

FIGHTER  
CARD DECK



MANEUVERS  
CLASS FEATURES + TALENTS

Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™

FIGHTER MANEUVER LEVEL I

BRACE FOR IT

MELEE ATTACKFLEXIBLE

Triggering roll:ANYMISS

EFFECT

Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

ADVENTURER FEATLEARNED

Brace for it now works against a critical hit from any type of attack.

CHAMPION FEATLEARNED

Brace for it works against any number of critical hits before your next turn.

FIGHTER MANEUVER LEVEL I

CARVE AN OPENING

MELEE ATTACKFLEXIBLE

Triggering roll:ANYODDROLL

EFFECT

Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

CHAMPION FEATLEARNED

The crit range bonus from carve an opening is +2 instead of +1.

FIGHTER MANEUVER LEVEL I

DEADLY ASSAULT

MELEE OR RANGED ATTACKFLEXIBLE

Triggering roll:ANYEVENHIT

Champion feat also on:NATURAL 17+

EFFECT

Reroll any 1s from your damage roll. You're stuck with the rerolls.

ADVENTURER FEATLEARNED

Now you can reroll both 1s and 2s with deadly assault.

CHAMPION FEATLEARNED

Deadly assault now also triggers on a natural 17+

Set your duplex (double-sided printing) printer to long-edge binding (left alignment), and print in 100% without fit to paper size scaling, deactivate borderless printing. You can also print to one side, turn over the paper, and print to the flipside. Cut along the crop marks (works best with a sharp utility knife or paper/photo trimmer). You can also laminate the cards using laminating pouches in A7 format (card size: 74 mm × 105 mm).

FIGHTER MANEUVER LEVEL I

BRACE FOR IT

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER CARD DECK

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FIGHTER MANEUVER LEVEL I

DEADLY ASSAULT

FLEXIBLE MANEUVER

MELEE OR RANGED ATTACK

FIGHTER MANEUVER LEVEL I

CARVE AN OPENING

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL I

DEFENSIVE FIGHTING

MELEE ATTACKFLEXIBLE

Triggering roll: NATURAL 16+

with a shield  
also on: ANY EVEN ROLL

EFFECT

Gain a +2 bonus to AC until the end of your next turn.

ADVENTURER FEATLEARNED

You also gain the bonus to Physical Defense.

CHAMPION FEATLEARNED

The bonus increases to +3.

EPIC FEATLEARNED

You also gain the bonus to Mental Defense.

FIGHTER MANEUVER LEVEL I

GRIM INTENT

MELEE ATTACKFLEXIBLE

Triggering Roll: ANY EVEN MISS

EFFECT

The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage.  
At 5<sup>th</sup> level, instead add 2 total WEAPON dice.  
At 8<sup>th</sup> level, instead add 3 total WEAPON dice.

FIGHTER MANEUVER LEVEL I

HEAVY BLOWS

MELEE ATTACKFLEXIBLE

Triggering roll: ANY EVEN MISS

Champion feat  
and 2h-weapon: ANY MISS

EFFECT

You gain a bonus to your miss damage with that attack equal to the escalation die.

CHAMPION FEATLEARNED

If you attacked with a two-handed weapon, *heavy blows* can trigger on any miss, odd or even.

EPIC FEATLEARNED

The bonus instead equals double the escalation die with a one-handed weapon, or triple it with a two-handed weapon.

FIGHTER MANEUVER LEVEL I

PRECISION ATTACK

MELEE ATTACKFLEXIBLE

Triggering roll: ANY HIT 16+

EFFECT

You gain a bonus to the damage roll equal to your Dexterity modifier.  
At 5<sup>th</sup> level, the damage bonus increases to double your Dexterity modifier.  
At 8<sup>th</sup> level the damage bonus increases to triple your Dexterity modifier.

ADVENTURER FEATLEARNED

You can now use *precision attack* with a ranged attack.

