

At 6th level, each Fighter chooses to specialize in one of the following fields: Barbarian, Tactician, or Weapon Master; once chosen, this specialization may never be changed.

Damage								
Level	Melee Damage		Marginal Archery Damage		Critical Archery Damage		Thrown Damage	
1	3		2		4		2	
2	4		3		5		3	
3	5		4		6		4	
4	6		5		7		5	
5	7		6		8		6	
	Fighter, Tactician, Weapons Master	Barbarian	Fighter, Barbarian, Tactician	Weapons Master	Fighter, Barbarian, Tactician	Weapons Master	Fighter, Tactician, Weapons Master	Barbarian
6	7	8	6	7	8	9	6	7
7	8	8	7	8	9	10	7	7
8	8	9	7	8	9	10	7	8
9	9	10	8	9	10	11	8	9
10	10	11	8	9	10	11	8	9

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-4	0	1	2	3
5-10	1	2	3*	4*

* Barbarians cannot wear Chain Mail or Plate Mail

Specialty Abilities

Barbarian

The following abilities are gained by Fighters who specialize in dealing damage and not being hit (Barbarian). These abilities are in addition to the standard Fighter abilities described above. A Barbarian forgoes the wearing of heavy (chain, plate mail) armor and instead focuses on agility. They may wear leather but not chain or plate mail.

Level 6

Improved Disarm

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: LI

Uses: Level

At 6th level the Barbarian **Disarm** (Fighter 6) ability may now be used a number of times equal to their level. This skill is a base of the character class and may not be placed in a magic item.

Level 7

Improved Battle Fever

Range: Self

Area: 1 Blow

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Special

At 7th level anytime a Barbarian uses **Battle Fever** (any level) they gain an additional use of **Dodge Blow** (Fighter 7) that does not count against their daily limit. The free **Dodge Blow** must be used during the Battle Fever.

Improved Dodge Blow

Range: Self

Area: 1 Blow

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Special

At 7th level the Barbarian gains an additional use of **Dodge Blow** (Fighter 7). This skill is a base of the character class and may not be placed in a magic item.

Level 8

No Defense Blow

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: ½ Level

With this ability, the Barbarian can perform a weapon strike that will cause damage independent of any defense. The amount of damage caused by the blow is equal to the Barbarians level, with no other modifications allowed. The strike will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the blow. This ability will penetrate **Concentration** (Magic User 6). The blow must be called out immediately following what the Barbarian believes is a successful weapon strike. If the weapon strike is not successful, or is countered by **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the ability is still used and the use is expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability cannot be stacked with any other effect, and requires no meditation time.

Level 9

Challenge

Range: 10 Feet

Area: 1 Target

Duration: Instantaneous

Stacking: LI

Misc.: LI

Uses: ½ Level

With this ability, a Barbarian can issue a challenge to an individual. This challenge will force the person challenged to concentrate their attacks on the Barbarian for 15 seconds. If the person challenged takes damage from another source the Challenge is broken. The fighter ability of **Disengage** (Fighter 5) works as an immediate counter.

Level 10

Battle Gods Wrath

Range: Self

Area: Self

Duration: 1 combat

Stacking: Damage and LI

Misc.: NA

Uses: Special

Once a day a Barbarian can summon the Wrath of the battle God's (barbarian must shout to his or her god or goddess or call out their battle cry along with Battle Wrath). For the duration of the combat the fighter gains **Limited Immunity to Knockdown** (Fighter 9) equal to ½ their level, may use **Fighters Blow** (Fighter 8) a number of times equal to ½ x level. These abilities do not count against the fighter's regular uses per day. Additionally, the fighter is under a **Resist Pain** (Knight 5) for one arm. The Barbarian can use all other skills and abilities while in this state. When combat ends, the Barbarian will go unconscious as if he had been the target of a **Crashtime** (Magic User 1) that will last for 5 minutes. Upon awakening the Barbarian will only remember the glory of battle and not the specifics of the combat.

Tactician

The following abilities are gained by Fighters who specialize in controlling the battlefield (Tactician). These abilities are in addition to the standard Fighter abilities described above.

