

BAB High

HP per Lv 7(d10)

Weapon Proficiency any 6 group (+2 group on multiclass)

Armor Proficiency Light, Medium, Heavy, Shield

Saving Throw Proficiency Fortitude

Lv	Class Ability
1st	Bonus feat
2nd	Bonus feat , bravery +1
3rd	Armor training 1
4th	Bonus feat
5th	Weapon training 1
6th	Bonus feat , bravery +2
7th	Armor training 2
8th	Bonus feat
9th	Weapon training 2
10th	Bonus feat , bravery +3
11th	Armor training 3
12th	Bonus feat
13th	Weapon training 3
14th	Bonus feat , bravery +4
15th	Armor training 4
16th	Bonus feat
17th	Weapon training 4
18th	Bonus feat , bravery +5
19th	Armor mastery
20th	Bonus feat , weapon mastery

Bonus Feats: At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats.

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex): Starting at 2nd level, a fighter gains a +1 class bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Armor Training (Ex): Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum of a 4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at his normal speed while wearing heavy armor.

Weapon Training (Ex): Starting at 5th level, a fighter select one weapon group. Whenever he attacks with a weapon from this group, he gains a +1 class bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He select another group to gain the bonus. In addition, the bonuses increase by +1.

Instead of selecting another group, the fighter may select following ability on weapon groups he has trained.

These abilities function only when the fighter is wielding a weapon from the associated group, or use the weapon if it requires attack unless otherwise noted, and use his weapon training bonus for the associated weapon group.

Abundant Tactics (Ex) The fighter adds his weapon training bonus to the number of times per day he can use a combat feat he has that allows a limited number of daily uses, such as the Stunning Fist feat.

Armed Bravery (Ex) The fighter applies his bonus from bravery to Will saving throws while wielding a weapon. The fighter must have the bravery class feature in order to select this option.

Dazzling Intimidation (Ex) The fighter applies his weapon training bonus to Intimidate checks and can attempt an Intimidate check to demoralize an opponent as a swift action instead of a standard action. If he has the Dazzling Display feat, he can use it as a standard action instead of a full-round action.

Defensive Weapon Training (Ex) The fighter gains a +1 shield bonus to his Armor Class. The fighter adds half his weapon's enhancement bonus (if any) to this shield bonus. When his weapon training bonus for weapons from the associated fighter weapon group reaches +4, this shield bonus increases to +2. This shield bonus is lost if the fighter is immobilized or helpless.

Fighter's Reflexes (Ex) The fighter applies his weapon training bonus to Reflex saving throws. He loses this bonus when he is flat-footed or denied his Dexterity bonus to AC.

Fighter's Tactics (Ex) All of the fighter's allies are treated as if they had the same teamwork feats as the fighter for the purpose of determining whether the fighter receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually have the feats themselves. The

allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the fighter to receive the listed bonus.

Focused Weapon (Ex) The fighter selects one weapon that belongs to the associated fighter weapon group. その武器のダメージダイスは d8 未満の場合、d8 になる。以後、Lv9 で d10、Lv13 で d12 とダメージダイスが増加する。

Inspiring Confidence (Ex) A number of times per day equal to his highest weapon training bonus as a swift action, the fighter can allow one ally within 30 feet to attempt a new saving throw against an ongoing fear effect. If the ally succeeds at the save, the effect ends.

Trained Initiative (Ex) As long as he is wielding a weapon from the associated weapon group or is able to draw such a weapon (even if he is not currently wielding it), the fighter applies his weapon training bonus to initiative checks. In addition, if he has the Quick Draw feat and has a weapon from the appropriate weapon group that isn't hidden, he can draw that weapon as a free action as part of making an initiative check.

Warrior Spirit (Su) The fighter can forge a spiritual bond with a weapon that belongs to the associated weapon group, allowing him to unlock the weapon's potential. Each day, he designates one such weapon and gains a number of points of spiritual energy equal to 1 + his weapon training bonus. While wielding this weapon, he can spend 1 point of spiritual energy to grant the weapon an enhancement bonus equal to his weapon training bonus as a swift action. The effect lasts for 2 minutes.

The fighter can also imbue the weapon with special ability. The fighter knows weapon special ability equals to his weapon training bonus. He can not select ability which has bonus greater than his weapon training bonus.

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Weapon Sacrifice (Ex) When weapon damage would cause the fighter or an adjacent ally to be 0 hp, as a reaction, the fighter can instead direct the damage to a weapon from the associated weapon group that he is wielding. The original target takes no damage, but the weapon becomes broken and useless until it is repaired. The fighter can use this option once per day. A fighter can take this option multiple times. Each time the fighter can use this one additional time per day.

Armor Mastery (Ex): At 19th level, a fighter gains DR 5/—; whenever he is wearing armor or using a shield.

Weapon Mastery (Ex): At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon have their damage multiplier increased by 1 (× 2 becomes × 3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.