

# 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.
- ☐ **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.

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.*