

THE FIGHTER (REAR)

At character creation, you get Specials as if spending CON, DEX, or STR modifier (whichever is higher) x 100 XP.

Hit Dice: d10 + Constitution modifier

To gain XP:

- 1 XP every 1 silver wasted
- XP 20xHD defeated monster
- And as per the section below

When you marked at least 3, get XP on the next occasion; clear all marks

- Leader:** lead 2 or more hirelings into battle (100 XP); **Losing them:** lose 2 or more hirelings (150 XP); **One for the team:** take damage for another character or for a hireling (100 XP)
- Pain:** suffer a critic from an adversary (100 XP); **Brutal Pain:** suffer 10+ HP damage in one round (200 XP)
- Bleeding:** suffer a wound on CHA, CON or STR (150 XP); **Stunned:** suffer a wound on DEX, INT or WIS (150 XP)
- Best aim:** roll a critic with a missile weapon (100 XP); **Best fight:** roll a critic with a melée weapon (100 XP)
- Search:** find or discover something secret (200 XP); **Curiosity:** open a door against better judgment (200 XP)
- Daring:** face an enemy as tempted by the GM (200 XP); **Reckless:** face a risk as tempted by the GM (200 XP)

New Level: spend

current LVL x 1,000 XP

- Write new level
- Add 1 HP ± CON mod

Then select one option:

- Burn a Talent point, add 1 to an ability; pay new ability score x10 XP
- Burn a Talent point, add 1 to a Save; pay new save score x100 XP
- Roll your class HD ± CON mod and add to HP; pay Level x100 XP
- Add a new basic skill (pay Level x50 XP) or improve a skill to advcd. (pay Level x100 XP)
- Add a new special (an ability, a power, a talent) for your class, paying its XP cost

Each +50 XP for physical, not digital:

- Mapping:** 100 XP per session; 200 XP per adventure for beautiful maps
- Drawings:** 100 XP per session; 200 XP per session for complex drawings
- Reports:** 100 XP per session; 200 XP per adventure for better writing

Pure fighter: add your Strength modifier to damage in melée (200 XP)

Your weapon: it has one of these qualities (200 XP):

○ +1 to-hit; ○ +1 damage; ○ 1 slot lighter; ○ worth +100 sp

Striker: add your Level to the to-hit roll, either for:

○ melée; ○ ranged attacks (200 XP)

Improve your training: add your Level to the to-hit roll for the other type of attack (400 XP)

Brutal: add your Level to damage rolls (400 XP)

Steel-trained: any armor made of metal counts only as 1 slot of encumbrance (300 XP)

Robust: roll all Saving Throws with STR or CON with a bonus of +1 (400 XP)

Multiple attacks: make multiple attacks as long as targets' HD total is equal or lower than your Level (800 XP)

Thief: w/the appropriate tools (rogue tools, ropes, etc.) all rogue actions get +2 on d20 & +1 on Saves (400 XP)

Backstab: gain to-hit **and** damage bonus equal to your Level if you backstab or sneak attack an enemy (600 XP)

Leather armor: leather armor grants +1 AC (200 XP)

Lucky bastard: roll all Saving Throws with DEX or CHA with a bonus of +1 (300 XP)

Resistant: for 3 days (o o o) you heal in short and long rests as if consuming a ration even if you don't (200 XP)

Nature-wise: all actions related to nature (hunting, fishing, foraging, tracking, etc.) gain a +2 on d20 and +1 on Saves while outdoor, incl. in The Wild (300 XP)

Dodge: as long as you wear nothing more than furs and have no shield, you gain +1 AC (300 XP)

Defender: protect another character in the same zone with a +2 AC if you take -2 to-hit in the same round (400 XP)