

ATHIA CLASSES

Unlike most professions, the career of a hero places one squarely on an otherwise uncharted path. However, each Hero begins their story having received some form of training. That training is divided into different classifications or Classes. One might have studied the arcane arts, bonded with a blade, or been driven to greater things by the direction of the divine. Though the Classes listed here might seem focused or specific, players are encouraged to first come up with a concept for their character, and then to attempt designing them with each Class to determine which best represents the idea they have in mind.

Each Character Class description listed below includes a breakdown of their progression through levels of experience. This breakdown begins with the Character starting at Level 1 and increasing to Level 10. The Advancement section provides information on how Character Level and experience is conducted. Each of the Character Classes includes the following information in their Level Progression Chart:

- **Abilities:** Characters begin with a total number of Abilities equal to the number listed in the Level Progression Chart. When Characters advance to each new Level, they increase their number of Abilities by the number listed in the Level Progression Chart. Players may only choose Abilities for their Characters from the Abilities listed for their Class or from those listed in the General Abilities list. Any prerequisites required for an Ability are noted in *Italics*. These Prerequisites must be met before taking the desired Ability. Certain Abilities have higher, more powerful versions. These Abilities are noted numerically, increasing in power or capability with each subsequent number. Thus, an Ability such as Backstabber I can be followed with Backstabber II. Each previous version of the Ability must be taken before progressing onto the next numerically numbered Ability. Finally, each Ability is considered “always active” unless otherwise noted by the Ability’s description.
- **Attribute Bonuses:** At every even Level, Characters gain an Attribute Bonus to any one of their Attributes. This may be spent to improve one Attribute by one point (-1 becoming 0, 0 becoming +1, +1 becoming +2, etc.). Modifications to a Character’s Attribute due to an Attribute Bonus affect other Character statistics as if having had the new modifier since character creation. Any improvements to a Character’s Constitution affect all Health tiers and Stamina. Any improvements to a Character’s Instinct affect their Favor total. Any improvements to a Character’s Knowledge affect their total Mana, their total Aptitude points, and their total Talent Points.

- **Health:** A Character's Health is divided into four tiers (Fatigued, Battered, Injured, and Down). The total for the first three of these tiers is listed in the Level Progression Chart for each of the Classes. The Fatigued, Battered, and Injured tiers are each a combination of the Classes starting score for each, plus the Health bonuses from the Character's Race, plus the Character's Constitution modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Health in each tier equal to the number listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired. See the Aspects section for further details on Health.
 - **Fatigued, Battered, & Injured:** These first three tiers of Health get their Scores from the Level Progression Chart of the Character's Class. Characters who have been Fatigued suffer no ill effects, Characters who have been Battered may only attempt an Action or a Maneuver, but not both, and Characters who have been Injured may only attempt an Action or a Maneuver (not both) and make all Checks at Disadvantage.
 - **Down:** A Character is either Down or not. As such there is no Score associated with the Down tier of a Character's Health. Player's simply note on their Character Sheets whether their Character is Down. Down Characters can only perform Free Actions.
- **Talent Points:** A Character begins the game with a number of Talent Points equal to those designated by the Class they choose for their Character. Characters also add their Knowledge modifier to their number of starting Talent Points. These points can be spent to either pick up new Talents at the Apprentice level, or to raise an existing Talent on through to Journeyman or Master Expertise. When Characters advance to each new level, they gain additional Talent Points equal to the number listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired. See the Talents section for additional information on specific Talents, levels of expertise, and costs to improve Talents.
- **Favor:** Favor represents the Character's ability to enact Divine Interventions. Favor is the fuel for Divine magic. A Level 1 Acolyte's Favor is the total of the number listed in their Level Progression Chart, plus their Instincts modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Favor equal to the number listed in the Level Progression Chart for their Class, plus bonuses for any new Abilities they may have acquired. See the Magic section for specific rules on the use of Favor.

