

FIGHTER

The Fighter is the most basic of all character classes. There are several professional fighter types: Knight, Specialist, Samurai, Fighter, and others.



Each of these are classes in themselves, but the basic rules applying to the Fighter class also applies to the others, unless stated otherwise. The Fighter uses armor, shield, and an assortment of weapons. He starts with 5 different types of weapons. For example: A level one chooses to have a battle-axe, spear, long bow, dagger, and mace. When he attains level three, he may choose another weapon. The Fighter is allowed another weapon every 2 levels. The Fighter is limited to level 30 and rolls a 10-sided

For Registered Members

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up to level 10, then he gets four up to level 24, then he gets five up to 28, and then he gets six. These are the minimum swings regardless of the calculation; a 29th level gets 6 swings even if facing a 30th level.

When a Fighter fights with two weapons the protection class increases by 2, for example; a 7 protection class would go to 9, making the Fighter easier to hit.

The Fighter may only use a small weapon for the second weapon: dagger, horseman's flail, foil, hand axe, etc. If the Fighter uses a shield normally and