

FIGHTER DECK

10TH AGE



1ST LEVEL FIGHTER MANEUVERS

Brace for It - 1

Flexible melee attack

Trigger: Any miss

Effect: Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

A: Brace for it now works against a critical hit from any type of attack.

C: Brace for it works against any number of critical hits before your next turn.

Carve an Opening - 2

Flexible melee attack

Trigger: Any natural odd roll

Effect: Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit.

When you score a melee critical hit, your crit range drops back to normal.

C: The crit range bonus from **Carve an Opening** is +2 instead of +1.

Deadly Assault - 3

Flexible melee or ranged attack

Trigger: Any natural even hit

Effect: Re-roll any 1s from your damage roll. You're stuck with the re-rolls.

A: Now you can re-roll both 1s and 2s with deadly assault.

C: Deadly assault now also triggers on a natural 17+.



Defensive Fighting - 4

Flexible melee attack

Trigger: Natural 16+; if you fight with a shield, also any natural even roll

Effect: Gain a +2 bonus to AC until the end of your next turn.

A: You also gain the bonus to Physical Defense.

C: The bonus increases to +3.

E: You also gain the bonus to Mental Defense.

Grim Intent - 5

Flexible melee attack

Trigger: Any natural even miss

Effect: The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage. 5th lvl 2x WEAPON die, 8th lvl 3x WEAPON die

Heavy Blows - 6

Flexible melee attack

Trigger: Any natural even miss

Effect: You gain a bonus to your miss damage with that attack equal to the escalation die.

C: If you attacked with a two-handed weapon, heavy blows can trigger on any miss, odd or even.

E: The bonus instead equals double the escalation die with a one-handed weapon, or triple it with a two-handed weapon.

Precision Attack - 7

Flexible melee attack

Trigger: Any hit with a natural 16+

Effect: You gain +Dexterity Modifier to damage. 5th lvl 2x mod, 8th lvl 3x mod

A: You can now use precision attack with a ranged attack.



Second Shot - 8

Flexible ranged attack

Trigger: Natural 16+

Effect: After this attack, you can make a basic ranged attack with the same weapon (as long as it's not a weapon that takes a quick action to reload or draw) with a -4 attack penalty. You can't use any maneuvers with the second attack.

C: The second shot attack penalty is -2 instead.

Shield Bash - 9

Flexible melee attack

Trigger: Any natural even roll

Special: You must be using a shield.

Effect: The target pops free from you after the attack (does not allow opportunity attacks).

A: If the target is also engaged with any of your allies, you can have it pop free from them as well.

C: Once per battle, you can also daze the target (save ends) of your shield bash attack, if that enemy is staggered.

Two-Weapon Pressure - 10

Flexible melee attack

Trigger: Any miss

Special: You must be using a weapon in each hand.

Effect: Until the end of your next turn, you gain a +2 melee attack bonus against the target.

C: The bonus increases to +4.



3RD LEVEL FIGHTER MANEUVERS

Hack & Slash - 11

Flexible melee attack

Trigger: *Any natural **even** roll, when the **escalation die is 2+***

Special: You can use this maneuver only once per round.

Effect: Make another melee weapon attack against a different target.

Make 'em Flinch - 12

Flexible ranged attack

Trigger: *Any natural **even miss***

Effect: Add the higher modifier from your Strength or Dexterity to the miss damage. 5th lvl 2x mod, 8th lvl 3x mod

Punish Them - 13

Flexible melee attack

Trigger: *Any **hit with a natural 16+***

Special: You can use this maneuver only when you make an opportunity attack.

Effect: The target is dazed until the end of its turn.

A : If the target was moving, it stops moving and loses the rest of its move action.

C : The dazed effect is now save ends.

E : The target is now weakened (save ends) instead of dazed.

Steady Now - 14

Flexible melee attack

Trigger: *Any natural **even miss***

Effect: You gain temp.hp equal to your Constitution modifier.

C : The temp.hp increase to double your Constitution modifier.

Strong Guard - 15

Flexible melee attack

Trigger: *Any **miss***

Special: You must be using a shield.

Effect: One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until the start of your next turn or until you are no longer next to them.

C : Bonus also applies to PD.

E : Bonus increases to +3.

5TH LEVEL FIGHTER MANEUVERS

A Dozen Cuts - 16

Flexible melee attack

Trigger: *Any natural **even hit***

Effect: The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8 th level.

C : Once per battle, you can trigger a dozen cuts with a natural odd hit.

Hero's Skill - 17

Flexible melee or ranged attack

Trigger: *Any natural **even miss***

Effect: Add +2 to the attack roll, then halve any damage dealt by the attack if it hits.

C : Add +4 to the attack roll instead of +2.

E : The damage is no longer halved on a hit after using hero's skill.

Sword Master's Anticipation - 18

Flexible melee attack

Trigger: *Any natural **even roll***

Special: You must have the Skilled Intercept talent to use this maneuver.

Effect: The next time you use Skilled Intercept this battle, your Skilled Intercept save automatically succeeds.

7TH LEVEL FIGHTER MANEUVERS

Never Surrender - 19

Flexible melee attack

Trigger: *Any natural **even roll***

Effect: You can roll a save against a save ends effect.

E : You gain a +2 bonus to the save.

Spinning Charge - 20

Flexible melee attack

Trigger: *Any natural **even hit***

Special: You must have moved before the attack.

Effect: After dealing damage, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy. You can't use any maneuvers with the second attack, and it deals only half damage.

E : If the escalation die is 3+, the second spinning charge attack deals full damage.

Sword of Destiny - 21

Flexible melee attack

Trigger: *Natural **20***

Effect: You can heal using a free recovery.

E : If the escalation die is 3+, you can now trigger sword of destiny with a natural 18+.



9TH LEVEL FIGHTER MANEUVERS

Combat Mastery - 22

Flexible melee attack

Trigger: **Natural 16+**

Special: You can use this maneuver only once per battle.

Effect: Increase the escalation die by 1.

E: Combat mastery now also triggers on any natural even hit.

Set 'em Up - 23

Flexible melee attack

Trigger: **Any hit with a natural 16+**

Effect: The crit range of your attacks against the target expands by 3 (generally 17+) until the end of the battle (cumulative).

E: The crit range bonus from set 'em up now also applies to any ally who attacks the target while you are engaged with it.

FIGHTER MANEUVERS OVERVIEW TABLE

<u>d20 result</u>	<u>Maneuvers Available for Flexible Actions</u>				
Nat. 20	#21				
16+ Hit	#7	#13	#23		
16+	#4 ¹	#8	#22		
Even Hit	#3	#16	#20		
Even Miss	#5	#6	#12	#14	#17
Miss	#1	#10	#15 S ²		
Even	#4 S ²	#9 S ²	#11 (ED2+ ²)	#18	#19
Odd	#2				

Example:

You need to roll **18** on the d20 to hit the medusa in front of you.

You roll **18**. Pick from **16+ Hit, 16+, Even Hit & Even** sections

If you had rolled **16** on the d20, you pick from **16+, Even Miss, Miss & Even** sections.

Note 1: #4 being in 2 places is no mistake. The 16+ #4 has no S!

Note 2: S = Shield Req, ED 2+ = Esc. Die must be 2+

Another way to use the above table is to use the categories as a reference/guide to write down your own table of selected maneuvers, since you will have 3-8 instead of the 23 listed.

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