- **Mana:** Mana represents the Character's ability to control multiple magic Effects. Mana is what drives and empowers Arcane magic. A Level 1 Mage's Mana is the total of the number listed in the Level Progression Chart, plus their Strength modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Mana equal to the numbers listed in the Level Progression Chart for their Class, plus bonuses for any new Abilities they may have acquired. See the Magic section for specific rules on the use of Mana.
- **Aptitude Points:** Arcane Aptitude is used in many ways like a Talent. A Level 1 Mage's Aptitude is the total of the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Aptitude equal to the numbers listed in the Level Progression Chart for their Class, plus bonuses for any new Abilities they may have acquired. See the Magic section for specific rules on Arcane Aptitude.
- **Stamina:** Stamina is the fuel for amazing acts in combat. At Level 1 a Character's Stamina is the total of the number listed in the Level Progression Chart, plus their Constitution modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Stamina equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Combat section for specific rules on the use of Stamina.
- **Bless:** Acolyte's have the inherent ability to Bless their companions. At Level 1 the number of Blesses the Acolyte can enact is the total of the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Acolytes advance to each new level, they gain additional Blesses equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Acolyte Class description for specific rules on the use of Blesses.
- **Damage:** Warriors are brutal on the battlefield. At Level 1 a Warrior gains a bonus on every Damage roll equal to the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Warriors advance to each new level, they gain additional Damage bonuses equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Warrior Class description for specific rules on Damage bonuses.

- **Hit:** A Rogue's cunning can make them deadly accurate in battle. At Level 1 a Rogue gains a bonus on every Hit Check equal to the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Rogues advance to each new level, they gain additional Hit Check bonuses equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Rogue Class description for specific rules on Hit Check bonuses.
- **Specialty:** Rogues are very adaptive, and as such they gain Favor, Mana & Aptitude, or Stamina as they advance in level. At Level 1 a Rogue determines his initial Specialty, gaining training in two aspects: Favor, Mana & Aptitude, or Stamina. They can pick the same aspect twice, or two different aspects (i.e., a Rogue could train in Stamina twice, or in Favor once and Stamina once). This accumulated Favor, Mana & Aptitude, or Stamina equals the number listed under the Rogue Class description, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Rogues advance to each new even level (2nd, 4th, 6th, etc.) they gain an additional opportunity for Specialty, and can again pick from any of the Favor, Mana & Aptitude, or Stamina options, plus adding any bonuses for any additional Abilities they may have acquired. See the Rogue Class description for specific rules on Rogue Training.
- **Arms & Armor Training:** Each Class has a selection of Armor and Arms Training associated with it. Each category of Armor or Arms listed in a Classes Training list can be used by members of that Class without penalty. See the Economics, Equipment, and Encumbrance section for further information.



ATHIA
ACOLYTE

Through powers greater than themselves some find greater purpose. When the new gods made their presence known, they did so by channeling their powers through the faithful across Athia. With this display of awesome power, a new understanding of the gods came to light. Though no mortal would claim to know the will of the gods themselves, they have come to understand what the gods represent, and what faith in a god bestowed upon them. All Acolytes spread the lessons and faith of their gods; some through force, and yet most through example. Each Acolyte is unique, even those of the same faith. Every god has several aspects, and each temple, church, cult, or following has their own interest in a god. One group might worship Selene for insight, while others might worship her for her guardianship.

Acolytes serve as representatives of their faith and their gods throughout Athia. Their interests in politics, exploration, conquest, or world events is likely motivated by an interest in bringing glory to their faith, bringing worthwhile council to those involved, or in seeing that the balance of power between right and wrong does not swing too far in one direction or the other. As such, Players interested in playing Acolytes will need to choose a faith their Acolyte will represent. There are four faiths that Acolytes may worship: Erebos, Ilios, Selene, or The Triad. See the Divine section for further information.

