

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 melee 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 melee (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:

○ melee; ○ 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)