

# FIGHTER- BARBARIAN

## LEVEL 6

### Battle Continuation I

**RANGE:** Self

**AREA:** Self

**DURATION:** Instant

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

This Skill may be used as an immediate counter when the Barbarian suffers damage from any effect that would knock them unconscious, but not kill them. This Skill immediately heals the Barbarian equal to 2pts per their level.

### Improved Disarm

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** Instant

**STACKING:** NA

**MISC.:** LI

**USES:** Level

The Barbarian Fighter may use *Disarm* a number of times equal to their level, instead of the base Fighter's ½ level.

## LEVEL 7

### Battle Fever: Barbaric Rage

**RANGE:** Self

**AREA:** 1 melee attack

**DURATION:** Instant

**STACKING:** NA

**MISC.:** NA

**USES:** Special

When the Barbarian uses *Battle Fever*, in addition to all the other benefits, they may also use *Dodge Blow* (*Fighter/7*) once during the duration without it counting toward its number of uses per day. This *Dodge Blow* must be used during the duration of the *Battle Fever*.

### Improved Dodge Blow

**RANGE:** Self

**AREA:** 1 melee attack

**DURATION:** Instant

**STACKING:** NA

**MISC.:** NA

**USES:** Special

The Barbarian may use *Dodge Blow* (*Fighter/7*) one additional time per day.

## LEVEL 8

### No Defense Blow

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** Instant

**STACKING:** NONE

**MISC.:** NA

**USES:** ½ Level

Upon a successful melee strike, they may choose to use this Skill in order to deal an amount of damage, *No Defense*, equal to the Barbarian's Level, with no other modifications allowed. If this attack misses, is blocked, or countered by the use of *Evade* or *Dodge Blow*, then the use per day is still used.

## LEVEL 9

### Challenge

**RANGE:** 10ft

**AREA:** 1 Target

**DURATION:** Instant

**STACKING:** LI

**MISC.:** LI

**USES:** ½ Level

The Barbarian issues a challenge to a single target- an affected creature must concentrate their attacks on the Barbarian for the next 15 seconds and may not engage other targets. This effect immediately ends if the target suffers damage from anyone other than the Barbarian, and *Disengage* functions as an immediate counter. *Battle Focus* may be used to raise the LI of this Skill.

## LEVEL 10

### **Battle Fever: Wrath of the War Gods**

**RANGE:** Self

**AREA:** Self

**DURATION:** 1 Combat

**STACKING:** Damage, LI

**MISC.:** NA

**USES:** Special

Once per day, the Barbarian may let out a mighty war cry to activate this Skill. Until the end of combat, the Barbarian may use *Limited Immunity to Knockdowns*, *Resist Pain*, and *Fighter's Blow* a number of times equal to ½ their level in addition to their normal uses per day.. At the end of combat, the Barbarian Fighter will collapse in exhaustion, remembering only fragments of the combat they participated in. This exhausted state will last a maximum of 5 minutes. If the Barbarian is somehow not capable of vocalizing a war cry, this Skill may not be used.

### **Battle Continuation II**

**RANGE:** Self

**AREA:** Self

**DURATION:** Instant

**STACKING:** Damage

**MISC.:** NA

**USES:** Special

When the Barbarian uses *Battle Continuation I*, they may use that Skill even if they would be killed. This ability is autoactivated if the barbarian dies and has uses left of Battle Continuation.

# FIGHTER- GLADIATOR

## LEVEL 6

### Blind

**RANGE:** 10ft

**AREA:** 1 target

**DURATION:** 10 seconds

**STACKING:** NA

**MISC.:** Yellow Bean Bag

**USES:** Level

The Gladiator throws a single yellow bean bag, representing sand, dirt or spit, in hopes of blinding one target. If the beanbag hits the target and is not blocked by a shield, the target of this effect becomes blinded for 10 seconds, and for that time, they will not be able to use ranged weapons or spells with a range greater than 1 inch, and attempts to do so will result in them simply missing. This Skill may be avoided through the use of **Evade**, and does not penetrate **Concentration**.