Acolyte Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Favor	Stamina	Bless
1	2	0	5	4	2	10	8	3	1
2	+1	+1	+5	+4	+1	+3	+2	+1	0
3	+1	0	+5	+4	+1	+3	+2	+1	+1
4	+1	+1	+5	+4	+1	+3	+2	+1	0
5	+1	0	+5	+4	+1	+3	+2	+1	+1
6	+1	+1	+5	+4	+1	+3	+2	+1	0
7	+1	0	+5	+4	+1	+3	+2	+1	+1
8	+1	+1	+5	+4	+1	+3	+2	+1	0
9	+1	0	+5	+4	+1	+3	+2	+1	+1
10	+1	+1	+5	+4	+1	+3	+2	+1	0

Divine Magic: Acolytes possess the ability to enact Divine Interventions. Acolyte Characters begin by choosing two Influences that represent the magic bestowed

on them by their god. Acolytes can only cast Intervention Effects from these two chosen Influences. Acolytes cannot change Influences as they advance, however certain Abilities and other circumstances may allow access to additional Influences. An Acolyte's Favor fuels the Divine Interventions they enact and is replenished through either Prayer or Service to one's God. See the Magic section for more information.

Prayer: Once per day an Acolyte may pray to regain Favor from their God. To do so the Acolyte determines how much Favor they would like to gain, then refers to the Regaining Favor

Regaining Favor Table

Difficulty	Acolyte Favor Gain	Non-Acolyte Favor Gain
Easy (9)	1	0
Average (12)	2	1
Difficult (15)	3	2
Extreme (18)	4	3

Table to determine the Difficulty for a Faith Check. If successful, the Acolyte regains the amount of Favor noted. Non-Acolyte devotees gain one less Favor from their Prayers (to a minimum of 0).

Service: Through the course of their lives devotees are expected to serve their God, and as a result regain Favor. Below is a list of Services a devotee can perform to gain Favor from their God. All fractions are rounded up in favor of the devotee.

Service Table

Service	Favor Gained
Converting an individual (NPC)	½ max
Converting a community (NPC)	All
Creating a lasting monument (token)	2
Creating a lasting monument (standard)	½ max
Creating a lasting monument (grand)	All
Enacting a momentous Divine Intervention before someone new	1
Enacting a momentous Divine Intervention before a group of new people	2
Erebos: Midwinter rite	All
Erebos: Greet the night rite	1
Ilios: Midsummer rite	All
Ilios: Greet the dawn rite	1
Leading a group of 1-10 (NPCs) in prayer/service/ritual/etc.	1
Leading a group of 11-50 (NPCs) in prayer/service/ritual/etc.	½ Caster Level
Leading a group of 50+ (NPCs) in prayer/service/ritual/etc.	Caster Level
Sacrifice, Modest	Caster Level
Sacrifice, Substantial	2x Caster Level

Service	Favor Gained
Sacrifice, Ruinous	All
Selene: Perilune rite	All
Selene: Greet the moon rite	1
Service to another (NPC)	Caster Level
Service to a community	2x Caster Level
Vow: Pacifism, Poverty, or Silence	Special
Exemplar roleplaying	GM's choice

- **Converting:** To cause one to adopt your faith.
- **Monument:** Something erected as representative of your faith.
- **Momentous Divine Intervention:** An Intervention of great or far-reaching impact.
- **Sacrifice:** Any offering that is thereafter lost to the devotee.
- **Vows:** Take vow and gain a variable amount of Favor as determined by the Player. The Vow lasts a number of days equal to the amount of Favor gained. Breaking the Vow results in an immediate loss of all Favor, with no gains possible until the end of the original Vow.
- **Pacifism:** Will not act in a violent manner and will always choose to distance themselves from violence.
- **Poverty:** Will give up all worldly possessions save for a means to clothe themselves modestly and/or to safeguard against the elements.
- **Silence:** Will not speak, nor enact Divine Interventions.

