

## RATR: FIGHTER SUPPLEMENT SHEET

**Character Name:** \_\_\_\_\_ **Fighter Level:** \_\_\_\_\_

CLASS ATTACK BONUS: \_\_\_\_\_

ABILITY SCORE ATTACK BONUS: MELEE \_\_\_\_\_ MISSILE \_\_\_\_\_

MAX RAMPAGE: \_\_\_\_\_

CLASS DAMAGE BONUS: \_\_\_\_\_

ABILITY SCORE BONUS DAMAGE: \_\_\_\_\_

GREAT BLOWS: \_\_\_\_\_ ATTACKS PER ROUND \_\_\_\_\_

Weapon	Total Attack	Total Damage	Hand	Size/Range	Features

### **COMBAT MANUEVERS: FIGHTERS**

**Charge:** +1 to hit, +2 damage. Must move at least 15'.

**Disarm:** AC 15, target saves or lose weapon. Must use DA weapon.

**Fighter Rampage:** extra attack when drop enemy, up to level or 8.

**Fighting Withdraw:** avoid extra attacks by giving up attack and making half move

**Great Blow:** -4 to hit, go last, add STR to damage. Must use 2-handed weapon.

**Parry-Fighter:** add class damage to AC, may apply to missiles if you have shield

**Split Shield:** AC 15, target save or you break or yank away his shield, must use SS wpn.

**Stand and Fight:** if you don't move, you get an extra melee attack

**Unhorse:** AC 15, target saves or is unhorsed. Must use UH weapon.