

Fighter Card Deck Kazekami — kazekami303@gmail.com 1.1 — May 2014 Version

This Fighter Card Deck uses trademarks and/or copyrights owned by Fire Opal Media, which are used under the Fire Opal Media, 13th Age Community Use Policy. We are expressly prohibited from charging you to use or access this content. This Fighter Card Deck is not published, endorsed, or specifically approved by Fire Opal Media. For more information about Fire Opal Media's 13th Age Community Use Policy, please visit:

### www.fireopalmedia.com/communityuse

For more information about Fire Opal Media and 13th Age products, please visit:

www.fireopalmedia.com and www.pelgranepress.com

Licensed under the Open Game License.

### Fighter Maneuver Level I BRACE FOR IT MELEE ATTACK **FLEXIBLE** *ANYMISS* Triggering roll: EFFECT Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead. ADVENTURER FEAT Brace for it now works against a critical hit from any type of attack. Brace for it works against any number of critical hits before your next turn.

### FIGHTER MANEUVER LEVEL I BRACE FOR IT MELEE ATTACK

Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using laminating pouches in A7 format (card size: 74 mm × 105 mm). But then please use normal paper, and don't glue them, because this would kill your laminatior!

### Fighter Maneuver Level I

### CARVE AП ОРЕПІПС

MELEE ATTACK

FLEXIBLE

Triggering roll:

ANY ODD ROLL

### 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 FEAT

EARNED <

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

### Fighter Maneuver Level I

### **DEADLY ASSAULT**

MELEE OR RANGED ATTACK

FLEXIBLE

Triggering roll:

**ANYEVENHIT** 

Champion feat also on:

NATURAL17+

### EFFECT

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

### ADVENTURER FEAT

LEARNED 🔷

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

### CHAMPION FEAT

LEARNED <

Deadly assault now also triggers on a natural 17+

### Fighter Maneuver Level I

### CARVE AN OPENING

FLEXIBLE MANEUVER

MELEE ATTACK

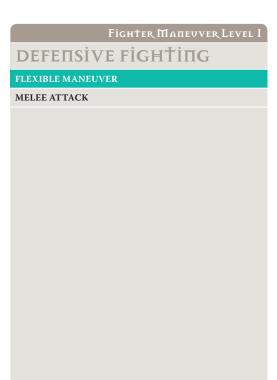
### Fighter Maneuver Level

### DEADLY ASSAULT

### FLEXIBLE MANEUVER

MELEE OR RANGED ATTACK





### FIGHTER MANEUVER LEVEL I GRIM INTENT MELEE ATTACK FLEXIBLE Triggering Roll: ANY EVENMISS EFFECT The next time you would deal miss damage with a

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 FLEXIBLE MANEUVER MELEE ATTACK

FIGHTER MANEUVER LEVEL I

### FIGHTER MANEUVER LEVEL I **HEAVY BLOWS** MELEE ATTACK FLEXIBLE **ANYEVENMISS** Triggering roll: Champion feat **ANYMISS** and 2h-weapon: You gain a bonus to your miss damage with that attack equal to the escalation die.

CHAMPION FEAT If you attacked with a two-handed weapon,

heavy blows can trigger on any miss, odd or even.

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

### PRECISION ATTACK

**HEAVY BLOWS** 

MELEE ATTACK

MELEE ATTACK

### Fighter Maneuver Level I

### PRECISION ATTACK

MELEE ATTACK

FLEXIBLE

Triggering roll:

*ANYHIT16*+

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 8th level the damage bonus increases to triple your Dexterity modifier.

### ADVENTURER FEAT

LEARNED 🔷

You can now use precision attack with a ranged attack.

### FIGHTER MANEUVER LEVEL I

### SECOND SHOT

RANGED ATTACK

FLEXIBLE

Triggering roll:

NATURAL 16+

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 FEAT

LEARNED <

The  $second\ shot\ attack\ penalty\ is\ -2\ instead.$ 

### FIGHTER MANEUVER LEVEL I

FIGHTER MANEUVER LEVEL I

### SHIELD BASH

SECOND SHOT

RANGED ATTACK

### MELEE ATTACK

You take a -4 penalty to attacks.

