

The Warrior

"Fight! Fight! Fight!"

Playing the Warrior

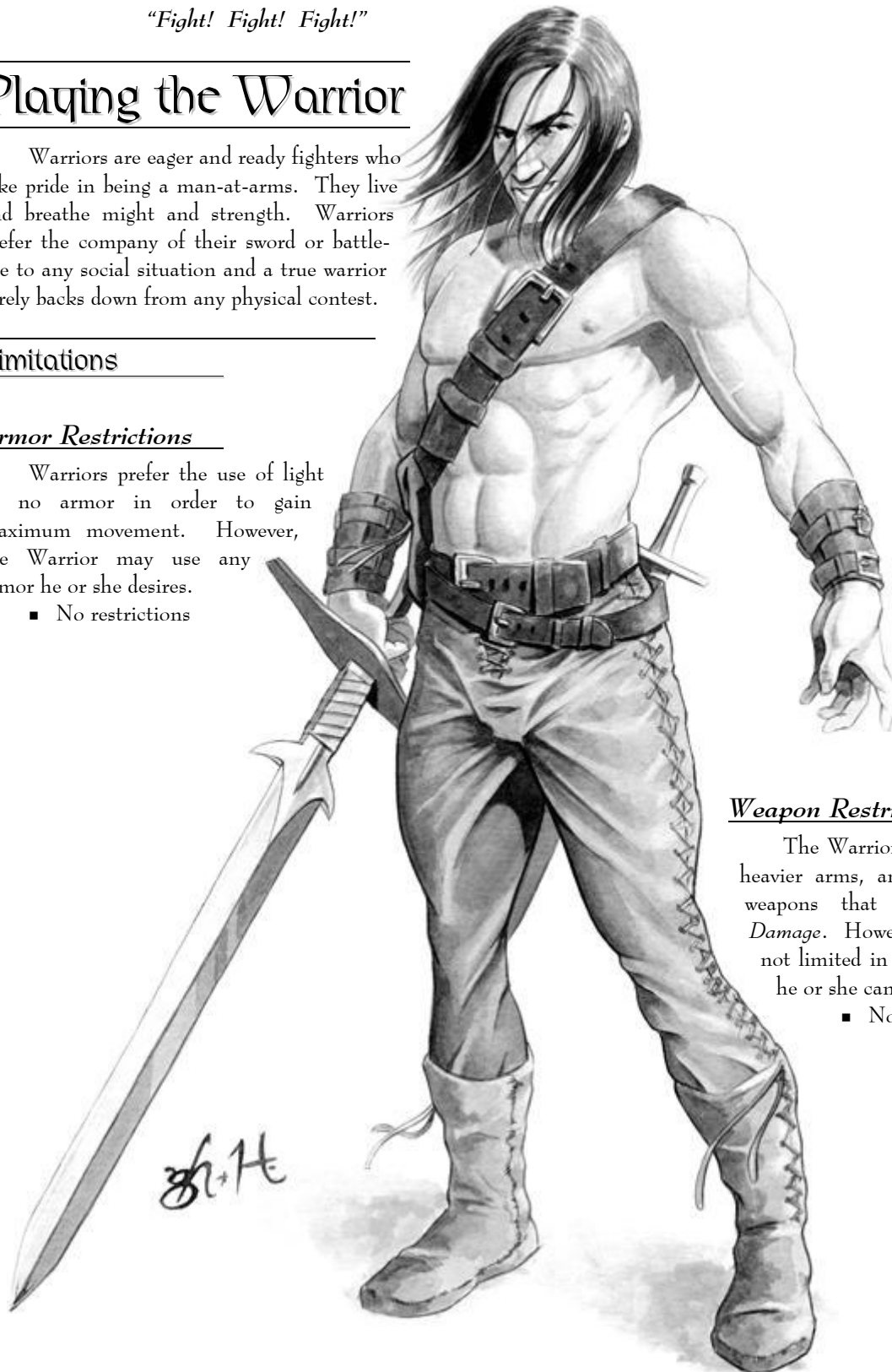
Warriors are eager and ready fighters who take pride in being a man-at-arms. They live and breathe might and strength. Warriors prefer the company of their sword or battle-axe to any social situation and a true warrior rarely backs down from any physical contest.

Limitations

Armor Restrictions

Warriors prefer the use of light or no armor in order to gain maximum movement. However, the Warrior may use any armor he or she desires.

- No restrictions



Weapon Restrictions

The Warrior prefers the use of heavier arms, and especially those weapons that cause the most *Damage*. However, the Warrior is not limited in the Weapon Skills he or she can learn.

- No restrictions

The Warrior

Creating the Warrior

Attribute Requirement

Strength: 7

Life and Faith

Life: 2d8^(GE) + (*Strength* + *Endurance* + *Wisdom*)

Faith: 1

Gifts

C.S.S. Tackling
Light Sleep
Weaponry
W.S. Combat Arms
W.S. Shield Play

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Blacksmith
Camp
Carpentry
C.S.S. Grapple
C.S.S. Twirl Object
Demonology
Mechanics
Pick Locks
Profile Area
Profile Character
Seafaring
Signaling
Sleight of Hand
Sneak
Swimming
Track
Trap Works

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Hand to Hand
W.S. Kick Attack
W.S. Thrown

Initial Equipment

Longsword (2d12 Damage; 1 or 2 handed)
Small Shield (+3 Defend)
Leather Jerkin (AP: Chest; DEF: +2)
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, medium candle
2d6 Food Rations

Progressing the Warrior

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

Life and Faith

Add the following to the Warrior's *Life* and *Faith* upon reaching each new level:

Life: +1d8^(GE)

Faith: +1