

Fighter

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Table: Fighter

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+1	+2	+0	+0	Bonus Feat	-	-	-	-	-	-	-	-	-	-
2	+2	+3	+0	+0	Bonus Feat	-	-	-	-	-	-	-	-	-	-
3	+3	+3	+1	+1		-	-	-	-	-	-	-	-	-	-
4	+4	+4	+1	+1	Bonus Feat	-	-	-	-	-	-	-	-	-	-
5	+5	+4	+1	+1		-	-	-	-	-	-	-	-	-	-
6	+6	+5	+2	+2	Bonus Feat	-	-	-	-	-	-	-	-	-	-
7	+7	+5	+2	+2		-	-	-	-	-	-	-	-	-	-
8	+8	+6	+2	+2	Bonus Feat	-	-	-	-	-	-	-	-	-	-
9	+9	+6	+3	+3		-	-	-	-	-	-	-	-	-	-
10	+10	+7	+3	+3	Bonus Feat	-	-	-	-	-	-	-	-	-	-
11	+11	+7	+3	+3		-	-	-	-	-	-	-	-	-	-
12	+12	+8	+4	+4	Bonus Feat	-	-	-	-	-	-	-	-	-	-
13	+13	+8	+4	+4		-	-	-	-	-	-	-	-	-	-
14	+14	+9	+4	+4	Bonus Feat	-	-	-	-	-	-	-	-	-	-
15	+15	+9	+5	+5		-	-	-	-	-	-	-	-	-	-
16	+16	+10	+5	+5	Bonus Feat	-	-	-	-	-	-	-	-	-	-
17	+17	+10	+5	+5		-	-	-	-	-	-	-	-	-	-
18	+18	+11	+6	+6	Bonus Feat	-	-	-	-	-	-	-	-	-	-
19	+19	+11	+6	+6		-	-	-	-	-	-	-	-	-	-
20	+20	+12	+6	+6	Bonus Feat	-	-	-	-	-	-	-	-	-	-

Description

The fighter is, quite simply, one who seeks to master the art of fighting, and puts a level of devotion and technique to that goal well beyond the means of most. Fighters are talented violence experts, and few tread as heavily in their field.

Class Features

Hit Die: d10.

Skill Points: 2 + INT bonus, x4 at 1st level.

Class Skills: The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Weapon and Armor Proficiency: Fighters are proficient in three weapon groups, all armor and shields.

Bonus Feats

At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing normal feats.

Fighter Variants

Mystic Fighter

Although devoted to the martial arts, the mystic fighter seeks wholeness of self, and spends as much time meditating as practicing weapons play. As a result, he lacks some of the pure martial prowess of the fighter, but he often possesses surprising abilities. BAB changes to the Moderate progression (+3/4) and *all* saves become Good saves.