

## The Fighter

The Fighter is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.

**Fighter Advancement Table**

Level	Exp. Points	Hit Dice (d6)	Saving Throw
1	0	1+1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	512,000	10	5

### Fighter Class Abilities

**Weapon and Armor Restrictions:** Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

**Combat Machine:** Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

**Saving Throw:** Fighters receive a +2 bonus on saving throws vs. death and poison (unless the alternative “Saving Throw Matrix” is used).

**Establish Stronghold:** At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of “Baron” or “Baroness,” bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

**Experience Bonus for Strength:** Strength is the Prime Attribute for Fighters, which means that a Strength score of 15+ grants an additional 5% experience.



*The Fighter*