

WARRIOR MINOR CLASS

LEVEL 1 FEATURES

Combat Style. Choose one Common Damage type (Slashing, Piercing, or Bludgeoning). Once per Round, when you would deal damage of the chosen type, you may roll an additional damage dice (duplicate the largest die, if the triggering damage would roll multiple sizes).

Critical Effect: Trained Strike. When you roll a critical hit with an Attack that matches your Combat Style, after you roll Damage, you may switch one die of your choice for its maximum possible result.

CLASS SKILLS (×2 BASE COSTS)

Sprint (4+)

() **Specialized** (halve all costs)

Range: Self

Use: Free Action (while Moving)

Activation Cost: 4+ Stamina

Tags: Movement

You may activate this ability when you use the Movement Action. If you do, your **Speed** increases by 5ft.

Upcast: For every additional +4 Stamina spent on this ability, your **Speed** increases an additional 5ft.

Reflexes (8+)

() **Specialized** (halve all costs)

Range: Self

Use: Reaction

Activation Cost: 8+ Stamina

Tags: Reaction, Check Buff

When you make a **Might**, **Precision**, or **Fortitude** Check against an effect that would deal Damage to you, you may use your Reaction to add +2 to the Check. You must be able to perceive the source.

Upcast: For every additional +8 Stamina spent on this ability, add an additional +2 to the Check.

Tripping Attack (6+)

() **Specialized** (halve all costs)

Range: Self

Use: Action

Activation Cost: 6+ Stamina

Tags: Attack, Knockdown

As part of this Action, make an Attack with a single weapon against a target no more than two sizes larger than yourself. If the Attack beats the target's Armor by 6 or more, it is *Knocked Down*.

Upcast: For every additional +4 Stamina spent on this ability, the amount the Attack must beat the target's Armor by is reduced by 1.

Exposing Attack (6+)

() **Specialized** (halve all costs)

Range: Self

Use: Action

Activation Cost: 6+ Stamina

Tags: Attack Buff, Attack Debuff

As part of this Action, make an Attack with a single weapon. Your Attack Roll suffers from a -8 penalty to hit for this Attack. If it deals damage to the target, all Weapon and Spell Attacks against that target gain a +4 bonus to hit until the start of your next turn.

Upcast: For every additional +6 Stamina spent on this ability, the penalty to hit with this attack is reduced by 1.

Battering Attack (6+)

() **Specialized** (halve all costs)

Range: Self

Use: Action

Activation Cost: 6+ Stamina

Tags: Attack, Daze

As part of this Action, make an Attack with a single weapon. If it hits, roll the damage, but do not apply it to the target. Instead, the target creature must succeed on a **Fortitude** Check equal to the damage it would have taken. If it fails, it is *Dazed* for 1d4 Rounds.

Upcast: You may spend an additional 10 Stamina when you use this ability. If you do, the target takes half of the damage rolled as normal, regardless as to whether it fails the Check.