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

### Fighter Maneuver Level I

### SHIELD BASH

MELEE ATTACK

FLEXIBLE

*Triggering roll:* 

*ANYEVENROLL* 

Special: You must be using a shield.

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

### ADVENTURER FEAT



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

of your shield bash attack, if that enemy is staggered.



### Fighter Maneuver Level I

### <u>Two-weapoп</u> pressure

MELEE ATTACK

FLEXIBLE

 ${\it Triggering\ roll:}$ 

**ANYMISS** 

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 FEAT

LEARNED <

The bonus increases to +4.

### Fighter Maneuver Level I

### TWO-WEAPOΠ PRESSURE

### FLEXIBLE MANEUVER

### MELEE ATTACK

### TWO-WEAPON FIGHTING

You fight as normal, generally using the weapon in your main hand to attack. If your attack roll is a natural 2, you can reroll the attack but must use the reroll.

### FIGHTER MANEUVER LEVEL 3

### HACK & SLASH

MELEE ATTACK

FLEXIBLE

Triggering roll:

Escalation **Die 2**+ ANY **EVENROLL** 

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

### EFFECT

Make another melee weapon attack against a different target.

### FIGHTER MAHEUVER LEVEL 3

### HACK& SLASH

### FLEXIBLE MANEUVER

MELEE ATTACK

### Fighter Maneuver Level 3

### MAKE 'EM FLİΠCH

RANGED ATTACK

FLEXIBLE

Triggering roll:

*ANYEVENMISS* 

### 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

### MAKE 'EM FLİΠCH

### FLEXIBLE MANEUVER

RANGED ATTACK

### FIGHTER MANEUVER LEVEL 3

### **Р**UПІЗН ТНЕМ

MELEE ATTACK

FLEXIBLE

Triggering roll:

*ANYHIT16*+

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 FEAT

LEARNED 🔷

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

### CHAMPION FEAT

LEARNED 🔷

The *dazed* effect is now save ends.

### EPIC FEA

LEARNED <

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

### Fighter Maneuver Level 3

### **РИПІЗН ТНЕМ**

### FLEXIBLE MANEUVER

### MELEE ATTACK

### DAZED

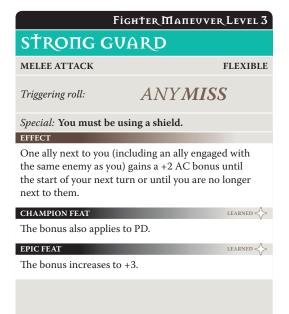
You take a -4 penalty to attacks.

### WEAKENED

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

### FIGHTER MANIEUVER LEVEL 3 STEADY NOW MELEE ATTACK FLEXIBLE Triggering roll: ANYEVENMISS EFFECT You gain temporary hit points equal to your Constitution modifier. CHAMPION FEAT The temporary hit points increase to double your Constitution modifier.

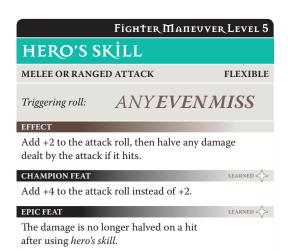
# FIGHTER MANEUVER LEVEL 3 STEADY NOW FLEXIBLE MANEUVER MELEE ATTACK





## FIGHTER MANEUVER LEVEL 5 A DOZEN CUTS MELEE ATTACK FLEXIBLE Triggering roll: ANYEVENHIT EFFECT The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8th level. CHAMPION FEAT Once per battle, you can trigger a dozen cuts with a natural odd hit.







