

# Fighter

*"I'm a lover and a fighter, baby"*

--Randall Tufftackle

Combat is a grand tradition among adventurers, and although some think wizards do the heavy lifting, it's the fighters that get all the glory. Heracles, Achilles, Beowulf, Finn McCool, all those guys, bashing away with swords and clubs and getting their ballads sung in many a pub and children's storytime at the library.

Sigil Prep's fighter program is no half-hearted attempt, tossing you a longsword and pointing you at a dragon and giving you a diploma if you survive. No, we take your education seriously, and you will be trained in any and all weapons your heart desires, from mainstays like the sword and bow, to oddities such as lengths of chain and boomerangs if that's what you really want.

It's tempting to believe that fighter studies are for jocks and don't require much work, but that's entirely untrue. Well, partially untrue. You don't need to be a genius to be a fighter, or even smart, but the program does require work. Hours and hours of weapons training and specialized combat training and being-hit-in-the-head-with-blunt-objects training... it's probably better if you *aren't* smart, honestly. But scoring high on your Strength and Constitution pre-admission physicals is definitely a plus.

## Fighter Department Basics

**Hit Dice:** 1d10 per fighter level

**Hit Points at 1<sup>st</sup> level:** 10 + your constitution modifier

**Hit Points at Higher Levels:** 1d10 + your constitution modifier per fighter level beyond 1<sup>st</sup>

**Saving Throws:** Strength, Constitution

## Departmental Requirements

Students in the Fighter Department must complete the following courses, regardless of major:

### Level Courses

#### Freshman Tier

- 1 **Fighter Combat Intensive**  
Choice of Fighting Style course  
**Developing a Second Wind**



Randall Tufftackle, human fighter (art by David Cummings)

- Choice of elective
  - 2 **Development of an Action Surge**  
Choice of elective
  - 3 **major requirements**  
Choice of elective
  - 4 **Training Level**  
Choice of elective
- Sophomore Tier*

5	<b>Swift Attacking</b> Choice of elective	When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
6	<b>Training Level</b> Choice of elective	
7	<b>major requirements</b> Choice of elective	<b>GREAT WEAPON FIGHTING</b> (fighting style) <i>The bigger the weapon, the more you can hurt with it.</i>
8	<b>Training Level</b> Choice of elective	When you roll a 1 or a 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
<i>Junior Tier</i>		
9	<b>Indomitability</b> Choice of elective	
10	<b>major requirements</b> Choice of elective	
11	<b>Swift Attacking II</b> Choice of elective	<b>PROTECTIVE FIGHTING</b> (fighting style) <i>Basic techniques in defending people who aren't you.</i>
12	<b>Training Level</b> Choice of elective	When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
<i>Senior Tier</i>		
13	<b>Improved Indomitability</b> Choice of elective	
14	<b>Training Level</b> Choice of elective	<b>TWO-WEAPON FIGHTING</b> (fighting style) <i>You got two hands. Might as well hit things with 'em.</i>
15	<b>major requirements</b> Choice of elective	When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
16	<b>Training Level</b> Choice of Elective	

### **Required Courses**

#### **FIGHTER COMBAT INTENSIVE**

*Strenuous training in all the combat we can force out of you.*

You are familiar with all armor and shields. (Without familiarity, you have disadvantage with all Strength and Dexterity checks, attack rolls, and saving throws while wearing armor).

You are proficient all simple and martial weapons.

#### **ARCHERY** (fighting style)

*Intensive ranged combat training; even though we recommend using bows, if you're bound and determined to use throwing axes... I guess.*

You gain a +2 bonus to attack rolls you make with ranged weapons.

#### **DEFENSIVE FIGHTING** (fighting style)

*The best defense is a good defense.*

While you are wearing armor, you gain a +1 bonus to AC.

#### **DUELING** (fighting style)

*Secrets of showing off and brandishing.*

#### **DEVELOPING A SECOND WIND**

(ability)

*Turning strenuous activity into its own reward.*

You gain the Second Wind ability. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this ability, you must finish a short or long rest before you can use it again.

#### **DEVELOPMENT OF AN ACTION SURGE**

(ability)

*Doing more in a day. Six seconds more.*

You gain the Action Surge ability. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and possible bonus action.

Once you use this ability, you must finish a short or long rest before you can use it again.

#### **TRAINING LEVEL**

*Required training for all students.*

On training levels, you must take two units selected from the following courses, as described in

the Electives chapter: *Charisma Training, Constitution Training, Dexterity Training, Intelligence Training, Strength Training, and Wisdom Training*. You may take both units in the same course.

### **SWIFT ATTACKING**

*You've learned to fight. Now learn to fight fast.*

You can attack twice, instead of once, whenever you take the Attack action on your turn.

### **INDOMITABILITY** (ability)

*You can stand up to anything. Until you can't.*

You gain the Indomitable ability. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

### **SWIFT ATTACKING II**

*You call that a melee? We haven't started to melee yet.*

When you use your action to Attack on your turn, you make a total of three attacks instead of one.

### **IMPROVED INDOMITABILITY** (ability)

*Sheer determination, or sheer stupid.*

You may use your Indomitable ability twice between rests.

## **Choosing Your Major**

Although many may joke about the Fighter program having the least need for brains, there are really quite a few options for careers in Fighting, several of which involve much more than hitting someone with an axe. From one-on-one combat focus to battlefield tactics, the art of war requires more than just some beefy biceps.

To seemingly contradict that thing we just said, the Combat Intensive major is presented here. Other majors will be presented in the upcoming Fighter's Course Catalog.

### **COMBAT INTENSIVE MAJOR**

*"A fighter's weapon isn't simply a tool. It is a part of the fighter. An extension of the arm. A +2 extension of the arm of sharpness."*

--Randall Tufftackle

Sometimes you just want to fight, and that's fine. There's a place of tactical masters and polearm tricks, but if you just want to carry sword and shield into battle, that's perfectly fine. And anyway, it's easier to

maintain the GPA you need to stay on the wrestling team if you don't go in for anything fancy.

The following are requirements for the Combat Intensive Major:

#### **Level Courses**

3 **Critical Improvement**

7 **Remarkable Athletics**

10 choice of Fighting Style course\*

15 **Critical Superiority**

\*(listed in the Departmental Requirements for this department)

### **Combat Intensive Major Requirements**

#### **CRITICAL IMPROVEMENT**

*Students learn to hit things ever so much harder than regular people.*

Your weapon attacks score a critical hit on a roll of 19 or 20.

#### **REMARKABLE ATHLETICS**

*Intensive athletics training for intensively in-shape students.*

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your strength modifier.

#### **CRITICAL SUPERIORITY**

*Invoking ultimate hurtiness.*

Your weapon attacks score a critical hit on a roll of 18-20.

## **Fighter Department Electives**

The following electives are available from the Fighter department:

### **DAMAGING STRIKE**

**Prerequisite:** proficiency with appropriate weapon  
*Even deadlier precision with weapons of specialization.*

Choose a weapon. When you add your strength or dexterity modifier to damage with that weapon, add half your modifier again (rounded down.) For instance, if your strength modifier is +4, you add that plus an additional +2 to the damage.

You may take this course multiple times, choosing a different weapon each time.

**Note:** Available only to Fighter students.

