

Chapter 19

Fighters: Masters of Combat

Origins

The Fighter is a class of individual as old as time itself. Even before technology... before even the most basic implements of war, those that could fight existed. While most individuals could fight, those that studied it as a vocation and mastered it in many forms, with base weapons, and down to our day with advanced weaponry and DME, the Fighter controls the battlefield and masters it.

In Vendrosa, the Fighter can be found in the Wilds in Tribes, in Civilized noble Courts, and anywhere between. While the Fighter is a general term for one that can fight in any circumstance, they are as varied as the weapons they can use. Every people, nation, tribe and civilization have these Fighters leading their armies and soldiers.

Playing a Fighter

Fighters are one of the most diverse when it comes to playing. They have many subclasses which are all unique and full of unique flavor. You can be a tank, charging into battle with a giant axe, or swinging 2 hammers. You can be a tactician, using your weapons to further the rest of the party's effectiveness. You can be dexterous and quick, or a master of ranged combat. You can be someone that wages war with DME and weapon simultaneously, devastating your enemies.

Fighters are relatively straight forward in their progressions throughout their leveling. They gain ASI faster than any other class, and because of this have the advantage of taking Feats sooner than anyone else. They are a deadly and unique combination.

Fighter: Base Features

The Base features are things that the class gains if they start at 1st level as an Fighter. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d10 per Fighter level.

Hit Points at 1st Level: 10+ your Constitution modifier.

Hit Points at Higher Levels: 1d10+ your Constitution modifier per Fighter level after 1st.

Proficiencies

- **Armor:** Armor: All armor, shields
- **Weapons:** All weapons.
- **Tools:** None
- **Saving Throws:** Strength, Constitution
- **Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Equipment

(a) chain mail or (b) leather, longbow, and 20 arrows

(a) a martial weapon and a shield or (b) two martial weapons

(a) a light crossbow and 20 bolts or (b) two hand-axes

Alternatively, you can ignore the equipment from your class and background and start with 200 Bekkr.

Level	Prof	Features	DME Level*	ASI	Attacks Per Turn
1	2	Fighting Style, Second Wind	-	0	1
2	2	Action Surge	-	0	1
3	2	Martial Archetype	1	0	1
4	2	ASI	1	1	1
5	3	Extra Attack	1	1	2
6	3	ASI	2	2	2
7	3	Martial Archetype Advancement	2	2	2
8	3	ASI	2	3	2
9	4	Indomitable	3	3	2
10	4	Martial Archetype Advancement	4	3	2
11	4	Extra Attack	4	3	3
12	4	ASI	4	4	3
13	5	Indomitable	5	4	3
14	5	ASI	5	5	3
15	5	Martial Archetype Advancement	5	5	3
16	5	ASI	6	6	3
17	6	Action Surge, Indomitable	6	6	3

18	6	Martial Archetype Advancement	6	6	3
19	6	ASI	7	7	3
20	6	Extra Attack	8	7	4

*DME Level is for DME Soldier Only

Fighter: Class Features

The Class features section allow you to further customize the base class of the Adept through level up features. Each time a character levels within the Adept class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

Fighting Style (Level 1)

At 1st level you pick a fighting style from the feats list.

Second Wind (Level 1)

At first level, on your turn, you can use a bonus action to regain hit points equal to 1d10+ your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge (Level 2 & 17th level)

Starting at second level, on your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype (Level 3, 7, 10, 15, 18)

At third level, you choose an archetype that you strive to emulate in your combat styles and techniques. It grants you a feature a 3rd level, and again at 7th, 10th, 15th, and 18th level.

- Battle Master, Brute, Cavalier, Champion, DME Sniper, Eldritch Knight, Samurai

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack (Level 5, 11, 20)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable (Level 9, 13, 17)

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Martial Archetype: Battle Master

Battlemasters are masters at controlling the combat scenario to their benefit. They can use the terrain, the weaknesses of their opponent, or tactical strikes to impose advantage on themselves and disadvantage on their foes.

