield Bash' must be directed to the same target that the FTR has already targeted.

## Battle Reaction

LEVEL	<b>2</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
AoO on Enter or Exit					4 pts	1 Square	1 Target	Instant	1 Round		

## Class Specialty

LEVEL	<b>4</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Situational Awareness</b>				4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier					
	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