

A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME



The Majestic Fantasy Realms
Fighters

Copyright 2020 Robert S. Conley

Written by Robert S. Conley
Cartography by Robert S. Conley
Layout by Robert S. Conley
Edited by

Inspiration and Design, Dwayne Gillingham

some artwork copyright, The Forge, Maciej Zagorski, Pawel Dobosz, Claudio Pozas, William McAusland, Dover Publications, Robert S. Conley, used with permission.

Some artwork copyright William McAusland, used with permission

some artwork public domain retrieved from Wikimedia Commons
at <http://commons.wikimedia.org>

Fighters

1st Level

Hit Dice

As a class you gain 1d10 HP/Level as well as max hit points at first level.

Proficiencies

Your training gives you the ability to wear any armor. You gain proficiency in all armor and shields.

Long hours of sparring have trained you in a variety of weapons. You gain proficiency in simple weapons and martial weapons.

Training as a fighter has given you proficiency in saving throws involving Strength, and Constitution Saving Throws.

Practice and instruction by your mentor have taught you several skills useful to a warrior. You gain proficiency in two skills from the following list: Acrobatics, Animal, Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Fighting Style

You focused on a single fighting style while training. You can pick one Fighting Style from below.

- **Archery**, You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense**, While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling**, When you wield a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting**, When you roll a 1 or 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 a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection**, 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.
- **Two-Weapon Fighting**, When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind

Long hours of exercise have taught you how to recover from fatigue. As a bonus action, roll 1d10 + your fighter level and regain that many hit points. You can use this once between short and long rests.

2nd Level

Action Surge

After your initial battles, you learned to tap your inner reserve for a push to finish your enemy. You gain an additional action on your turn. You can take an additional action and a possible bonus action. You can do this once between short and long rests.

3rd Level

Martial Archetype

Your training begins to specialize your fighting style. Pick a martial archetype and you gain its first feature.

4th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

5th Level

Extra Attack (x2)

You have developed lightning fast reflexes with your weapon. You can attack twice, instead of once, whenever you take the Attack action on your turn.

6th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

7th level

Martial Archetype

You continue to train in your specialty. You gain the second feature of your martial archetype.

8th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

9th level

Indomitable (x1)

You have become so tough and wily that you can save yourself even when there seems no way out to others. You can reroll a saving throw that you fail. If you do so, you must use the new roll. You can do this once between long rests.

10th Level

Martial Archetype

You have begun to master your fighting specialty. You gain the third feature of your martial archetype.

11th Level

Extra Attack (x3)

You have mastered all of the maneuvers of your weapon. You can now attack three times, whenever you take the Attack action on your turn.

12th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

13th Level

Indomitable (x2)

You have become more skilled at avoiding danger. You can reroll a saving throw that you fail. If you do so, you must use the new roll. You can now do this twice between long rests.

14th level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

15th Level

Martial Archetype

You have become a master in your fighting specialty. You gain the fourth feature of your martial archetype.

16th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

17th Level

Action Surge (x2)

You have honed your sixth sense to the point where it would take an unlikely combination of danger to take you out. You can reroll a saving throw that you fail. If you do so, you must use the new roll. You can now do this three times between long rests.

Indomitable (x3)

Your long experience with battles has honed your ability to tap into your inner reserves. You gain an additional action on your turn. You can take an additional action and a possible bonus action. You can now do this twice between short and long rests.

18th Level

Martial Archetype

You are considered to be a paragon in your fighting specialty. You gain the fifth feature of your martial archetype.

19th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

20th Level

Extra Attack (x4)

You have become inhumanly fast with your weapon. You can now attack four times, whenever you take the Attack action on your turn.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- chain mail or (b) leather armor, longbow, and 20 arrows
- a martial weapon and a shield or (b) two martial weapons
- a light crossbow and 20 bolts or (b) two handaxes
- a dungeoneer's pack or (b) an explorer's pack

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Class Features

Level	Class Features
1	Fighting Style, Second Wind
2	Action Surge (one use)
3	Martial Archetype
4	Ability Score Improvement
5	Extra Attack
6	Ability Score Improvement
7	Martial Archetype Feature
8	Ability Score Improvement
9	Indomitable (one use)
10	Martial Archetype Feature
11	Extra Attack (2)
12	Ability Score Improvement
13	Indomitable (two uses)
14	Ability Score Improvement
15	Martial Archetype Feature
16	Ability Score Improvement
17	Action Surge (two uses), Indomitable (three uses)
18	Martial Archetype Feature
19	Ability Score Improvement
20	Extra Attack (3)

Martial Archetypes

Knight

The pinnacle of combat is the mounted knight. Universally feared as shock troops nearly every realm trains and supports knights. While every Knight can fight unmounted, their training makes them superior fighters when on horseback.

