

## 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)