FIGHTER MANEUVER LEVEL I

GRIM INTENT

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL I

DEFENSIVE FIGHTING

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL I

PRECISION ATTACK

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL I

HEAVY BLOWS

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 1

SECOND SHOT

RANGED ATTACKFLEXIBLE

Triggering roll: NATURAL 16+

EFFECT

After this attack, you can make a basic ranged attack with the same weapon (as long as it's not a weapon that takes a quick action to reload or draw) with a -4 attack penalty.

You can't use any maneuvers with the second attack.

CHAMPION FEATLEARNED

The *second shot* attack penalty is -2 instead.

FIGHTER MANEUVER LEVEL 1

SHIELD BASH

MELEE ATTACKFLEXIBLE

Triggering roll: ANY EVEN ROLL

Special: You must be using a shield.

EFFECT

The target pops free from you after the attack (does not allow opportunity attacks).

ADVENTURER FEATLEARNED

If the target is also engaged with any of your allies, you can have it pop free from them as well.

CHAMPION FEATUSEDLEARNED

Once per battle, you can also *daze* the target (save ends) of your *shield bash* attack, if that enemy is *staggered*.

FIGHTER MANEUVER LEVEL 1

TWO-WEAPON PRESSURE

MELEE ATTACKFLEXIBLE

Triggering roll: ANY MISS

Special: You must be using a weapon in each hand.

EFFECT

Until the end of your next turn, you gain a +2 melee attack bonus against the target.

ADVENTURER FEATLEARNED

The bonus increases to +4.

FIGHTER MANEUVER LEVEL 3

HACK & SLASH

MELEE ATTACKFLEXIBLE

Triggering roll: Escalation Die 2+ ANY EVEN ROLL

Special: You can use this maneuver only once per round.

EFFECT

Make another melee weapon attack against a different target.

FIGHTER MANEUVER LEVEL 1

SHIELD BASH

FLEXIBLE MANEUVER

MELEE ATTACK

DAZED

You take a -4 penalty to attacks.

STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

FIGHTER MANEUVER LEVEL 1

SECOND SHOT

FLEXIBLE MANEUVER

RANGED ATTACK

FIGHTER MANEUVER LEVEL 3

HACK & SLASH

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 1

TWO-WEAPON PRESSURE

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 3

MAKE 'EM FLIPCH

RANGED ATTACKFLEXIBLE

Triggering roll: ANY EVEN MISS

EFFECT

Add the higher modifier from your Strength or Dexterity to the miss damage.  
At 5<sup>th</sup> level the damage bonus increases to double your chosen modifier.  
At 8<sup>th</sup> level the damage bonus increases to triple your chosen modifier.

FIGHTER MANEUVER LEVEL 3

RUPISH THEM

MELEE ATTACKFLEXIBLE

Triggering roll: ANY HIT 16+

Special: You can use this maneuver only when you make an opportunity attack.

EFFECT

The target is *dazed* until the end of its turn.

ADVENTURER FEATLEARNED

If the target was moving, it stops moving and loses the rest of its move action.

CHAMPION FEATLEARNED

The *dazed* effect is now save ends.

EPIC FEATLEARNED

The target is now *weakened* (save ends) instead of *dazed*.

FIGHTER MANEUVER LEVEL 3

STEADY POW

MELEE ATTACKFLEXIBLE

Triggering roll: ANY EVEN MISS

EFFECT

You gain temporary hit points equal to your Constitution modifier.

CHAMPION FEATLEARNED

The temporary hit points increase to double your Constitution modifier.

FIGHTER MANEUVER LEVEL 3

STRONG GUARD

MELEE ATTACKFLEXIBLE

Triggering roll: ANY MISS

Special: You must be using a shield.

EFFECT

One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until the start of your next turn or until you are no longer next to them.

CHAMPION FEATLEARNED

The bonus also applies to PD.

EPIC FEATLEARNED

The bonus increases to +3.

