

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:** 4 + 1 every odd level (Max 11 at 15th). You may apply only 1 Maneuver per attack.
- **Maneuver Points per Day:** 3 with an additional 1 at 3rd, 6th, 9th, 12th, and 15th (Max 8). Points automatically Reset after a Long Rest. You can use Hit Dice during a Short Rest to regain up to 3 Maneuver points per day. On an attack roll of a 20, you may regain 1 Maneuver Point. The **M** and **R** superscripts indicate which Maneuvers can be used for melee or ranged attacks.
 - **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 20 feet of movement, or gain another Minor Action.
 - **Brutal Attack**^{RM}: Before you make an attack, use 1 or 2 Maneuver Points as a **Minor Action** to declare a Brutal Attack. If you hit, add a multiple of your damage from one strike done by the number of Maneuver Points used (1 = x2, 2 = x3). If you miss, the MP is still used.
 - **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 away from you.
 - **Goading Attack**^M: When you hit a creature with a melee weapon attack, use a Maneuver Point to attempt to goad the target into attacking you. The target must make a **saving throw** vs RSW or take Disadvantage on attack rolls that don't include you as a target until the start of your next turn.
 - **Menacing Attack**^M: When you hit a creature with a weapon attack, use a Maneuver Point to attempt to make the target afraid of you. The target must make a **saving throw** vs RSW or take Disadvantage on attack rolls that include you as a target until the start of your next turn.
 - **Mind the Gap**^{RM}: As an expert in fighting, you can find the hole in any defense. Use a Maneuver Point to gain Advantage on your next attack.
 - **Parry:** Use a Maneuver Point as a Reaction to parry an incoming melee attack with your weapon. Before the enemy makes their attack, announce your parry and they will have Disadvantage on that attack roll.
 - **Point Blank Shot**^R: Use a Maneuver Point to make a ranged attack from a threatened space without provoking an attack of opportunity.
 - **Precise Shot**^R: Use a Maneuver Point to make a ranged attack without cover or concealment penalties.
 - **Second Wind:** Use a Maneuver Point as a **Minor Action** and roll up to half of your Hit Dice 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.
 - **Warrior's Insight**^{RM}: Once per round after a successful attack, make an Insight check as a **Free Action** on the target to determine its Resistances and Vulnerabilities.

3rd – Fighting Charge: On the first round of any combat, a Fighter can move up to half movement and not lose any attacks.

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