Battle Maneuvers (Level 3, 7, 15)

You learn three special maneuvers. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

- **Saving Throws:** Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows: Maneuver save DC: 8+ your proficiency bonus+ your Strength or Dexterity modifier (your choice).
- **Superiority Dice:** You start with four superiority dice, which are d8s, and you expend one whenever you use a maneuver. You regain them all when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Maneuvers List (Starting at level 3)

This list goes in alphabetical order.

- **Commander's Strike:** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
- **Disarming Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.
- **Distracting Strike:** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.
- **Evasive Footwork:** When you move on your turn, you can expend a superiority die, adding the total to your AC until you stop moving.

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- **Feinting Attack:** You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. Until the end of the turn, you have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.
- **Goaded Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has a disadvantage on all attack rolls against targets other than you until the end of your next turn.
- **Lunging Attack:** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.
- **Maneuvering Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
- **Menacing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- **Parry:** When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.
- **Precision Attack:** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
- **Pushing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
- **Rally:** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.
- **Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee attack against the creature. If you hit, you add the superiority die to the attack's damage roll.
- **Sweeping Attack:** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.
- **Trip Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw or be knocked prone.

Student of War (Level 3)

At 3rd level, you gain proficiency with one type of artisan's tool of your choice.

Know Your Enemy (Level 7)

Starting at 7th level, if you spend 1-minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior regarding two of the following characteristics of your choice: Strength score, Dexterity score, Constitution score, Armor Class, Current hit points, Total class levels (if any), Fighter class levels (if any).

Improved Combat Superiority (Level 10)

When you reach 10th level, your superiority dice turn into d10. When you reach level 18, your dice turn into d12.

Relentless (Level 15)

Starting at level 15, whenever you roll for initiative and have zero superiority dice, you get 1 superiority die back.

Martial Archetype: Cavalier

The Cavalier is a Fighter that has mastered the art of combat from the seat of an animal or vehicle. No other combatant will ever reach the natural disposition of these Fighters while on the seat of their mount.

Born to the Saddle (Level 3)

Starting at 3rd level, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark (Level 3)

Starting at 3rd level, when you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends

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early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level. Regardless of the number of creatures you mark, you can make this special attack several times equal to your Strength modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Warding Maneuver (Level 7)

At 7th level, if you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. You can use this feature several times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Hold the Line (Level 10)

At 10th level, creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Ferocious Charger (Level 15)

Starting at 15th level, if you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

Vigilant Defender (Level 18)

Starting at 18th level, in combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

Martial Archetype: Champion

Champions are Fighters with innate power and talent. They fight with their heart and passions and have a bit of luck behind them more than others. They tend to be less trained than other fighters, but make up for it in raw talent.

Improved Critical (Level 3)

Starting at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete (Level 7)

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by several feet equal to your Strength modifier.

Additional Fighting Style (Level 10)

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical (Level 15)

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor (Level 18)

At 18th level, at the start of each of your turns, you regain hit points equal to 5 + your constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Martial Archetype: Commander

Commanders are the Fighters that lead other men and women into battle. They inspire those around them to push harder, faster, and stronger. They are leaders amongst men in the theatre of war.

Rallying Cry (Level 3)

At 3rd level, when you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

Royal Envoy (Level 7)

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance. Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

Inspiring Surge (Level 10)

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That

creature can make one melee or ranged weapon attack with its reaction, if it can see or hear you. Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.

Bulwark (Level 15)

Beginning at 15th level, when you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

Martial Archetype: DME Sniper

The DME Sniper has learned how to make their ranged attacks even more deadly by channeling DME directly into the ammunition they are using. They are able to touch DME, but they have a limited amount of control over it. Like their ability to focus on a target from a distance, their DME abilities are as hyper focused.

Bonus Proficiency (Level 3)

Become Proficient in Firearms.

DME Lore (Level 3)

At 3rd level, you gain the proficiency is DME, and you gain the Mending Trick.

