

WARRIOR

Class Sheet

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

Weapon(s): Unarmed

Starting Weapon: None

Starting Equipment: None

Moves:

✓ **Energy Punch:** Can Roll+Energy instead of Melee for Melee attacks.

☐ **Battle Rage:** Gain 1 d8 SP in battle.

☐ **Power-Up (3 SP):** Gain 1 d8 HP in battle.

☐ **Beyond the Limit:** Can power-up to 2x max HP. Reduce to Max when combat ends.

☐ **Energy Blast (2 SP):** Roll+Energy to do 1 d8 damage to a far-away enemy.

☐ **Wider Range (2 SP per enemy):** Can attack multiple enemies.

☐ **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 1 d6 Fire damage to an enemy. Causes Burn.

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.

