

Fighter

Prime Attributes: Strength 15+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Human

Alignment: Any

Level	XP	HD	ST	AB
1	0	1d8	14	0
2	2,000	2d8	13	0
3	4,000	3d8	12	+1
4	8,000	4d8	11	+2
5	16,000	5d8	10	+2
6	32,000	6d8	9	+3
7	64,000	7d8	8	+4
8	128,000	8d8	7	+5
9	256,000	9d8	6	+6
10	350,000	+2 hp	5	+7
11	450,000	+2 hp	4	+7
12	550,000	+2 hp	4	+8
13	650,000	+2 hp	4	+9
14	750,000	+2 hp	4	+9
15	850,000	+2 hp	4	+10
16	950,000	+2 hp	4	+11
17	1,050,000	+2 hp	4	+12
18	1,150,000	+2 hp	4	+12
19	1,250,000	+2 hp	4	+13
20	1,350,000	+2 hp	4	+13

Abilities

Strength Bonuses: Fighters are the only class that can take advantage of strength bonuses above 16. In addition a Fighter's strength bonuses are applied to **both** melee & missile attacks.

Parry: Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks **instead** of attacking, as shown on the table below.

Dexterity	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

Cleave: Whenever a Fighter kills or incapacitates an opponent with a **melee** attack, he may immediately make another attack throw against another opponent within 5' of the target he has just dropped. The additional attack throw must be with the same weapon as the attack that killed the previous opponent. If engaged in melee, the attacker may move 5' between each attack, subject to his maximum combat movement per round. The number of Cleave attacks is equal to the Fighter's HD.

Optional Fighting Styles

If you use these rules, a first level fighter can choose one fighting style to start off with. The **berserker**, **shield master**, and **swashbuckler** styles can be chosen only once each. The **unarmed combat** style can be chosen only twice. The **weapon mastery** and **weapon grandmastery** options can be chosen multiple times, but only once per weapon type (so a fighter could *not* choose weapon mastery in spears twice in order to gain a +2 bonus to hit with spears). An additional fighting style can be chosen by a fighter character once he/she reaches level 4, level 8, and level 12 (so a 12th level fighter will have four fighting styles in total).

Berserker: The fighter gains a +2 bonus to hit and damage for the duration of one combat (melee weapon only), but suffers a +2 [-2] penalty to his/her AC while berserk. Afterwards, the character is exhausted, taking a -2 penalty to all actions. One hour of complete rest (no walking) eliminates the exhaustion.

Shield Master: The fighter gains an extra -1 [+1] bonus to his/her AC when using a shield.

Swashbuckler: So long as the fighter is wearing **light** armour (no heavier than leather), is not using a shield, and is not using a large weapon, he/she gains a -2 [+2] bonus to his/her AC. Also, when using two weapons the fighter gains a +2 to hit (instead of +1).

Unarmed Combat: The fighter can do 1d6 of normal damage with only his/her fists and feet. If he/she takes this fighting style a second time, this damage increases to 1d8.

Weapon Master: The fighter gains a +1 to hit with any one type of weapon (axes, bows, broad & long swords, clubs, crossbows, daggers, darts, flails, great swords, halberds, hammers, javelins & spears, maces, quarterstaves, short swords, slings, etc.). Each type of weapon may be chosen only once by a character.

Weapon Grandmaster: If a fighter is already a weapon master of a particular type of weapon (axes, bows, broad & long swords, clubs, crossbows, daggers, darts, flails, great swords, halberds, hammers, javelins & spears, maces, quarterstaves, short swords, slings, etc.), he/she may become a **grandmaster** of that weapon type. A grandmaster gains a +1 bonus to damage in addition to the +1 to hit he/she already enjoys as a master of the weapon type in question. Each type of weapon may be chosen only once by a character.