

# The B/X Warrior





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## Introduction

I am a firm believer in keeping the number of classes in the game down to a bare minimum. When the selection of classes is limited, character concept takes prominence over the slightly altered mechanics of some new variant or subclass. On the other hand, it is nice for players to have *some* options for tweaking their character's abilities. Hence my preference for a limited number of classes (I usually keep this to the classic "core four": cleric, fighter, magic-user, and thief) with some additional options sprinkled in. This book presents options for greatly expanding the scope of the traditional fighter class, enhancing it to such a degree that the new, broader name seems appropriate—the warrior.

Traditionally, the fighter's only real class features to speak of are proficiency with all forms of weapon and armour, the fastest combat progression, and the highest Hit Dice. As a replacement for the fighter<sup>1</sup>, the warrior greatly expands the flexibility and scope of the class, adding in a wide range of optional abilities—known as “talents”—which players may choose from at each level increase. The talents are entirely optional: a warrior PC who advances without ever choosing a talent will be virtually identical to a standard fighter. In this way, each player may freely determine the level of complexity of his or her character.

## Warrior Talents and Other Classes

There is a small set of actions which are governed by talents in this book that could potentially be attempted by characters who do not know the corresponding talent. *Climb rock faces*, *heavy weapons*, and *move quietly* are good examples. It seems reasonable that any character may attempt such feats. The chance of success, however, should be greatly reduced, when compared to that of a warrior who is proficient with the talent. The referee should judge this on a case-by-case basis, but the following guidelines, covering some of the most common situations, may be of use:

- ***Climb rock faces***: Characters without this talent can normally only climb rock faces with the use of proper climbing equipment. When properly equipped, a DEX roll is still appropriate, to determine success. Less difficult feats of climbing (trees, vines, etc.)—which a proficient warrior can perform automatically—may also justify a DEX check.
- ***Heavy armour, shields***: Used by a non-proficient character, the protective benefit of such items is offset by their bulk and encumbrance.
- ***Heavy weapons***: Characters may, of course, wield weapons which they are not proficient with. A -4 penalty to hit is suggested.
- ***Hide***: Any character may attempt to hide, but without guaranteed success: a small chance of being spotted by passers-by (perhaps 1 in 6 or 2 in 6) seems appropriate.
- ***Move quietly***: Characters wearing metal armour simply cannot move quietly. Lightly encumbered characters may attempt to sneak, but without guaranteed success: a 2 in 6 chance is reasonable, under normal circumstances. Even if successful, the character may still be noticed by attentive listeners, as described in the talent's description.

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1 Although the warrior class subsumes the abilities of the fighter and is intended as a complete replacement of it, it is, if the referee wishes, perfectly possible to use both classes in a single campaign.

# The Warrior Class

The core of any adventuring party is formed of those individuals whose speciality lies not in the subtleties of stealth or sorcery, but in mastery of weapons and in sheer physical might. Warriors come in many guises, each with their own unique style of fighting: berserkers and swashbucklers, thugs and knights, paladins and rangers. The forte of the warrior class is combat. All warriors have a core set of combat abilities, as follows:

- Warriors have more hit points than any other class, beginning play with 1d6+2 hit points.
- Warriors are trained in the use of light and medium armour (up to chainmail), one-handed melee weapons, thrown weapons, and light missile weapons (slings, shortbows, and light crossbows). Proficiency in further arms, including shields, may optionally be selected at 1st or subsequent levels (see below).
- Warriors have the fastest to-hit progression of any class (see *Warrior Advancement Table*).

A warrior's abilities are further augmented by choosing *talents*, other skills of fighting or adventuring which the character possesses, either due to formal training, practical experience, or a natural knack.

At 1st level, a warrior may choose three talents from the list in the next section. (For players who do not wish to spend time browsing the complete list, random tables and quick-start selections of talents are provided later.)

## Level Advancement

- At each level after 1st, a warrior's skill in combat or adventuring improves. The player may choose either to gain a +2 bonus to hit points<sup>1</sup> (this is in addition to the 1d6 Hit Die accrued, at levels 1 to 9) or to learn a new talent.
- At 9th level, a warrior may choose to construct a stronghold and establish him- or herself as a lord (either founding a new dominion in the wilderness or being granted a title by a noble). The warrior may, in time, become a great leader with many followers.
- At 15th level, a warrior may make an additional attack per round. One further attack is gained every five levels, to a maximum of four attacks per round.

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<sup>1</sup> The warrior's 1d6+2 HD (if no talents are taken) results in a higher hit point average at levels 1 to 9 than that of the traditional fighter class (a mean of 5.5 vs 4.5). It is thus not suggested that the two classes be used together in a campaign, as they are slightly unbalanced.

A warrior's prime requisite is Strength or Dexterity (as the player wishes). A character with a prime requisite of 13 or higher gains a 5% bonus to experience points. This bonus increases to 10% for warriors with an attribute score of 16 or higher.

