

WARRIOR

“Strike, parry, riposte. Strike, parry, riposte.” The steps of the training mantra kept repeating in her head. “Strike, parry, riposte.” Even as her muscles burned in complaint, she could feel strength and focus returning. “Strike, parry, riposte. Strike, parry, riposte.” She barely noticed the raiding party burst into camp. “Strike, parry, riposte. Strike, parry, stop-thrust, parry, cut-over, advance, parry, riposte, rest.” Her training drills complete, she set about clearing away the bodies of the monsters...

No tale of adventure would be complete without the involvement of a warrior somewhere. The consummate fighter, a warrior can use all armour and weapons, delivering death as a swift, lightly armoured whirlwind of blades or an immovable wall of strong plates and stronger blows.

CLASS ABILITIES

Dodging in Armour

It is possible, yet difficult to dodge incoming blows whilst wearing armour. In order to attempt this, a warrior must be trained in the armour mastery skill, showing their experience in wearing armour. To signify the extra effort required to carry out such a feat, the cost (in defensive points) increases depending upon the armour worn.

- Cloth armour does not convey a penalty to the dodging of a blow.
- Leather armour conveys a 2 DP penalty to the dodging of a blow.
- Metal armour conveys a 4 DP penalty to the dodging of a blow.

The increased points cost is the same whether the character is wearing only one piece of armour (such as a leather hat or metal breastplate) or a full suit. This signifies the additional weight and the destabilising effect of wearing armour. If two types of armour are worn over a location, the dodge penalty is cumulative; if a leather jerkin is worn over a metal chain shirt, the dodge penalty would be 6 DP.

There are skills that a character can take to lessen the penalty for dodging in armour. The precise details are given in the class skill lists.

LEVEL PROGRESSION

All characters start at level 1; they then increase in level as experience points are gained and spent on new skills. Permanent bonuses are awarded as you progress in level. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	10 – 16	Starting character	
2	17 – 24	May learn Expert level skills	
3	25 – 32	Base hits increase to 2/1	
4	33 – 41	May pursue a prestige class or dual class	
5	42 – 51	+1 offensive / defensive point (OP/DP)	Player chooses
6	52 – 61	None	

7	62 – 71	Base hits increase to 2/2	
8	72 – 82	May learn Master level skills	
9	83 – 93	None	
10	94 – 104	+2 offensive / defensive points (OP/DP)	Player chooses
11	105 – 116	None	
12	117 – 127	May learn Grand Master level skills	
13	128 – 140	Base hits increase to 3/2	
14	141 – 152	None	
15	153 – 165	None	
16	166 – 178	+3 offensive / defensive points (OP/DP)	Player chooses
17	179 – 191	None	
18	192 – 205	None	
19	206 – 218	Base hits increase to 3/3	
20	219 – 232	None	
21	233 – 246	None	
22	247 – 261	+4 offensive / defensive points (OP/DP)	Player chooses

CLASS SKILLS

The following table details the XP cost for each skill available to the warrior. Only skills from this list and from the general skill list in the player's manual can be taken by a warrior.

Skill	Apprentice	Expert	Master	Grand Master
Ambidexterity	3	4	5	6
Armour Mastery	3	5	7	9
Body Development	4	5	6	7
Defensive	3	4	5	6
Defensive Combat	3	5	7	9
Defensive Drills	4	5	6	7
Dodge	3	4	5	6
Intimidate	3	4	5	6
Long Weapon Mastery	3	4	5	6
Offensive	3	4	5	6
Offensive Drills	4	5	6	7
Shield Mastery	3	4	5	6
Short Weapon Mastery	3	4	5	6
Strong Willed	3	4	5	6
Sure Footed	3	4	5	6
Thrown Weapon Mastery	3	4	5	6
Two-Handed Weapon Mastery	3	4	5	6

Ambidexterity

This allows the warrior to show their skill at fighting with two weapons.

Prerequisite is Ambidexterity Use.

<i>Apprentice</i>	Can use long as well as short weapons in off hand
<i>Expert</i>	May use same style in off hand by paying style cost twice
<i>Master</i>	Whilst wielding two weapons, can call "no effect" to an incoming ranged attack for the cost of 3 DP
<i>Grand Master</i>	Whilst wielding two weapons, can call "no effect" to a spell effect for the cost of 6 DP

Armour Mastery

Through extensive training, the warrior can make the most of the protection granted by their armour.

Prerequisites are Cloth Armour Use, Leather Armour Use and Metal Armour Use.

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	May use dodges whilst wearing armour
<i>Master</i>	The DP penalty for dodging in armour is reduced by 1 to a minimum of 1.
<i>Grand Master</i>	The DP penalty for dodging in armour is reduced by 1 (2 total) to a minimum of 1.

Body Development

Through constant training and exertion, the warrior can increase their size and strength to staggering proportions.

<i>Apprentice</i>	+1 hit points to all locations; increases encumbrance limit by 2
<i>Expert</i>	+1 hit points to all locations; increases encumbrance limit by 2 (4 total)
<i>Master</i>	+1 hit points to all locations; increases encumbrance limit by 2 (6 total)
<i>Grand Master</i>	+1 hit points to all locations; increases encumbrance limit by 2 (8 total)

Defensive

The ability to increase your defensive combat styles points.

<i>Apprentice</i>	+5 defensive points (DP)
<i>Expert</i>	+5 defensive points (DP)
<i>Master</i>	+5 defensive points (DP)
<i>Grand Master</i>	+5 defensive points (DP)

Defensive Combat

The ability to use particular styles to defend and deflect incoming damage.

