

Fighter

Ability Requirement: Strength 9

Alignment: May be of any alignment.

Armor: Any type of armor.

Weapons: Any weapons.

THACO: As Warrior.

Saving Throws: As Warrior.

Weapon Proficiencies: 4 + 1 every 3 levels.

- Proficient with all weapons, essentially gaining a bonus proficiency in every weapon.
- Gain one bonus Combat Style proficiency of your choice.

Nonweapon Proficiencies: 3 + 2 every 3 levels.

Bloodied: Warrior classes do not get Bloodied.

Battle Maneuvers: As a master of battle, you learn special maneuvers that enhance your attacks and abilities.

- **Maneuvers Known:** All at 1st level. If Dual/Multi- classing, choose 2+1 every odd level above 1st. You may only apply one Maneuver per attack.
- **Maneuver Points per Day:** 3 with an additional 1 at 2nd, 4th, 6th, 8th, and 10th levels (Max 8). Points automatically Reset after a Long Rest. You may regain up to 1x your daily maximum uses with Hit Die (1:1) during Short Rests. If you have 0 MP when you roll initiative, gain 1 MP. The **M** and **R** superscripts indicate which can be used for melee or ranged.
 - **Action Surge:** As a **Free Action** once per round, use a Maneuver Point to gain part of an additional action. Gain one standard Attack, use up to 30 feet of movement, or gain another Minor Action.
 - **Challenging Attack^M:** When you hit a creature with a melee weapon attack, use a Maneuver Point to attempt to challenge the target into attacking you. If you make a successful Intimidation check, the target takes Disadvantage on attack rolls that don't include you as a target until the start of your next turn.
 - **Disarming Attack^{RM}:** When you hit a creature with a weapon attack, use a Maneuver Point to attempt to disarm the target. The target must make a **saving throw vs RSW** or drop a held item of your choice that gets pushed back 5 feet in the direction of your choice.
 - **Hamstring Attack^{RM}:** When you hit a creature with a weapon attack, use a Maneuver Point to bring the movement of a Large or smaller target to 0 until the start of your next turn. If a flying creature cannot hover (Fly type C-E), it must land at the beginning of their next turn. If the target makes a **saving throw vs RSW**, their speed is only reduced in half.
 - **Intimidating Attack^{RM}:** When you hit a creature with a weapon attack who is within 60', use a Maneuver Point to attempt to make the target afraid of you. If you make a successful Intimidation check, the target must move and stay at least 30 feet away from you until the start of your next turn.
 - **Attack the Gap:** As an expert in fighting, you can find the hole in any defense. Use a Maneuver Point to gain Advantage on your next single attack.
 - **Point Blank Attack^R:** Use a Maneuver Point to make a **round** of ranged attacks from a threatened space without provoking an attack of opportunity.
 - **Precise Attack^R:** Use a Maneuver Point to make a **round** of ranged attacks without cover or concealment penalties.
 - **Savage Attack^{RM}:** Before you make an attack, use a Maneuver Point as a **Minor Action** to declare a Savage Attack with your next single attack. If you hit, it becomes a Critical Hit. If you miss, the MP is still used.
 - **Second Wind:** Use a Maneuver Point as a **Minor Action** and use any of your remaining Hit Die to heal yourself.
 - **Superior Initiative:** After you roll your Initiative, use a Maneuver Point as a **Free Action** to add a bonus of 10 to your roll.
 - **Trip Attack^{RM}:** When you hit a creature with a weapon attack, use a Maneuver Point to trip a Large or smaller target. The target must make a **saving throw vs RSW** or fall prone.

3rd – Warrior's Charge: On the first round of any combat, you may move up to half your movement and not lose any attacks.

– **Fighter's Insight:** Once per round after a successful attack, make an Insight check as a **Free Action** to determine the target's Resistances and Immunities or its Vulnerabilities (Choose which after the Insight check).

– **Footwork:** A Fighter may make a free 5' move after any melee attack given by your weapon proficiency.

6th – First Contact: Your first attack roll of any combat encounter is done with Advantage.

9th – First Blood: If you hit with your first attack roll of any combat encounter, it is automatically a Critical Hit.

9th – Men-at-Arms: Build a stronghold and automatically gain a standard company (70) of soldiers loyal to you.