

UW:PE

Warrior Class

Hearts: 15 + D6 per level

Level 1

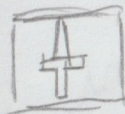
Skills

XP	LVL	♥
0	1	d6+15
100	2	2d6+15
200	3	3d6+15

choice
to keep
old roll
or re-roll.



Athletics: climb, swim, carry, drag, throw.



Weapons: If you can kill with it, your skills apply.



Intimidation: inspire fear, respect, or terror in others.

Grit: You have 3 grit, and gain +2 each time you level up. Grit recovers after a 10 minute rest.

You may spend grit on the following:



Ferocity: Gain advantage on one attack roll. If it hits, it deals max damage.



Second Wind (2 Grit): heal D6 hearts.



Swiftess: turn one attack into a multi-attack with two attacks.



Sentry (2 Grit): You sacrifice your action and end your turn. You may make up to a total of three attacks against creatures that enter melee range before the start of your next turn.

Level 2

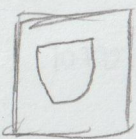
Combat specialization



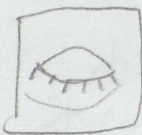
Swords: Your skill bonus for swords is now 2d6, and you may dual wield swords to multiattack with two attacks.



Bows: Your skill bonus for bows is now 2d6, and you may multi-attack to make two separate bow attacks per turn.



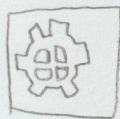
Armor: The armor (not shield) you wear grants +10 and +5.



Tunnel fighter: When you close your eyes, you may detect and attack creatures within 10ft even if they are invisible, not suffering disadvantage.

Level 3

Advanced technique



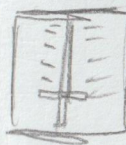
Autocrossbows. The crossbow and heavy crossbows can be modified to reload as part of firing. The hand crossbow may be dual wielded, and modified to fire twice per turn, with a multi-attack of up to four attacks. You must maintain autocrossbows during each rest, or they stop functioning.



Spell sword. You may expend 2gnt to charge a dagger, sword, or greatsword with a random spell from the mage spell list during a rest. Each blade can be charged with only one spell. When wielding the charged blade, you may cast the spell. All charged blades lose their charge when you rest.



Pugilist. Your unarmed attacks deal 1d6, you may attack with both hands to multi-attack, and your skill bonus for unarmed is now +3d6.



Paladin: You may use your gnt to hit with a melee weapon, dealing 1d6, or 2d6 dice for devils, demons, undead, and fae. Does not stack with ferocity.