FIGHTER MANEUVER LEVEL 3

PUNISH THEM

FLEXIBLE MANEUVER

MELEE ATTACK

DAZED

You take a -4 penalty to attacks.

WEAKENED

You take a -4 penalty to attacks and to defenses.

FIGHTER MANEUVER LEVEL 3

MAKE 'EM FLINCH

FLEXIBLE MANEUVER

RANGED ATTACK

FIGHTER MANEUVER LEVEL 3

STRONG GUARD

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 3

STEADY POW

FLEXIBLE MANEUVER

MELEE ATTACK



FIGHTER MANEUVER LEVEL 5

A DOZEN CUTS

MELEE ATTACKFLEXIBLE

Triggering roll: ANYEVENHIT

EFFECT

The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8<sup>th</sup> level.

CHAMPION FEATUSEDLEARNED

Once per battle, you can trigger a *dozen cuts* with a natural odd hit.

FIGHTER MANEUVER LEVEL 5

HERO'S SKILL

MELEE OR RANGED ATTACKFLEXIBLE

Triggering roll: ANYEVENMISS

EFFECT

Add +2 to the attack roll, then halve any damage dealt by the attack if it hits.

CHAMPION FEATLEARNED

Add +4 to the attack roll instead of +2.

EPIC FEATLEARNED

The damage is no longer halved on a hit after using *hero's skill*.

FIGHTER MANEUVER LEVEL 5

SWORD MASTER'S ANTICIPATION

MELEE ATTACKFLEXIBLE

Triggering roll: ANYEVENROLL

Special: You must have the *Skilled Intercept* talent to use this maneuver.

EFFECT

The next time you use *Skilled Intercept* this battle, your *Skilled Intercept* save automatically succeeds.

FIGHTER MANEUVER LEVEL 7

NEVER SURRENDER

MELEE ATTACKFLEXIBLE

Triggering roll: ANYEVENROLL

EFFECT

You can roll a save against a save ends effect.

EPIC FEATLEARNED

You gain a +2 bonus to the save.

FIGHTER MANEUVER LEVEL 5

HERO'S SKILL

FLEXIBLE MANEUVER

MELEE OR RANGED ATTACK

FIGHTER MANEUVER LEVEL 5

A DOZEN CUTS

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 7

NEVER SURRENDER

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 5

SWORD MASTER'S ANTICIPATION

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 7

SPINNING CHARGE

MELEE ATTACK FLEXIBLE

Triggering roll: *ANY EVEN HIT*

Special: You must have moved before the attack.

EFFECT

After dealing damage, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy.  
You can't use any maneuvers with the second attack, and it deals only half damage.

EPIC FEAT LEARNED

If the escalation die is 3+, the second *spinning charge* attack deals full damage.

FIGHTER MANEUVER LEVEL 7

SWORD OF DESTINY

MELEE ATTACK FLEXIBLE

Triggering roll: *NATURAL 20*

Epic feat also on: *Escalation Die 3+ NATURAL 18+*

EFFECT

You can heal using a *free recovery*.

EPIC FEAT LEARNED

If the escalation die is 3+, you can now trigger *sword of destiny* with a natural 18+.

FIGHTER MANEUVER LEVEL 9

COMBAT MASTERY

MELEE ATTACK FLEXIBLE  
ONCE PER BATTLE

Triggering roll: *NATURAL 16+*

Epic feat also on: *ANY EVEN HIT*

Special: You can use this maneuver only once per battle.

EFFECT

Increase the escalation die by 1.

EPIC FEAT LEARNED

*Combat mastery* now also triggers on any natural even hit.

FIGHTER MANEUVER LEVEL 9

SET 'EM UP

MELEE ATTACK FLEXIBLE

Triggering roll: *ANY HIT 16+*

EFFECT

The crit range of your attacks against the target expands by 3 (generally 17+) until the end of the battle (cumulative).

EPIC FEAT LEARNED

The crit range bonus from *set 'em up* now also applies to any ally who attacks the target while you are engaged with it.