Bless: Acolytes can bestow a blessing to any willing recipient within their line of sight, other than themselves, a number of times per day as noted on the Acolyte Level Progression Chart. This blessing grants the recipient Advantage on their next Standard Check or Hit Check. Bless is a Free Action. Acolytes can grant one blessing at first level, and one additional blessing every two levels thereafter.

Holy Aura: Acolyte’s Divine Interventions affect either Allies or Enemies surrounding the Acolyte. This area is known as the Acolyte’s Holy Aura. An Acolyte’s Holy Aura is equal to a 10’ radius per level of the Acolyte, thus a 5th Level Acolyte would have a 50’ radius Holy Aura.

Armor Training: Light Armor, Medium Armor, Shields

Arms Training: All Common weapons

Acolyte Abilities: Players creating Acolyte characters may choose from either the Acolyte or General category in the Abilities section.

MAGE

Arcane power ebbs and flows throughout Athia, but only a select few can tap into it. Mages, Warlocks, Wizards, Enchanters, Sorcerers, Thaumaturges, or whatever name they may go by are those with the ability to manipulate the arcane power of the world. Mages seek to explore this dying art, and make no mistake, their art is dying. Where arcane magic once permeated the world, its influence has now dwindled to only a sparse few. Only those with a strong will, determination to persevere, and an insatiable curiosity dare to tap into powers beyond mortal comprehension. Arcane power is raw energy, dynamic and potent - not even the gods themselves can wield it. Potential Mages require a high level of commitment, often spending their entire lives, to master this magic. Whether they seek to destroy their enemies, unlock the secrets of the universe, or shape the very world, Mages are a force to be reckoned with.

Mages serve as advisors and counselors, mediums and oracles, or even show up on the battlefields to rain down fire upon their adversaries. Though they may not hold ambitions outside of their own arts and studies, some Mages wear multiple hats as guides, sages, enchanters, or even explorers seeking to uncover more truths about their hidden and obscure art.

Mage Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Mana	Aptitude
1	2	0	3	6	2	10	3	5
2	+1	+1	+3	+6	+1	+3	+1	+2
3	+1	0	+3	+6	+1	+3	0	+2
4	+1	+1	+3	+6	+1	+3	0	+2
5	+1	0	+3	+6	+1	+3	0	+2
6	+1	+1	+3	+6	+1	+3	+1	+2
7	+1	0	+3	+6	+1	+3	0	+2
8	+1	+1	+3	+6	+1	+3	0	+2
9	+1	0	+3	+6	+1	+3	0	+2
10	+1	+1	+3	+6	+1	+3	+1	+2

Arcane Magic: Mages possess the ability to cast Arcane Spells, powerful incantations with substantial magical effect. There are two primary components of Arcane Magic: Aptitude and Mana.

Aptitude: Aptitude is the measure of skill the Mage has within an Art. There are five Arcane Arts (Air, Cosmos, Earth, Fire, and Water), and a Mage will allocate their Aptitude points to one or each of these Art's Aptitude. A Mage's Aptitude is the total of the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. The more points the Mage has in an Art's Aptitude, the more likely they are to be able to successfully cast powerful Spells using the Effects from that Art.

Mana: Mana reflects how many Arcane Effects the Mage can have active at any given moment. Spells with Multiple Effects, or powering Runework items are limited by the Mana a Mage possesses. A Mage's Mana is the total of the number listed in the Level Progression Chart, plus their Strength modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities (to a minimum of 1). The more Mana a Mage has, the more complex Spells or number of Runework items they can enact or possess.

As Mages advance in Level, their Aptitude and Mana increases as noted in the Mage Level Progression Chart.

Armor Training: None

Arms Training: Mages may choose any one weapon from the Common weapons list.

Mage Abilities: Players creating Mage characters may choose from either the Mage or General category in the Abilities section.



