

The Fighter

GAME RULE INFORMATION

Fighters have the following game statistics.

Abilities: Strength is especially important for fighters because it improves their melee attack and damage rolls. Constitution is important for giving fighters lots of lifeblood, which they need in their many battles. Dexterity is important for fighters that want to be good archers or that want access to certain Dexterity oriented feats, but the heavy armor fighters usually wear reduces the benefit of a very high Dexterity score. This drawback is alleviated some, starting at second level.

Alignment: Any

Hit Points at 1st Level: 15 + Con Mod

HP/Level Gained: 8

CLASS SKILLS

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (3 + Int modifier) x 4

Skill Points/Level Gained: 3 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Martial Feats
1	+1	+3	+0	+0	Favored Weapon, Master Armorer, Weapon Style	
2	+2	+4	+1	+1	Tough As Nails, Armor Mastery	1st
3	+3	+4	+1	+1	Armor Ability, Weapon Style	
4	+4	+5	+2	+2	Armor Ability, Armor Pool	2nd
5	+5	+5	+2	+2	Favored Defense	
6	+6/+1	+6	+3	+3	Armored Redoubt	3rd
7	+7/+2	+6	+3	+3	Weapon Style	
8	+8/+3	+7	+4	+4	Armor Ability	4th
9	+9/+4	+7	+4	+4	Weapon Expertise	
10	+10/+5	+8	+5	+5	Reinforced Defense	5th
11	+11/+6/+1	+8	+5	+5	Weapon of Legend	
12	+12/+7/+2	+9	+6	+6	Armor Ability	6th
13	+13/+8/+3	+9	+6	+6	Weapon Expertise	
14	+14/+9/+4	+10	+7	+7	Armor Ability	7th
15	+15/+10/+5	+10	+7	+7	Weapon Expertise	
16	+16/+11/+6/+1	+11	+8	+8	Armor Ability	8th
17	+17/+12/+7/+2	+11	+8	+8	Weapon Supremacy	
18	+18/+13/+8/+3	+12	+9	+9	Improved Reinforced Defense	9th
19	+19/+14/+9/+4	+12	+9	+9	Weapon Supremacy	
20	+20/+15/+10/+5	+13	+10	+10	Supreme Defense, Weapon Supremacy	10th

Class Features

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Favored Weapon: At 1st level, you must select one specific weapon to become your weapon of choice. When fighting with it, you gain the use of this class' special abilities, described below. When the fighter is using her favored weapon, she gains a bonus on her attack rolls with it as shown on the Favored Weapon Attack Bonus table.

FAVORED WEAPON ATTACK BONUS	
Level	Attack Bonus
1st – 4th	+1
5th – 8th	+2
9th – 12th	+3
13th – 16th	+4
17th – 20th	+5

Master Armorer: Fighters gain access to the special Craft (Master Armorer) skill that allows them to create armor. This skill grants you ranks in Craft equal to your fighter level + 3, but you can use these ranks only to create and repair suits of armor and shields. To expand into other Craft areas, you must purchase the skill as normal using your skill points.

If you choose, you can apply your Constitution modifier rather than your Intelligence modifier when using your Craft (Master Armorer) skill.

Weapon Style: At 1st, 3rd, and 7th level, you gain a new specialized fighting ability to use with your favored weapon. You activate these special abilities by spending combat tokens – this represents the combination of maneuvers you must use to set up your special move. An intricate attack requires more combat tokens, as you must spend more time and effort on the combination of maneuvers needed to complete it. You can use one weapon style per round as a free action. Each time you gain a new weapon style, select one of the following abilities:

Expert Strike: As you study the patterns of an opponent's defense, you ready yourself to make a single telling blow. You might slash low for a few rounds, then feint low and attack high to take advantage of a foe's lax parries. For each combat token you spend, you gain a +1 bonus to either attack or damage on your next attack. If you make more than one attack per round, this benefit applies only to the next attack. Your bonus from expert strike cannot exceed your class level.

Critical Strike: You take aim at an opponent's vulnerable points, carefully lining up a deadly strike. As a standard action, make a single attack at your best base attack bonus and expend a minimum of two combat tokens. If this attack hits, treat the die result as 1 point higher per combat token spent than the actual roll when determining whether you scored a critical threat. Resolve the threat as normal, without the benefit of this ability.

Steady Aim: With careful focus, you ensure that your attacks land with sufficient force. You might not score a devastating hit, but you are too accurate to make a glancing or weak blow. After rolling damage for your weapon, you can choose to spend 2 combat tokens and change the amount rolled to half the maximum damage possible on each die. This benefit does not apply to bonus damage represented as dice, such as with the sneak attack ability. The steady aim applies to one damage roll only.

