

BAB High

HP per Lv 7(d10)

Weapon Proficiency any 6 group

Armor Proficiency Light, Medium, Heavy, Shield

Saving Throw Proficiency Fortitude

Lv	Class Ability
1st	Bonus feat
2nd	Bonus feat , &#160;bravery&#160;+1
3rd	Armor training&#160;1
4th	Bonus feat
5th	Weapon training&#160;1
6th	Bonus feat , &#160;bravery&#160;+2
7th	Armor training&#160;2
8th	Bonus feat
9th	Weapon training&#160;2
10th	Bonus feat , &#160;bravery&#160;+3
11th	Armor training&#160;3
12th	Bonus feat
13th	Weapon training&#160;3
14th	Bonus feat , &#160;bravery&#160;+4
15th	Armor training&#160;4
16th	Bonus feat
17th	Weapon training&#160;4
18th	Bonus feat , &#160;bravery&#160;+5
19th	Armor mastery
20th	Bonus feat , &#160;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  $\frac{1}{4}$  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.

**Armor Mastery (Ex):** At 19th level, a fighter gains DR  $\frac{5}{4}$ ; 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 (  $\times 2$  becomes  $\times 3$ , for example). In addition, he cannot be disarmed while wielding a weapon of this type.