

WARRIOR

MAJOR CLASS

LEVEL 1 FEATURES

Combat Style. Choose one Common Damage type (Slashing, Piercing, or Bludgeoning). Once per Round, when you would deal damage of the chosen type, you may roll an additional damage dice (duplicate the largest die, if the triggering damage would roll multiple sizes).

Critical Effect: Trained Strike. When you roll a critical hit with an Attack that matches your Combat Style, after you roll Damage, you may switch one die of your choice for its maximum possible result.

Standard Issue. (From Specializations)

Gain one *Armor Training*, one *Melee Weapon Training*, and one *Ranged Weapon Training* Perk of your choice. Then, choose one additional *Training* Perk.

Armor Training Choice:

Melee Weapon Training Choice:

Ranged Weapon Training Choice:

Additional Training Perk:

CLASS SKILLS

Sprint (2+)

Range: Self

Use: Free Action (while Moving)

Activation Cost: 2+ Stamina

Tags: Movement

You may activate this ability when you use the Movement Action. If you do, your **Speed** increases by 5ft.

Upcast: For every additional +2 Stamina spent on this ability, your **Speed** increases an additional 5ft.

Reflexes (4+)

Range: Self

Use: Reaction

Activation Cost: 4+ Stamina

Tags: Reaction, Check Buff

When you make a **Might**, **Precision**, or **Fortitude** Check against an effect that would deal Damage to you, you may use your Reaction to add +2 to the Check. You must be able to perceive the source.

Upcast: For every additional +4 Stamina spent on this ability, add an additional +2 to the Check.

Tripping Attack (3+)

Range: Self

Use: Action

Activation Cost: 3+ Stamina

Tags: Attack, Knockdown

As part of this Action, make an Attack with a single weapon against a target no more than two sizes larger than yourself. If the Attack beats the target's Armor by 6 or more, it is *Knocked Down*.

Upcast: For every additional +2 Stamina spent on this ability, the amount the Attack must beat the target's Armor by is reduced by 1.

Exposing Attack (3+)

Range: Self

Use: Action

Activation Cost: 3+ Stamina

Tags: Attack Buff, Attack Debuff

As part of this Action, make an Attack with a single weapon. Your Attack Roll suffers from a -8 penalty to hit for this Attack. If it deals damage to the target, all Weapon and Spell Attacks against that target gain a +4 bonus to hit until the start of your next turn.

Upcast: For every additional +3 Stamina spent on this ability, the penalty to hit with this attack is reduced by 1.

Battering Attack (3+)

Range: Self

Use: Action

Activation Cost: 3+ Stamina

Tags: Attack, Daze

As part of this Action, make an Attack with a single weapon. If it hits, roll the damage, but do not apply it to the target. Instead, the target creature must succeed on a **Fortitude** Check equal to the damage it would have taken. If it fails, it is *Dazed* for 1d4 Rounds.

Upcast: You may spend an additional 5 Stamina when you use this ability. If you do, the target takes half of the damage rolled as normal, regardless as to whether it fails the Check.

MARTIAL CLASS

PRIMARY STAT: **MIGHT**

SECONDARY STAT: **FORTITUDE**

TOUGHNESS: 6

WARRIOR

MAJOR CLASS

SPECIALIZATIONS

Level 1

Standard Issue.

- Gain one *Armor Training*, one *Melee Weapon Training*, and one *Ranged Weapon Training* Perk of your choice.
- Then, choose one additional *Training Perk*.

Level 2

Choose one:

- () Increase **Stamina Regeneration** by 1.
- () Choose a **Perk**:

Level 3

Choose one:

- () **Two-Hander Specialist.** You add +1d4 to Attack Rolls with two-handed melee weapons.
- () **One-Hander Specialist.** You add +1d4 to Attack Rolls with one-handed melee weapons.
- () **Ranged Weapon Specialist.** You add +1d4 to Attack Rolls with ranged or thrown weapons.
- () **Unarmed Fighting Specialist.** Your Unarmed Attacks deal base damage equal to 1/4th of your Might score, or 2, whichever is higher.
- () **Powerful Fighter.** When you make a Power Attack, you may spend +3 Stamina per +2 bonus to the Damage Roll (instead of +2/+1).
- () **Careful Fighter.** When you make a Careful Attack, you may spend +3 Stamina per +2 bonus to the Attack Roll (instead of +2/+1).

