

Stalwart

Requirements: STR 10, CON 10, DEX 10

Hit Dice: d4+2 (D8)

Maximum level: 12

Languages: native, common

General Description

A Stalwart is a veteran soldier who has stood out in their unit as a consistently effective fighter.

The Stalwart shows an aptitude beyond that of most soldiers, best exhibited in the array of fighting maneuvers they use.

Armaments

Armor Allowed: Any, shield

Weapons Allowed: Simple, Martial, Hurlled

Beginning Proficiencies:

* Two one-handed weapons

OR One two-handed weapon;

* One hurlled weapon

OR another one-handed weapon

Advanced Combat

Attack Bonus: +4

Defense Bonus: +2

Shield Use bonus:

+1 to Defense w/small shields;

+2 Defense w/medium & large shields

Fighting Stances:

Aggressive: +3 ATT, -2 DEF

Balanced: +0 ATT, +0 DEF

Defensive: -3 ATT, +2 DEF

Increased Damage: +1/strike

Notable Feats:

Cleave: killing blow allows immediate attack on adjacent foe

Move & Attack: may half-move & attack @-3

(or attack @ -3 and half-move)

Snap Attack Penalty:

May attack one phase earlier than normal with lesser penalty; -3 to roll

Advanced Stunts:

En Passant:

move past foe and strike during movement; -4 to Attack; movement does not slow

Disarm:

Target foe's weapon or grip; attack at -3 penalty; successful attack forces save to retain weapon

Shield Bash:

Overbearing attack using shield; success moves foe backwards and forces save to stay standing

Body fighting:

Grappling, sweeping, throwing, striking

Combination Attack:

Coordinated with ally.

Expert Combat

(Acquired at 4th Level)

Increased Damage:

+2/strike

Notable Feats:

Flurry: vs foes <4 HD, one attack per PC level on adjacent foes (maximum # foes = 6)

Sunder: may focus on striking foe's protection and breaking it; half damage to foe, armor protection -2; large wpns only may attempt to sunder armor, scales, carapace, or other hard protection

Engage multiple foes:

Defense vs two attackers w/o penalty
Shield Use bonus vs +1 attacker

Immediate Counter:

hazard foe's attack w/penalty on DEF of -2; immediate respond w/attack @+2 bonus

Minimum Damage:

1 pt of damage to foe even on missed strike

Battle Squad

(Acquired at 6th Level)

Can recruit up to 4 1st lvl stalwarts if not

already at max # henchmen

Stronghold & Settlement

(Acquired at 10th Level)

Stronghold:

The stalwart can now attract followers once their stronghold is fortified and the stalwart has cleared the surroundings of monstrous lairs and can provide patrols to keep a settlement safe

Followers:

The stalwart will have followers show up to the stronghold and found a settlement

Level Progression

Lvl; Hit dice; Attack bonus; Saving Throw Bonus

XP	HD	Attack	D	W	P	B	S
0	d3+3	—					
1 0	+d4+2	+2	4	3	2	1	1
2	+d4+2	+3	5	3	3	2	2
3	+d4+2	+4	5	4	4	3	3
4	+d4+2	+5	8	4	5	5	4
5	+d4+2	+6	8	6	6	6	5
6	+2 hp	+7	9	7	7	7	6
7	+2 hp	+8	9	7	8	9	7
8	+1 hp	+9	10	8	9	10	8
9	+1 hp	+10	10	9	10	11	9
10	—	+11	11	9	11	12	10
11	—	+12	12	10	12	13	11
12	—	+13	13	10	12	14	12

Saving Throw Key:

D: Death / poison; W: Wands;

P: Paralysis / petrify; B: Breath attacks;

S: Spells / rods / staves.