3rd Level

Trained to the Saddle

You are trained to learn to how to ride a mount into combat. You gain advantage when attacking unmounted creatures while mounted. It only costs you 5 of movement for you to mount a creature. In addition, you gain advantage on ability checks with medicine to stabilize your mount if it goes down in combat. You also gain proficiency in Animal Handling.

7th Level

One with the Horse

You have mastered the art of working with your mount during battle. As a result, any attacks on your mount hits you instead. As a bonus action you can have the mount execute an attack action. Or if you moved more than half of your move prior to attacking, you can as a bonus action lean into a lance or spear and double the number of dice being rolled for damage.

10th Level

Raising the Banner

You are a commander of men. Leading troops in battle and inspiring to fight on even when all is lost. You can as a reaction call out an opportunity in combat to an ally within 30 feet. That ally will gain advantage on their attack roll. In addition as a bonus action, you can have a number of allies equal to your Charisma bonus times five, reroll any failed morale check, usually a wisdom save, with advantage. In addition you now critical on a 19 or 20 if you move more than or equal to your mount's speed towards your target.

15th level

Superior Rider

You can take a bonus action to make a single additional melee weapon attack while mounted. Your mount also gains an extra 10 feet of movement.

18th Level

Lord of Battle

Your ability to fight while mounted reaches its pinnacle. If you move equal to or more than half of your mount's movement speed towards your opponent, you can now critical on an 18, 19, or 20. You also can use your reaction to take an opportunity attack a number of times equal to your Dexterity bonus during a combat round while mounted.

Soldier

Soldiers excel at teamwork in combat. Their training in the guard or the army has honed their abilities to work with other fighters.

3rd Level

Shield Brethren

You learn to use the shield to not only protect yourself but your fellow soldiers. You can use your reaction to grant your ally, your shield's AC bonus. This ability can be used on any character with 5 feet of you. This adds on top of their existing shield bonus if already wielding a shield.

7th Level

Fighting as One

You learn to exploit the opportunities those who fight alongside help create. If you fight with an ally within five feet to either side, you gain +1d6 damage. In addition, you now critical on a roll of a 19 or 20. The additional damage does not double.

10th Level

Rally Cry

You inspire your fellow soldiers. As a reaction you can grant use of any unused Action Surges to any ally within 30 feet.

15th Level

Shifting the Line

Your experience has grown to where you can step in to cover your allies when they get attacked. As a reaction, you can step into an ally's place when they are about to be attacked. They have to be within range of your movement speed. Your ally will move to the nearest unoccupied space away from the attacker. The attacker now proceeds to attack you instead.

18th Level

Holding the Line

Your skill with polearms has grown to where you now can spot additional opportunities to attack. You can take a bonus action to make another attack with a weapon with the reach property.

Warrior

You become a warrior, trained in battle and in the use of armor and weapons. You are on the front lines of your adventuring party—going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. You are the best-equipped to dish out damage and absorb it. You serve as the sword and shield, protecting the weak and taking down your enemies. One day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility.

3rd Level

Striking for Vitals

You learn to spot the weaknesses in your opponent's fighting style and gear. Your weapon attacks score a critical hit on a roll of 19 or 20.

7th Level

The Toil of Battle

The mud and toil you have endured while fighting foes have toughened you. You can now 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.

10th Level

Wandering the World

You been nearly everywhere where there is a battle to be fought and treasure to be won. As a result, you can choose a second option from the Fighting Style class feature. You can't pick the same style you did at 2nd level.

15th Level

Cunning Strike

You have become an expert in various fighting styles along with the strength and weakness of different types of armor. Your weapon attacks score a critical hit on a roll of 18-20.

18th Level

Peak Resilience

You have fought in every region, under nearly every condition and attained the pinnacle of resilience in battle. At the start of your turn, you regain hit points equal to 5 + your Constitution modifier if you have less than or equal to half of your max hit points. This doesn't occur if you have 0 hit points

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The Majestic Realms Fighters, Copyright 2020, Robert Conley.