

# Fighter

Fighters are substantially unchanged from the Rules Cyclopedia, the Fighter class gaining the same abilities at the same level. However, Paladins and Avengers can be played from first level, rather than level 9, and another option, the Druidic Knight is available.

	Experience	Fighter Title	Paladin Title	Avenger Title	Druidic Knight Title
1	0	Veteran (a)(e)	Gallant (b)(e)	Reprobate (c)(e)	Runner (d)(e)
2	2000	Warrior	Keeper	Bellicose	Strider
3	4000	Swordmaster	Protector	Scoundrel	Scout
4	8000	Hero	Defender	Antihero	Courser
5	16000	Swashbuckler	Warden	Villain	Tracker
6	32000	Mymidon	Guardian	Blackguard	Guide
7	64000	Champion	Chevalier	Malefactor	Pathfinder
8	120000	Superhero	Justicar	Warduke	Warden
9	240000	Lord (f)	Lord of Light (f)	Dark Lord (f)	Ranger (f)
10	360000				
11	480000				
12	600000	(g)	(g)	(g)	(g)
13	720000				
14	840000				
15	960000				
16	1080000				
17	1200000				
18	1320000				
19	1440000				
20	1560000				
21	1680000				
22	1800000				
23	1920000				
24	2040000	(h)	(h)	(h)	(h)
25	2160000				
26	2280000				
27	2400000				
28	2520000				
29	2640000				
30	2760000				
31	2880000				
32	3000000				
33	3120000				
34	3240000				
35	3360000				
36	3480000	(i)	(i)	(i)	(i)

- (a) First level fighters have knowledge of 6 weapons at basic mastery, and receive up to 6+ intelligence modifier general skills, as long as 4 of the 6 are linked to the characters background. For example a fighter from a cavalry background might have the skills riding, veterinary healing, animal handling and cavalry tactics, whereas a fighter from a piracy background might know boat piloting, rigging combat, naval tactics and profession (sailor). This is not mandatory, and a player may opt for four unlinked skills instead.
- (b) From first level, the Paladin abilities (detect evil, turn undead and cast spells as a cleric of 1/3 level, *etc.*), as well as obligations described in the Rules Cyclopedia, apply to all Paladins. In additions, Paladins gain the special clerical powers of their order, and the relevant Honour Immortal skill, four (plus any intelligence bonus) general skills, and 6 weapons at Basic mastery.
- (c) Like Paladins, Avengers gain all of the abilities and drawbacks as described in the Rules Cyclopedia, and gain the relevant abilities of their clerical order and appropriate Honour Immortal skill Avengers begin with 6 weapons at basic mastery, and an additional 4 + intelligence bonus skill slots.
- (d) Druidic Knights can cast spells as druids of 1/3 of their level (rounded down), this ability learned from the druidic circle to which they must swear fealty. Like druids, Druidic Knights cannot wear metal armour, they simply cannot have crafted metal so close to their skin, but they

can wear leather armour and use any melee or missile weapons as any other fighter. Druidic Knights suffer no restrictions on hirelings other than that imposed by their charisma scores, and in addition to 4+ intelligence bonus skills also gain tracking, survival (forest) and nature lore skills. They are welcomed in all civilised and most uncivilised lands. Like druids, Druidic Knights have no ability over undead.

- (e) From first level all fighters, paladins, avengers and druidic knights gain the first level fighter combat option set vs. charge and charge.
- (f) From level 9 the extended fighter combat manoeuvres are available (including smash, parry and disarm).
- (g) From level 12, an extra attack per round is gained. If the character is fighting with two weapons, only one attack is gained, but the character may decide with which weapon.
- (h) From level 24, a second extra attack per round is gained
- (i) At level 36, a third extra attack per round is gained.

