

[The purpose of this document is to clarify and codify minor changes made to the Fighter class and its sub-classes in DC's campaign world. It is pointless to present the class in its entirety here. Please refer to the Player's Handbook or other rule books as needed, except as indicated below]

FIGHTER

Fighters are by far the most common character class on Oerth. It is safe to assume that at least one half of all other human-like creatures are some form of the fighter class (usually more like 90%). The fighter is the parent of many other classes, including the ranger, paladin, cavalier, barbarian, samurai, bushi, berserker and others.

A fighter may specialize in as many weapons of proficiency as the character wishes. No character may ever purchase a proficiency more times than he or she has levels of experience. Therefore, no fighter may ever begin play at first level with a specialization (multiply-proficient) in any weapon. Such skill requires the fighter is at least second level. Double-specialization (triple-proficiency) requires that the fighter is at least third level.

At 1st level, a fighter may teach himself any standard weapon skill including a new fighting style (non-weapon). At 5th level, a fighter may teach himself fighting skills including combat dodge, shield use, fighting styles (full-weapon) and weapon specialization. At 10th level, a fighter may teach himself double weapon specialization or double-weapon fighting styles. At 15th level, a fighter may teach himself triple weapon specialization or just about anything else. Prior to these levels, a fighter must find a mentor to learn the desired skill. It is conceivable that a lower level fighter could teach himself a given skill without a mentor, but this would require the character to burn experience to do so. Non-fighters cannot self-train in weapon proficiencies until at least 5th level and cannot pick up fighting skills such as combat dodge or shield use without aid until 10th level.

The following applies to the fighter class as well as all fighter sub-classes:

- When a fighter gains an additional attack every other round (usually at 7th level), the fighter also enjoys a +1 to damage with all weapons and a +1 to AC. Both of these bonuses represent the vast experience the fighter has had in combat. The damage bonus reflects the fighter's knowledge of weaponry, sword-play and anatomy. The bonus to armor class reflects the fighter's ability to roll with a blow, dodge out of the way, expect an attack from a given quarter, etc. Both bonuses apply in nearly any situation conceivable. These bonuses increase to +2 when the fighter gains two strikes per round (usually at 13th level).
- A fighter can strike once per level per round when fighting opponents of under one hit die (goblins, kobold, giant rats, etc). A fighter also gets this many attacks when slaying completely helpless opponents which are under two hit dice or fourth level. When taking this many strikes per round, the fighter should NOT be informed if the victim of an attack is not killed; if the fighter wants to be certain than he will have to spend more time on each strike. Victims not slain outright suffer a critical hit in addition to normal damage.
- Higher level fighter can survive (albeit in a coma) negative hit point totals. Each time a fighter advances a saving throw rank (at 3rd, 5th, 7th, 9th, 11th, 13th, 15th and 17th), the fighter's threshold between death and coma increases by one. Thus, a 3rd level fighter reduced to -1 hit points would collapse into a coma but would not bleed to death. Likewise, a 7th level fighter can survive being reduced to -3 hit points. For more information, please refer to DC's rules on "Surviving Death".