

WARRIOR CLASS

You’re quick, strong, and militant. Combat is your specialty, and you’re able to deal and sustain more damage than any other.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, warrior equipment
2	+2	Counter-attack in melee as a quick action up to twice a fight
3	+2	Pick a warrior archetype. Gain one of its archetype features
4	+2	+1 to an ability score of your choice
5	+3	Make two full attacks as one active action
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Make three full attacks as one active action

WARRIOR BASICS

Starting HP	6 + CON mod
HP each level up	1d10 + CON mod
Armor allowed	All
Proficient weapons	All
Ability proficiency	STR, CON
Proficient checks	Coordination, tactics, will, archetype

WARRIOR EQUIPMENT

- Armor of your choice
- Shield
- 2 one handed weapons
- 1 two handed weapon
- Smith’s kit (1 load, 2 SUP to refill)
- Healer’s kit (1 load, 2 SUP to refill)
- 5 rations (1 load, 5 SUP to refill)
- 3 rolls on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

BARBARIAN ARCHETYPE

You gain your proficiency bonus to intimidation, endurance, and travel related checks. Gain one feature at level 3 and 7.

+6 permanent HP	Melee crit 19–20
Adv to intimidate	Immune to fear
+10’ move speed	Adv to endurance
Rage: +3 dmg dealt and taken while active	

FIGHTER ARCHETYPE

You gain your proficiency bonus to medicine, engineering, and diplomacy related checks. Gain one feature at level 3 and 7.

+1 permanent AC	Adv to diplomacy
+1 dmg all attacks	Adv to strategy
Orders: movement, ally can active action	
Phalanx: allies gain +1 AC when near you	

RANGER ARCHETYPE

You gain your proficiency bonus to wilderness, creatures, and perception checks. Gain one feature at level 3 and 7.

Immune to weather	Adv to track or hunt
Ignore diff terrain	Adv to monster info
Ranged crit 19–20	Only need 1/2 sleep
Adv to stealth	Can’t get lost