**[DESIGN NOTES:** as much as I liked all the weapon effects and the various weapon rules based on Gygax’s Chainmail man-to-man rules, in practice they were so easily overlooked and forgotten. So, what I did was to spin them off into Fighter “Combat Trainings” along with other minor Fighter Abilities and some of the Skills from the first version. If you chose a particular technique, you’d be more likely to remember to use it, and NPC soldiers would have unique ability sets. I was hoping to create a parallel system, where Clerics and Magic-Users both depend on their own lists of spells, and Fighters and Jacks both depend on their own lists of non-magic techniques. ]

**FIGHTERS**

**Fighter Progression Table**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **EXP** | **Added Hit Points** | **Attack Bonus** | **Bonus Damage** | **Combat Trainings** | **Saving Throw** |
| 1 | 0 | 1 die +1 | +1 | 0 | 4 | 19 |
| 2 | 2500 | 1 die +1 | +1 | 0 | 1 | 18 |
| 3 | 5000 | 1 die +1 | +2 | +1 | 1 | 17 |
| 4 | 10,000 | 1 die +1 | +2 | +1 | 1 | 16 |
| 5 | 20,000 | 1 die +1 | +3 | +2 | 1 | 15 |
| 6 | 30,000  | 1 die +1 | +3 | +2 | 1 | 14 |
| 7 | 40,000  | 1 die +1 | +4 | +3 | 1 | 13 |
| 8 | 50,000 | 1 die +1 | +4 | +3 | 1 | 12 |
| 9 | 100,000 | 1 die +1 | +5 | +4 | 1 | 11 |
| 10 | 150,000 | 1 die +1 | +5 | +4 | 1 | 10 |
| 11 | 200,000 | +3 | +6 | +5 | 0 | 9 |
| 12 | 250,000 | +3 | +6 | +5 | 1 | 8 |
| 13 | 300,000 | +3 | +7 | +6 | 0 | 7 |
| 14 | 400,000 | +3 | +7 | +6 | 1 | 6 |
| 15 | 500,000 | +3 | +8 | +7 | 0 | 6 |
| 16 | 600,000 | +3 | +8 | +7 | 1 | 6 |
| 17 | 700,000 | +3 | +8 | +8 | 0 | 6 |
| 18 | 800,000 | +3 | +9 | +8 | 1 | 6 |
| 19 | 900.000 | +3 | +9 | +9 | 0 | 6 |
| 20 | 1,000,000 | +3 | +10 | +9 | 1 | 6 |

Fighters are the trained soldiers and warriors of the mortal races. They can selflessly defend their communities, fight for pay, or greedily raid the homes of others, but they are trained in the arms and weaponry needed to do so.

**Armor and Weapons:** fighters can wear all armor types and use shields and may use all weapons.

**Saving Throws;** Fighters get a +2 bonus to saving throws against Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects and Paralysis causing spells or effects.

**Bonus Damage**: at higher levels, Fighters add extra points of damage, indicated on the chart above, to hits made in combat with weapons

**Combat Trainings**: fighters can choose from a list of special effects and abilities related to melee and missile combat (see below).

**FIGHTER COMBAT TRAININGS:**

While Clerics and Magic-Users depend on spells, and Jacks rely on a series of skills, Fighters rely on their weaponry and Combat Trainings that they choose as they advance in level. All Fighters begin with 4 Trainings of their choice at level 1 and then add one more per level up to level 10. Past 10th level they gain a skill only every second level. At first level human Fighters gain one bonus training. Many trainings do not require a specific roll to take effect, however, some may require ability checks or saving throws in some situations. In the list of Combat Trainings, the term Trained Fighter means a fighter-class character who has chosen this training and has the correct equipment.

**ALERT REACTION:** a trained Fighter can move or raise an alarm (but not attack) during a surprise round when he is the one surprised, if he rolls his WIS or less on a d20.

**AMBUSHER:** while most characters who achieve surprise or attack an enemy from hiding, while invisible or otherwise sneaking or undetected, or while the target is fleeing gain a +2 to hit and double their total damage, a trained Fighter increases that advantage to +3 to hit and 3 times total damage if he rolls his DEX on less on a d20. Missile weapons used in an ambush must be shot from 60’ or less.