FIGHTER MANEUVER LEVEL 7

SWORD OF DESTINY

FLEXIBLE MANEUVER

MELEE ATTACK

HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

FIGHTER MANEUVER LEVEL 7

SLIPPING CHARGE

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 9

SET 'EM UP

FLEXIBLE MANEUVER

MELEE ATTACK

FIGHTER MANEUVER LEVEL 9

COMBAT MASTERY

FLEXIBLE MANEUVER USED

ONCE PER BATTLE

FIGHTER CLASS FEATURES

THREATENING

CLASS FEATURE

EFFECT

Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier, whichever is higher.  
The penalty doesn't apply if you are *stunned*, *grabbed*, or otherwise incapable of making an opportunity attack.

ADVENTURER FEAT

LEARNED

Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier.  
At 5<sup>th</sup> level, damage is double the modifier.  
At 8<sup>th</sup> level, triple the modifier.

CHAMPION FEAT

LEARNED

Whenever a non-mook enemy fails to disengage from you, it's *vulnerable* to your attacks for the rest of the battle.

FIGHTER TALENT

CLEAVE

TALENT

ONCE PER BATTLE

FREE ACTION

Trigger: One of your melee attacks drops an enemy to 0 hit points.

EFFECT

Once per battle, **make a fighter melee attack** as a free action after one of your melee attacks drops an enemy to 0 hit points.

ADVENTURER FEAT

LEARNED

If you have your move action available, you can use it before making your *Cleave* attack to reach an enemy you are not already engaged with.

CHAMPION FEAT

USED

LEARNED

You can use *Cleave* twice each battle, but only once a round.

EPIC FEAT

LEARNED

You gain a +4 attack bonus with your *Cleave* attacks.

FIGHTER TALENT

COMEBACK STRIKE

TALENT

ONCE PER BATTLE

FREE ACTION

Trigger: Your first fighter attack during your turn misses.

EFFECT

Once per battle as a free action, **make another attack with a -2 penalty** after your first fighter attack during your turn misses.

ADVENTURER FEAT

LEARNED

You no longer take the -2 penalty to your *Comeback Strike* attacks.

CHAMPION FEAT

USED

LEARNED

Once per day, you can use *Comeback Strike* twice in a battle.

EPIC FEAT

LEARNED

You gain a +4 attack bonus with your *Comeback Strike* attacks.

FIGHTER TALENT

COUNTER-ATTACK

TALENT

ONCE PER ROUND

(champion feat: once per turn)

FREE ACTION

Trigger: Escalation die is even and an enemy misses you with a natural odd melee attack roll.

EFFECT

Once per round when the escalation die is even and an enemy misses you with a natural odd melee attack roll, you can **make a basic melee attack dealing half damage against that enemy** as a free action. (The attack can't use any limited abilities or flexible attack maneuvers.)

ADVENTURER FEAT

LEARNED

Your *Counter-Attack* attack now deals full damage.

CHAMPION FEAT

LEARNED

You can use *Counter-Attack* once per turn instead of once per round (in effect, you're free to *Counter-Attack* once per enemy turn).

EPIC FEAT

LEARNED

You can now use *Counter-Attack* when the escalation die is 3+.

FIGHTER TALENT

CLEAVE

TALENT USED

ONCE PER BATTLE

FIGHTER CLASS FEATURES

EXTRA TOUGH

CLASS FEATURE

EFFECT

You start with nine *recoveries* instead of the usual eight.

ADVENTURER FEAT

LEARNED

Increase your total *recoveries* by 1.

FLEXIBLE ATTACKS

Flexible attacks allow you choose your target first, make your attack roll, and then use the natural unmodified die result to determine which of your eligible flexible attacks to use. You still use the modified roll to determine whether or not you hit, but your flexible attacks trigger off the natural result on the die sitting in front of you.