Weapon Agility: You move your weapon with great speed and agility, allowing you to react to unexpected tactics with ease. For each combat token you expend, you enjoy a +2 bonus to all base attack checks and ability checks made as part of an attack action or to defend yourself against an attack action. For example, you would gain this bonus on a Strength check to avoid being tripped, but you would not receive it for a Strength check made to kick down a door. This benefit lasts until the start of your next turn. Your bonus from weapon agility cannot exceed twice your class level.

Bonus Martial Feats: Starting at 2nd level and every other level afterwards the fighter gains a bonus martial feat. NOTE: For right now martial feat is any feat that qualifies as a fighter bonus feat. Stay tuned for a compiled list of all martial feats.

Tough as Nails: Fighters can carry heavy loads that would reduce others to exhausted wrecks. When determining how much equipment you can carry (see "Carrying Capacity" in Chapter Nine: Adventuring), multiply your Strength score by 1.5. The result is your virtual Strength score for determining your carrying capacity. Using sheer toughness and determination, you shoulder your equipment with relative ease.

Armor Mastery: Drawing on her ability to modify armor and his uncanny talent for using it to absorb blows, the fighter is the unquestioned master of armored fighting. When she wears armor, she improves its abilities according to the Armor Traits and Ratings table. Its headers are explained below. From 1st to 10th level, the fighter gains these benefits with light and medium armor. From 11th level onward, he gains them with all types of armor.

Max. Dex Increase: You increase the maximum Dexterity bonus to defense for your armor by the listed amount.

Armor Check Reduction: When you wear armor, it is like a second skin to you. You can move and maneuver in it with unmatched speed and grace. Reduce the armor's check penalty by the listed amount, down to a minimum of 0.

Speed Category: You move much faster than normal while wearing armor. Treat your armor as one category lighter from class levels 1 to 10, and two categories lighter from class levels 11 to 20 for the purposes of determining your speed. Otherwise, its category type remains unchanged. You cannot reduce armor's category to less than light. For example, a 1st level fighter in medium armor moves as if he wore light armor, while one in heavy armor moves as if he wore medium armor.

ARMOR TRAITS & RATINGS			
Class Level	Max. Dex Increase	Armor Check Reduction	Speed Category
1	+0	0	1 category
2	+0	0	1 category
3	+0	0	1 category
4	+0	1	1 category
5	+1	1	1 category
6	+1	1	1 category
7	+1	2	1 category
8	+1	2	1 category
9	+2	2	1 category
10	+2	3	1 category
11	+2	3	2 categories
12	+2	3	2 categories
13	+3	4	2 categories
14	+3	4	2 categories
15	+3	4	2 categories
16	+3	5	2 categories
17	+4	5	2 categories
18	+4	5	2 categories
19	+4	6	2 categories
20	+4	6	2 categories

Combat Tokens: Fighters are given a Combat Token pool from which tokens are expended to activate armor abilities, weapon style abilities, weapon expertise abilities and weapon supremacy abilities. Activating any of these abilities costs one combat token unless otherwise noted. The fighter's combat token pool is equal to her fighter level. Spent combat tokens are refreshed after a character gains a full night's worth of sleep (12 uninterrupted hours).

Armor Abilities: Armor abilities are special combat options. Beginning at 3rd level, you may spend tokens on them to activate them in battle. They represent the tactics you attempt with your armor, the strategies fighters employ to defeat their enemies.

When you activate an armor ability, you may select any opponent within your threatened area. In addition, the target must have made at least one attack against you during the encounter. You can spend armor tokens as a free action, but you cannot use more than one armor ability per round. If you

use an armor ability, you cannot use another one until the start of your next action.

Many armor abilities are defensive in nature. You activate them in response to an opponent's attacks, actions, or as the result of a strike, and thus they often do not take effect on your own turn.

Each time you gain an armor ability (at 3rd, 4th, 8th, 12th, 14th, and 16th levels), select a new ability from those listed below.

Armored Trap: You prepare a counterattack against an opponent, timing your strike to coincide with hers. When you activate this ability, you must ready an action to attack when an enemy hits you with a melee attack. When you take your readied action, you may expend additional combat tokens to gain a competence bonus to your attack equal to the number of combat tokens expended. On a hit, you gain a bonus to damage equal to the amount of damage your armor absorbed from your opponent's attack.

Combat Magnet: You assume a combat stance devised to draw attacks to you while defending your allies. Should an ally adjacent to you suffer a melee attack, you may immediately force that attack to be resolved against you instead. Each individual attack requires the expenditure of a combat token, and you must expend the combat token before resolving the attack. This combat stance lasts until your next action. You cannot make attacks of opportunity while you act as a combat magnet.