**AVERT YOUR EYES:** a trained Fighter can get a second saving throw against being turned to stone by a basilisk, cockatrice or medusa, or any other time the idea of “don’t look” is applicable.

**BERSERK RAGE**: a character with this skill may take 1 combat round to prepare and then on a will go into a mad battle-rage, gaining +2 on his damage rolls, does not need to make Morale Checks, and gets +6 to saves vs Fear spells or effects. If he his hit for damage by weapon, claw or spell he will be forced into the same rage, unless he makes a save. The Fighter +2 class bonus does apply to this save. Once in a rage, he must continue attacking all around him, his friends even, if he should run out of enemies, until he makes a Saving Throw to come out of the rage.. Badgermon get this training for free.

**BRAWLER**: a trained Fighter does 1d4 damage with kicks and punches instead of 1 point for fists or 1-2 for kicks.

**BUCKLER EXPERT:** a trained Fighter can gain the +1 AC for using a buckler, but still hold something in his shield hand, even use a 2-handed weapon while gaining the buckler AC bonus.

**BUSTER:** a trained Fighter can open a chest, door or other container in a single attempt (see Breaking Things rules), it’s quicker and more likely to succeed having this training, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this training for free.

**CRACK THE SHELL:** a trained Fighter using a weapon that has the AM code (anti-mail) gains a +1 to hit against targets wearing scale, lamellar or chain mail armors (or reptilian monsters or animals with scaly hides). If the weapon has the AP code (anti-plate) he gains a +2 to hit targets in brigandine or plate armor (or bugs, turtles or crab like monsters or rock-like or metallic monsters).

**DEFENSIVE FIGHTER**: a trained fighter can apply his entire attack bonus from the progression chart above to his AC when making a parry, instead of the usual +2.

**DISARM**: if a trained Fighter is using a weapon with the code DA against an enemy who is using a weapon of an equal or smaller size code, he can attempt to knock the enemy’s weapon out of his hand. The fighter must make a “to hit” roll against AC 15, and then the target must make a saving throw or see his weapon fly off onto the ground.

**FAST WEAPON FIGHTER**: a trained fighter using any size S melee weapon gets a bonus attack each round when fighting an enemy who either is Size L or G, or is using a Size L or G weapon.

**FIRST AID**: a trained Fighter can patch up wounded after a battle by making an INT d20 check, healing 1d4 hit points. 1 attempt per person per battle and it must be attempted within 1 hour of the damage being taken. It takes 1 turn to attempt, so at most 6 healing attempts can be made by the Jack after any battle. Unskilled characters can make an attempt by rolling INT on less on a d100. First Aid can also be used to stop the 1 hp/round blood loss of a critically injured character (but not to restore one to consciousness). Requires a Healer’s Bag.

**FORAGER:** a trained Fighter can find enough food and water for 1d4 people per day of normal travel (except in desert, high mountain or artic conditions) by making a WIS d20 check. He can double that amount if he does no traveling. Any day that his roll fails means that the area is “played out” for at least a week (Judge’s ruling for time).

**HACK ON THE RUN**: a trained fighter can interlace his movement with his melee attacks in any proportion. For example, Thorvald who has a move of 25’, he moves 5’ then kills an orc, but since he has “Rampage” he’s eligible for another attack, he moves 10 more feet and hacks down a second and then 10’ more and then hacks a third. Most other characters can only move before they make attacks or after their attacks are finished.

**HIDE IN THE FOREST:** a trained Fighter can find a tree or bush in which to hide, motionless until an enemy passes by or turns his back by rolling a WIS d20 check, other characters have to rely on the surprise roll. This skill works day or night, provided there are ample trees, bushes or undergrowth in which to hide.

**HORSE ARCHER:** a trained Fighter, who has also taken the Horseman training, can shoot a missile from horseback without the -4 to hit penalty.

**HORSEMAN:** a trained fighter ignores the -1 to hit penalty with melee weapons while fighting from horseback. He can also leap on or off his horse with a DEX d20 check, without using an attack or move, unless he fails the check, which means loses both. He also gains +1 AC to himself and his horse when attacked by enemies who are not mounted. Only trained fighters can have their warhorses attack enemies while someone is mounted on them (the horse must be a warhorse and still may not both move and attack if mounted). This training is required to take Lancer or Horse Archer traininings.