### Fighter Maneuver Level 5

### SWORD MASTER'S ANTICIPATION

MELEE ATTACK

FLEXIBLE

 ${\it Triggering\ roll:}$ 

**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 5

### SWORD MASTER'S AUTICIPATION

### FLEXIBLE MANEUVER

MELEE ATTACK

### FIGHTER MANEUVER LEVEL 7

### *TEVER SURREDDER*

MELEE ATTACK

FLEXIBLE

Triggering roll:

*ANYEVENROLL* 

### EFFECT

You can roll a save against a save ends effect.

### EPIC FEAT

LEARNED <

You gain a +2 bonus to the save.

### Fighter Maneuver Level 7

### *TEVER SURREDDER*

### FLEXIBLE MANEUVER

MELEE ATTACK

### FIGHTER MANEUVER LEVEL 7 SPINNING CHARGE

MELEE ATTACK

FLEXIBLE

Triggering roll:

ANY**EVENHIT** 

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



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

### FIGHTER MAHEUVER LEVE SWORD OF DESTINY

SPİППІПС CHARGE

MELEE ATTACK

### 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

### SWORD OF DESTINY

MELEE ATTACK FLEXIBLE

Triggering roll: NATURAL 20

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

### EFFECT

You can heal using a free recovery.

### EPIC FEAT



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

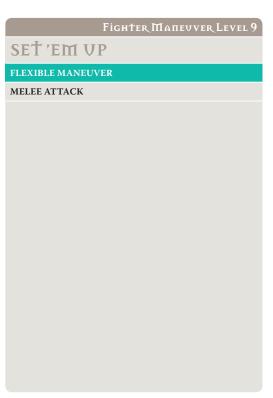
## FIGHTER MANTEUVER LEVEL 9 COMBAT MASTERY MELEE ATTACK FLEXIBLE ONCE PER BATTLE Triggering roll: NATURAL 16 + Epic feat also on: ANYEVENHIT Special: You can use this maneuver only once per battle. EFFECT Increase the escalation die by 1. EPIC FEAT Combat mastery now also triggers on

any natural even hit.

with it.

# FIGHTER MAHEUVER LEVEL 9 COMBAT MASTERY FLEXIBLE MANEUVER USED ONCE PER BATTLE

### FIGHTER MANEUVER LEVEL 9 SET 'EM UP MELEE ATTACK FLEXIBLE Triggering roll: ANYHIT 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 The crit range bonus from set 'em up now also applies to any ally who attacks the target while you are engaged



### Fighter Class Features

### THREATERING

### **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

Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier.

At  $5^{\text{th}}$  level, damage is double the modifier.

At 8th 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 CLASS FEATURES

### **EXTRATOUGH**

### **CLASS FEATURE**

### EFFECT

You start with nine recoveries instead of the usual eight.

### ADVENTURER FEAT

ARNED <

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

### **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



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

### EDIC EE AT



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

### Fighter Talent

### **CLEAVE**

### TALENT USED

ONCE PER BATTLE

Fighter Talent

### Fighter Talent

### COMEBACKSTRİKE

### 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.

### ADVENTURED FEAT

LEARNED <

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

### CHAMPION FEAT

USED \( \square\) LEARNED \( \square\)

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

### EPIC FEA

LEARNED <

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

### Fighter Talent

### COUNTER-ATTACK

**COMEBACK STRIKE** 

TALENT USED

ONCE PER BATTLE

### TALENT

ONCE PER ROUND

### FIGHTER TALENT

### COUNTER-ATTACK

TALENT

ONCE PER ROUND

(champion feat: once per turn

### FREE ACTION

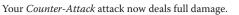
Trigger: Escalation die is even and an enemy misses you with a natural odd melee attack roll.

