

# Quadratic Fighter v1.1 playtest

by Neil Carr

**Table 1-1: Quadratic Fighter Level Progression**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Combat Feats	General Feats
1st	+1	+2	+0	+0	Fighter Talent	+1 bonus feat	
2nd	+2	+3	+0	+0		+1 bonus feat	
3rd	+3	+3	+1	+1	Fighter Talent		
4th	+4	+4	+1	+1		+1 bonus feat	
5th	+5	+4	+1	+1	Fighter Talent		
6th	+6/+1	+5	+2	+2		+1 bonus feat	
7th	+7/+2	+5	+2	+2	Fighter Talent		+1 bonus feat
8th	+8/+3	+6	+2	+2		+2 bonus feats	
9th	+9/+4	+6	+3	+3	Fighter Talent		+1 bonus feat
10th	+10/+5	+7	+3	+3		+2 bonus feats	
11th	+11/+6/+1	+7	+3	+3	Advanced Talents, Fighter Talent		+1 bonus feat
12th	+12/+7/+2	+8	+4	+4		+2 bonus feats	
13th	+13/+8/+3	+8	+4	+4	Fighter Talent		+1 bonus feat
14th	+14/+9/+4	+9	+4	+4		+2 bonus feats	
15th	+15/+10/+5	+9	+5	+5	Fighter Talent	+3 bonus feats	+1 bonus feat
16th	+16/+11/+6/+1	+10	+5	+5		+4 bonus feats	
17th	+17/+12/+7/+2	+10	+5	+5	Fighter Talent	+5 bonus feats	+1 bonus feat
18th	+18/+13/+8/+3	+11	+6	+6		+6 bonus feats	
19th	+19/+14/+9/+4	+11	+6	+6	Fighter Talent	+7 bonus feats	+1 bonus feat
20th	+20/+15/+10/+5	+12	+6	+6	Weapon Mastery	+8 bonus feats	

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

**Role:** Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for their battle prowess.

**Alignment:** Any.

**Hit Die:** d10.

## Class Skills

The fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

The following are class features of the fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Combat Feats:** At 1st level, and at every even level thereafter, a fighter gains bonus feats in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called “fighter bonus feats.”

Upon reaching 8th level, and every two levels thereafter a fighter gains more than one additional combat feat, as detailed in table 1-1.

A fighter must meet all prerequisites for a combat feat, including ability score and base attack bonus minimums, in order to select a feat.

**General Feats:** At 7th level, and every odd level thereafter, a fighter gains bonus feats in addition to those gained from normal advancement. As with feats gained from normal advancement, a fighter may select any feat that all of the prerequisites have been met.

**Fighter Talents:** As a fighter gains experience, he learns a number of talents that aid him and confound his foes. Starting at 1st level, a fighter gains one fighter talent. he gains an

additional fighter talent for every 2 levels of fighter attained after 1st level. A fighter cannot select an individual talent more than once unless otherwise specified by the talent.

**Athletic Training (Ex):** A fighter that selects this talent adds +1 per two fighter levels as a bonus to Climb and Swim checks, and when using the Acrobatics skill for performing jumps.

**Armor Training (Ex):** A fighter that selects this talent reduces the armor check armor check penalty for any armor worn by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1 for every five levels of fighter.

**Bravery (Ex):** A fighter that selects this talent gains a +2 bonus on Will saves against fear. At 10<sup>th</sup> level this bonus increases an additional +2. At 16<sup>th</sup> level the bonus increases by an additional +2.

**Expert Weapon Qualities (Ex):** A fighter that selects this talent chooses a specific weapon, such as the longsword, greataxe, or longbow. One of the following weapon qualities may be added to the weapon:

- **Disarm:** With this weapon, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
- **Light:** You may choose this option only for a one-handed weapon. The weapon is now considered light for you. You may use the weapon in your off-hand without penalty, and you may use the Weapon Finesse feat with the weapon.
- **Mounted:** The weapon deals double damage when used from the back of a charging mount. If the weapon is two-handed, you may use it one handed while mounted.
- **Set:** You may choose this option with a one- or two-handed weapon (but not a light weapon). If you use a ready action to set your weapon against a charge, you deal double damage on a successful hit against a charging opponent.
- **Thrown:** You may throw the weapon. It gains a range increment of 10. If the weapon does piercing damage, it gains a range increment of 20.
- **Trip:** You can use the weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

This talent may be taken multiple times. Each weapon quality may be chosen only once per weapon.