**LANCER:** a trained Fighter, who has also chosen the Horseman training, using any sort of Lance and riding on a Warhorse (or warlike fantasy mount) will gain a +2 to hit and doubles his entire damage total against the first target he attacks in a round provided he has made a charge.

**MIGHTY BLOW:** a trained Fighter can once per turn (10 minutes) elect to strike a Mighty Blow. He may not move during the round, must be using a weapon in 2 hands, and suffers a -4 to hit. However, he adds his entire STR ability score to his damage total. He may take this training multiple times, each choice allows him an additional great blow per 10 minutes. If the fighter misses the attack, he must make a saving throw or he has shattered his weapon in a fearsome crash into the ground, if the weapon is magical, it is merely shaken out of his hands by the impact.

**MIGHTY WAR CRY**: a trained Fighter can make a mighty shout or blast on a war horn to intimidate enemies. Spending both a move and an action, up to once per 10 minutes, enemies within 60’ must make a morale check or retreat.

**MOVE SILENTLY:** a trained Fighter can sneak away or up behind someone who is looking the other way by making a DEX d20 check. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their Move Silently will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get an ambush attack attempt. Fighters may not wear scale, chain, brigandine or plate armor when moving silently.

**NOT SO FAST**: a trained Fighter gains an Extra attack against 2 opponents who move out of melee contact in a round (not doing Fighting Withdrawal) instead of the usual 1. At 5th level, that increases to 3 opponents, at 10th level to 4 opponents.

**ON GUARD**: a trained Fighter with a melee weapon can give up his move and attack and keep his weapon aimed at a particular target or spot. If the target moves, the fighter can instantly hack, before the target can otherwise act. If a spot is chosen, the fighter can hack the first enemy who crosses or enters the spot instantly, regardless of whose round it is as an extra attack. A character with a R1 weapon can make that spot 5’ away from contact, a character with a R2 weapon can make that spot or target.

**OVERWATCH**: a trained Fighter with a missile weapon can give up his move and attack and keep his weapon aimed at a particular target or spot. If the target moves, the fighter can instantly shoot as an extra attack, before the target can otherwise act. If a spot is chosen, the fighter can shoot the first enemy who crosses or enters the spot instantly as an extra attack regardless of whose round it is.

**QUICK DRAW:** a trained Fighter may switch weapons during a round (for example, put away bow, get out sword and shield) without using his attack or move or without dropping an item onto the ground.

**RALLY THE TROOPS**: a trained Fighter may use an entire round to make a heroic exhortation to any soldiery under his authority within 60’ which will rally those with broken morale and make them immune to morale checks for the next 1d4 rounds.

**RAMPAGE:**  Any time a trained Fighter drops an enemy to 0 hit points or below in hand-to-hand combat (not missile fire), he may make an Extra Attack against any opponent in reach. He may repeat this each time he drops an enemy to a maximum of 1 Extra Attack per experience level or 8, whichever is lower, in any given round. The Judge may grant this power to monsters (e.g. Trolls, Dragons or Giants) at his discretion.

**REACH FOR IT:** if a trained Fighter has a weapon that is longer that his opponent’s on the round that the two first come into melee contact (when neither was currently in contact with anyone) then the Fighter gains a extra attack, before the opponent may attack. This extra attack does not stack with the extra attack for *On Guard*. Weapons rated from longest to shortest as follows: Those with R2 code are longest, then R1, then size code L, then code M, then code S, then fists. If the opponent is an animal or monster that does not typically use weapons, then count their length as 1 less than their sized code. So a size L bull would count as a code M weapon.

**RECRUITMENT**: a trained Fighter can replace a general search for henchmen or hirelings with a specific one by making a CHA d20 check. It still takes a week but costs no money and results with the recruiter finding a candidate with exactly specified class, species and special skill. A CHA d20 roll can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply—if it is a band of 1-HD orcs, bandits, dwarves, for example, they’ll want about 10gp each). You need to be able to communicate in a common language for this to work.

**SCOOPER:** a trained Fighter can pick up an item from the ground without spending either a move or attack, much less both.

**SHIELD SACRIFICE:** trained Fighter who is using a shield can declare a shield sacrifice when hit in combat. His shield is then destroyed by the blow in question, but he suffers no damage from that attack. Requires a Shield.

