

# Fighter Class

## Description

The Fighter uses physical might and skill to accomplish their desired goals, trusting more in strength, speed, and endurance than less substantial means such as magic and faith. The fighter can come from any of a number of backgrounds, ranging from the sophisticated urbanite who employs light weapons of speed and subtlety, such as cloak and rapier, to the barbarian of the wild lands, entering into adventure with broad axe and round shield.

Members of the fighter class have received training under the purview of a fighter of 9th level or higher. Most likely, their direct training came from a fighter of 4th level or higher alongside other trainees like themselves, with training overseen by a fighter of 9th level or higher. Typically, training will involve at least one actual incidence of combat where the trainee's life was at risk. This may have been single combat, or participation in some form of massed combat. In some cases it may have been stylized combat, as a "final exam" of single combat versus a convict or another trainee, or it may have been a period of enforced service as payment or the reason for the

training being provided. The form will vary depending on the cultural background of the fighter and the relationship they had with their trainer in that culture.

Fighters generally have a personal distrust of magic, either arcane or supernatural, as well as a distrust of the more subtle physical means, such as alchemy. They may prefer either hand-to-hand or missile combat, fighters can be master swordsmen or archers or they may prefer some other weapons while being proficient enough to use other weapons when needed.

They take pride in their ability to use their physical skills, and they take joy in improving those skills. While they are not typically known for their intellect, in fact they use the intellect they have, whether meager or plentiful, to figure out methods for solving problems through the use of their physical skills. While also not known for their wisdom, they employ that which they have to them to assist them in managing people and situations with which they are confronted.

Players playing fighters should incorporate these views into their character's outlook on life, since these views are every bit as integral to the character of the fighter as their ability to bear arms.

## Requirements

### Race:

Any race may play a fighter. Any racial abilities concerning the use of spells, either arcane or supernatural, are lost, though spell-like abilities of their race are not lost.

### Characteristics:

Characters must have a strength of at least 7 to be a fighter. It is recommended that they have a strength of 12 or higher.

## Starting Conditions

A starting fighter will have the following possessions:

- A worn shirt and trousers of material appropriate to the climate where they completed their training.
- A worn padded cloth coif.
- A pair of worn boots.
- A worn leather belt.
- One set of appropriate undergarments, including socks.
- A small leather belt pouch, of about 1 dry pint capacity.
- 3D6x10 gold pieces.

## Fighter Combat

### Fighter Combat Attack Matrix

Level of Fighter	To Hit on D20							
	Armor Class of Target							
	9	8	7	6	5	4	3	2
1	10	11	12	13	14	15	16	17
2	9	10	11	12	13	14	15	16
3	8	9	10	11	12	13	14	15
4	6	7	8	9	11	12	13	14
5	5	6	7	8	9	10	11	12
6	4	5	6	7	8	9	10	11
7	3	4	5	6	7	8	9	10
8	3	3	4	5	7	8	9	10
9	2	3	4	5	6	7	8	9
10+	2	2	3	4	5	6	7	8

A roll of a “natural 20” (the number 20 appears on the die when rolled, as opposed to a 20 as a result of modifiers to the die roll) results in a “critical hit.” A critical hit causes any damage done to be double that rolled for the hit. If the roll requires a 19 or higher to hit, no critical hit occurs (i.e., if a roll of 19 or 20, or a roll of 20 is required to hit.) There is no automatic hit on a roll of 20, the roll must exceed the to-hit value. Through magic and other bonuses, if necessary.

A roll of a “natural 1” (the number 1 or 01 appears on the die when rolled, as opposed to a 1 rolled as a result of modifiers to the die roll) results in a “fumble.” A fumble results in the character losing the ability to act in the following combat round. If the roll to hit requires a 2 or less, no fumble occurs (i.e. if a hit would occur on a 2, or on a 1.) If the to hit roll would be a 1 (that is, it would be an automatic hit), the target gets a saving throw vs. Death Ray/Poison to see if they can halve the damage from the blow.

#### Weapons:

Fighters may use any weapons for which they meet the requirements of use.

#### Armor:

Fighters may use any armor for which they meet the requirements for its use.

### Saving Throws

When struck by the following types of attacks, roll 1D20 to determine whether the full effect of the attack is taken by the character, or whether the effect is nullified or reduced as noted. Rolling the indicated number or higher results on no or reduced effects.

Level	Death Ray/ Poison	Wands	Stoning/ Paralysis	Dragon Breath	Staves, Rods, & Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

#### On Save:

No Effect for Ray, 1/2 Damage for Poison	1/2 Damage	No Effect	1/2 Damage	No Effect for Spells, 1/2 Damage for Staves, Rods
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### Resurrection:

When an attempt is made to resurrect a character, the given value or lower must be rolled on percentile dice for the resurrection to be successful. A character can only be resurrected a number of times equal to their constitution using normal resurrection spells.

Constitution:	3-6	7-10	11-12	13-14	15	16	17	18	19+
	30%	50%	75%	85%	90%	95%	98%	99%	100%

### Fighter Advancement

The prime requisite of a fighter is strength. Fighters receive the following bonuses for prime requisite scores above 12: 13-14: 5% Bonus, 15+: 10% Bonus. This means that for all experience gained, an additional amount of experience equal to 5 or 10% of the experience gained is added to that amount (there is no bonus on experience bonuses, naturally.)

Level	Standard Title	Experience Points Required	Hit Dice
1	Veteran	0	(8 hit points)
2	Warrior	2,000	+1D8 per level
3	Swordsman	4,000	
4	Hero	8,000	
5	Swashbuckler	16,000	
6	Myrmidon	32,000	
7	Champion	64,000	
8	Superhero	120,000	
9	Lord	240,000	
10-12		+250,000	+2 points
13-15		per	per
16 +		Level	level

### Keeps and Retainers

At or above 10th level, the fighter may establish a stronghold and attract retainers. They may accomplish this either through obtaining a fief within an existing territory, or by becoming a territorial power through their own actions. In some cases a fighter may take over or establish a stronghold earlier in their career, if they are sufficiently adept at managing the various monetary, political, and social issues involved.