

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.

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.
- **Maneuver Points per Day:** 3 with an additional 1 at 2nd, 4th, and 6th levels (Max 6). Points automatically Reset after a Long Rest. You may regain up to 1x your daily maximum uses with Stamina (1:1) during Short Rests. The **M** and **R** superscripts indicate which can be used for melee or ranged only.
 - **Action Surge:** Once per round, use a Maneuver Point to gain part of an additional action. Gain one Basic 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:** When you hit a creature with a weapon attack, use a Maneuver Point as a **Minor Action** 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 dropped in a randomly chosen adjacent square (1d8 clockwise from the target's facing).
 - **Hamstring Attack:** When you hit a creature with a weapon attack, use a Maneuver Point as a **Minor Action** 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:** When you hit a creature with a weapon attack who is within 30', use a Maneuver Point to attempt to make the target afraid of you. If you make a successful Intimidation check, on its next turn, the target must move and stay at least 30 feet away from you until the start of your next turn.
 - **Point Blank Attack^R:** Use a Maneuver Point as a **Minor Action** to make a **round** of ranged attacks from a threatened space without provoking an attack of opportunity.
 - **Precise Attack^R:** Use a Maneuver Point as a **Minor Action** to make a **round** of ranged attacks without cover or concealment penalties.
 - **Savage Attack:** 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.
 - **Second Wind:** Use a Maneuver Point as a **Minor Action** and use any of your remaining Stamina to heal yourself.
 - **Tag Team Attack^M:** When attacking in melee, allow an ally able to attack your target in melee to make a Basic Attack as a **Reaction**. Both of you roll to attack, but both take the better of the two rolls. If you both hit, both roll their own damage and add them together as a single amount of damage (helpful to force a Save against Massive Damage from a single attack).
- **Footwork:** A Fighter may make one free 5-foot move per round after a melee attack.
- **3rd – Combat Charge:** On your first round of combat, charge into the fray without losing any attacks.
- **6th – In the Zone:** Whenever you make a Critical Hit, you gain Advantage on your next attack that round.
- **9th – Men-at-Arms:** Build a stronghold and automatically gain a standard company (70) of soldiers loyal to you.