### Battle Fever: Bloodsports

**RANGE:** Self

**AREA:** Self

**DURATION:** 1 Combat

**STACKING:** Damage, LI

**MISC.:** NA

**USES:** ½ Level

In addition to other effects of **Battle Fever**, the Gladiator Fighter will hear the roar of the crowd and the shouting of nobility. While under the effects of **Battle Fever**, the Gladiator Fighter may use any form of **Grapple** once without it counting toward their uses per day.

### Grapple

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** Instant

**STACKING:** NA

**MISC.:** KD

**USES:** Level

Upon a successful melee strike, the Gladiator may call **Grapple, 5 second Knockdown**. The target and the Gladiator both take the Knockdown. If the target or Gladiator does not take the Knockdown, or uses **Kip**, then neither the Gladiator nor the target suffer the Knockdown.

## LEVEL 7

### Sucker Punch

**RANGE:** 10ft

**AREA:** 1 Target

**DURATION:** Instant

**STACKING:** NA

**MISC.:** KD

**USES:** ½ Level

No Gladiator is above cheating to win. As an immediate response to any effect that targets them, they may call **Sucker Punch** on the user of that effect, as long as they are within 10ft of the Gladiator. The target suffers total damage equal to the Gladiator's level x2 and a 0 second Knockdown.

### Net

**RANGE:** 20ft

**AREA:** 1 Target

**DURATION:** 10 Seconds

**STACKING:** NA

**MISC.:** Yellow Bean Bag

**USES:** Level

It is common for Gladiators to carry tools that help them give them their edge in battle. The Gladiator may throw a yellow beanbag at a target, and if the beanbag hits, the target is **Rooted** for 10 seconds. **Strength** of any level will immediately counter this. This Skill may not be stopped by weapons or shields.

### Grievous Wound

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** 30 seconds

**STACKING:** NA

**MISC.:** NA

**USES:** Level

Gladiators know how to hit and make it hurt, creating vicious injuries. When the Gladiator strikes a target with a melee weapon, they may call **Grievous Wound, 15 seconds**. If they do, the target may not receive healing by any effect except **Regeneration** for 15 seconds.

### Throat Punch

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** 10 seconds

**STACKING:** NA

**MISC.:** NA

**USES:** ½ Level

The Gladiator chooses on target within melee range, and reaches out to hurt that person. The Gladiator, on a successful melee strike, may call **Throat Punch**, and the target may not speak for 10 seconds, including to cast spells or communicate.

## LEVEL 8

### Grapple: Pin

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** 15 seconds

**STACKING:** NA

**MISC.:** KD

**USES:** Special

When the Gladiator uses **Grapple**, the target suffers a 10 second Knockdown instead of a 5 second one. The Gladiator still suffers only a 5 second Knockdown. The use of this Skill counts toward one of the Gladiator's uses of **Grapple**. If the target or Gladiator does not take the Knockdown, or uses **Kip**, then neither the Gladiator nor the target suffer the Knockdown.

### Signature Move

**RANGE:** Self

**AREA:** Self

**DURATION:** Permanent

**STACKING:** NA

**MISC.:** NA

**USES:** Special

Playing to the crowd is vital to staying alive for a Gladiator. At 8th level, the Gladiator chooses one offensive Skill from the following list. They may use that skill a number of times equal to ½ their level in addition to their normal uses per day. Once this Skill is chosen at Level 8, it may not be changed later.

#### **Skills available for this ability:**

**Blade Sharp** (Fighter/2), total uses, **Level and a ½**

**Bind Weapon** (Fighter/4), total uses, **Level**

**Disarm** (Fighter/6), total uses, **Level**

**Fighter's Blow** (Fighter/8), total uses, **Level**

**Blind** (gladiator/6), total uses **Level and a ½**

**Grapple** (gladiator/6), total uses **Level and a ½**

**Net** (Gladiator/7), total uses: **Level and a ½**

**Grievous Wound** (Gladiator/7), total uses: **Level**

## LEVEL 9

### Battle Fever: Shrug It Off

**RANGE:** Self

**AREA:** Self

**DURATION:** Combat

**STACKING:** Base

**MISC.:** NA

**USES:** Special

When the Gladiator uses **Battle Fever**, in addition to the other effects, they also gain 2 points of armor, **Base**.

