

Tier 1		
Name	Type	Description
Front Line Fighter	Aggressive	Gain +1 To Hit for each enemy within 5ft of you. (Maximum +3)
Dual Wield Aspirant	Aggressive	Once per turn, while using Synergized weapons, follow each attack up with a free attack from your OffHand Weapon with no penalty as one action.
First Line of Defense	Defensive	Gain +1 Defense Rating for eache enemy within 5ft of you. (Maximum +3)
Spring Into Action	Aggressive	After Speed Checks determine turn order but before the first turn, move up to half of your maximum speed.
Defensive Casting	Defensive	Can Cast a single-target spell as your Attack of Opportunity when an enemy leaves your WEAPON'S range.
Inherent Defense	Defensive	+1 to your Defense Rating (Always adds to your score, stacks with other effects. Maximum of +3 from this one skill.)
Smooth Talker	Passive	+4 to Bluff, Diplomacy, and Intimidate checks.
Way of the Fist	Aggressive	You may use an unarmed attack whenever an ability or action indicates using a "Weapon." Your Unarmed Damage becomes 1d6, and gain Dual Wield Synergy.
Quick Jab	Aggressive	Auto-Hit. Deal 1d6 damage and reduce the targets Defense Rating by 3. Last three turns, does not stack.
ShadowStep	Passive	Step into cover, and travel up to 30ft away, behind cover. This uses your Movement for the round.
Quick Shot	Aggressive	Fire a second arrow as if you had Dual Wield Synergy. This arrow takes a -2 Penelty.
Push	Defensive	Push a target in immediate range 5ft back. This can be followed up by "Quick Shot." Target cannot be pushed off of or into anything.
Tier 2		
Name	Type	Description
Combat Casting	Aggressive	When your spell defeats your target, you may cast one more spell at a different Target. (Once per turn.)
Finish Them Off	Aggressive	When your attack defeats your target, you may perform one more attack on a nearby target within range. (Once per Turn.)
Hunker Down	Defensive	End your turn using at least one action, and gain +2 Defense Rating until your next turn.
Taunt	Defensive	When an enemy attempts a melee attack on an ally while also being within melee range of you, you can have them take -4 to the "To Hit" roll. (Once per Round)
Dual Wield Defense	Aggressive	Gain +2 to your Defense Rating when holding a synergized weapon in your OffHand.
Point Blank	Aggressive	Remove the minimum range requirement on Short Bow and Long Bow.

	Agr/Def	Gain a Third Action when your speed STAT is at 30.
WIP - Tier 4 (At least)		
Righteous Blades		When dealing melee damage, you store an amount of energy equal to the damage dealt in a separate pool. You can spend this damage on healing a friendly target with a melee attack. There is no "Hit" roll for this attack, and the amount healed is equal to weapon damage (+ Applicable Modifiers). The maximum amount stored is equal to 50 x (Current Tier). (This pool is shared with "Bloodlust" and "Insight")
Bloodlust		When dealing damage with your melee weapon(s), you store an amount of energy equal to the damage dealt in a separate pool. When you make a successful melee attack, you can add energy from this pool (up to a maximum equal to your rage modifier) as bonus damage. The maximum amount stored is equal to 50 x (Current Tier). (This pool is shared with "Righteous Blades" and "Insight")
Insight		When dealing damage to your enemies or healing an ally, you store an amount of energy equal to the damage or healing done in a separate pool. When you cast a spell, you can pull from this pool for the Focus cost instead of your Focus pool. (This pool is shared with "Bloodlust" and "Righteous Blades")