



WARRIOR

**THE WARRIOR STARTS WITH
12 MAX HEALTH INSTEAD OF 10.**

**WHILE THE WARRIOR'S HEALTH IS 5
OR BELOW, HE BECOMES ENRAGED,
AND GAINS +1 ATTACK.**

**THE WARRIOR CANNOT FLEE FROM
COMBAT, UNLESS HE IS COMBATING
A BOSS OR AN ENEMY THAT
DOES NOT CHASE.**