### **Gut Stab**

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** 5 seconds

**STACKING:** NA

**MISC.:** KD

**USES:** ½ Level

Once per combat, upon a successful melee strike to a target's torso, the Gladiator Fighter may call **Gut Stab** in place of their normal damage. This Skill deals damage equal to ½ the Gladiator's level in **No Defense** damage, rounded up, with no other additions to damage allowed, and a 5 second knockdown. If the target avoids this Skill using an effect such as **Dodge Blow**, the use is still used.

## **LEVEL 10**

### **Revenge Strike**

**RANGE:** 10ft

**AREA:** 1 Target

**DURATION:** Immediate

**STACKING:** Damage

**MISC.:** NA

**USES:** Once Per Day

When the Gladiator is dealt damage that would knock them unconscious or kill them by a target within 10ft of them, the Gladiator may use this effect as an immediate counter to deal the attacker damage equal to 20, plus their base melee damage and weapon bonuses, with no other alterations allowed. After this Skill is used, the Gladiator will still be dealt the damage, and will fall unconscious or die. This Skill can be countered by **Dodge Blow** or **Evade**.

### **Cleave**

**RANGE:** 5ft

**AREA:** 5ft Radius

**DURATION:** Instant

**STACKING:** Dimension

**MISC.:** KD

**USES:** ½ Level

With this Skill, the Gladiator deals their base melee damage, with weapon bonuses, and a zero-second Knockdown to all targets (friend or foe) within the area of effect. No other SAS may be used in conjunction with the Skill.

# FIGHTER- BATTLE MASTER

## LEVEL 6

### On Your Feet

**RANGE:** Touch

**AREA:** 1 Target

**DURATION:** Instant

**STACKING:** NA

**MISC.:** NA

**USES:** Level

The Battle Master may use this Skill on another character who is currently suffering a Knockdown. That character's Knockdown immediately ends, no matter it's source or duration.

### Group Tactics

**RANGE:** 30ft

**AREA:** 10 Targets

**DURATION:** 1 Combat

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

When this Skill is used, the Battle Master may increase either the armor or damage of up to 10 targets, including themselves, by +3. The Battle Master must designate whether Armor or Damage is increased when the Skill is used, and no Character may have both Armor and Damage increased by this effect.

### Sense I

**RANGE:** Self

**AREA:** Self

**DURATION:** Day or until used

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

After this Skill is used, the next time the Battle Master is hit by a **Backstab**, the damage is reduced by ½, rounded down, before any other effects or armor are applied, then this Skill is expended. This Skill requires 15 seconds of meditation time before they will be in effect.

## LEVEL 7

### Tactical Advantage

**RANGE:** Melee Strike

**AREA:** 1 Target

**DURATION:** 5 minutes or 1 Combat

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

When the Battle Master has used **Gauge Opponent**, and either their total damage or armor is greater than that of the target, they may then use this Skill, but only to attack the target of **Gauge Opponent**.

Once during the duration of this Skill, the Battle Master may, upon a successful melee strike, increase their melee weapon damage by an amount equal to their level x2. If the attack misses, or is negated by **Dodge Blow** or **Evade**, the Skill is still considered to have been used. After this Skill is used, it may not be used on the same target for 5 minutes. If this Skill is not used on a target of **Gauge Opponent** by the end of game day, its use is lost.

### Group Immunity to Fear

**RANGE:** 30ft

**AREA:** 10 Targets

**DURATION:** Game Day or 1 Combat

**STACKING:** N/A

**MISC.:** NA

**USES:** ½ Level

With 1 minute of uninterrupted meditation, the Battle Master may designate up to 10 targets as immune to all fear-related effects. The individuals under this effect are each considered to have the Skill used on them individually, and it will last for game day or until used.

## LEVEL 8

### Free Strike

**RANGE:** Special

**AREA:** 1 Target

**DURATION:** 2 Seconds

**STACKING:** NA

**MISC.:** LI

**USES:** ½ Level

When this Skill is used, the target freezes for 2 seconds, allowing the Battle Master to strike them once with a melee strike. This strike may not be blocked, nor countered through the use of **Evade** or **Dodge Blow**. Prepared SAS and effects on the Master of War's weapon, such as poisons, will still take effect. This Skill is also not subject to the 5-second rule, as the subsequent strike is considered a part of the **Free Strike**. This Skill can not be used if other people are engaged in the same Combat. This is an LI Skill.

