

Knights of Valour

Days of Thunder

Fighter Role

Introduction

A well-balanced Party will typically have at least one Fighter among its ranks. A Fighter is typically at the fore-front of Combat, and their main attributes are Strength & Agility.

Primary Physical Stat Requirement

A minimum of +2 Strength or +2 Agility.

Armor

Any Armor.

Any Shield.

Weapons

Any Simple Melee Weapon.

Any Simple Ranged Weapon.

Character Creation

When creating a Fighter, you should spend your Stat Points on Strength and/or Agility. Load up on Strength in order to be more effective in Melee Combat, and Agility to be more effective in Ranged Combat.

When you roll a character with the Fighter Roll you can choose any 2 Weapons that you are Proficient in (P.L: 1) – you attained this Proficiency in your early years training to be an Adventurer.

Record both Weapons on your Character Sheet, and, on each Weapon card, shade in the PL:1 Box.

Fighter Buffs Cooldown Period

Every Fighter Physical Buff has a Cooldown Period. This represents the time, in Rounds, it takes for the Fighter to recuperate the energy expended using the Buff.

A Fighter Buff cannot be used during its Cooldown Period.

You can use multiple Buffs per Round, so you can have multiple Buffs in Cooldown simultaneously. Choosing which Buffs to use and overlapping the Cooldown Periods is one of the challenges of Mastering this Role.

To keep track of Cooldown, on the Round that you use the Buff, flip it over. On the reverse side of every Fighter Buff Card is a Cooldown tracker, a series of Boxes labelled 1,2 etc. There are as many numbered boxes as the Buffs' Cooldown period.

On every subsequent Turn, at the beginning of your Turn, place a check in the leftmost un-checked box. When you check the last box, erase all the checks and flip the Buff Card over – the Buff can now be used again on the current Turn.

Fighter Role Buffs

To use a Buff you must declare that you intend to do so at the start of a Combat Round, before you take any Combat Actions.

You can use any number of Buffs in a Round.

INITIATIVE

Level: 1

Duration: 1 Round

Cooldown Period: 3 Rounds

Declare this at the start of a Round. On your Turn +3 to your Agility Initiative for that Turn.

PUGILIST

Level: 1

Duration: 1 Round

Cooldown Period: 2 Rounds

When using a Punch Attack Action, you do triple Damage.

DODGE

Level: 2

Duration: 1 Round

Cooldown: 3 Rounds

On your Turn use an Action to Dodge any 1 Attack made against you this Round. You may not make any Attack Actions this Turn.

RAGE

Level: 2

Duration: 3 Rounds

Cooldown: 5 Rounds

On your Turn you enter a Rage, and for the duration of the Rage, double your Strength Melee Bonus & Damage Bonus for all Melee Attacks.

While in a Rage temporarily modify your total Agility Defence Bonus by -3.

FEINT

Level: 3

Duration: 1 Round

Cooldown Period: 2 Rounds

On your Turn you attempt a Feint, to distract your Opponents.

During the Turn, if you are Attacked with a Melee weapon, each Attack suffers a -2 Penalty. This can be applied to multiple Attacks made against you in the same Turn.

DEFLECT

Level: 3

Duration: 1 Round

Cooldown Period: 3 Rounds

You can use this Buff in response to an Attack against you.

If during a round an opponent causes Damage to you, and you are within 5" of another character or monster you can deflect up to 3 Points of Damage to any other character or monster within 5" of you.

DASH

Level: 4

Duration: 1 Round

Cooldown: 3 Rounds

You can take a Bonus Move Action on your Turn to move half your normal Move distance, rounded down to the nearest 5".

RECKLESS ATTACK

Level: 4

Duration: 1 Round

On your Turn for a single Attack you attack recklessly. Add +3 to your Strength Melee Bonus, -3 to your Agility Defence Bonus for the duration of the Turn.

DEFENDER

Level: 5

Duration: 1 Round

Cooldown Period: 3 Rounds

On your Turn use a Combat Action to pick one player within 5" of your character.

On that players next Turn, they gain your Agility Defence Bonus.

RANGED ATTACK FOCUS

Level: 5

Duration: 1 Round

Cooldown Period: 4 Rounds

On your Turn, you gain +3 Attack Bonus when using a Ranged Weapon.

CRITICAL STRIKE

Level: 6

Duration: 1 Round

Cooldown Period: 5 Rounds

On your Turn, activate this Buff before making an Attack.

If your Attack is successful, you automatically double your Weapon Damage.

UNARMoured MELEE ATTACK

Level: 6

Duration: 1 Round

On your Turn, if you are not currently wearing any Armor, you automatically make a Critical Hit with every successful Melee Attack, dealing twice the Damage to your opponent.

SURGE

Level: 7

Duration: 1 Round

Cooldown Period: 3 Rounds

On your Turn, add +3 to your Strength Melee Attack Bonus & Damage Bonus for a Single Attack.

TWO-HANDED ATTACK

Level: 8

Duration: 1 Round

Cooldown: 5 Rounds

You must be wielding 2 Melee Weapons that you are proficient in to use this Buff, and you cannot have a Shield Equipped.

Each Attack is made with a different Weapon - you can choose which Weapon to use first.

HEROIC SPEECH

Level: 9

Cooldown Period: 10 Rounds

Skill Check: D.C. 10 Empathy

On your Turn if you are not within 10" of any enemy, you must role-play an Inspirational Speech.

If you succeed in making a D.C. 10 Empathy Skill Check, each Player within 50" of you the gains a single Inspiration Token.

BONUS ATTACK

Level: 10

Duration: 1 Round

Cooldown Period : 3 Rounds

You can make an additional Attack Combat Action on your Turn.