Level 4

Choose one:

- () Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- () Choose a **Perk**:

Level 5

Choose one:

- () Increase your **Might** and **Fortitude** by 1.
- () Increase your **Stamina Capacity** by 2.

Level 6

Seasoned Warrior. Choose an additional Common Damage type for your **Combat Style** feature.

Type:

Then, choose one:

- () **Defensive Specialist.** Once per Encounter, you can use the **Absorb** property of a set of Armor without deducting from its Armor rating.
- () **Maneuvering Specialist.** Once per Encounter, when you use a Movement Action, you can use this ability to increase your **Speed** by 15ft. You do not invoke Opportunity Attacks during that movement.

Level 7

Choose one:

- () Increase the **Core Stat** of your choice by 1.
- () Choose a **Perk**:

Level 8

Choose one:

- () Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- () Pick any unchosen specialization option from Levels 2, 4, 5, or 7.

Level 9

- **Prowess.** Gain an additional Perk of your choice from the Defensive, Combat, Movement, or Stamina categories.
- **Double Attack.** You gain the ability to perform the:

Double Attack Action (2+).

- *Choose a weapon you have equipped and a target within its range. Roll 1d12 and add your Might (melee) or Precision (ranged) score (unless a weapon property says otherwise). If the result meets or exceeds the target's Armor, the attack succeeds, and deals damage according to the weapon's properties.*
- *Then, repeat this process one time. You may choose another valid target within range, but cannot take any other Action between the two Attacks.*
- *Double Attack may be combined with Careful or Power Attack as normal.*
- *If Dual Wielding, choose one weapon to make two Attacks, and make a single Attack with the other.*
- *This feature cannot be used twice in the same Turn, and cannot be used in the same Turn as Triple Attack.*

Level 10

Choose one:

- () Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- () Increase the **Core Stat** of your choice by 2.

Level 11

Pick any two unchosen specialization options from Levels 2, 4, 5, 7, 8, or 10.

Level 12

Heroic Warrior.

- Choose an additional Damage Type for your **Combat Style** feature. It does not need to be a Common Damage type.
Type:
- Then, gain an unchosen Specialization option from **Level 3**.

WARRIOR
MAJOR CLASS
SPECIALIZATIONS

Level 13

Choose one:

- Increase the **Core Stat** of your choice by **2**, or any **two stats** by **1**.
- Choose a **Perk**.

Level 14

Choose one:

- Increase your **Mana Regeneration** by **2**.
- Increase your **Stamina Regeneration** by **2**.
- Choose a **Perk**.

Level 15

Triple Attack. You gain the ability to perform the:
Triple Attack Action (3+).

- Choose a weapon you have equipped and a target within its range. Roll 1d12 and add your **Might (melee)** or **Precision (ranged)** score (unless a weapon property says otherwise). If the result meets or exceeds the target's **Armor**, the attack succeeds, and deals damage according to the weapon's properties.
- Then, repeat this process two more times. You may select other valid targets within range, but cannot take any other Action between the three Attacks.
- Triple Attack may be combined with **Careful** or **Power Attack** as normal.
- If **Dual Wielding**, instead make two Attacks with both weapons.
- This feature cannot be used twice in the same Turn, and cannot be used in the same Turn as **Double Attack**.

Level 16

Choose one:

- Select a Spell or activated Ability from either your **Minor** or **Influence Class**. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by **2**.
- Choose a **Perk**.

Level 17

Choose one:

- Increase your **Stamina Capacity** by **3**.
- Choose a **Perk**.

Level 18

- **Peerless.** Gain an additional **Perk** of your choice from the *Defensive*, *Combat*, *Movement*, or *Stamina* categories. *Choice:*
- **Devastating Strike.** Once per Round, when you use the **Critical Effect: Trained Strike** feature, you may opt to deal maximum damage instead.

Level 19

Choose two:

- Increase your **Might** by **3**.
- Increase your **Fortitude** by **2**.
- Choose a **Perk**.

Level 20

Choose two. You may select the same option twice:

- Select a Spell or activated Ability from either your **Minor** or **Influence Class**. It no longer has a cost multiplier (2x or 4x).
- Choose a **Perk**.
- Increase the **Core Stat** of your choice by **1**.
- Pick any unchosen specialization option from Levels 2, 4, 5, 7, 8, 10, 13, 14, 16, 17, or 19.