

The Warrior



"To strive, to seek, to find, and not to yield."

ALFRED, LORD TENNYSON, *ULYSSES*

Warriors are masters of combat and arms, experts with blade and bow alike.

Toughness	T5
Weapons	Heavyweight & below
Armor	Heavyweight & below
Bonuses	+2 Hit Points; +1 Power Point
Abilities	Begin with two of the three below

Starting Abilities

- ◇ **DEFENSIVE RUSH** – stop an attack against an ally within your movement range; Power or Reflex Challenge versus the attacker: if you win, any damage is canceled; otherwise, you take the damage. *Cost: 2 Power Points.*
- ◇ **POWER STRIKE** – increase the damage of your attack. *Cost: 1 Power Point per point of damage increased.*
- ◇ **WITHSTAND** – decrease the damage of a successful attack against you. *Cost: 1 Power Point per 1 point of damage decreased.*

Making a Warrior

1. **Race** – choose one below.
2. **Attributes** – divide 3 points among Aspect, Intellect, Power, and Reflex.
3. **Hit & Power Points** – divide 10 points between HP and PP, then add the warrior's +2 HP and +1 PP.
4. **Wealth** – roll 1d10 each for gp, sp, and cp, multiplying each by 10 (1cp = \$1; 1sp = \$10; 1gp = \$50).

DWARF – double XP against goblinoids; the craft skill; –1 to magical attacks against the dwarf; +1 HP per level.

ELF – +1 to Perception Checks; +1 damage to evil creatures; immunity to poison; +1 Intellect.

HALFLING – the hide and sneak skills; –1 to ranged attacks against the halfling; +1 PP per level.

HUMAN – +1 damage to natural beasts; the persuade skill; an additional skill; +1 Aspect.

The Roll

$$1d10 + \text{attribute} \geq \text{Toughness}$$

Melee attacks use **Power**; ranged and small-weapon (e.g., dagger) attacks use **Reflex**.

Power Points add to any roll (declared before rolling), or pay for class abilities.

In Combat

Combat begins in Reflex order, highest first; ties are settled with a roll.

1. One combat round is all combatants' turns; each turn is roughly 10 seconds.
2. Only one attack, ability, or spell per turn (unless otherwise noted).
3. Only one movement sequence per turn (standing up from prone halves your movement range).
4. Less significant actions may be done freely.
5. Damage inflicted is 1, unless otherwise specified.

Movement. Moderate, 60–80 ft., unless specified; slow is 40–60 ft., fast 80–100 ft.

Combat Advantage. An advantageous position may grant a bonus (e.g., +1 attack); failing the attempt may impose a negative condition (e.g., knocked prone).

Non-lethal. Unarmed or flat-of-the-blade attacks need a hit *and* a Power Challenge to deal 1 damage; at 0 HP the foe is unconscious for 1d5 minutes.

Dying & Healing. At 0 HP you are dying, expiring after 1d5 rounds. A T5 Intellect Check restores 1–2 HP, MP, and PP (automatic with the heal skill; a full turn in combat). Out of combat, check once per 4 hours, or rest a day for 1d5 + your level.

Arms & Armor

Melee		Ranged	
Flail <i>10gp</i>	MW; +1 dmg	Blowgun <i>1gp</i>	LW; 40 ft.
Greatsword <i>25gp</i>	HW; +1 atk, +1 dmg	Crossbow <i>10gp</i>	MW; +1 dmg; 150 ft.
Polearm <i>20gp</i>	HW; +2 atk	Hand-axe <i>5gp</i>	LW; +1 dmg; 30 ft.
Shield <i>15gp</i>	MW; +1 atk, +1 T	Longbow <i>12gp</i>	MW; 200 ft.
Shortsword <i>7gp</i>	LW	Shortbow <i>7gp</i>	LW; 100 ft.
Armor			
Chainmail <i>20gp</i>		MW; +1 HP; +1 T	
Leather, heavy <i>12gp</i> / light <i>10gp</i>		MW; +2 HP / LW; +1 HP	
Mithril <i>75gp</i>		FW; +2 HP, +2 MP; +1 T	
Platemail <i>50gp</i>		HW; +3 HP; +1 T; slow movement	

Advancement

Level 2: Adventurer (50 XP) – a class ability; two skills; +2 HP; +1 to any attribute or +1 T; +2 PP.