**Extreme Effort (Ex):** A fighter that selects this talent may perform feats of extreme physical effort. When making a strength check the fighter doubles his strength bonus. At 11<sup>th</sup> level of fighter triple the strength bonus, and at 16<sup>th</sup> level quadruple the strength bonus.

**Like a Rock (Ex):** A fighter that selects this talent is capable of stemming the tide of battle for his allies. If the fighter succeeds at a Will saving throw, any allies which also were required to make a Will saving throw that round are entitled to a re-roll of their Will saving throw as long as they can see or hear the fighter.

**Punishing Strike (Ex):** When the fighter makes an attack of opportunity, he receives a +4 bonus to the attack roll. In addition the fighter adds +1d6 to the damage dealt for every four levels of fighter.

**Strong Back (Ex):** A fighter that selects this talent adds +4 to his strength score to determine his carrying capacity. For every four levels of fighter increase this bonus by 1.

**Weapon Training (Ex):** A fighter that selects this talent chooses a weapon type. You can also choose unarmed strike or grapple as your weapon. This talent doubles the bonuses for the feats weapon focus and greater weapon focus. Weapon focus now grants a +2 bonus on attack rolls with the selected weapon type, and Greater Weapon Focus grants an additional +2 bonus on attack rolls with the selected weapon type. At 16<sup>th</sup> level the bonus triples for each feat.

This talent may be taken multiple times, each time it is applied to a different weapon type.

**Advanced Weapon Training (Ex):** A fighter that selects this talent chooses a weapon type. You can choose unarmed strike or grapple as your weapon. This talent doubles the bonuses for the feats weapon specialization and greater weapon specialization. Weapon specialization now grants a +4 bonus on damage rolls with the selected weapon type, and Greater Weapon Specialization grants an additional +4 bonus on damage rolls with the selected weapon type. At 16<sup>th</sup> level the bonus triples for each feat.

This talent may be taken multiple times, each time it is applied to a different weapon type.

**Advanced Talents:** At 11<sup>th</sup> level, and every two levels thereafter, a fighter can choose one of the following advanced talents in place of a fighter talent.

**Armor Mastery (Ex):** A fighter that selects this talent gains DR 1/— per four levels of fighter whenever he is wearing armor or using a shield.

**Armored Movement (Ex):** A fighter that selects this talent does not have his speed reduced due to wearing medium or heavy armor.

**Doughty (Ex):** A fighter that selects this talent gains a +2 to any saving throw which would inflict a condition effect on the fighter.

**Expert Weapon Threat (Ex):** A fighter that selects this talent chooses a specific weapon, such as the longsword, greataxe, or longbow. The threat range of the weapon increases by one step: 20 becomes 19-20, 19-20 becomes 18-20. No weapon may have its base threat range increased beyond 18-20. Improved Critical and other effects that increase the threat range apply to the improved threat range granted by expert weapon threat.

**Expert Weapon Damage (Ex):** A fighter that selects this talent chooses a specific weapon such as the longsword, greataxe, or longbow. The base damage die of the weapon increases by one step in the following order: 1, d2, d3, d4, d6, d8, d10, 2d6, 2d8, 3d6, 3d8.

*Expert Weapon Reach* (Ex): A fighter that selects this talent chooses a specific two-handed weapon, such as the greatsword, greataxe, or long spear. The fighter gains reach with the weapon. (Typically, this doubles your natural reach.) If the weapon already has reach, this talent allows you to attack adjacent foes.

*Quick Wits* (Ex): A fighter must have the Lightning Reflexes feat. This talent grants an additional +4 to Reflex saving throws.

*Solid Frame* (Ex): A fighter that selects this talent is considered one size category larger for purposes of carrying capacity, combat maneuver bonus and combat maneuver defense.

*Stubborn Determination* (Ex): A fighter must have the Iron Will feat to select this talent. This talent grants an additional +4 to Will saving throws.

*Unyielding* (Ex): A fighter that selects this talent adds his level to his constitution score to determine when death results due to dropping into negative hit points.

**Weapon Mastery** (Ex): At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ( $\times 2$  becomes  $\times 3$ , for example). In addition, he cannot be disarmed while wielding a weapon of this type.

