

The Improved Fighter

Ability Score: +2 Strength or +2 Constitution as long as it not the same one as your racial bonus

Gear:

Fighter Armor

Type	Base AC
None	10
Light	13
Heavy	15
Shield	+1

Fighter Melee Weapon

One-Handed	Two-Handed
Small 1d4 dagger	1d6 club
Medium 1d6 shortsword, hand axe	1d8 spear
Heavy or Martial 1d8 longsword, warhammer	1d10 greatsword, greataxe

Fighter Ranged Weapon

Thrown	Crossbow	Bow
Small 1d4 dagger	1d4 hand crossbow	--
Medium 1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial --	1d8 heavy crossbow	1d8 longbow

Basic Attacks

<p>Melee Attack At-Will Target: One enemy Attack: Strength + Level vs. AC Hit: WEAPON + Strength damage Miss: Damage equal to your level</p>	<p>Ranged Attack At-Will Target: One enemy Attack: Dexterity + Level vs. AC Hit: WEAPON + Dexterity damage Miss: —</p>
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Fighter Level	Total Hitpoints	Total Feats	Maneuvers Known (M)	Maneuver Pool Available (M)	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability
Level 1 Multiclass	(Avg. of both classes) x 3	As 1st Level PC	2	1st Level	1 or 2 (Total 3)	<i>Not Affected</i>	Ability Modifier
Level 1	(8 + CON Mod) x 3	1 Adv	3	1st Level	3		Ability Modifier
Level 2	(8 + CON Mod) x 4	2 Adv	4	1st Level	3		Ability Modifier
Level 3	(8 + CON Mod) x 5	3 Adv	4	3rd Level	3		Ability Modifier
Level 4	(8 + CON Mod) x 6	4 Adv	5	3rd Level	3	+1 to 3 abilities	Ability Modifier
Level 5	(8 + CON Mod) x 8	4 Adv 1 Chp	5	5th Level	3		2 x Ability Modifier
Level 6	(8 + CON Mod) x 10	4 Adv 2 Chp	6	5th Level	4		2 x Ability Modifier
Level 7	(8 + CON Mod) x 12	4 Adv 3 Chp	6	7th Level	4	+1 to 3 abilities	2 x Ability Modifier
Level 8	(8 + CON Mod) x 16	4 Adv 3 Chp 1 Epic	7	7th Level	4		3 x Ability Modifier
Level 9	(8 + CON Mod) x 20	4 Adv 3 Chp 2 Epic	7	9th Level	4		3 x Ability Modifier
Level 10	(8 + CON Mod) x 24	4 Adv 3 Chp 3 Epic	8	9th Level	4	+1 to 3 abilities	3 x Ability Modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Fighter Stats

Ability Bonus	+2 Str or +2 Con (different from racial)
Initiative	Level + Dex Mod
Armor Class (heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Armor class (shield and heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha
Hit Points	(8+ Con Mod) x Level Progression
Recoveries	(probably) 9
Recovery	(1d10 x Level) + Con Mod
Backgrounds	8 points, max 5 in one background
Icon Relationships	3 points
Talents	3 (see level progression)
Feats	1 per level

Class Features

Extra Tough

You start with nine recoveries instead of the usual eight.

Adventurer Feat: Increase your total recoveries by 1.

Threatening

Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier, whichever is higher.

Adventurer Feat: Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier. At 5th level, damage is double the modifier. At 8th level, it's triple.

Champion Feat: Whenever an enemy fails to disengage from you, it's vulnerable to your attacks for the rest of the battle.

Class Talents

Cleave

Once per round, make a fighter melee attack as a free action after one of your melee attacks drops a non-mook enemy to 0 hp.

Adventurer Feat: If you have your move action available, you can use it before making your Cleave attack to reach an enemy you are not already engaged with.

Champion Feat: If you have your move action available and are already engaged, you may pop free from one enemy to reach an enemy you are not already engaged with.

Epic Feat: You gain a +4 attack bonus with your Cleave attacks.

Comeback Strike

Once per battle as a free action, make another attack with a –2 penalty after your first fighter attack during your turn misses.

Adventurer Feat: You no longer take the –2 penalty to your Comeback Strike attacks.

Champion Feat: Once per day, you can use Comeback Strike twice in a battle.

Epic Feat: You gain a +4 attack bonus with your Comeback Strike attacks.

Counter-Attack

Once per round when an enemy misses you with a natural odd melee attack roll, you can make a basic melee attack dealing half damage against that enemy as a free action. (The attack can't use any limited abilities or flexible attack maneuvers.)

Adventurer Feat: Your Counter-Attack attack now deals full damage.

Champion Feat: You can use Counter-Attack once per turn instead of once per round (in effect, you're free to Counter-Attack once per enemy turn) when the escalation die is even.

Epic Feat: Once per battle, counter attack may trigger on a natural even melee attack roll.

Deadeye Archer

Your attacks with d8 ranged weapons (heavy crossbow, longbow) now deal d10 damage per level. Your attacks with d6 ranged weapons (light crossbow, shortbow) now deal d8 damage per level. In addition, your misses with basic ranged attacks deal damage equal to your level.