ROGUE

The term Rogue is a bit of a misnomer. It stems from a derogatory reference to an individual who hadn't exactly the skills to be a Warrior, the faith to be an Acolyte, or the aptitude to be a Mage. It is a term to describe those who choose to walk their own path, to not be confined by the paradigms of others, and to pursue the interests of their own hearts. Rogue, knave, tramp, vagabond, miscreant, inquisitor, outlaw, or scoundrel, these individuals know well that other's slanderous names for them are little more than a reflection of their own jealousy. Be they explorers or plunderers, bards or charlatans, monks or frauds, guardians or assassins, a Rogue's life is exclusively theirs. Rogues may be cunning, witty, charming, or steady. They are the proverbial "Jacks of all trades and masters of none."

Rogues serve in countless roles throughout Athia. They may be hunters, scouts, spies, bodyguards, entertainers, soothsayers, trainers, or any other number of positions. Each Rogue's interests are exclusively their own. This is not to say that Rogues don't find reward amidst company - simply that their independence and freedom often trump interests in working for others.

Rogue Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Hit Bonus	Specialty
1	3	0	4	5	2	15	1	2
2	+1	+1	+4	+5	+1	+4	+1	+1
3	+1	0	+4	+5	+1	+4	+1	0
4	+1	+1	+4	+5	+1	+4	+1	+1
5	+1	0	+4	+5	+1	+4	+1	0
6	+1	+1	+4	+5	+1	+4	+1	+1
7	+1	0	+4	+5	+1	+4	+1	0
8	+1	+1	+4	+5	+1	+4	+1	+1
9	+1	0	+4	+5	+1	+4	+1	0
10	+1	+1	+4	+5	+1	+4	+1	+1

Hit Bonus: Rogues gain a bonus to their Hit Checks. Beginning at first Level a Rogue gains a bonus of +1 to all Hit Checks. That bonus increases by one (+1) each level.

Specialty: Rogues have the unique option to select Specialty throughout their advancement. This Specialty includes additional Abilities, Arcane magic capability, Divine magic capability, unique Talent capabilities, or the use of Stamina. At first Level, the Rogue may select two Specialties from the following list:

Ability Specialty: Selecting an Ability Specialty allows the Player to select an additional Ability for their Rogue. This Ability may be taken from any Class Ability (Acolyte, Mage, or Warrior) as well as the typically available list of Rogue and General Abilities.

Arcane Specialty: The first time Arcane Specialty is taken the Rogue gains two (+2) Arcane Aptitude and (+1) Mana to expend towards any single Arcane Art. Each subsequent selection of this Focus adds one (+1) Arcane Aptitude to the Rogue's Arcane Aptitude Score. Note: The Rogue only gains access to one Arcane Art, regardless of how many times the Arcane Specialty is taken. The first time this Specialty is selected the Rogue gains a bonus to their Mana equal to their Strength Modifier. Lastly, a Rogue's Caster Level (CL) is considered 1 level less than their character level (to a minimum of 1).

Divine Specialty: The first time Divine Specialty is taken the Rogue gains two (+2) Favor and has access to one Divine Influence. Each subsequent selection of this Focus adds two (+2) Favor to the Rogue's Favor Score. Note: The Rogue only gains access to one Divine Influence, regardless of how many times the Divine Specialty is taken. The first time this Specialty is selected the Rogue gains a bonus to their Favor equal to their Instincts Modifier (minimum of 0). A Rogue's Holy Aura is 5' radius per level as opposed to the normal 10' radius per level for an Acolyte. Additionally, a Rogue's Caster Level is considered 1 level less than their character level (to a minimum of 1). Finally, Rogues recover their Favor through Prayer just as any Character with Favor would (see Prayer for further information).

