

WARRIOR

PRIME ATTRIBUTES

Strength and Dexterity

WARRIOR CLASS SKILLS

Athletics, Combat/Any, Culture/Own, Leadership, Navigation, Perception, Ride, Security, Stealth, Survival, Tactics, Trade

BONUS SKILLS FOR NEW CHARACTERS

Athletics, Combat/Axe, Combat/Blade, Combat/Club, Combat/Missile, Combat/Spear, Any One Class Skill, Any One Skill

Warriors are the bold young men and women who have neither sorcery nor spirit allies nor powerful words to aid them. They have only a strong hand, a brave heart, and a willingness to face peril for their ambitions. They are the hardest of the four classes, the best at feats of arms, and capable of acquiring special abilities related to their chosen focus.

Every society in the Three Lands has its soldiers, but a warrior is more than a simple fighter. They might stand in the forefront of the battle, wielding spear and sword with dauntless courage. They might be a veiled rogue deftly slipping over the sill of a merchant-prince's window to liberate him of his excess gems. They might even be some blade-wielding scholar of the Old Kings, ready to plunge into forgotten cities and long-buried tombs to find some morsel of the ancient past. Their one unifying characteristic is that they do not rely upon magic or supernatural speech to bring them success. They rely only on their own stout resolve, and often enough it is all that is required for victory.

Warriors receive more hit points, better saving throws, and a better attack bonus than other classes. They can also learn special maneuvers known as *idahuns* that grant them unique advantages in and out of combat.



WARRIOR CLASS DETAILS

LEVEL	HIT DICE	XP NEEDED	CLASS POWERS	ATTACK BONUS	PHYSICAL EFFECT	MENTAL EFFECT	EVASION	MAGIC	LUCK
1	1d8	0	Pick one idahun	+2	12	12	13	14	13
2	2d8	2,000		+3	11	11	12	13	12
3	3d8	4,000	Pick one idahun	+3	11	11	12	13	12
4	4d8	8,000		+4	10	10	11	12	11
5	5d8	16,000	Pick one idahun	+5	10	10	11	12	11
6	6d8	32,000		+6	9	9	10	11	10
7	7d8	64,000	Pick one idahun	+7	9	9	10	11	10
8	8d8	128,000		+8	8	8	9	10	9
9	9d8	256,000	Pick one idahun	+9	8	8	9	10	9
10	10d8	512,000		+10	6	6	7	8	7

IDADHUNS

At first level and every odd-numbered level thereafter, warriors may choose an *idadhun*, a “reply” representing a particular martial skill which the warrior has mastered for use against his foes. A great warrior knows several *idadhuns*, the better to have a suitable answer to the challenges he will face. Warriors do not require teachers to master *idadhuns*, as they are assumed to be training in them during their downtime between levels. An *idadhun* may only be chosen once, and it may not be exchanged once chosen.

BLESSED AND GRACED

Whether by virtue of an auspicious birth, potent charms, or specialized training, the warrior has no need of cumbersome mail to defend him. Their base armor class becomes 3 even when wholly unarmored. They gain no benefit from wearing armor with a worse armor class, though they can make use of a shield.

BORN WITH A BLADE

The warrior has an almost instinctive comfort with their favorite weaponry. They may choose one combat skill specialization; when using weapons of this type, they gain a +1 bonus to hit and a +2 bonus to damage rolls.

CHARMED STEEL

The warrior has been blessed by an accident of birth or the favor of some potent spirit. His weapons can always wound a foe for full normal damage, even if they are normally immune to the weapon or resistant to its damage. At 4th level, every weapon or armor he uses is treated as if it had a +1 enchantment if it does not already possess a superior virtue. At 7th level this bonus becomes +2, and at 10th level it becomes +3.

DEEP-ROOTED SOUL

The warrior’s life is strong against supernatural harm. He gains a +2 bonus to all saving throws against magical or uncanny effects and is immune to the experience level drain inflicted by some spirit foes.

DREADFUL SHADOW

Some warriors are so shrouded by echoes of the violence they have committed that even other soldiers draw away from them in unease. Enemies that face them in battle suffer an automatic -1 penalty to Morale, they gain a +2 bonus on all social skill checks that relate to intimidating a target, and they become immune to both normal and magical fear. This *idadhun* cannot be taken by those with the Honored Steps *idadhun*.

HONED SKILL

The warrior is remarkably talented at a particular skill. A thief might be superlatively Stealthy, an adventurer-sage might be a peerless Scholar, and a mighty general might be sublimely gifted at Tactics. Once per day, before rolling a check for that skill, the warrior may count the roll as an automatic 12.

HONORED STEPS

The warrior appears to be such a splendid example of prowess and capability that others are compelled to admire them. Their Charisma modifier increases by 1 and NPCs will instinctively consider the warrior to be fit for leadership positions. This *idadhun* cannot be taken along with Dreadful Shadow.

SAGACIOUS WARRIOR

Some warriors are less concerned with martial glory, focusing instead on different goals or aptitudes. The battle-prowess they develop over time is simply an inevitable by-product of their dangerous pursuits. The sagacious warrior may choose three additional skills to add to their list of class skills. If they have no expertise in these skills, they gain them at level-0, and if they are already level-0, they rise to level-1. More sophisticated expertise is not improved, but they still need only pay class skill rates to improve their rating when they gain a new level.

TIRELESS

The warrior is in such spectacular physical condition that they are all but impervious to mortal weariness. Their Constitution modifier increases by 1, augmenting their hit points, though their base Constitution score does not change. They can perform exertions constantly throughout the day, and during the four hours of sleep they must take each night they doze so lightly that they remain fully aware of their surroundings. This *idadhun* does not negate the penalty for wearing armor in hot climates.

TWO LIVES

The warrior is favored by the spirits or by blind good luck, and death will not lightly receive them. Rather than perishing from a mortal wound or bleeding out from an untended injury, the warrior falls unconscious for five minutes before waking with one hit point. If struck while unconscious or smote by an injury no mortal could survive, then the warrior will die. This *idadhun* cannot be used again until the warrior has spent at least a week in propitiation of their spirit guardians or riotous celebration of their continuing good luck.

ROOF OF SPEARS

The warrior is trained to protect their companions, and can even risk their own life to save a threatened ally. Once per fight, when an ally within 30 feet is struck by an attack, the warrior may instantly move to interpose. They may choose to do so after the attack’s damage has been rolled. The original target takes no damage and the attack is re-rolled against the warrior instead. The warrior can defend only against physical, tangible attacks, and not against magical afflictions or environmental damage.

WASHER OF SPEARS

The warrior is a friend to the battlefield, and knows no hesitation when faced with death. They gain a +2 bonus on all Initiative rolls and cannot be surprised.