DnD

Fighter Abilities

**Fighter:**

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| 1 | Combat | Learn basic combat forms and master the use of all weapons and armors |
| 2 | Parry | Make a Dexterity roll to parry enemy attack (Every other turn) |
| 3 | Disarm | Use a Strength or Dexterity roll to attempt to disarm enemy (2x per rest) |
| 4 | Combat II | Learn more advance combat forms |
| 5 | Combat Style | Specialize in one fighting style Dueling, Great Weapon, Archery, or Dual Wielding add +2 damage for that style only. |
| 6 | Weapon Block | Make a Dexterity roll to block with weapon and take half the damage |
| 7 | Combat III | Master all forms of combat |
| 8 | Riposte | If enemy attack misses or is parried you can make an attack with double damage |
| 9 | Dash Attack | When moving, you can attack enemies in between movement path |
| 10 | Revenge Counter | Gain an attack for each missing point of health stacks to 10(OPD) |

**Combat I**

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| --- | --- |
| Lunging Thrust 10c | Move 5ft forward dealing damage and displacing enemies for 5ft (4x) |
| Sweep Strike 20c | Strike 3 enemies 5ft in front of you roll different damage for each (x4) |
| Heavy Strike 10c | Strike an opponent dealing +1 damage per class level (x4) |
| Delay Attack 30c | Strike an opponent to trip them causing a movement delay. |

**Combat II**

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| --- | --- |
| Shield Lunge 30c | Rush an enemy 5ft with shield damaging one d6 and knocking them over. (x4) |
| Deflect 50c | Block one projectile (x4) |
| Slow Strike 50c | Attack will reduce enemy movement by half for 2 turns (x4) |
| Double Cut 50c | Attack enemy twice with same weapon (x4) |

**Combat III**

|  |  |
| --- | --- |
| Step Sweep 100c | Strike 3 enemies 5ft in front of you and move back 10ft (x4) |
| Reactive Strike 100c | Attack an opponent if they attack you (x4) |
| Spin Sweep 100c | Attack all enemies around you dealing equal damage (x4) |
| Combo Cut 1000c | Attack an enemy 5 times (x2) |