In *advanced* games, warriors have a base 1d8 HD (1d8+2 hp at 1st level). Characters of any race may be warriors. Human warriors may advance without limit. Demi-human warriors have maximum level limits as follows: dwarf 9, elf 10, gnome or halfling 6, half-elf or half-orc 12.

## Warrior Advancement Table

Level	XP	HD	Saving Throws*					
			AC0**	BA	P/D	P/P	W	S
1	0	1d6+2	19	15	12	14	13	16
2	2,035	2d6+2	19	15	12	14	13	16
3	4,065	3d6+2	18	15	12	14	13	16
4	8,125	4d6+2	17	13	10	12	11	14
5	16,251	5d6+2	16	13	10	12	11	14
6	32,501	6d6+2	15	13	10	12	11	14
7	65,001	7d6+2	14	9	8	10	9	12
8	120,001	8d6+2	14	9	8	10	9	12
9	240,001	9d6+2	13	9	8	10	9	12
10	360,001	***	12	7	6	8	7	10
11	480,001	***	12	7	6	8	7	10
12	600,001	***	11	7	6	8	7	10
13	720,001	***	10	5	4	6	5	8
14	840,001	***	9	5	4	6	5	8
15	960,001	***	8	5	4	6	5	8
16	1,080,001	***	7	4	4	5	4	7
17	1,200,001	***	6	4	4	5	4	7
18	1,320,001	***	5	4	4	5	4	7
19	1,440,001	***	4	4	3	4	3	6
20	1,560,001	***	4	4	3	4	3	6

\* Saving throw categories, in order: Breath Attacks, Poison or Death, Petrify or Paralyse, Wands, Spells or Spell-Like Devices.

\*\* Modified attack roll required to hit Armour Class 0.

\*\*\* CON hit point modifier no longer accrues.

# Talents

Following is the list of standard warrior talents. Note that some talents build upon another, prerequisite talent, which must also be known. Other talents are marked as “expert” talents (also denoted by an asterisk beside the talent’s name). These may only be taken by warriors of 5th level or higher.

## Animal Affinity

Whether an innate affinity or a skill learned with practice, you have a knack for befriending animals, both wild and domesticated. When approaching an animal alone, its reaction roll is modified by 2 points in the friendly direction.

On a modified reaction roll result of equal to or beyond the most favourable score, you have an immediate bond with the animal and, if it is of Hit Dice equal to or lower than your level, may choose to have it accompany you on your adventures. You may have but a single animal companion at any one time and may choose to release a companion to the wild, if you wish.

You may take this talent multiple times. Each additional time you take it, you may have one additional animal companion.



### Learning Talents

When a warrior learns a new talent upon increasing in level, it is normally assumed that the character has been practising the talent in the downtime between adventures and has now mastered the skill enough to put it to practical use. Some referees, however, may wish to impose the additional requirement of a period of training, before a new talent may be learned. The exact duration and cost of this must be decided by the referee, as suits the campaign. One interesting option is to require the warrior to locate a tutor who is an expert in the talent to be learned; this in itself can inspire adventure, as a suitable tutor may only be found in a distant land or may require quests or favours as payment for the training, in place of simple monetary reimbursement. (If such training requirements are placed on the warrior class, it is advised that other classes be treated in a similar manner, to avoid imbalance.)

## Arcane Disavowal

Forswearing magic of all kinds, the strength of your will grants you a great resistance to enchantment and magical beguilement. You gain a +4 bonus to saving throws versus mind-affecting magic and a +2 bonus against other spells which target you specifically. (The bonus does not apply, for example, to area effect spells which you fall within.)

You may, however, not use magic items of any kind and must save versus spells to receive the benefit of spells (e.g. healing spells) cast on you by allies.

When taking this talent, you may, optionally, decide to exclude clerical magic of one specific origin (i.e. a specific deity or pantheon, as appropriate to the campaign milieu), allowing this magic to affect you as normal. You may then also use magic items associated with this religion.

## Awareness

Your honed reactions and instinctual awareness of danger make it difficult for enemies to sneak up on you. When surprise is rolled, you are only surprised on a roll of 1 (instead of 1-2, like other characters).

## Berserk Rage

Certain cults teach techniques whereby warriors may enter into a battle fury, tapping into the bestial mind to attack with a terrifying recklessness and ferocity. You have received an initiation into these techniques. The battle rage is triggered in two ways:

- **Voluntarily:** you may choose to spend one turn, before entering battle, to bring on the rage.
- **Involuntarily:** certain conditions in battle may trigger a berserk rage. When this happens, you may (optionally) save versus paralysis to resist its onset. Typical triggers include: being reduced from maximum hit points; being reduced to below half your maximum hit points; killing enemies of total Hit Dice equal to your level; seeing an ally wounded.