Talent Specialty: Each time a Rogue takes the Talent Specialty he has three (3) Talent Bonuses he can add to his character. Each bonus is applied to a single Talent, but any Talent can have more than one Bonus applied to it. Note: Any single Bonus can only be applied to any single Talent once. For example, if a Rogue were to apply one of his Specialties as a Talent Specialty, they could spend their three Talent Bonus picks by adding Ace to their Notice Talent and both Easy and Golden to their Stealth Talent. Unless otherwise stated, these Talent Specialties can only affect one Talent Check per Round. Talent Bonuses that can be applied to the character are as follows:

- **Ace:** Choose a Talent for this Bonus to be applied. Reduce any Disadvantage you suffer with this Talent by one. For example, an Injured Rogue (at Disadvantage) with this Bonus applied to their Exertion Talent would make their Check without Disadvantage. That same Rogue making an Exertion Check at Double Disadvantage would only suffer Disadvantage on their Check.
- **Certain:** A Rogue with this Bonus applied to a Talent can use that Talent under favorable conditions to improve their likelihood of success. If they are not stressed or pressed for time, they can make their Talent Check at Advantage. If they have an hour or more to perform their Check, they can do so at Double Advantage.
- **Easy:** Checks from Talents with this Bonus applied are made at one Difficulty lower. For example, when asked to make an Average Difficulty Check from a Talent with this Bonus, make an Easy Difficulty Check instead. A Rogue with the Easy Bonus automatically succeeds on any Easy Difficulty Checks.
- **Golden:** When this Bonus is applied to a Talent, the Rogue may cancel any failure with this Talent as if it never happened. For example, if this Bonus is applied to the Athletics Talent, and the Rogue is attempting to jump a chasm, should they fail, they can choose to have not made the attempt, rather than failing in mid-air. Although this ability does allow one to change their action following their failure, it does not allow for “second attempts”, thus you cannot use this Specialty to attempt the same Check again.
- **Swift:** Applying this Bonus to a Talent allows the Rogue to make a Talent Check for the designated Talent once per Encounter as a Free Action. For example, a Rogue with this Bonus applied to their Recuperation Talent could roll to recover Stamina as a Free Action in the same Round that they are attacking an enemy.

Stamina Specialty: The Rogue gains two (+2) Stamina. Also, the first time this Specialty is selected the Rogue gains a bonus to their Stamina equal to their Constitution Modifier (minimum of 0).

Rogues may mix and match multiple Specialties (for example, choosing to select the Divine and Stamina Specialties at first Level). Each time they are granted additional Specialties they may choose from any of the five Specialty options.

Armor Training: Light Armor

Arms Training: All Common weapons.

Rogue Abilities: Players creating Rogue characters may choose from either the Rogue or General category in the Abilities section.

ATHIA
WARRIOR

The call to arms never falls on deaf ears. Some pick up the sword in defense of their home, some to avenge an unforgivable wrong, some to lead others to victory, and others to conquer their enemies. Since time immemorial the path of the warrior has been followed. There has always been conflict, and there shall always be the threat of uprisings, hordes, evils, armies, and countless other enemies. Today, with the Red Orcs looking for revenge, the Reptilians biding their time, the remaining Sickened looming, and a host of other creatures lingering in the nearby shadows, there shall continue to be a need for warriors to rise and beat back the darkness. They say a warrior’s path is unfulfilling, that only sorrow and death are waiting to greet him. Clearly those that say such things are not successful warriors.

A Warrior can take many forms: a soldier, guard, archer, gladiator, knight, duelist, or justicar. They may choose this path for noble or selfish interests. They may serve something greater than themselves or fight solely on their own. Whatever their preference, a warrior is a person of action, ready to test their mettle in the forge of battle. Should there be conflict, the warrior will be there.

