

Warrior

Requirements: STR 10, CON 9, DEX 9
Hit Dice: d4+2 (D8)
Maximum Level: 12
Languages: native, common

General Description

A Warrior arrives from outside so-called civilized areas, one of the peoples regarded as rustic or barbaric in some degree. Warriors are capable fighters and often act as hunters, too.

Armaments

Armor Allowed: Light, Small shield
Weapons Allowed: Simple, Hurlled, Launched
Beginning Proficiencies:
* Two one-handed weapons
* One hurlled or launched weapon

Advanced Combat

Attack Bonus: +2
Defense Bonus: +1
Shield Use bonus: +1 Defense
Fighting Stances

Aggressive: +2 ATT, -2 DEF
Balanced: +0 ATT, +0 DEF
Defensive: -3 ATT, +2 DEF

Notable Feats:

Cleave: killing blow allows immediate attack on adjacent foe
Move & Attack: may half-move & attack @-3;
or attack @ -3 and half-move (General penalty -5)
Quick Attack penalty: -4

Expert Combat

(Acquired at 4th Level)
Flurry: vs foes <4 HD, one attack per PC level on adjacent foes (maximum # foes = 3)
Engage multiple foes
Defend vs two attackers w/o penalty

Shield Use: can use shield bonus vs two attackers

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

Immediate Counter: hazard foe's attack w/penalty on Defense of -2; immediate response w/attack w/out bonus

Advanced Missile Combat

Notable Feats

Melee Targeting
Trick Shot - Disarming
Quickdraw
Close Range Bonus

Basic Mounted Combat

Notable Feats

Combat Riding
Mounted Melee
Stunt Riding
Leaping Mount/Dismount

Athletics

Distance Running
Leaping
Throwing

Basic Bushcraft

Build Shelter
Build Fire
Find Water
Animal Lore

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.