Level 6

Group Tactics I

Range: 30 feet

Area: 10 Targets

Duration: 1 Combat

Stacking: Damage

Misc.: NA

Uses: ½ level

This ability has two versions, **Damage** and **Armor**, and cannot be cast during combat. **Damage** raises the damage done by all targets by +2. **Armor** allows all targets to add +2 to their armor. The Tactician must state either **Damage** or **Armor** when he uses this ability; **Damage** and **Armor** cannot be in effect simultaneously on any individual. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target it is not necessarily over for other targets that were affected by the spell. This ability can also be dispelled on an individual basis. The Tactician may specify up to 10 individuals, including himself, to be the targets of this spell; each target must each be within 30' of the Tactician at the time the spell is cast. This spell stacks in the Damage group but does not affect No Defense damage in either form. The duration of this ability is one combat or one game day, whichever comes first.

Improved Battlefield Lore I

Range: Self

Area: 1 Battlefield

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Level

At 6th level the Tactician may use the ability of battlefield lore a number of times equal to his level.

Sense I

Range: Self

Area: Self

Duration: Game Day or until used

Stacking: Damage

Misc.: NA

Uses: ½ level

By use of this ability the Tactician can increase his awareness to sense an impending **Backstab** (Thief 1), thus avoiding some of the damage. The Tactician must meditate and state the use to a GM or SK before the attack occurs, and the ability will then negate ½ of the damage (round down) from the next **Backstab**. The duration of this ability is until used or one game day, whichever comes first.

Level 7

High Ground

Range: 1 inch

Area: 1 Target

Duration: 5 minutes/level

Stacking: LI

Misc.: LI, Material Component

Uses: ½ Level

When the Tactician uses this ability, all affected opponents within 50 feet of the target character cannot attack the recipient of this spell, although they can still communicate with or follow the target. This spell does not, however, affect the targeting or damage of area effect attacks such as **Fire Ball** (Magic User 5). Affected creatures cannot attempt to dispel the **High Ground**.

The recipient of the spell may not take any offensive actions while the spell is in effect, and may not take any offensive actions for 5 seconds after the spell ends, even if the spell is ended by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) or dismissed by the recipient. A character with a **High Ground** in effect can use defensive spells such as **Wrath** (Cleric 5) and can change targets while under the effects of the **High Ground**.

The Consent Rule applies when casting **High Ground** on another character. **High Ground** can be ended by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) of equal level to the LI level the **High Ground** was cast at, or by the recipient loudly calling out "Dismiss **High Ground** " and removing the yellow flag. This is a LI ability, but unlike other LI ability, it can be cast up to 2 levels higher than the caster's level. This ability stacks in the LI category, and cannot be further increased by **LI Enhancement +1** (Magic User 3), **LI Enhancement +2** (Magic User 6), **Invoke** (Cleric 7), or similar LI-changing abilities. Material component: Yellow flag

Improved Battlefield Lore II

Range: Self

Area: 1 Battlefield

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Level

At 7th level the Tactician's ability to read a battlefield is increased. At this level, the Tactician can sense if there are any traps left on the battlefield. This ability will not tell the Tactician where the traps are, or what action sets them off, it will just warn him that traps are present. In addition, the Tactician will be at +2 LI to detect any concealed items or enemies that are still present. Subject to GM knowledge.

Level 8

Sense II

Range: Self

Area: 1 Target

Duration: Game Day or until used

Stacking: NA

Misc.: NA

Uses: ½ Level

By using this ability, the Tactician can shake off the paralyzing effects of a **Kill Dagger** (Thief 2). The Tactician must meditate and state the use to a GM or SK before the attack occurs, and the ability will then neutralize the poison from the next **Kill Dagger** used against her; the Thief's use of **Kill Dagger** will be expended. The duration of this ability is until used or one game day, whichever comes first.

Strike of Opportunity

Range: Special

Area: 1 Target

Duration: 2 seconds

Stacking: NA

Misc.: LI

Uses: ½ Level

With this ability, the Tactician can temporarily halt his opponent, providing an opportunity for the Tactician to take an unopposed melee strike. The Tactician must strike the target's weapon and call "**Free Strike**, Freeze, 2 seconds", followed by the level of effect. If the opponent is affected, she must remain immobile for 2 seconds or until hit by the Tactician, whichever comes first. The immobility caused by a **Free Strike** does not make the target vulnerable to special attacks like Throat Slit. Prepared abilities such as **Killing Attack** (Killing Monk 8) or poison on a weapon may be used in conjunction with the Tactician's follow-up strike; the 5-second wait time between S/A/S does not apply to this strike, as the follow-up blow is considered to be part of the **Free Strike** ability. This ability cannot be used if there are other people engaging the target in melee. **Dodge Blow** (Fighter 7, Thief 7) and **Evade** (Movement Monk 7) are not effective against this ability or the subsequent strike. This ability requires no preparation time. This is an LI ability.