Level 3: Hero (100 XP) – a class ability; +1 to any attribute or +1 T; one skill; +2 HP or +1 PP.

Level 4: Champion (200 XP) – a class ability; one skill; +2 HP or +1 T; +1 to any attribute. *Champion's Resolve*: re-roll once any time the result is 1.

Level 5: Legend (400 XP) – +1 to any attribute. *Legendary Presence*: the first time an opponent attacks you in combat, conduct an Aspect Challenge; if they fail, they suffer a –2 attack penalty.

Additional Abilities

Choose one at each of levels 2, 3, and 4.

BATTLE LOCK – any time an opponent attempts to flee or leave your immediate area during melee combat, gain an attack against it.

BRAWL – when fighting barehanded or dealing non-lethal damage, gain a +2 attack bonus.

BY WILL ALONE – resist the effects (but not the damage) of a spell targeting you. *Cost: 2 Power Points.*

COMMANDING PRESENCE – force opponents within 30 ft. to target you; gain +1 Toughness when facing two or more opponents, and +2 Toughness when facing four or more; lasts for duration of combat encounter. *Cost: 3 Power Points.*

DEATHLESS – when reduced to 1 Hit Point, if an opponent successfully strikes you, they must succeed a Power Challenge (you gain a +1 bonus) to inflict damage.

DISARM – on a melee attack roll of 10, conduct a Power Challenge: if you win, you disarm your opponent (in addition to inflicting damage or any other effects).

EXPLOSIVE POWER – if you fail a melee attack roll, add any number of Power Points as an attack bonus to that failed roll. *Cost: 1 Power Point per point.*

HEROICS – when conducting any check involving heroic acts or virtues, gain a +2 bonus (game master's discretion).

ONE MAN ARMY – on your combat turn, make a melee attack against multiple opponents within striking range. *Cost: 1 Power Point per target.*

OVERPOWER – reroll a failed Power Challenge. *Cost: 1 Power Point.*

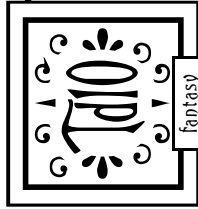
PUMMEL – on a melee attack roll of 10, knock your opponent prone.

RAISED BY THE SWORD – when facing an opponent also armed with a sword, gain a +1 attack bonus.

STUNNING BLOW – inflicts 2 damage and grants +1 attack bonus; target must succeed a Power Challenge to prevent being knocked prone and unconscious for 1d5 rounds. *Cost: 2 Power Points.*

TACTICIAN – permanently gain +1 Intellect.

WEAPON PROFICIENCY – choose a specific weapon type (e.g., axe, bow, hammer, sword); when using that weapon type, gain a +1 attack or damage bonus.



Fantasy

Player:

Dwarf
Elf
Halfling
Human
Wizard

Attributes

Aspect +

Intellect +

Power +

Reflex +

Skills

Charm Detect Magic Detect Motive
Heal Intimidate Persuade Survival

Craft Detect Trap Know History Spot
Know Nature Listen Magic Use

Athletics Brute Force Climb Hold
Lift Resist

Acrobatics Disarm Trap Hide Motive
Pick Lock Sleight-of-Hand Sneak

Experience

LEVEL 1 Explorer
(0 XP +)

LEVEL 2 Adventurer
(50 XP +)

LEVEL 3 Hero
(100 XP +)

LEVEL 4 Champion
(200 XP +)

LEVEL 5 Legend
(500 XP)

Racial Advantages

Hit Points

Power Points

Magic Points

Spells & Notes

Class Abilities

Wealth

GP: ---

SP: ---

CP: ---

Toughness +

RULES:

ALL ROLLS USE ONE



When attempting an ACTION or PERCEPTION CHECK (p. 4)

When conducting a SAVE versus DEATH or DISMEMBERMENT (p. 5)

When conducting a CHALLENGE against OTHERS (p. 5)