

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 hit points, which they need in their many battles. Dexterity is important for Fighters who want to be good archers or who want access to certain Dexterity oriented feats, but the heavy armor that Fighters usually wear reduces the benefit of a very high Dexterity score. Furthermore, the Fighter's choice of fighting style could be influenced by his abilities. Fighters with high Dexterity scores usually choose the Light fighting style, while those with lower Dexterity scores, but high Strength and Constitution scores tend to favor the Heavy fighting style.

Alignment: Any.

Hit Die: d10.

TABLE: THE FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat, Weapon Focus
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Fighting style I
4th	+4	+4	+1	+1	Bonus feat, Weapon Specialization
5th	+5	+4	+1	+1	Ignore DR I
6th	+6/+1	+5	+2	+2	Bonus feat, Perseverance
7th	+7/+2	+5	+2	+2	Fighting style II
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat, Ignore DR II
11th	+11/+6/+1	+7	+3	+3	Fighting style III
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Fighting style IV, Ignore DR III
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Fighting style V
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, Fighting style mastery

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), Profession (Wis), Ride (Dex), Swim (Str), plus two other skills of the player's choice, selected at character creation.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

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).

Bonus Feats: At 1st level, a Fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The Fighter gains an additional bonus feat at 2nd level and every two Fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A Fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Weapon Focus: At 1st level, a gains the Weapon Focus feat with a weapon of his choice.

Fighting style (Ex): At 3rd level, a Fighter must select one of two fighting styles to pursue: Light or Heavy. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

The Light fighting style favors mobility and penetrating the enemies' defenses.

The Heavy fighting style favors dealing great amounts of damage, while resisting the onslaught of the enemies' attacks.

Refer to the following table for the abilities provided by the two fighting styles.

TABLE: FIGHTING STYLES

Style Stage	Light	Heavy
I	Dodge bonus +1	AC bonus +1
II	Dodge bonus +2	AC bonus +2
	Increase critical range	Increase critical 1 step
III	Dodge bonus +3	AC bonus +3
IV	Dodge bonus +4	AC bonus +4
	Increase critical range	Increase critical 1 step
V	Dodge bonus +5	AC bonus +5
Mastery	Irresistible strike	Brutal strike

Light fighting style abilities:

Dodge bonus (Ex): The Fighter's training teaches him that the best defense is not getting hit at all. You gain the listed bonus to your armor class while wearing light or no armor.

Increase critical range (Ex): The Fighter learns to take advantage of every opportunity to inflict as much damage as possible with whatever he is holding as a weapon. At 7th level, you increase the critical range of any weapon you wield by one step. At 15th level, the critical range increases one step further.

Example: a 7th level fighter wielding a longsword would treat the sword's critical range as 17-20 instead of the normal 19-20. At 15th level, the critical range would become 15-20.

This ability stacks with the Improved Critical feat and the Keen weapon special quality (but not with both, as per standard rules).

Irresistible strike (Ex): At 20th level, the Fighter can take advantage of any kind of flaw in his enemies' defenses to successfully land his strikes. Once per day, you may treat all your attacks as touch attacks for a number of rounds equal to your Dexterity modifier.

Heavy fighting style abilities:

AC bonus (Ex): The Fighter's extensive training with heavier armor enables him to improve the protection it provides. You receive the listed armor bonus while wearing medium or heavy armor.

Increase critical (Ex): The Fighter trains hard to make the most of anything he has available for a weapon. At 7th level, you increase the critical multiplier of any weapon you wield by one step. At 15th level, the critical multiplier increases one step further.

Example: a 7th level fighter wielding a longsword would treat the sword's critical multiplier as x3 instead of the normal x2. At 15th level, the critical range would become x4.

Brutal strike (Ex): At 20th level, the Fighter becomes superbly adept at dealing great amounts of damage. Once per day, you may inflict full damage on all your attacks (no damage roll needed) for a number of rounds equal to your Strength modifier.

Weapon Specialization: At 4th level, the Fighter gains the Weapon Specialization feat for a weapon for which he meets the prerequisites.

Ignore DR (Ex): At 5th level, by virtue of his intensive training, the fighter learns to bypass some of the special defenses possessed by certain creatures. Choose one type of damage reduction from the following: damage type (bludgeoning, piercing & slashing), special material (adamantite, silver, etc.), or magic. When fighting a creature that possesses this type of defense and you don't have an appropriate weapon, you ignore 5 points of DR when calculating damage inflicted. This ability does not count as extra damage if you have a weapon with the appropriate quality. At 10th and 15th level, you may choose another type of DR to ignore, or add 5 more points to the amount of a DR type you may already ignore.

Perseverance (Ex): The Fighter's resolve allows him to endure in situations where most others would falter. At 6th level, he adds his Constitution score bonus (if any) to all of his saving throws.