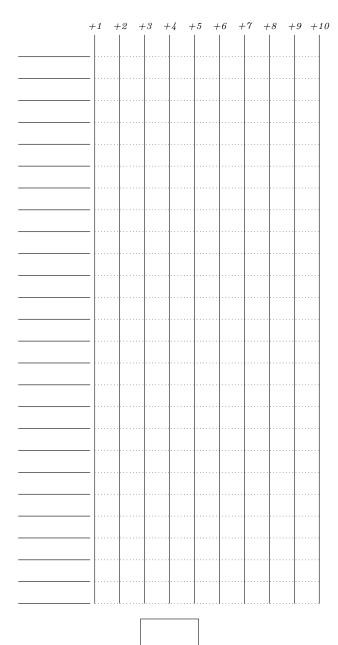


## Skills



Penaltu

## Warrior

Luck: A warriors Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level:

Weapon training: A warrior is trained in the use of the battleaxe, club, crossbow, dagger, dart, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Attack modifier: Warriors use a "deed die" instead of an attack modifier. The warrior rolls this die on each attack and applies it to both their chance to hit and their damage.

Mighty deed of arms: Prior to any attack roll, a warrior can declare a Mighty "Deed of Arms." This deed is a dramatic combat maneuver within the scope of the current combat. Such maneuvers may include:

- blinding
- disarming
- $\bullet$  pushbacks
- $\bullet\,$  trips and throws
- precision shots
- $\bullet$  rallying allies
- defensive maneuvers

The deed does not increase damage. The warriors deed die (above) determines the deeds success. If the deed die is a 3 or higher, and the attack lands, the deed succeeds. A higher roll on the deed die gives a better result (see page 88). If the deed die is a 2 or less, or the overall attack fails, the deed fails as well. **Initiative**: A warrior adds their class level to their

initiative rolls.

Crit Range: A
warrior's crit range

warrior's crit rang changes by level:

1-4	19-20
5-8	18-20
6-10	17-20

## Possessions

Item	#
-	

