**FIGHTER SUPPLEMENT SHEET**

CLASS ATTACK BONUS: \_\_\_\_\_\_\_\_\_\_\_\_\_\_

ABILITY SCORE ATTACK BONUS: MELEE\_\_\_\_\_\_\_\_\_\_ MISSILE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

MAX RAMPAGE: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

CLASS DAMAGE BONUS: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

ABILITY SCORE BONUS DAMAGE: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GREAT BLOWS: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ATTACKS PER ROUND\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- | --- |
| **Weapon** | **Total Attack** | **Total Damage** | **Hand** | **Size/Range** | **Features** |
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**COMBAT MANUEVERS—FIGHTERS**

Charge: +1 to hit, +2 damage. Must move at least 15’.

Disarm: AC 15, target saves or lose weapon. Must use DA weapon.

Fighter Rampage: extra attack when drop enemy, up to level or 8.

Fighting Withdraw: avoid extra attacks by giving up attack and making half move

Great Blow: -4 to hit, go last, add STR to damage. Must use 2-handed weapon.

Parry—Fighter: add class damage to AC, may apply to missiles if you have shield

Split Shield: AC 15, target save or you break or yank away his shield, must use SS wpn.

Stand and Fight: if you don’t move, you get an extra melee attack

Unhorse: AC 15, target saves or is unhorsed. Must use UH weapon.