DME Shot (Level 3)

At 3rd level, when you gain this feature, you learn two DME Shot options of your choice. Once per turn, when you use a firearm or other ranged attack as part of the Attack action, you can apply one of your DME Shot options to that arrow. You decide to use the option when the attack hits a creature, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest. You gain an additional DME Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter. The options are all considered enhanced effects. If an option requires a saving throw, your DME Shot save DC equals 8+ your proficiency bonus+ your Intelligence modifier.

- **Banishing Shot:** The creature hit by the arrow must also succeed on a Charisma saving throw or be banished to the ethereal plane. While banished in this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied. After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.
- **Beguiling Shot:** The creature hit by the attack takes an extra 2d6 psychic damage and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw. The psychic damage increases to 4d6 when you reach 18th level in this class.
- **Bursting Shot:** Immediately after the attack hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each. The force damage increases to 4d6 when you reach 18th level in this class.
- **Enfeebling Shot:** The creature hit by the attack takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn. The necrotic damage increases to 4d6 when you reach 18th level in this class.
- **Grasping Shot:** The creature hit by the attack is wreathed in brambles and takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your DME Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again. The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.
- **Piercing Shot:** When you use this option, you don't make an attack roll for the attack. Instead, the shot forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The shot passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the shot, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage. The piercing damage increases to 2d6 when you reach 18th level in this class.
- **Seeking Shot:** When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The shot flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the shot disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the shot, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location. The force damage increases to 2d6 when you reach 18th level in this class.
- **Shadow Shot:** The creature hit by the shot takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn. The psychic damage increases to 4d6 when you reach 18th level in this class.

Empowered Shots (Level 7)

At 7th level, whenever you fire a non-enhanced ranged attack, you can make it enhanced for the purpose of overcoming resistance and immunity to non-enhanced attacks and damage. The DME fades from the shot immediately after it hits or misses its target.

Curving Shot (Level 7)

At 7th level, when you make an attack roll with a shot and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Ever-Ready Shot (Level 15)

Starting at 15th level, if you roll initiative and have no uses of DME Shot remaining, you regain one use of it.

Martial Archetype: DME Soldier

The DME Soldier is a Fighter that has studied and learned how to fight with DME to enhance themselves and their fighting prowess. They are formidable without the DME assistance as is any Fighter, but with it, they are truly deadly.

Tricks (Level 3)

You start with 2 tricks from the Tricks list. At level 10 you gain a 3rd Trick.

DME Pool & Manipulation (Level 3)

At 3rd level you know 3 first level DME Powers from the Dimensional and Enhancement list. Intelligence is your modifier. Every time you gain a DME level, you can add 1 DME Power to your list. You also gain 1 additional power at 8th, 14th, and 20th level. DME save DC= 8+ your proficiency bonus+ your Intelligence modifier. DME Attack modifier= your proficiency bonus+ your intelligence modifier. See the Chart above for levels.

War DME (Level 7)

At level 7, you can use your action to activate a trick and make one weapon attack as a bonus action.

DME Strike (Level 10)

At level 10, any creature you hit with a weapon attack has disadvantage on its next save it makes against an activation you activate before the end of your next turn.

DME Charge (Level 15)

At level 15, you can teleport up to 30 feet to a space you can see when using your Action Surge. The teleport can take place before or after the Action Surge.

Improved DME (Level 18)

At level 18, you can make one weapon attack as a bonus action whenever you use your action to activate a power.

Martial Archetype: Honorguard

The Honorguard is a master of the blade and tradition. They become one with it and it is an extension of themselves. It is a way of life for them, full of honor and tradition. They often find themselves in the courts of nobles or are of noble birth themselves.

Bonus Proficiency (Level 3)

At 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Fighting Spirit (Level 3)

Starting at 3rd level, as a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of temporary hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level. You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

Elegant Courtier (Level 7)

Starting at 7th level, whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier. You also gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Tireless Spirit (Level 10)

Starting at 10th level, when you roll initiative and have no uses of Fighting Spirit remaining, you regain one use.

Rapid Strike (Level 15)

Starting at 15th level, if you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can only do so once per turn.

Strength Before Death (Level 18)

Starting at 18th level, if you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious and immediately take an extra turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points. Once you use this feature, you can't use it again until you finish a long rest.