**SKIRMISHER**: a trained Fighter who has lost initiative and who is wearing clothes, leather, gambeson, hides or lamellar for body armor and who has no shield or only a buckler, may make his move before an enemy who has won initiative and who attempts to close to melee contact with the fighter.

**SMASH ‘EM DOWN:** if a trained Fighter is using a Size L or G weapon and hits a Size M or smaller target, the target must make a save or be knocked prone.

**SPLIT-FIRE**: a trained Fighter may move part of his movement allowance, shoot any missile weapon, and then move the rest of his movement. Normally, shooting ends movement.

**SPEAR FIGHTING**: A trained Fighter who is using a Spear, Bill, Halberd, Pike or Lance can get several benefits:

1. He may make a melee attack when not in melee contact, up to 5’ away (10’ for pikes).
2. He may make a melee attack when in the 2nd row of a formation (and 3rd for pikes) against those in contact with the first row.
3. If he makes a melee hit (with a Spear or Pike only) he will score double total damage scored if the target had charged during that round.
4. He ignores the -2 attacking from height disadvantage when attacking an enemy mounted on a horse or similar mount.

**SPLIT OR HOOK SHIELD:** A Fighter using a weapon with the SS code (mostly axes) can declare he is attempting to Split or Hook an enemy’s shield. He rolls to hit vs AC 15, but instead of doing damage on a hit, the defender must make a Saving Throw or else ,at the attacker’s choice, have his shield split into pieces, destroyed, or it will be hooked and yanked out of his hands onto the ground. Magic shields and Sturdy Shields (see book 4) are always hooked, not destroyed.

**STAND AND FIGHT:** A trained fighter can use his Move Action to make a melee attack. In other words, if he does not move, he may make 2 regular attacks with a hand-to-hand (melee) weapon. This might give him an extra opportunity to make a Rampage extra attack, but does not double the number of Rampage attacks he can make per round.

**SWEEP LOW**: a trained fighter can use his leg or a weapon with a long haft (spear, bill, staff, halberd, great axe, maul) to try to sweep the legs out from under an opponent. He must hit AC 15, and the target then makes a saving throw or is knocked prone.

**TACTICAL REPOSITION:** a trained Fighter can safely move away from 1 foe in melee contact, without spending his attack or move (other than for actually moving) per round.

**TOO STUBBORN TO DIE:**  a trained Fighter brought to 0 hit points or fewer, he can remain conscious and keep fighting if he makes a saving throw. He may still be losing 1 hit point per round due to blood loss. He can keep fighting until hit again, at which he must make a saving throw or fall unconscious. When he reaches a negative number of hit points greater than his CON, he will automatically die. When all enemies are dead or out of sight, he will collapse into critically injured unconsciousness.

**UNARMORED FIGHTING:** a trained Fighter adds +1 to his AC when wearing no body armor or using no shield at all. He may take this training up to 8 times and the AC bonus stacks.

**UNHORSE:** When a trained Fighter uses a weapon with the “UH” code against a target mounted on a

horse (or similar mount) he can declare he intends to unhorse the target. If he scores a hit vs AC 15, the target suffers no damage, but must make a Saving Throw, or he will be knocked prone to the ground, off his horse. He must make a second save or he will be stunned, missing his next round, and suffer 1d4 damage.

**COMBAT MODS:**

Gang Up: +2 to hit for all attackers if 4 or more

Melee vs. Prone Target: +3

Missiles vs. Prone Target: -3

Sword or Dagger vs. Prone in Plate: additional +2

Melee attack while yourself prone: -4

Missile attacks from prone position: only crossbows, but no penalty

Rear or Surprise Attacks: +2 to hit, double

Charge: +1 to hit, +2 damage, up to double move (see Lancer and Spear Master)

Parry: give up attack: +2 AC (see Defensive Fighting)

Using a melee weapon from horse: -1 (except Horseman training)

Using a missile weapon from horse -4 (except Horse Archer training)

Attacking with height advantage (including mounted vs foot): +2

Attacking with a height disadvantage (including foot vs mounted): -2

Berserk Rage: +2 damage

Lance Charge: warhorse, lance, +2 to hit, double damage total (Lance Training)

Mighty Blow: -4 to hit, Add STR to damage, 1/10 minutes (Mighty Blow Training)

Spear/Pike vs Charge: double rolled weapon damage (Spear Fighting training)

Short Range: +1 to hit, Long Range -1 to hit