

WARRIOR

Class Sheet

Description: A melee class that uses the energy within for combat

Weapon(s): Unarmed

Starting Weapon: None

Starting Equipment: None

Moves:

- ☐ **Battle Rage:** Gain 1d8 SP in battle.
- ☐ **Power-Up (3 SP):** Gain 1d8 HP in battle.
 - ☐ **Beyond the Limit:** Gain up to double max HP with Power-Up. Reduce to Max HP if combat ends.
- ☐ **Energy Blast (2 SP):** Roll+Energy to do 1d8 damage to a far-away enemy.
 - ☐ **Wider Range (2 SP per enemy):** Can attack multiple enemies with Energy Blast.
- ☐ **Teleport (1 SP):** Roll+Energy to immediately transport anywhere within the area.
 - ☐ **Mass Teleport (1 SP per character):** Can move multiple characters within an area
- ☐ **Sunlight (1 SP per enemy):** Roll+Energy to cause Blind on multiple enemies.
- ☐ **Burning Blast (2 SP):** Roll+Energy to do 1d6 Fire damage to a far-away enemy. Causes Burn.
- ☐ **Energy Punch:** Roll+Energy instead of Melee for Melee attacks.
- ☐ **Steel Skin:** Immune to Bleed.

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Devastation (5 SP):** Take 3 rounds then Roll+Energy to unleash a wave of energy.
 - Success ⇒ 2d20 damage to all enemies.*
 - Minor Success ⇒ 1d20 damage to all enemies.*
 - Fail ⇒ 1d10 damage to all enemies and allies.*