FIGHTER

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Veteran	0	1d8	+1	14
2	Warrior	2,000	2d8	+2	13
3	Swordmaster	4,000	3d8	+3	12
4	Hero	8,000	4d8	+4	11
5	Swashbuckler	16,000	5d8	+5	10
6	Myrmidon	32,000	6d8	+6	9
7	Champion	64,000	7d8	+7	8
8	Superhero	120,000	8d8	+8	7
9	Warlord	240,000	9d8	+9	6
10	Battle Master	360,000	10d8	+10	5

MARTIAL PROWESS

When you crit, **attack again!**

Against foes of lower level or HD, you get one extra attack per round.

Against foes of 1 HD or less, you attack once per round *per level*!

When you are a *champion* or better, you attack twice per round against all foes.

WEAPON MASTERY

Pick a weapon type, or roll for one. You get +1 to hit and dmg when using it.

1. Shields*
2. Swords & Blades
3. Axes
4. Bows & Slings
5. Poles & Spears
6. Hammers & Maces
7. Exotic (choose)
8. Fists & Feet

*Additional +1 AC

SAVING THROW BONUS

You get +2 when saving against poison and death.

BATTLE MOVES

In the heat of action you can perform awesome stunts and amazing deeds. Name the battle move before attack roll! **Battle moves deal no damage.** Below are some examples. Get creative!

BLINDING
You strike at enemy's eyes, blinding them for 1d4 rounds (save applies).

BLADEBREAKER
Aiming for the weak spot, you shatter their non-magical weapon and smite it to the ground! (-2, save applies)

KNOCKDOWN
Kicking, bashing, or sweeping, you drop 'em to the ground.

DISARM
A careful strike to the fingers causes them to drop whatever they are holding (save applies).

DISPLAY OF PROWESS
You do a fancy move, forcing a morale check. Only works on lessers!

THROAT PUNCH
A powerful blow to the throat stuns enemy 1d3 rounds, preventing speech or screams.

HEAD BUTT
You slam your head into their face, stunning them 1d3 rounds. Nobody expects that.

IMPROVISED THROW
You grab a nearby object such as a chair and hurl it at enemy, causing them to lose 1 round of action.

PSYCH OUT
You dodge and feint, confusing enemy and gaining +2 to hit and damage on next attack.

SMASH THE SCENERY
You break stuff to vex your enemies, blocking their path and costing them an attack. 18+ roll = **your allies feel it too**.

Chainmail CHICK

Character Class

by J.V. West

With sword-in-hand and barely enough "armor" to cover the average house cat, you excel at **ass-kicking**... and you look good **doing** it.

You attack and save as a fighter. You can use any weapon, but full armor or clothing will render your special abilities unusable. Shields are fine and dandy.

REQ: Str 9
PRIME: Str+Cha
HIT DICE: d8+1

BATTLECLAD:
Bikini armor = AC 7. Add Str and Cha modifiers to AC... because HELL YES.

SAVAGE CHARM:
Your sex appeal improves reaction rolls by 2. A Cha check will win help or info.
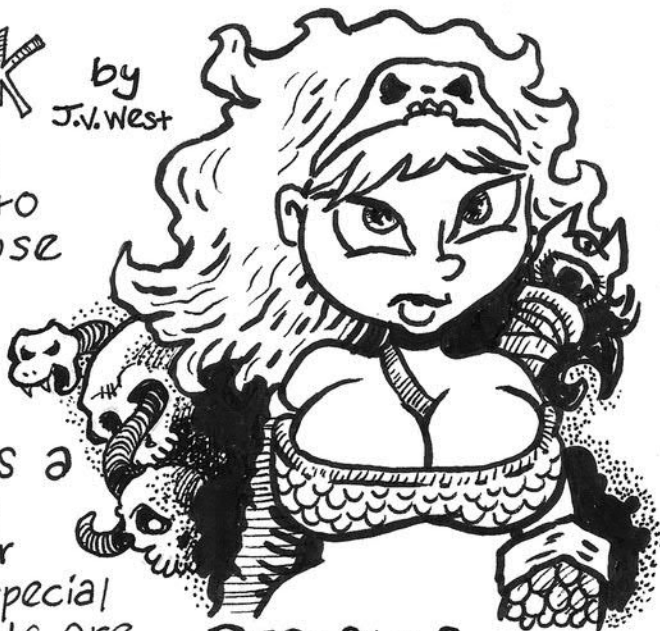
GOOD LOOKS and RIGHT HOOKS:
Lascivious dolts are easier to destroy. Enemies are hot for you on a 2-in-6. Roll 1d6 for effect.

- **1** Eh, whatever...
- **2** Gawker! +1 to hit.
- **3** Perv! +1 to hit/dmg.
- **4** As above. 1d6 dolts are -1 to hit you.
- **5** As above. Goons are -2 against you.
- **6** Mouth breathers are -3, you are +2 to all rolls. Taunt them!

LEVEL	XP	TITLE	HIT DICE
1	0	Cheesecake Champ	1d8+1
2	2300	Blood Red Beauty	2d8+2
3	4600	Femme Fighter	3d8+3
4	9200	Violent Vixen	4d8+4
5	18000	Bonny Ballcrusher	5d8+5
6	36000	Red Slayer	6d8+6
7	72000	Sultry Savage	7d8+7
8	144000	Barbaric Babe	8d8+8
9	288000	Chainmail Chick	9d8+9
10	410000	Superior Chain Chick	9d8+10
11	550000	Awesome Chain Chick	9d8+11
12	680000	Wicked Chain Chick	9d8+12
13	810000	Scary Chain Chick	9d8+13
14	940000	Badass Babe	9d8+14

HEART of IRON
You get +2 on all saves. Add +1 to hit point and healing rolls.