Level 9

Group Tactics II

Range: 30 feet

Area: 10 Targets

Duration: 1 Combat

Stacking: Damage

Misc.: NA

Uses: ½ level

This ability has two versions, **Damage** and **Armor**, and cannot be cast during combat. **Damage** raises the damage done by all targets by +3. **Armor** allows all targets to add +3 to their armor. The Tactician must state either **Damage** or **Armor** when he uses this ability; **Damage** and **Armor** cannot be in effect simultaneously on any individual. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target it is not necessarily over for other targets that were affected by the spell. This ability can also be dispelled on an individual basis. The Tactician may specify up to 10 individuals, including himself, to be the targets of this spell; each target must each be within 30' of the Tactician at the time the spell is cast. This spell stacks in the Damage group but does not affect No Defense damage in either form. The duration of this ability is one combat or one game day, whichever comes first.

Tactical Charge/Retreat

Range: 30 feet

Area: 10 Targets

Duration: 15 seconds

Stacking: NA

Misc.: Material Component

Uses: ½ level

By yelling "Tactical Charge" the Tactician enables his teammates to move at a rapid speed once; for the duration of the ability they cannot be harmed by physical or magical attacks. They must loudly announce "Speed" and run away with a visible purple flag in hand; other characters will be unable to pursue for the duration of the ability unless they are also using Speed, and will not be able to interact with or affect the individuals until the ability ends. Use of this ability does not stop time – the individuals only move faster than everyone else. When using Speed, all other individuals should ignore the player for the duration of the ability; combat or other interactions continue as normal for all other participants. The Tactician may use this ability to initiate or continue combat; however, he must drop the flag and end the Speed prior to making an attack. Speed will last for 15 seconds or until the Tactician stops running, whichever comes first. Material component: Purple flag.

Level 10

Group High Ground

Range: 1 inch

Area: 10 Targets

Duration: 5 minutes/level

Stacking: LI

Misc.: LI, Material Component

Uses: ½ Level

When using the **High Ground** (Tactician 7) the Tactician may now affect up to 10 individuals. In addition, individuals under the effect of **High Ground** may take offensive action immediately upon leaving the high ground. All other restrictions of **High Ground** (Tactician 7) still apply.

Weapon Master

The following abilities are gained by Fighters who specialize in learning various weapons and the intricacies of their uses (Weapons Master). These abilities are in addition to the standard Fighter abilities described above.

Weapon Focus

A weapons master must select upon character creation one of the following weapon types as his weapon of focus: Axe, Blunt, Dual Wield, Pole Arm / Staff, Ranged, Shield, Single Sword, or Two Handed. The weapons master will gain an additional weapon focus as they advance in levels. The weapons master must use that type of weapon and have it in their hands to gain the following abilities. This ability is base for the character and cannot be acquired by a magic item. If the fighter carries a weapon that can fall into more than one category, such as a two-handed axe (Axe, Pole Arm or Two-Handed) they do not get all three focus abilities. However, they will get an additional focus at 7th and 9th level so they could get the benefits of all three at 9th level.

In addition to the advantages gained, a weapons master may cast **Legend Lore** for free on a weapon of her chosen type that she can see or if she hears the name of a famous weapon. Subject to GM knowledge.

Axe: When using an Axe, the weapons master may reduce the armor being worn by 1 point. The Weapon Master should call out “-1 armor” when he hits. This only affects opponents wearing armor and a person cannot have their armor reduced by more than a single point. The weapons master may use this ability a number of times per day equal to half their level. Magical armor will repair itself at the end of combat but mundane armor must be repaired by using either **Mend** (Magic User 1) or a fighter’s repair armor of the appropriate type.

Blunt Weapon: When using a blunt weapon such as a mace, the weapon master may deliver a 5 second knock down. The weapons master may use this ability a number of times per day equal to half their level on a successful weapon strike. A hit to a shield or weapon counts as a successful strike.

Dual wielding: When using a weapon in each hand, the weapon master gets ability to parry a single melee blow from a handheld weapon, negating all damage. The weapons master must see the blow coming and may not parry a blow he cannot see. The weapons master may use this ability a number of times per day equal to half their level. This does not affect carried attacks, i.e. electrify, seeds of the elements, a monk’s physical attack, or a thieves backstab.