### 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



### 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 FEA

LEARNED <

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

### 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

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

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



USED \( \rightarrow\) LEARNED \( \rightarrow\)

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

### Fighter Talent

### **DEADEYE ARCHER**

### TALENT

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

### Fighter Talent

### HEAVY WARRIOR

### TALEN

ONCE PER BATTLE

### FREE ACTION

 $\label{eq:Trigger: While wearing heavy armor, when you are hit by an attack that targets AC.$ 

### 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



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

### CHAMPION FEAT



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

### EPIC FEAT



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

### Fighter Talent

### **HEAVY WARRIOR**

### TALENT USED

ONCE PER BATTLE

### Fighter Talent

### POWER ATTACK

### TALENT

ONCE PER BATTLE

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

### FFFFC"

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

### POWER ATTACK

### TALENT USED

ONCE PER BATTLE

### ADVENTURER FEAT

tack damage

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

### CHAMPION FEAT

USED \( \square\) LEARNED \( \square\)

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

### 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

### SKILLED INTERCEPT

### TALENT

ONCE PER ROUND

### ADVENTURER FEAT



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

### CHAMPION FEAT



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

### EPIC FEAT



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

### FIGHTER TALENT

### TATENTT

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 FEA

ED 🔷

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

### Fighter Talent

### TOUGH AS IRON

### TALENT USED

### ONCE PER BATTLE

### RATIV

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.

### Fighter Power Progression

### POWER PROGRESSION

FIGHTER	М	TALENTS	
FIGHTER	KNOWN	KNOWN POOL AVAILABLE	
Level 1	3	1st level	3
Level 2	4	1st 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	9th level	4

### 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  $1^{\rm st}$  level maneuver into a  $3^{\rm rd}$  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 Basic Attacks MELEE ATTACK BASIC ATTACK AT-WILL Target: One enemy Attack: Strength + Level vs. AC Weapon + Strength damage Damage equal to your level RANGED ATTACK BASIC ATTACK AT-WILL Target: One enemy Attack: Dexterity + Level vs. AC Weapon + Dexterity damage MISS ARMOR AND AC Shield Armor Type Light Heavy Base AC 10 13 15 +1

Attack Penalty

		Fig	HTER WEAPONS			
MELEE WEAPONS						
ONE-HANDED		TWO-HANDED				
SMALL						
1d4 dagger		1d6 club, staff				
LIGHT OR SIMPLE						
1d6		1d8				
shortsword, hand axe		spear				
HEAVY OR MARTIA	L					
1d8	1d8		1d10			
longsword, warhammer		greatsword, greataxe				
RAПGED WEAPONS						
THROWN	CROSSB		BOW			
SMALL		_				
1d4	1d4					
dagger	hand crossbow		_			
LIGHT OR SIMPLE						
1d6	1d6		1d6			
javelin, axe	light crossbow		shortbow			
HEAVY OR MARTIA	L					
	1d8		1d8			
	heavy cro	ossbow	longbow			

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						
RAПGED AŤŤACK						
BASIC ATTACK				AT-WILL		
Target: One enemy						
Attack: Dexterity+Level vs. AC						
Attack: Dexteri	•	l vs. AC				
Attack: Dexteri	•	l vs. AC				
	ty + Leve		_			
HIT	ty + Leve					
HIT Weapon + Dexte	ty + Leve	ige				
HIT Weapon + Dexte	ty + Leve	ige				
HIT Weapon + Dexte MISS Damage equal to	ty + Leve	ige	Heavy	Shield		
HIT Weapon + Dexte MISS Damage equal to ARMOR AND AC	ty + Level rity dama	ige el	Heavy 15	Shield +1		

Deadeye Archer Weapons						
MELEE WEAPONS						
ONE-HANDED		TWO-HANDED				
SMALL						
1d4 dagger		1d6 club, staff				
LIGHT OR SIMPLE	LIGHT OR SIMPLE					
1d6		1d8				
shortsword, hand axe		spear				
HEAVY OR MARTIA	HEAVY OR MARTIAL					
1d8		1d10				
longsword, warhammer		greatsword, greataxe				
RANGED WEAPONS						
THROWN	CROSSB	ow	BOW			
SMALL						
1d4	1d4					
dagger	hand crossbow		_			
LIGHT OR SIMPLE						
1d6	1d8		1d8			
javelin, axe	light crossbow		shortbow			
HEAVY OR MARTIAL						
_	1d10		1d10			
	heavy crossbow		longbow			