

Fighter

You are a fighter, a veteran warrior expertly trained in weapons and armour. Perhaps you are a mail clad knight, an agile spearman, or a sharp eyed bowman. Fighters are versatile masters of all weapons, switching between armaments and fighting styles to best meet the foe at hand.

The fighter is the most heavily armed and armoured adventurer in the game. You are comfortable in the thick of battle, relying on brawn, steel and superior skill to win the day.

Key Attributes: Strength and/or Dexterity.

Hit Points: 1d5+5 (plus Con bonus if any) per level up to 9th level, then 3 hp/level.

Armour and Shields: Any.

Weapons: Any.

Skills: Leadership, Athletics, plus 4 of the following:
Acrobatics, Arcane Lore, Deception, Detection, Divine Lore, Apothecary, Gather Information, General Lore, Insight, Persuasion, Sailing, Stealth, Traps & Locks, Wilderness Lore.



Adaptable (1st level)

Your combat expertise allows you to switch weapons and fighting styles at a moment's notice. At 1st level, the fighter knows a number of styles equal to his Strength modifier. Each level thereafter he learns one additional style, and if desired, may substitute one known style for another.

At 1st level, choose one of your styles to be your default style. When you gain a level, you may substitute your default style for another if you wish. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81).

You gain the benefits of your default style at all times, except as noted below. When you use

FIGHTER ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	1	2	3	4	5	6
Level	7	8	9	10	11	12
Bonus	7	8	9	10	11	12

Adaptable, choose one of your known styles and substitute it for your default style until the end of the combat. You may use *Adaptable* multiple times during the same combat if you wish. You may revert to your original default style at any time during your turn (no action, does not expend a use of *Adaptable*).

Using *Adaptable* is part of your normal action, and you sheath, stow and ready armaments (including a shield) at no action cost.

Example

Kruncor has *Two Hander* default style, and also knows *Protector* and *Ranged*. He automatically begins a battle with *Two Hander* (advantage on damage rolls with his Great Axe), but part way through expends one use of *Adaptable* to switch to *Protector* (gaining shield and Rescue benefits instead of advantage on damage rolls). A few rounds later *Kruncor* reverts back to *Two Hander* style (no action, no *Adaptable* use) to finish off the final enemy.

- *Charger*: When you take the charge action, enemies do not gain advantage on their attacks against you, and if you hit, the target must make a *Luck* (Str) save or be knocked prone or pushed up to 10 ft.
- *Dual Weapons*: If you are armed with two single handed melee weapons, every time you miss with your extra attack, you gain +1 to hit (cumulative) on subsequent extra attack rolls until it hits.
- *Long Reach*: If armed with a 10 ft reach weapon, you may block a 10 ft diameter area instead of 5 ft (p.68), and on a Nat 19 you may trip your foe.
- *Opportunist*: Once per turn, when you reduce a foe to zero hit points with a weapon attack, you may immediately make one free melee or thrown attack.

You may declare the use of this ability after reducing a target to zero hit points (provided it is your turn).

- *Protector*: You automatically succeed on Dex checks to trigger Rescue Exploits, and shields grant you +2 AC instead of +1.



- *Ranged*: Targets lose up to 2 points of AC bonus gained from cover, and if you miss your target with a ranged or thrown attack, you never reroll the attack against an ally in the same melee (p.73).
- *Single Weapon*: If you are armed with a one handed weapon and your other hand empty, you gain a +2 bonus to initiative, interceptions, *Luck* (Dex) saves and reaction based Dex checks (including triggering Rescue Exploits).
- *Two Hander*: If you use a melee weapon two handed, you gain advantage when rolling damage.

- **Rearguard:** You may declare use of this style at the start of a round, prior to your turn. You adopt defensive manoeuvres, directing a tactical retreat as you guide your allies to safety. All party members gain advantage on any Party Retreat tests (see page 68).
- **Unarmed:** Your unarmed attacks cause 1d6 damage instead of 1d2. On a Nat 19, you may grab or disarm your foe.

Deadly Strikes (1st level)

Your weapons expertise helps you land crippling blows; your weapon attacks cause critical hits on a natural 1d20 roll of 19-20. In addition, if your weapon causes a special effect on a natural 19, the effect also occurs on a natural 20.

Supplies (2nd level)

By 2nd level, you naturally anticipate and prepare for dangers and obstacles that lie ahead. At any time during an adventure, you may automatically add 1d4 mundane items to your equipment list (the items must have a common theme). For example, you might gain additional coils of rope, a grappling hook and climbing boots, a cache of fire pots, and so on. Particularly expensive or bulky items may not be permitted at the GM's discretion. After using this ability, you may not use it again until you resupply at a village, town or city (the GM might impose additional limits).

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Master of Arms (5th level)

At 5th level, your weapon attacks cause critical hits on a natural 1d20 roll of 18-20. If your weapon causes a special effect on a natural 19, the effect also occurs on a natural 18 or 20.

Additionally, when you are hit by a melee or ranged attack, you may spend a *Reroll* die to force your opponent to reroll their attack and use the lowest result.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Stronghold (10th level)

At 10th level, a fighter may raise a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Over time the keep might attract villagers, and earn the fighter a title or rights to collect taxes.