Adventurer Feat: If you spend a quick action to aim before making a ranged basic attack, add your Dexterity modifier to the damage if you miss.

Champion Feat: Once per battle, expand your crit range with a fighter ranged attack by 4 (usually to 16+) for that attack.

Epic Feat: Your crit range with ranged weapon attacks expands by 1 (usually to 19+).

Heavy Warrior

Once per battle, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

Adventurer Feat: Once per day, you can use Heavy Warrior twice in a battle (against different attacks).

Champion Feat: You can also use the power against an attack that targets PD.

Epic Feat: You can also use the power against an attack that targets MD.

Power Attack

Once per battle, you can deal the following additional damage after rolling to confirm:

Deal 1d4 additional damage per level if you are using a onehanded weapon.

Deal 1d6 additional damage per level if you are using a twohanded weapon.

Adventurer Feat: You deal the additional Power Attack damage even if the attack misses.

Champion Feat: One battle per day, you can use Power Attack twice in the battle.

Epic Feat: One-handed weapon damage using Power Attack increases to 1d6 per level; two-handed weapon damage using Power Attack increases to 1d8 per level.

Skilled Intercept

Once per round as a free action, roll a save (11+) to make an enemy moving to attack one of your allies attack you instead. Take half damage from this attack if you are wearing heavy armor.

Adventurer Feat: You gain a bonus to your Skilled Intercept save equal to the escalation die.

Champion Feat: Once per battle, you can take no damage from the moving enemy's attack.

Epic Feat: You gain an additional bonus to your Skill Intercept save equal to your constitution modifier.

Tough as Iron

Once per battle, you can rally using a quick action instead of a standard action.

Adventurer Feat: Once per day, you can rally twice during a battle as a quick action, without needing to roll a save for the second rally.

Champion Feat: Increase your total number of recoveries by 2.

Epic Feat: When you roll a natural 18+ with an attack, you gain an additional use of Tough As Iron this battle.

Maneuvers

1st Level Maneuvers

Brace for It

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

3rd Level: Brace for it now works against a critical hit from any type of attack.

Champion Feat: Brace for it works against the next three critical hits you take.

Carve an Opening

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Your crit range with melee and ranged attacks expands by a cumulative +1 this battle until you score a melee or ranged critical hit. When you score a melee or ranged critical hit, your crit range drops back to normal.

Champion Feat: The crit range bonus from carve an opening is +2 instead of +1.

Deadly Assault

Flexible melee or ranged attack

Triggering Roll: Any natural even roll

Effect: Deal +2 damage per level if you hit.

8th Level: Deal +3 damage per level if you hit.

Defensive Fighting

Flexible melee attack

Triggering Roll: Any natural odd roll or natural 16+ (Shield)

Effect: Gain a +2 bonus to AC until the end of your next turn. Reminder, this does not stack with itself.

Champion Feat: You also gain the bonus to Physical Defense.

Epic Feat: You also gain the bonus to Mental Defense.

Grim Intent

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage.

5th level: Add 2 total WEAPON dice

8th level: Add 3 total WEAPON dice.

Heavy Blows

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: Add damage equal to the escalation die (minimum 1) if you hit.

Adventurer Feat: You can deal this extra damage on a miss.

5th Level: Deal double the escalation die (minimum 1) in damage.

8th Level: Deal triple the escalation die (minimum 1) in damage.

Precision Attack

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: You gain a bonus to the damage roll equal to your Dexterity modifier. At 5th level, the damage bonus increases to double your Dexterity modifier; at 8th level the damage bonus increases to triple it.

Adventurer Feat: You can now use precision attack with a ranged attack.

Second Shot

Flexible ranged attack

Special: You can only use this once per round.

Triggering Roll: Any natural even roll or a natural 16+

Effect: After this attack, you can make a basic ranged attack with the same weapon with a –4 attack penalty. If this was triggered with any natural even roll, you can't use any maneuvers with the second attack and the attack deals half damage.

Adventurer Feat: The second shot attack penalty is –2 instead.

Champion Feat: Second shot no longer deals half damage if triggered with a natural even roll.

Bash!

Flexible melee attack

Triggering Roll: Any natural odd roll or Any hit (Shield)

Effect: The target pops free of yourself or one ally of your choice. Once per battle, you can also daze the target. (save ends) If you're using a shield, this maneuver triggers on any hit.

Adventurer Feat: You can make the target pop free of yourself and any number of allies you decide on.

Champion Feat: You can daze an enemy twice per battle now.

Keep Up The Pressure!

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll or Any Miss (Two-Weapons)

Effect: Gain a +2 bonus to attack against that enemy for the rest of the battle. If you are wielding two weapons, you can trigger this move on any miss.

Champion Feat: The first time you attack the enemy after using this maneuver, the bonus is +4 instead.

Taunt

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: One enemy must focus their actions against you on their next turn.

Champion Feat: This is now a save ends effect.

3rd Level Maneuver

Hack & Slash

Flexible melee attack

Special: You can use this maneuver only once per round.