Defensive Stance: As a full-round action, you assume a defensive stance and wait for your enemies to expose themselves to your counterattacks. Each time an opponent attacks and hits you, you may expend a combat token to make an immediate attack of opportunity against her. You cannot make more than one attack of opportunity against a target as normal, but attacks you make in this manner do not count against your normal limit on attacks of opportunity. You gain the benefit of your defensive stance until the start of your next action. You must make your attack of opportunity before your opponent resolves her attack.

Distracting Lure: By making yourself a tempting target, you lure an opponent into attacking you at the expense of defending herself against your allies. Activation of this ability costs two combat tokens, and it allows you to designate a single foe as your target. When your chosen foe attacks you, she is forced to make a Will save (DC 10 + half your fighter level + your Constitution modifier + number of additional combat tokens spent). Upon a failure, she loses her active bonus to defense against the next attack that targets her. You have made yourself enough of a target that your opponent throws all her energy into hammering home her strikes.

Draining Defense: You coax your opponent into wasting her strength on wild, uncontrolled strikes. With each attack, you sap her stamina until she is left vulnerable to your counterattack. You must designate a single foe as the target of this ability. The target then attempts a Will save (DC 10 + half your level + your Constitution modifier + number of additional combat tokens spent). Failing the save

means that, if she attacks you, she automatically takes an amount of nonlethal damage equal to 1d4 + your Constitution modifier (up to once per round). The target cannot suffer this damage more than once per round. She wastes energy on her attacks, or you step into her blows to jar her with a body check or similar harassing attack. The effects of this ability last until the start of your next action.

Indomitable Wall of Iron: As your enemy's attacks rebound off your armor, she slowly grows more frustrated and impatient. You are an easy target to hit, but a difficult one to injure. Your opponent must succeed at a Will save (DC 10 + half your level + your Constitution modifier + number of additional combat tokens spent) or suffer a –2 morale penalty to attacks against you and to defense against all attacks for the rest of the encounter. Your foe loses faith in her ability and makes wild attacks at you while ignoring her own defense. Indomitable wall of iron is a mind-affecting effect.

Iron-Sheathed Counterattack: You lock an opponent's weapon in your steely grasp, pulling the foe off balance. You may only activate this ability once per round and it costs two combat tokens to do so. You can use it when an opponent hits you with a melee weapon and fails to inflict enough damage to beat your damage reduction. Your enemy provokes an attack of opportunity from you. If you choose to disarm or trip her, she gets no chance to trip or disarm you on a failed attack. By catching your opponent's weapon in a gauntleted hand, coaxing her into overextending herself and losing her balance, you can make a quick attack as her own strike rebounds from your armor and forces her backward for a moment.

Sentinel's Defense: You use your armor's weight to your advantage in close combat. Activation of this ability requires the fighter to expend two combat tokens. For a number of rounds equal to your Constitution modifier, you gain a bonus to your grapple checks, Strength checks, and base attack checks equal to your armor's damage reduction. Roll the damage reduction along with your normal d20 roll and add the two together. (See Chapter Eight: Combat.)

Favored Defense: With her weapon in hand, the fighter can defend herself with superior speed and agility. You gain a bonus to your Armor Class when you fight with your weapon, depending on how you wield it. Carrying it in one hand with nothing in the other grants you the greatest benefit. Fighting with two of your favored weapons at once grants you a slightly lesser benefit. If your weapon is two handed, your benefit is lower still. You gain no benefit if you carry a shield. See the Favored Defense table below for details.

FAVORED DEFENSE			
Level	One-Handed	Dual-Wield	Two-Handed
5	+1	—	—
6	+1	—	—
7	+1	—	—
8	+2	+1	—
9	+2	+1	—

FAVORED DEFENSE (CONTINUED)

Level	One-Handed	Dual-Wield	Two-Handed
10	+2	+1	—
11	+3	+2	+1
12	+3	+2	+1
13	+3	+2	+1
14	+4	+3	+2
15	+4	+3	+2
16	+4	+3	+2
17	+5	+4	+3
18	+5	+4	+3
19	+5	+4	+3
20	+6	+5	+4

Armored Redoubt: Beginning at 5th level, when you occupy a space, you hold it against your enemies like a walking fortress. Any allies who gain cover from you gain an additional +2 cover bonus to defense, for a +6 bonus total. You gain a +4 bonus on defense, checks, or saves to resist any attack that would force you to move or knock you prone.

Weapon Expertise: As they progress in the mastery of their chosen arms, fighters learn increasingly complex maneuvers. Each time you gain this class ability (at 9th, 13th, and 15th level), select one of the abilities below. Using them requires the expenditure of combat tokens, as with the weapon style ability above.

Flurry of Strikes: While gauging an opponent's defenses, the fighter launches a quick flurry of attacks that lacks accuracy but provides an additional strike. Normally, the opponent could defend against such a move easily, but the fighter spots gaps in her defenses.