In order to resist or reflect a blow, the barbarian must have seen the source of the blow. When a blow is resisted, 1 point of damage is taken instead of the effect of the blow. Ranged attacks can be resisted but cannot be reflected.

<i>Apprentice</i>	Resist common blow style; +2 defensive points (DP)
<i>Expert</i>	Resist rare blow style; +2 defensive points (DP)
<i>Master</i>	Reflect common blow style; +2 defensive points (DP)
<i>Grand Master</i>	Reflect rare blow style; +2 defensive points (DP)

Defensive Drills

Through practiced drilling and exercise, the warrior can regain spent defensive points.

During the drill process, no other in-character activity can be undertaken (e.g. training for skills or offensive drills). You can never regain more than your starting total of defensive points.

<i>Apprentice</i>	May restore 3 DP per day – 20 minutes of drills per point restored
<i>Expert</i>	May restore 6 DP per day – 10 minutes of drills per point restored
<i>Master</i>	May restore 12 DP per day – 5 minutes of drills per point restored
<i>Grand Master</i>	May restore 20 DP per day – 5 minutes of drills per point restored

Dodge

Allows the avoidance of blows in combat. It is not possible to dodge wearing any armour unless another skill allows it.

In order to dodge a blow, the warrior must have seen the source of the blow.

<i>Apprentice</i>	Dodge common blow; +1 defensive point (DP)
<i>Expert</i>	Dodge rare blow; +1 defensive point (DP)
<i>Master</i>	Dodge ranged blow; +1 defensive point (DP)
<i>Grand Master</i>	Dodge magic effect or very rare blow (calling "master dodge"); +1 defensive point (DP)

Intimidate

The presence of a heavily armed or armoured person often has an effect on the moods of others. The warrior can primarily utilise this to their advantage in social situations; it can only be used in combat to command individuals to fight the warrior. The target must obey the next 2 word command issued by the warrior as closely as possible; the command cannot directly damage the target (e.g. "kill yourself" will not work on a target, but "attack me" will work).

<i>Apprentice</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 4 OP; the command effect lasts for 30 seconds
<i>Expert</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 3 OP; the command effect lasts for 30 seconds
<i>Master</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 2 OP; the command effect lasts for 30 seconds
<i>Grand Master</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command word) for the cost of 1 OP; the command effect lasts for 30 seconds

Long Weapon Mastery

This allows for the advanced use of the weapons wielded by the warrior.

<i>Apprentice</i>	Double blow style; +2 offensive point (OP)
<i>Expert</i>	Double combat style; +2 offensive point (OP)
<i>Master</i>	Disarming blow style; +2 offensive point (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive point (OP)

Offensive

The ability of the warrior to hone their offensive combat styles.

<i>Apprentice</i>	+5 offensive points (OP)
<i>Expert</i>	+5 offensive points (OP)
<i>Master</i>	+5 offensive points (OP)
<i>Grand Master</i>	+5 offensive points (OP)

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<i>Master</i>	May restore 12 OP per day – 5 minutes of drills per point restored
<i>Grand Master</i>	May restore 20 OP per day – 5 minutes of drills per point restored

Shield Mastery

The ability to use a shield to optimum efficiency.

Prerequisite is Shield Use.

<i>Apprentice</i>	May use large shields
<i>Expert</i>	Can resist a stagger effect at a cost of 3 DP
<i>Master</i>	Can reflect a common blow at a cost of 3 DP; call “reflect” to signify this
<i>Grand Master</i>	Can reflect a rare blow at a cost of 3 DP; call “reflect” to signify this

Short Weapon Mastery

This grants the warrior access to advanced techniques in the use of short weapons (blunt or sharp).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style (blunt) and through blow style (sharp); +2 offensive points (OP)
<i>Master</i>	Disarming blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

Strong Willed

The warrior can use their single-minded focus and training to overcome the effects of mind-affecting magic.

<i>Apprentice</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 4 DP
<i>Expert</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 3 DP
<i>Master</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 2 DP
<i>Grand Master</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 1 DP

Sure Footed

The warrior remains balanced and steady on their feet, even under the heaviest of blows.

<i>Apprentice</i>	Can resist stagger and stun effects at a cost of 3 DP
<i>Expert</i>	Can resist stagger and stun effects at a cost of 2 DP
<i>Master</i>	Can resist stagger and stun effects at a cost of 1 DP
<i>Grand Master</i>	Becomes immune to all staggering effects, including those caused by earthquakes etc.

Thrown Weapon Mastery

This grants the warrior access to advanced techniques in the use of thrown weapons (knives, axes or other).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Through blow style; +2 offensive points (OP)
<i>Master</i>	Staggering blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

Two-Handed Weapon Mastery

This grants the warrior access to advanced techniques in the use of two-handed weapons.

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style; +2 offensive points (OP)
<i>Master</i>	Crush blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

COMBAT SUMMARY

The following table summarises the full range of offensive and defensive calls that can be made by a warrior, along with the relevant points cost.

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Critical (blow or thrown)	6	Dodge common blow	1
Crush (blow)	6	Dodge rare blow	3
Disarm (blow)	3	Dodge very rare blow	6
Double (blow or thrown)	1	Ignore magic	6
Double (combat)	5	Ignore missiles	3
Stagger (blow or thrown)	3	Reflect common blow	3
Through (blow or thrown)	1	Reflect rare blow	6
		Resist common blow	1
		Resist rare blow	3
		Resist stagger	3 / 2 / 1