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## Design Notes

Why does the fighter need to be fixed? If you read online forums you'll most likely find many threads discussing the issue of how Fighters are weak compared to Wizards. Thousands of posts have accumulated over the last decade over this issue and at this point it is a well established idea that over the course of twenty levels, the Fighter gets left behind by the Wizard. The issue has been summed up as "Linear Fighters, Quadratic Wizards."

When you line up the Fighter and the Wizard beside each other and map out their power progressions over the course of 20 levels, what you find is that the Fighter gains power in a linear progression, that is, his power increases like +1, +1, +1, +1... and so on. The Wizard however has an exponential progression, that is, +1, +2, +3, +4... and so on. Then end result is that after twenty levels the Wizard has enormous power, and likely dominating the game, while the Fighter is left as speed bump or at best a body guard for the Wizard.

The following table gives a breakdown of the number of class features over 20 levels.

Level	Number of Wizard Class Features plus Iterative Attacks	Wizard Spells Prepared	Spells converted into "Feats"	Wizard Class Features plus Spells as "feats"	Number of Fighter Class Features plus Iterative Attacks	Number of Quadratic Fighter Class Features plus Iterative Attacks
1st	2	4	0.8	2.8	1	2
2nd		5	1	3	3	3
3rd		8	2.4	4.4	4	4
4th		9	2.6	4.6	5	5
5th	3	13	5	8	6	6
6th		13	5	8	9	8
7th		19	8.8	11.8	10	10
8th		22	10	13	11	12
9th		27	14.4	17.4	12	14
10th	4	28	15.2	19.2	14	16
11th		33	20.6	24.6	16	20
12th	5	35	22.6	27.6	17	22
13th		38	26.6	31.6	18	25
14th		41	29.8	34.8	20	27
15th	6	45	35.6	41.6	21	33
16th		48	39.4	45.4	23	38
17th		55	49	55	24	46
18th		59	54	60	26	52
19th		61	57.2	63.2	27	62
20th	7	65	62.6	69.6	29	72

**Wizard Class Features** - For the Wizard class features it was assumed the arcane bond was an item for an additional spell slot. Further it was assumed a school was picked which would also provide an additional spell slot per level. Because these were factored into the spells prepared, they were not included in the first column. The additional attack from BAB was also factored into this column.

**Wizard Spells Prepared** – Integrated into this column is the assumption that the Wizard was fairly well optimized, starting with an Intelligence of 18 and then assuming that a typical progression of stat boosting items would be acquired, resulting in an Intelligence of 32 at level 20. Other items, such as pearls of power, scrolls, wands, rods, staves, ioun stones and rings which would further increase spell slots or spell diversity were not included.

While Fighters are very dependent on items to increase their abilities in the game, they have no way of increasing the total number of their basic class features (ie. Feats) which is the main focus of this analysis.

**Spells converted into "feats"** - In order to give more clarity to the "linear versus quadratic" situation, the spells and feats needed to be aligned with each other with more consistent value. Feats often tend to not scale, instead the difference between a 1<sup>st</sup> level feat and a 16<sup>th</sup> level feat is often one of simply stacking bonuses, or creating a single exception to a rule. Because of this the power difference between feats does not have a great range.

Spells however tend to have exponentially more power as they go up in Spell Levels. The difference between magic missile and

