

FIGHTER

	Template
A	Favored Weapon, Perry
B	Extra Attack
C	Indomitable, Hard to Kill
D	Three Attacks

Gain +1 hit points per each fighter template taken

Starting proficiencies

Weapons: All Weapons
Saving Throws: Strength, Con

Starting Equipment

You start with A basic pack, chain mail, shield, light crossbow and 20 bolts, dagger, 5 javelins, and your signature martial weapon.

Roll a d12 to determine your signature weapon. You have had practice using it. Alternatively, if you desperately need a one-handed or two-handed weapon, roll a d6 on either the one-handed or two-handed charts below to determine your martial weapon.

One-Handed Strength-Based Weapons				
d6	d12	Weapon	Damage	Notes
1	1	Battleaxe	1d8	Versatile (1d10)
2	2	Flail	1d8	
3	3	Longsword	1d8	Versatile (1d10)
4	4	Morning Star	1d8	
5	5	Warhammer	1d8	Versatile (1d10)
6	6	War Pick	1d8	
Two-Handed Strength-Based Weapons				
d6	d12	Weapon	Damage	Notes
1	7	Glaive	1d10	Reach
2	8	Greataxe	1d12	
3	9	Greatsword	2d6	
4	10	Halberd	1d10	Reach
5	11	Maul	2d6	
6	12	Roll again		

Favored Weapon

Each time you attain a total of 10, 20, 30, and 50 kills with a weapon type (such as 10 kills with a dagger), you unlock a new ability for that weapon, chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet.

- Add proficiency bonus to damage (once per weapon)
- Expanded critical range (+1)
- Special ability (negotiated with GM, one per weapon).

Examples: the ability to draw the weapon from any slot, knock a target prone on a critical, wield a two-handed

weapon in one hand, gain a bonus to use the weapon as a tool, etc.

For example, a Fighter with 50 fail kills could add their proficiency bonus to damage, a critical range of (18-20), and the ability to stun an opponent for one round on a critical hit. The GM decides what counts as a kill.

You are assumed to have 10 kills with your starting signature martial weapon (your signature weapon). Describe why it is the weapon you use.

Perry

Once per battle, you can choose to reduce incoming damage by 1d12 points. You can also choose to sunder your shield to reduce damage by 12 instead of 1d12.

Extra Attack

You can attack twice, instead of once, on Your Turn.

Indomitable

Once per day you can choose to reroll a failed saving throw.

Hard to Kill

Once per day when you are reduced to 0 hp, you can choose to drop to 1 hp.

Three Attacks

You can attack three times, instead of twice, on your turn.

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Substantial portions of this document are copied and modified from the following sources:

- Kemp, Arnold, The Glog, Version 1, <http://goblinpunch.blogspot.com/2016/05/the-glog.html>
The post that started it all.
- Kemp, Arnold, The Glog Wizards version 1, <http://goblinpunch.blogspot.com/>
This includes all intricate rules on spell casting including wearing wizards gear, etc
- Skerples, Spiked Goblin Punch: Many Rats on Sticks, <https://coinsandscrolls.blogspot.com/2019/10/osr-glog-based-homebrew-v2-many-rats-on.html>

A better organized realized version of the GLOG

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