

Fighter  
20 HP + Vigor      3 Wounds

Level	Special	Stance	Expertise
1	Combat Maneuvers, Weapon Specialization		1d6
2		2	2d6
3	New maneuver		2d6
4			3d6
5	New maneuver	3	3d6
6			4d6
7	New maneuver		4d6
8		4	5d6
9	New maneuver		5d6
10			6d6

### Combat maneuvers

At 1st level you gain the use of two combat maneuvers, Parry and Deadly Strike plus a maneuver of your own choice from the list. Each round of combat you gain a number of Expertise dices as recorded on the fighter table. You may use these dice to enhance your actions in combat.

You later gain access to other maneuvers that will allow you to improve your combat abilities in a different way. Note that some maneuvers require that you have attained a certain level to gain access to that maneuver.

#### **Parry**

When you are damaged by an attack while you are wielding a weapon or a shield, you can spend expertise dice to reduce the damage. Roll any expertise die you spend in this way, and subtract its result from the damage against you. If the damage drops to 0 or lower, you are still subject to any other effects of the attack.

#### **Glancing Blow**

Once per turn when you miss a creature with a weapon attack but roll at least a 15 on 3d10, you can spend expertise dice to turn the miss into a glancing blow. Roll any expertise dice you spend in this way, and the target takes damage equal to the result. The damage is of the same type as the attack, but the glancing blow has none of the attack's other effects and is not considered to have hit.

#### **Deadly Strike**

When you hit a creature with a weapon attack, you can spend expertise dice to add to the attack's damage against that creature. Roll any expertise die you spend in this way, and add its result to the damage. If the attack is a critical hit, maximize the expertise die.

#### **Tumble**

During a move, you can spend a single expertise die to move through the spaces of hostile creatures.

## **Precise Shot**

When you make a ranged attack against a creature that has cover, you can spend a single expertise die. Roll the die, and add its result as a bonus to your attack roll.

## **Protect**

When a creature next to you takes damage from an attack while you are wielding a weapon or a shield, you can spend expertise dice as a reaction to reduce the damage. Roll any expertise die you spend in this way, and subtract the result from the damage against the creature. If the damage drops to 0 or lower, the creature is still subject to any other effects of the attack.

## **Weapon Mastery**

At 1<sup>st</sup> level you have attained greater proficiency in a certain kind of weapon school. Choose a group of weapons from the list below. Whenever you make an attack and hit with a weapon from that group, you may deal an additional +2 damage.

During your journeys, you may retrain the weapon school. By using a weapon of a certain school to fight at least 5 different hostile creatures, you may change your weapon mastery to the school that weapon belongs to. The hostile creatures must be at least your level -3. If you encounter 5 creatures of the appropriate challenge in a single combat, you can change the weapon mastery immediately after that fight.

Long blades, Short blades, Spears, Axes, Maces, Hammers, Long bows, Short bows, Crossbows

## **Stance**

At 2<sup>nd</sup> level you can shift your position and concentrate your footwork into certain kind of stances. Stances are passive “modes” you can change with a minor action. The stance takes immediate effect and is ongoing until end of combat or until you change stance. When you gain this feature you also gain the knowledge of two stances from the list below.

<b><i>Steady as a rock</i></b>	<b><i>Zephyr steps</i></b>
You become harder to move through force. Whenever someone tries to shove, push, pull or make you move in any other way, you gain a +3 bonus to resist. You also may reroll a single 1d10 once if you are unhappy with the result. You must take the new result, even if it is lower.	You become swift and harder to hit. Increase your movement with 5 ft. Whenever you move more than 5 ft. during a single round, you gain +4 Dodge.
<b><i>Inevitable death</i></b>	<b><i>Fortress shell</i></b>
Whenever you miss an opponent, you gain a +2 cumulative bonus to hit until you hit that enemy or if combat ends.	You may reduce any incoming damage from any source by 3. This works even against magic.