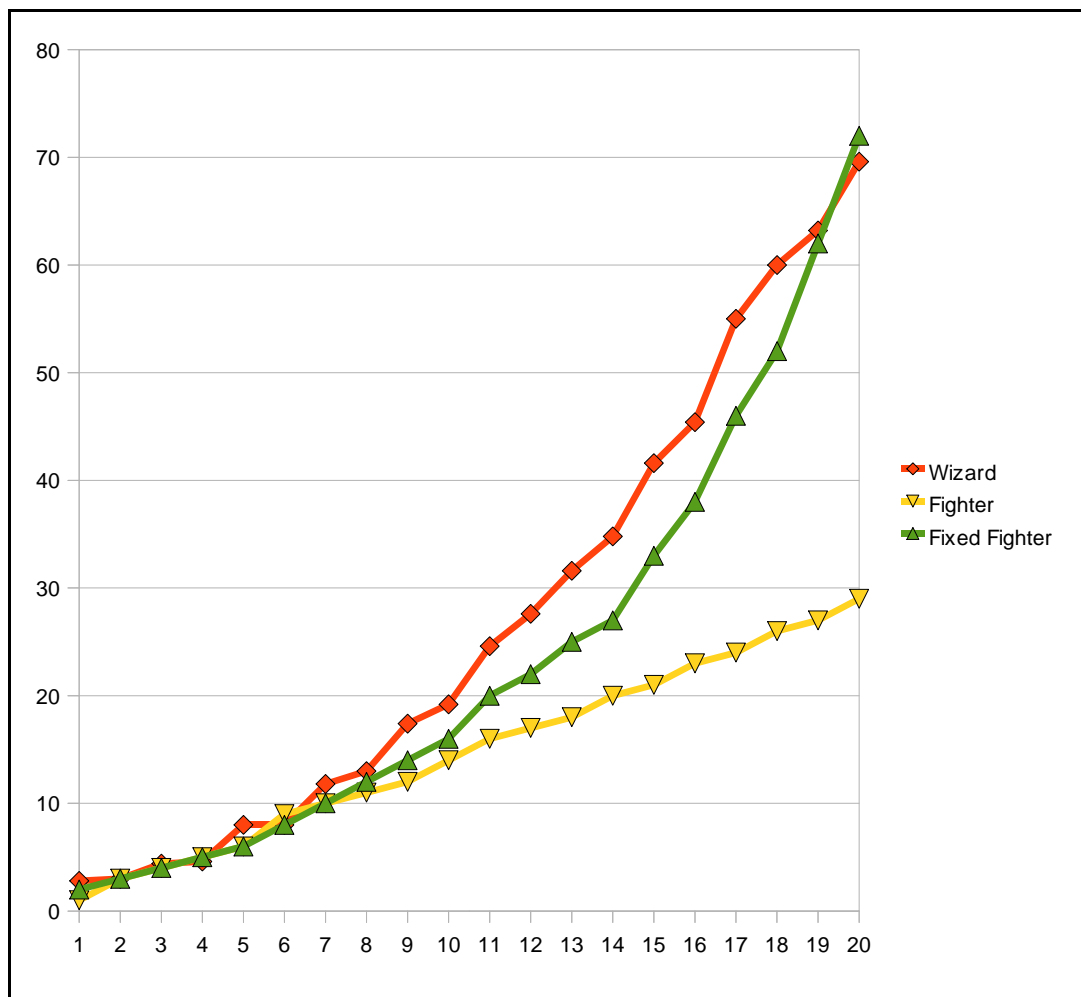
wish is tremendous. Because of this huge range in power, and because feats tend to have little range, translating the spells into a value similar to feats was needed.

Spell levels were valued at 4 (1<sup>st</sup> level), 8 (2<sup>nd</sup> level), 12 (3<sup>rd</sup> level), 16 (4<sup>th</sup> level), 20 (5<sup>th</sup> level), 24 (6<sup>th</sup> level), 28 (7<sup>th</sup> level), 32 (8<sup>th</sup> level), 9<sup>th</sup> (36<sup>th</sup> level). Working out the number of spells prepared per spell level all of these factors were added up, and then divided by 20, the value that a feat was set at. In this way a “feat value” was established to compare to the Fighter.

**Wizard Class Features plus Spells as “feats”** - Finally the class features for the Wizard were added to the translated spells as feats to establish the power progression for the Wizard class. It has to be emphasized that the assumption being made in power progression is that a player is going to play an optimized game. Spells will be vetted and selected for best performance, and there is a greater assumption that more utility type spells will be offloaded to scrolls and wands.

**Number of Fighter Class Features plus Iterative Attacks** – This column reflects all of the feats, class features, and extra attacks from BAB that a Fighter gains through 20 levels. The comparison of this column and the previous one are the real heart of the analysis below.

**Number of Quadratic Fighter Class Features plus Iterative Attacks** – This column reflects all of the feats, class features and extra attacks from BAB that a Quadratic Fighter gains through 20 levels.



When you compare the power progression of class features over the course of 20 levels between the Wizard and the Fighter it becomes obvious that the Wizard leaves the Fighter far behind in the early mid-levels. For the first six levels of the game the classes are pretty well balanced with each other, but at level 7 the exponential growth of the Wizard finally begins to push past the Fighter.