Triggering Roll: Any natural even roll

Effect: Make another melee weapon attack against a different, engaged target at a -4 penalty. You can't use maneuvers with this second attack.

Champion Feat: The second shot attack penalty is -2 instead.

Make 'em Flinch

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: Add the higher modifier from your Strength or Dexterity to damage. At 5th level the damage bonus increases to double your chosen modifier; at 8th level the damage bonus increases to triple it.

Champion Feat: You now add both your Strength and Dexterity mod to damage.

Punish Them

Flexible melee attack

Special: You can use this maneuver only when you make an opportunity attack.

Triggering Roll: Any natural even roll

Effect: The target is dazed until the end of its turn. If the target was moving, it stops moving and loses the rest of its move action.

Adventurer Feat: Once per battle, you can use this on a normal attack.

Champion Feat: The dazed effect is now save ends.

Epic Feat: The target is now weakened (save ends) instead of dazed.

Steady Now

Flexible melee attack

Special: You can only use this maneuver once per battle

Triggering Roll: Any natural odd roll

Effect: You gain temporary hit points equal to your Constitution modifier times your level.

Champion Feat: The temporary hit points increase to double your Constitution modifier times your level.

Strong Guard

Flexible melee attack

Triggering Roll: Any natural odd roll or any miss (shield)

Effect: One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until you are no longer next to them. If you're using a shield, this maneuver triggers on any miss.

Champion Feat: Bonus also applies to PD.

Epic Feat: Bonus increases to +3.

5th Level Maneuvers

A Dozen Cuts

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8th level.

Champion Feat: Once per battle, you can trigger a dozen cuts with a natural odd hit.

Hero's Skill

Flexible melee or ranged attack

Triggering Roll: Any natural even roll

Effect: Add +2 to the attack roll. The attack deals half damage on a hit.

Champion Feat: Add +4 to the attack roll instead of +2.

Epic Feat: The damage is no longer halved on a hit.

Arrow To The Knee!

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: The target is stuck until the end of his next turn.

Champion Feat: The effect is now save ends.

Epic Feat: The effect now lasts until the end of battle.

Sword Master's Anticipation

Flexible melee attack

Special: You must have the Skilled Intercept talent to use this maneuver.

Triggering Roll: Any natural odd roll

Effect: The next time you use Skilled Intercept this battle, your Skilled Intercept save automatically succeeds.

9th level: You may also make an opportunity attack against the target of your automatic skilled intercept.

7th Level Maneuvers

Never Surrender

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: You can roll a save against a save ends effect. You gain a bonus to the save equal to your constitution modifier.

Spinning Charge

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: If you hit, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy. You can't use any maneuvers with the second attack.

Sword of Destiny

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll (Once Per Battle) or a Natural 20 (At-Will)

Effect: You can heal using a free recovery.

9th Level Maneuvers

Combat Mastery

Flexible melee or Ranged attack

Special: You can use this maneuver only once per battle.

Triggering Roll: Any natural even roll

Effect: Increase the escalation die by 1.

Set 'em Up

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: The crit range of your attacks against the target expands by 3 (generally 17+) as long as you are engaged with it.

Epic Feat: The crit range bonus from set 'em up now also applies to any ally who attacks the target while you are engaged with it.

Keep 'Em Back

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: The crit range of your attacks against the target expands by 3 (generally 17+) as long as you are not engaged with it.

Epic Feat: The crit range bonus from keep 'em back now also applies to any ally who attacks the target while you are not engaged with it.

Multiclassing

Skillful Warrior

The Fighter is considered a skillful warrior for the purposes of multiclassing. As such, it's WEAPON dice do not decrease one step when multiclassing with barbarians, bards, commanders, paladins, rangers, or rogues. I'd suggest, as a houserule, including the Monk as a skillful warrior for the purposes of multiclassing.

Getting Around The Armor Problem

If your other class has attacks that don't work well when you're wearing heavy armor, consider the following feat.

Armored Warfare

Adventurer Feat: Once per battle while wearing heavy armor, use an attack from a class that normally takes an attack penalty while wearing heavy armor without taking that penalty.

Champion Feat: You can now ignore heavy armor attack penalties while the escalation die is 3+.

Freedom To Maneuver

Normally, a multiclassed fighter can only trigger maneuvers on their own basic attacks. If you find this limiting, consider the following feat.

Ambidextrous

Adventurer: Feat Once per battle, you may trigger a maneuver off a basic attack of your other class.

Champion Feat: You may trigger maneuvers off the basic attacks of your other class freely when the escalation die is 3+.

Key Modifier Table

For your convenience, I have reprinted the Key Modifier Table for multiclassing a fighter.

	Fighter
Barbarian	Str/Con
Bard	Str/Cha
Chaos Mage	Str/Cha
Cleric	Str/Wis
Commander	Str/Cha
Druid	Str/Wis
Monk	Str/Dex
Necromancer	Str/Int
Occultist	Str/Int
Paladin	Str/Cha
Ranger	Str/Dex
Rogue	Str/Dex
Sorcerer	Dex/Cha
Wizard	Dex/Int