- You can only use one flexible attack at a time.
- You can't use a flexible attack when you make an opportunity attack.
- If you have some attacks that are flexible and some that are not, declare whether you are making a flexible attack or a specific non-flexible attack before you roll.

FIGHTER TALENT

COUNTER-ATTACK

TALENT

ONCE PER ROUND

FIGHTER TALENT

COMEBACK STRIKE

TALENT USED

ONCE PER BATTLE

FIGHTER TALENT

DEADEYE ARCHER

TALENT

EFFECT

Your attacks with d8 ranged weapons (heavy crossbow, longbow) now deal d10 damage per level.

Your attacks with d6 ranged weapons (light crossbow, shortbow) now deal d8 damage per level.

In addition, your misses with basic ranged attacks deal damage equal to your level.

ADVENTURER FEAT

LEARNED

If you spend a quick action to aim before making a ranged basic attack, add your Dexterity modifier to the damage if you miss.

CHAMPION FEAT

USED

LEARNED

Once per battle, expand your crit range with a fighter ranged attack by 4 (usually to 16+) for that attack. Declare you're using this feat power before you roll the attack.

EPIC FEAT

LEARNED

Your crit range with ranged weapon attacks expands by 1 (usually to 19+).

FIGHTER TALENT

HEAVY WARRIOR

TALENT

ONCE PER BATTLE

FREE ACTION

*Trigger:* While wearing heavy armor, when you are hit by an attack that targets AC.

EFFECT

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

ADVENTURER FEAT

USED

LEARNED

Once per day, you can use *Heavy Warrior* twice in a battle (against different attacks).

CHAMPION FEAT

LEARNED

You can also use the power against an attack that targets PD.

EPIC FEAT

USED

LEARNED

Once per day, you can reroll a recharge roll for a magic armor power.

FIGHTER TALENT

POWER ATTACK

TALENT

ONCE PER BATTLE

*Trigger:* Before you roll an attack, you can declare you're using Power Attack

EFFECT

Once per battle before you roll an attack, you can declare you're using *Power Attack* to deal additional damage with that attack roll. If the attack hits, you deal the following additional damage:

- Deal 1d4 additional damage per level if you are using a one-handed weapon.
- Deal 1d6 additional damage per level if you are using a two-handed weapon.

FIGHTER TALENT

SKILLED INTERCEPT

TALENT

ONCE PER ROUND

FREE ACTION

EFFECT

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is moving to attack one of your nearby allies.

You can pop free from one enemy to move and intercept the attack. If you are engaged with more than one enemy, the others can take opportunity attacks against you.

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

FIGHTER TALENT

HEAVY WARRIOR

TALENT USED

ONCE PER BATTLE

FIGHTER TALENT

DEADEYE ARCHER

TALENT

You can use the Deadeye Archer basic attacks card instead of the standard fighter version.

FIGHTER TALENT

SKILLED INTERCEPT

TALENT

ONCE PER ROUND

ADVENTURER FEAT

LEARNED

You can pop free from up to two enemies when using *Skilled Intercept*.

CHAMPION FEAT

LEARNED

You gain a bonus to your *Skilled Intercept* save equal to the escalation die.

EPIC FEAT

LEARNED

Enemies can't make opportunity attacks against you during your *Skilled Intercept* movement.

FIGHTER TALENT

POWER ATTACK

TALENT USED

ONCE PER BATTLE

ADVENTURER FEAT

LEARNED

You deal the additional *Power Attack* damage even if the attack misses.

CHAMPION FEAT

USED

LEARNED

One battle per day, you can use *Power Attack* twice in the battle.

EPIC FEAT

LEARNED

One-handed weapon damage using *Power Attack* increases to 1d6 per level.  
Two-handed weapon damage using *Power Attack* increases to 1d8 per level.



FIGHTER TALENT

TOUGH AS IRON

TALENT



ONCE PER BATTLE

QUICK ACTION

EFFECT


Once per battle, you can *rally* using a quick action instead of a standard action.

