FIGHTER

**Proficiencies:** You are able to add cards to your collection from the following items.

Light Armor, Medium Armor, Heavy Armor, Shields, Simple Weapons, Martial Weapons

**Fighting Style:** You adopt a particular style of fighting as your specialty. Choose a Fighting Style from the list.

Archery: Whenever you would have a copy of Shoot in your deck or collection, it is instead Shoot+.

Defense: Whenever you would have a copy of Block in your deck or collection, it is instead Block+.

Dueling: When you are wielding a 1H weapon and no other melee weapon, the cards it adds to your collection are *Upgraded.*

Great Weapon Fighting: All Strike+ cards in your collection have “*Inflict Wound.*” appended to their card description.

Protection: When a creature attacks a target within 5 feet of you, your cards with *Prevent* can be used in reaction.

Two-Weapon Fighting: TODO

**Martial Archetype:** You have chosen an archetype that you will strive to emulate in your combat styles and techniques.

Gunslinger: Gunslingers are the soldiers of the future, utilizing cutting edge technology to the best of their ability. They are capable of putting out effective medium-ranged damage while typically still being a defense-oriented archetype. The ease of use of a firearm compared to a bow allows them to focus on blocking incoming attacks for themselves and their allies while still operating a dangerous ranged weapon. Some even opt to wield a shield due to how easy it is to wield flintlocks, for example, with only one hand.

**Firearm Proficiency:** You are able to add cards to your collection from Firearm-type weapons.

TODO: archetype that thrives when surrounded; maybe does AoE damage and/or dual-wields.

TODO: combo-focused archetype, deals gigantic hits if cards are played in the right order.

TODO: archetype that focuses on dealing massive single-target damage and beefing up Strike/Shoot cards.