You make an additional attack against your opponent at your highest base attack bonus, though this attack and all others you attempt until your next turn suffer a –4 penalty. This ability is usable once per round and requires the expenditure of two combat tokens to activate. You can launch a flurry of strikes only as part of a standard or full-round attack action. You cannot use it with an attack of opportunity.

Master's Accuracy: Luck plays less of a role in a weapon master's fighting ability than it does in others'. After rolling a d20 to make an attack, you may spend two combat tokens to reroll it. Use the higher of the two results. If your reroll is a critical threat, check for a critical hit as normal.

Precise Strike: As the fighter battles her foes, she learns to read her tendencies like an open book. When you make an attack, a base attack check, or a Strength or Dexterity check as part of an attack action, you may take 10 on the roll by expending two combat tokens.

Penetrating Attack: Opponents in heavy armor sometimes rely on their protective gear to absorb a fighter's attacks, but her skill with her weapon helps her take advantage of gaps in their armored plates and lapses in their defense. By expending combat tokens, no more than an amount equal to one quarter your fighter level, your opponent suffers a penalty equal to number of combat tokens you have expended (4 tokens equals –4) to her damage

reduction against your attacks until the start of your next action.

Quick Recovery: Even when she misses, a fighter can turn her misfortune into an advantage. When you miss with an attack, you may spend a combat token to gain a +1 bonus to defense against your opponent. This bonus lasts until the beginning of your next turn.

Reinforced Defense: Part of the defensive value of your armor comes from your ability to wear it effectively. Starting at 9th level, you learn how to roll with attacks, absorb strikes on heavily plated areas, and otherwise lessen the force of combat. If an opponent strikes you with a weapon that ignores your damage reduction (such as a demon's claw), you gain 1d4 DR against it in place of your armor's damage reduction. Even though the weapon cleaves through your armor, you still twist and dodge to reduce the force of its impact. This benefit also extends to energy attacks and spells that inflict damage in hit points.

Weapon of Legend: At 11th level, your weapon comes to symbolize your growing mastery and fame. You must give it a name that symbolizes your fighting style or deeds, if you have not yet done so. As long as your weapon is visible, you gain a +2 bonus to all Diplomacy, Intimidate, and Gather Information checks. This bonus applies in any settlement that you have frequented in the past.

If you lose your weapon, you must grant your new one a different name.

When you enter a town or city for the first time, it takes a number of days equal to 1d3 – your Charisma bonus for your reputation to spread. If the result is 0, your reputation immediately grants you the benefits of this ability. Perhaps your reputation precedes you.

Weapon Supremacy: In time, fighters achieve near perfection with their chosen arms. Each time you gain this class ability (at 17th, 19th, and 20th level), select one of the following special abilities. Using them requires the expenditure of combat tokens, as with the weapon style ability above.

Armed Feint: You can use an attack rather than a Bluff check to feint an opponent. Make a base attack check and spend a combat token. Your foe opposes this check as normal. If you succeed, your opponent loses her active bonus to defense against you for the rest of your current action.

Masterful Attack: You execute a brilliant series of blows that leaves your opponent reeling. By expending five combat tokens you may make a full attack using only a standard action rather than a full-round action. You gain your additional, iterative attacks as normal. However, you cannot combine this ability with a charge, as charging is a full-round action.

Mobile Attack: If you hit your opponent in an attack, you can use a short distraction to maneuver around her. You must spend a combat token immediately after hitting a foe to move one square without provoking an attack of opportunity from her. You can use this ability multiple times to edge around an enemy.

Telling Blow: You can combine a special attack action with a normal attack. For example, you might slash at an opponent's hand to deliver normal damage and disarm her. When you use the disarm or trip attack actions, you expend two combat tokens on a normal attack that inflicts damage in addition to the trip or disarm.

Vicious Riposte: When an opponent does land a blow, you twist, turn, and position yourself to deal a deadly counterattack. After your foe hits you in melee but before she determines damage, you may immediately spend three combat tokens to gain a bonus to an attack against her. You may apply this bonus to any one attack you make before the end of your next action – you could apply it to an attack of opportunity, or you could use it on your third or fourth iterative attack. The bonus of the vicious riposte equals the highest amount of damage you received from your opponent in a single attack between the time you spent the combat tokens and the start of your next action.

Improved Reinforced Defenses: Starting at 17th level, your armor's heavy plating and exceptional design make it difficult to land a deadly attack against you. When opponents score a critical threat against you, there is a 25 percent chance that they fail to confirm the critical. Check this percentage before resolving the threat.

Supreme Reinforced Defenses: At 20th level, when facing an opponent whose weapon or attacks ignore your damage reduction, you gain 2D4 DR. Otherwise, this ability functions as the reinforced defenses ability. This new, improved damage reduction replaces that ability's lower value.