

Fighter (Strength)

Fighters make a living out of war. They are proficient with all weapons and armor. They make up the bulk of armies everywhere.

Abilities:

Weapon Specialization: At 1st level, the fighter can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The fighter can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. For fighters between 1st and 6th level, this specialization imparts a +1 bonus to hit and a +1 bonus to damage. At 7th level and above, the bonuses increase to +2 to hit and +2 to damage.

Cleave: At 4th level, the fighter gains the ability to follow through after dropping an opponent. When fighting with a melee weapon, if a fighter deals enough damage to drop an opponent to 0 or less hit points, he gets an immediate extra attack against an opponent in reach. The fighter cannot move to make this additional attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. This ability can only be used once per round. It stacks with the Extra Attack ability, so a 10th level fighter will get three attacks if he drops an opponent with a melee weapon that round.

Extra Attack: At 10th level, the fighter gains one additional attack per round with any weapon. The Extra Attack ability is useable with melee and ranged weapons.

Prime Attribute: Strength

Alignment: Any

Hit Dice: d10

Weapons: Any

Armor: Any

Abilities: Weapon Specialization, Cleave, Extra Attack

| Level | HD | BtH | EPP |
|-------|------------|-----------|-----------|
| 1 | d10 | +1 | 0 |
| 2 | d10 | +2 | 2,001 |
| 3 | d10 | +3 | 4,001 |
| 4 | d10 | +4 | 8,501 |
| 5 | d10 | +5 | 17,001 |
| 6 | d10 | +6 | 34,001 |
| 7 | d10 | +7 | 68,001 |
| 8 | d10 | +8 | 136,001 |
| 9 | d10 | +9 | 272,001 |
| 10 | d10 | +10 | 500,001 |
| 11 | +4 HP | +11 | 750,001 |
| 12 | +4 HP | +12 | 1,000,001 |
| 13+ | 250,000 EP | per level | |