ADVENTURER FEAT

USED  LEARNED 


Once per day, you can *rally* twice during a battle as a quick action, without needing to roll a save for the second *rally*.

CHAMPION FEAT

LEARNED 

Increase your total number of *recoveries* by 2.

EPIC FEAT

LEARNED 

When you roll a natural 20 with an attack, you gain an additional use of *Tough As Iron* this battle.

FIGHTER POWER PROGRESSION			
POWER PROGRESSION			
FIGHTER	MANEUVERS		TALENTS
	KNOWN	POOL AVAILABLE	
Level 1	3	1 <sup>st</sup> level	3
Level 2	4	1 <sup>st</sup> level	3
Level 3	4	3 <sup>rd</sup> level	3
Level 4	5	3 <sup>rd</sup> level	3
Level 5	5	5 <sup>th</sup> level	3
Level 6	6	5 <sup>th</sup> level	4
Level 7	6	7 <sup>th</sup> level	4
Level 8	7	7 <sup>th</sup> level	4
Level 9	7	9 <sup>th</sup> level	4
Level 10	8	9 <sup>th</sup> level	4

FIGHTER BASIC ATTACKS

MELEE ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

—

ARMOR AND AC

Armor Type	None	Light	Heavy	Shield
Base AC	10	13	15	+1
Attack Penalty	—	—	—	—

DEADEYE ARCHER BASIC ATTACKS

MELEE ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

Damage equal to your level

ARMOR AND AC

Armor Type	None	Light	Heavy	Shield
Base AC	10	13	15	+1
Attack Penalty	—	—	—	—

FIGHTER POWER PROGRESSION

POWER PROGRESSION

Fighter weapon attack maneuvers deal damage based on the fighter's level. You also don't have to keep track of upgrading a 1<sup>st</sup> level maneuver into a 3<sup>rd</sup> level maneuver, because all the maneuvers function at your level.

You can change which maneuvers you know and have ready whenever you gain a level.

Fighters have flexible attacks called maneuvers; you roll your attack and then choose which maneuver you want the attack to use. You only get to use one maneuver with each attack, so it's usually best to choose maneuvers with a few different triggering rolls.

FIGHTER TALENT

TOUGH AS IRON

**TALENT USED**

**ONCE PER BATTLE**

**RALLY**

Once a battle, you can use a standard action to *rally*, spending one of your *recoveries* and regaining hit points you have lost in combat.

If you want to *rally* again later in the same battle, make a normal save (11+). If you succeed, you can *rally* again that battle. If you fail the save, you can take your turn normally, but you can't *rally* that round.

DEADEYE ARCHER WEAPONS

MELEE WEAPONS

ONE-HANDED	TWO-HANDED
SMALL	
1d8 dagger	1d6 club, staff
LIGHT OR SIMPLE	
1d8 shortsword, hand axe	1d8 spear
HEAVY OR MARTIAL	
1d8 longsword, warhammer	1d10 greatsword, greataxe

RANGED WEAPONS

THROWN	CROSSBOW	BOW
SMALL		
1d4 dagger	1d4 hand crossbow	—
LIGHT OR SIMPLE		
1d6 javelin, axe	1d8 light crossbow	1d8 shortbow
HEAVY OR MARTIAL		
—	1d10 heavy crossbow	1d10 longbow

FIGHTER WEAPONS

MELEE WEAPONS

ONE-HANDED	TWO-HANDED
SMALL	
1d8 dagger	1d6 club, staff
LIGHT OR SIMPLE	
1d8 shortsword, hand axe	1d8 spear
HEAVY OR MARTIAL	
1d8 longsword, warhammer	1d10 greatsword, greataxe

RANGED WEAPONS

THROWN	CROSSBOW	BOW
SMALL		
1d4 dagger	1d4 hand crossbow	—
LIGHT OR SIMPLE		
1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
HEAVY OR MARTIAL		
—	1d8 heavy crossbow	1d8 longbow