



A powerful attack with your weapon. Put all your strength behind it!

Roll d20+4 to hit, d8 damage



Raise your defenses to protect yourself or someone nearby from harm.

Reduce incoming damage by 5.



Let out a mighty shout! Scare your enemies and inspire your allies.

Roll d20+3 vs Enemy Morale DC 12



Attack with everything you've got! More damage, but you leave yourself open.

Roll d20+6 to hit, but enemies get +2 to hit you



WARRIOR ASPECT

Knock the weapon right out of your enemy's hand!

[Roll d20+3 opposed check]



Grab your enemy and hold them tight! They can't move while you've got them.

Roll d20+4 to grab, enemy can't move



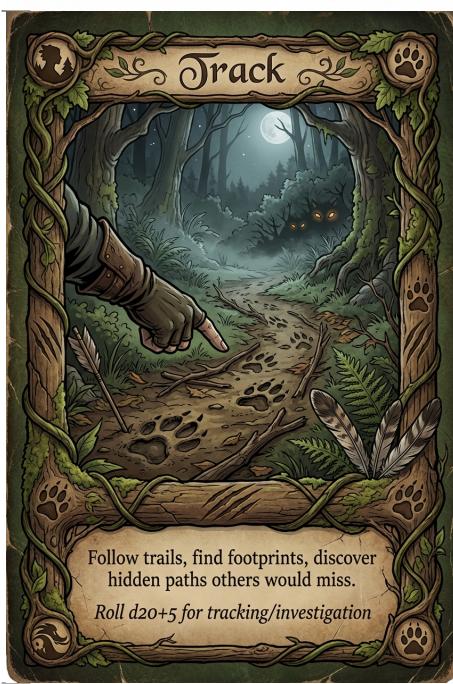
Take careful aim at your target. One shot, one hit.

Roll d20+4 to hit, d6 damage



Fire rapidly! Less accurate, but you get two shots.

Roll d20+2 to hit TWICC



Follow trails, find footprints, discover hidden paths others would miss.

Roll d20+5 for tracking/investigation