### Blade Sharp +4

**RANGE:** Touch

**AREA:** 1 Weapon

**DURATION:** 1 Combat

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

When the Battle Master uses **Blade Sharp**, they may increase the damage of a weapon by +4.

### Battlefield Coordinator

**RANGE:** Touch

**AREA:** 1 Target

**DURATION:** 5 seconds

**STACKING:** Damage, LI

**MISC.:** NA

**USES:** ½ Level

When a creature friendly to the Battle Master is casting a spell or aiming a ranged weapon, they may use this Skill to act as their spotter. In order to use this Skill, the Battle Master must be touching (or within 1" of) the creature they are assisting for the full aim or cast time, and during this time, they are treated as also casting, and therefore must not fight nor move during the duration.

The spell or ranged weapon attack has its damage increased by the Battle Master's Level, or its LI by +1. Two or more Battle Masters may not both use this Skill to increase the damage of a single spell or ranged weapon attack.

*For instance, an 8th level Magic User casting Fireball would normally deal 24 damage. With an 8th level Battle Master's aid using this Skill, the spell will instead deal an additional 8 points, for a total of 32 damage.*

## LEVEL 9

### Weapon Disenchant

**RANGE:** Melee Strike

**AREA:** 1 Weapon

**DURATION:** 1 Combat

**STACKING:** NA

**MISC.:** NA

**USES:** ½ level

When striking an enemy's weapon, the Battle Master may use this Skill. Damage dealt by the weapon affected is immediately reduced by an amount equal to ½ the Battle Master's level. This effect may be ended by the effects of **Mend**, **Blade Sharp** (of any level), or when combat ends.

### Keen Edge

**RANGE:** Self

**AREA:** Self

**DURATION:** Instant/1 Combat

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

When the Battle Master is targeted by an effect that would reduce their Melee damage, such as **Pain Strike** or **Weakness**, they may use this Skill as an immediate counter and completely ignore the damage reduction. If there are secondary effects to the damage reduction, such as with **Insect Strike**, they still suffer the secondary effects.

### On Your Feet II

**RANGE:** 1 inch

**AREA:** 5ft radius

**DURATION:** Instant

**STACKING:** NA

**MISC.:** NA

**USES:** Special

When the Battle Master uses **On Your Feet**, they may choose to have the Skill effect all friendly creatures within 5ft of the target. The Knockdown on all of those Creatures immediately end, regardless of their source or duration. This counts against the Battle Master's uses of **On Your Feet** (*Fighter/6*)

## LEVEL 10

### Blade Sharp +5

**RANGE:** Touch

**AREA:** 1 Weapon

**DURATION:** 1 Combat

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

When the Battle Master uses Blade Sharp, they may grant the weapon a bonus of +5.

### Living Weapon

**RANGE:** Self

**AREA:** Self

**DURATION:** 1 Combat

**STACKING:** BASE

**MISC.:** NA

**USES:** Once per day

When this Skill is used, the Battle Master is immediately healed up to their maximum Hit Points, and any lasting effects (both positive and negative, such as poisons or boosts such as **Exalt**) on the Battle Master will immediately end, though this can be negated by Game Design. The Battle Master may use this Skill to immediately counter any effect that specifically targets them. If used to counter an SAS with a radius, only the Battle Master will ignore it's effects- others afflicted will not have the effects negated.

Ongoing Curses that the Battle Master is afflicted with will be suppressed by this effect. When this Skill ends, the Curse's effects will resume.

This does not protect the Battle Master from ongoing effects that take effect after this Skill is activated. During this Skill's duration, the Battle Master may call No Effect to a single use of **Dropsy**.

### Improved Group Tactics

**RANGE:** 30ft

**AREA:** 10 Targets

**DURATION:** 1 Combat

**STACKING:** Damage

**MISC.:** NA

**USES:** ½ Level

The Battle Master may use **Group Tactics**, but when they do, they may increase either Armor or Damage by +4, instead of +3. A creature may be under the effects of both **Improved Group Tactics** and **Group Tactics** to increase both Armor and Damage.