Depending on the players and GM involved, the levels between 7-13 might not feel very different as some players could be playing unoptimized, or the GM could have altered the premise of the campaign to affect spell acquisition, however after level 13 the power progression of the Wizard just leaps away from the Fighter. Above 15<sup>th</sup> level a massive gulf has been created between the two classes.

## What is the Quadratic Fighter trying to do?

There is no real problem in the low level game and so the Quadratic Fighter is not trying to modify the class much in those levels, instead the main focus of the design is to address what is happening in the mid and upper level games.

The original game design for the Fighter was built around the concept of specialization. As the character gained levels the best approach to building an optimized character was to follow feat trees that augmented a particular set of tactics in the game. Because of the limited number of feats, this meant that over the course of 20 levels the Fighter tended to become specialized in only one or two particular types of attacks.

Meanwhile, the Wizard over the course of 20 levels becomes more versatile in abilities, as the spells become more numerous and powerful, it is far more likely that a particular spell will be at hand to precisely deal with the situation. In addition to this, many spells for the Wizard scale to level and thus lower level spells tend to still have a useful impact on the game even at higher levels.

The design of the Quadratic Fighter is to shift somewhat away from the idea of increasing specialization, instead emphasizing more versatility for the class.

**Talents** – Talents are similar to feats, but are designed to be baked into a specific class. They allow for a certain thematic concept to be realized with the class, emphasizing certain abilities and attributes. The Quadratic Fighter is following how talents were implemented with the Rogue class with some slight modification on when they appear. There are two groups of talents, regular ones and advanced talents, which are only accessible at level 11 and beyond.

One way in which talents were designed to help with the power imbalance between Wizards and Fighters were that many of them provide abilities that scale over the levels. Many feats do not scale with level, and because of that the impact they have on the game can often diminish over time. Trying to modify the entire feat system is beyond this project, and so instead adding in several talents that scale helps to keep these abilities relevant over all 20 levels.

The Advanced Talents are important for balancing out the Wizard-Fighter disparity in that the abilities presented there shift into a zone closer to “super heroic.” The second half of levels in the game begin to leave any sense of realistic reality behind. A real effort was made to avoid trying to make the Quadratic Fighter “magical” in nature, an instead push the idea that through phenomenal skill and teeth gritting determination the Fighter could power through a situation.

In particular what can be noted is the major boosts to saving throws. This is a long complaint about Fighters in upper level games, as their two poor saving throws leave them incredibly vulnerable to high level effects that can shut down the character for the entire combat. Now the option is available for a player to invest in rectifying this weakness if they so choose.

Talents also provide a thematic anchor to the class. For the Quadratic Fighter, previous editions of the game were looked at for inspiration and the result is that for this class feats of strength and courageous determination were emphasized, along with increasing skill with the use of arms and armor. There are twenty talents offered with this class, but only 10 slots over 20 levels, and so there is enough diversity for each player to find just the right thematic notes to make the kind of fighter they want to play.

**Bonus Feats** – The mechanical heart of the Fighter class, feats drive and define how the Fighter functions in the game. One of the major problems with the Fighter when recent editions of the game were established was that the Fighter simply does not have enough feats for the higher levels of play.

Thus, the Fighter really needs to be a “feat wizard” and so the progression has changed so that as the class goes into the mid and higher levels the amount of bonus feats increases exponentially. What this does is allow the Fighter to follow several feat chains, increasing his combat versatility. The current set of rules offers up over 100 combat feats in the core rules. A Quadratic Fighter has 45 slots devoted to combat feats, versus the 11 from the original Fighter design. Now a character can specialize and diversify.

In addition, the Quadratic Fighter gains seven bonus feats that can be used for any feat that the character qualifies for, just like the normal feats character's gain through leveling. This is needed to further expand the Fighter's versatility, both in terms of feats that are related to combat, but are not tagged as combat feats, and also provide avenues for the player to develop the Fighter beyond simply combat.

The end result is that over twenty levels the Quadratic Fighter has 62 feats (63 if human) to play with, providing a wealth of options to both specialize and diversify.

**Conclusion** – The overall design goal of the Quadratic Fighter is to fix the disparity between Fighters and Wizards at the mid and upper levels of play. The impact at lower level play does not really change, beyond providing some greater customization due to the talent feature.

Will this design work? The game is ultimately defined by the GM and the players and so play style and mastery of the rules has a huge impact on play perceptions, however realigning the base class features so they follow a similar trajectory will help.

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