Warrior Level Progression Chart

Level	Abilities	Attribute Bonus	Fatigued	Battered	Injured	Talent Points	Damage Bonus	Combat Styles	Stamina
1	2	0	6	3	2	10	+2	1	5
2	+1	+1	+6	+3	+1	+3	+2	0	+4
3	+1	0	+6	+3	+1	+3	+2	+1	+4
4	+1	+1	+6	+3	+1	+3	+2	0	+4
5	+1	0	+6	+3	+1	+3	+2	+1	+4
6	+1	+1	+6	+3	+1	+3	+2	0	+4
7	+1	0	+6	+3	+1	+3	+2	+1	+4
8	+1	+1	+6	+3	+1	+3	+2	0	+4
9	+1	0	+6	+3	+1	+3	+2	+1	+4
10	+1	+1	+6	+3	+1	+3	+2	0	+4

Combat Style: Each Warrior has a different practice, method, or technique when fighting. Some are learned, others developed through trial and error. Warriors hone their Combat Style as they level. There are five categories of Combat Styles. Beginning at first level, Warriors select any Combat Style and gain the Apprentice level of that Style. They gain additional selections at every odd Level thereafter.

They can either choose to progress in that Style, selecting the Journeyman level for that Style, or select another Style at Apprentice level. Each progressive level within a given Style must be taken in order (Apprentice, then Journeyman, then Master). A Warrior's Combat Style is always available and can be used multiple times during an encounter.

The following are the available Styles for Warriors to choose from:

Collaborative: Combining your efforts with others and working together against your opponents is the theme of this Style.

- **Apprentice:** When an ally gets a critical result on their Hit Check against a target, your next Hit Check is automatically successful against that same target for the next Round.
- **Journeyman:** When an ally slays a target near you, you regain your Level in Stamina.
- **Master:** Gain a point of Stamina whenever you are successfully hit in combat.

Deliberate: Aiding those around you and being mindful of the ebb and flow of combat is the theme of this Style.

- **Apprentice:** When an ally is Battered, assist them in battle to add +1 to their Defense.
- **Journeyman:** When Surprised, attacks made against you are not made at Advantage.
- **Master:** Those fighting shoulder to shoulder with you gain Damage Reduction equal to half your Level.

Ferocious: Fighting without fear or doubt and overcoming insurmountable odds in battle is the theme of this Style.

- **Apprentice:** Raise the Daring of an ally fighting alongside you by one (+1).
- **Journeyman:** You cannot be Outnumbered, and treat being Overrun as being Outnumbered.
- **Master:** Regain your Level, plus your Daring, in Fatigue with each enemy you kill.

Martial: Eliminating the enemy, thinning their ranks, and tipping numbers in your favor is the theme of this Style.

- **Apprentice:** Those fighting your same opponent reroll 1's on their Damage dice when attacking.

- **Journeyman:** Those fighting shoulder to shoulder with you increase their total Damage done with each attack by your Level.
- **Master:** Those fighting shoulder to shoulder with you do their maximum Damage when fighting your same opponent.

Strategic: Being mindful of advantage, assets at your disposal, and the field of battle itself is the theme of this Style.

- **Apprentice:** You may spend your Stamina on anyone fighting alongside you.
- **Journeyman:** When fighting from a superior position (e.g., a bottlenecked area, higher ground, on better terrain, etc.), Stamina costs are one less (to a minimum of 1).
- **Master:** Those fighting your same target gain Advantage on their Hit Checks.

Damage Bonus: Warriors gain a bonus to their Damage rolls. Beginning at first Level a Warrior gains a bonus of +2 to all Damage rolls. That bonus increases by two (+2) each level from then on.

Stamina: Stamina fuels the Warriors actions in combat. At first Level, Warriors begin with five (5) points of Stamina, plus their Constitution Modifier, plus any bonuses from Abilities or Perks. With each subsequent level Warriors gain four (4) additional Stamina, plus any additional gains from Abilities.

Armor Training: Light Armor, Medium Armor, Heavy Armor, Shields

Arms Training: All Common weapons, All Martial weapons

Warrior Abilities: Players creating Warrior characters may choose from either the Warrior or General category in the Abilities section.