Pole Arm / Staff: When using a pole arm or a staff, the weapons master may use it to throw, per the monk's ability, a number of times equal to half his level per day.

Ranged: When using a Ranged weapon, the weapons master ability of Disengage may be used 1 time per level each day, instead of the normal, ½ per level.

Shield: When a weapon master specializes in shield, they gain the ability to perform a shield bash. The shield bash will knock back an individual within 5 feet of the weapons master; 5 steps. The weapons master may use this ability a number of times per day equal to half their level.

Single Sword: When using a single sword with nothing in their off hand, the weapons master ability of Dodge Blow may be used 1 time per level each day, instead of the normal, ½ per level. This ability only functions while using a single sword.

Two-handed: When using a two-handed weapon, the ability of Fighters Blow will carry through a shield and affect the arm holding the shield.

Level 6

Improved Weapons Instructor I

Range: 5 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Level

In addition to the abilities granted by *Weapons Instructor* (Fighter 3), the weapons master is not limited to teaching a person only the weapons his class can know but may teach any class, any weapon, for the day. Additionally the weapons master may also teach a character how to dual wield, regardless of class.

Magical Weapons Savvy

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Level

This ability allows the weapons master to determine information regarding a weapon's magical properties. The information provided by this ability is defined in game design, and will often be comprised of multiple pieces of information. A Weapons Master can spend up to his level per Magical Weapons Savvy; i.e., a 6th level Weapons Master has 6 'points'. For each point expended, this ability will provide 2 properties of the item and will identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the weapons master will only be informed that more than 10 additional properties exist.

Magical Weapon Disenchant

Range: Melee

Area: 1 Weapon

Duration: 1 Combat

Stacking: NA

Misc.: NA

Uses: ½ level

By striking another weapon with his weapon, a weapons master may temporarily blunt the magic of the weapon, reducing its normal innate plus to zero for 1 combat. The weapons master must call out, on a successful weapons strike, "Weapon Disenchant". The magical pluses of the weapon will return 1 minute after combat ends. If the weapon strike is not successful, or is countered by **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the ability is still used.

Level 10

Blade Sharp +5

Range: Touch

Area: 1 Weapon

Duration: 1 Combat

Stacking: Damage

Misc.: NA

Uses: Level*

A Weapons Master using this skill can improve the damage done by a specific hand-held melee weapon, magical or mundane, by 5 additional points of damage per weapon strike. This ability can be used on a weapon belonging to any character, and can also improve blunt weapons. The Fighter may improve 1 weapon per use of this skill, and must spend 15 seconds of uninterrupted time role-playing the sharpening or adjusting of the weapon. With this skill, the Fighter can do any combination of +1, +2, +3, +4 or +5 Blade Sharps that he chooses, but the total number of Blade Sharps that can be applied in a game day is equal to the Fighter's level; for example, an 10th level Fighter could use 10 +5 Blade Sharps in one game day, then use 3 +1 Blade Sharps, 2 +2 Blade Sharps, 2 +3 Blade Sharps and 3 +5 Blade Sharps the next game day. This skill lasts until the next combat or the end of the game day, whichever comes first.

Living Weapon

Range: Self

Area: Self

Duration: Game Day

Stacking: Base

Misc.: NA

Uses: 1 Time Per Day

One time per day the Weapon Master may invoke the essence of a living weapon. This ability will restore all hit points to the Weapon Master. In addition, it will strip all durational (*1 combat, 1 Day*) spells, both positive and negative from the Weapon Master. This does not prevent the Weapons Master from putting up any S/A/S after invoking this ability. This does not affect Deity level abilities but may be used as an immediate counter to spells such as **Petrify** (*Magic User 8*) or **Plant Attack** (*Druid 3*). If the Weapons Masters uses this ability on an area of effect spell it will only release him and not the others affected. In addition, the Weapons Master's becomes one with his weapons and may ignore 1 **Dropsy** (*Magic User 3*) for this combat.

True Master

Range: Self

Area: Self

Duration: Game Day

Stacking: Base

Misc.: NA

Uses: NA

At 10th level a weapons master can pick up various weapons and use them to their fullest extent. He is no longer limited to just the three focus types he has picked up to this point, but may instead, chose any three to use each day. The three focus types may be changed at the beginning of each game day and may not be changed during the day.