When in a berserk rage, the following conditions apply:

- You gain a +2 bonus to attack and damage rolls.
- Your Armour Class is penalised by 3 points.
- You may only use melee or thrown weapons.
- You may make no attempt to use stealth.
- You may not stop fighting or flee.

Once triggered, a berserk rage lasts for the duration of one battle, until all foes are vanquished or until you are defeated.

## Blind Fighting

Training in the unusual art of fighting while blindfolded reduces the penalty to attacks against foes whom you cannot see. Instead of the usual -4 penalty, you only suffer -2 when making melee attacks against invisible opponents.

## Climb Rock Faces

When lightly encumbered, you can climb rough rock faces unaided, with a successful DEX check. You can climb less treacherous surfaces without a check.

## Combat Dominance\*

(Expert talent)

Your prowess in melee is such that you can hold your own against hordes of lesser opponents. When you are in melee range of a group of foes all of Hit Dice equal to or less than one third of your level (round down), you are able to dominate the melee, fighting all of them simultaneously. Make a single attack roll and compare the result against each opponent's Armour Class. Any whom the attack hits suffer damage: make a single damage roll and apply it to all affected.

Note that the presence of a single more powerful (i.e. higher HD) enemy within melee range draws your attention and prevents the use of this talent. This talent cannot be used in combination with any talent which grants multiple attack rolls per round: you must choose, each round, whether to make multiple attacks or to use combat dominance.

### Design Note

It may seem excessively powerful that this talent allows an attack to target an arbitrary number of opponents in melee. In practice, however, the talent is naturally restricted by the fact that only a limited number of foes can conceivably surround the warrior. In very unusual situations, the referee should apply common sense to limit the number of affected foes to, say, six or eight.

## Duelling

Practised in the refined art of swordplay, your natural agility enhances your ability to deflect your opponent's blows. When lightly encumbered and wielding a one-handed sword, your DEX bonus to Armour Class is doubled (to a maximum of +4), versus melee attacks.

## Expert Slayer\*

(Expert talent, requires *slayer*)

Dedicated to fighting one specific type of foe (for which you have the slayer talent), your knowledge of your enemy grants you a defensive advantage when facing them: you gain a +2 bonus to Armour Class and saving throws against your chosen enemy's attacks.

## Fearless Presence

Your experience in life-or-death situations grants you a +4 bonus to saving throws against fear. Your boldness in the face of danger is such that, if you succeed at a saving throw versus fear, all allies within 30' also gain a +2 bonus. Likewise, troops and henchmen under your command gain a +1 bonus to fear-induced morale checks.

## Hear Noise

Your acute hearing and practised detection of the subtle sounds of movement increase your chance of hearing noises when listening at doors. The base chance is increased by 1 in 6. (For humans, this means an overall chance of 2 in 6, for demi-humans 3 in 6.)

## Heavy Armour

Experienced in the art of fighting when heavily encumbered, you are able to proficiently use platemail and other types of armour heavier than chainmail.

## Heavy Weapons

You are trained in the use of two-handed melee weapons and heavy missile weapons (i.e. longbows and heavy crossbows).

## Hide

With sufficient cover, you can hide yourself from view. Passers-by will not notice your presence, though a thorough search may still reveal you. When lightly encumbered, you can attempt to move while remaining hidden, but this requires a DEX check.

## Hunter

Your experience with finding food in the wild increases your chance of success when hunting or foraging by 2 in 6.

## **Last Stand\***

(Expert talent, requires *berserk rage*)

When in a battle rage, you fight with such ferocity that you are able to continue attacking even when your hit points go below 1. You can continue making melee attacks (and no other actions) until your hit points are reduced to the negative value of your experience level (for example, a 5th level warrior with this talent can keep fighting until -5 hit points). At this point, or if no further opponents are nearby, you die.

## **Leader**

Troops and henchmen under your command gain a +1 bonus to morale checks, when you are within sight.

## **Move Quietly**

When lightly encumbered, you can sneak quietly. In an environment with no ambient noise to mask your movement, an attentive listener may notice you with a successful save versus spells.

## **Shields**

You are practised in the technique of fighting with a weapon in one hand and a shield in the other. You can use a shield in battle and benefit from the normal +1 bonus to Armour Class.

## **Slayer**

You are experienced in fighting enemies of a specific type and know their weaknesses in battle. Choose the type of enemy which you have this advantage over: either a species-group (e.g. goblinoids, giants, dragons, undead) or a profession (e.g. witches, pirates, loyalists). You gain +2 to attack and damage rolls against foes of this type.

This talent may be taken multiple times, choosing a different type of enemy each time.

## **Succour**

With rousing speech, soothing song, or laying on hands (whatever is appropriate to your character and agreed with the referee), you bring rest and healing to your allies after battle. You must spend one turn on this activity. Up to one ally per level regains 1d4 hit points. Each ally may only benefit from this ability once per day.



## Terrifying Rage\*

(Expert talent, requires *berserk rage*)

When in a battle rage, the your bestial, wild-eyed countenance strikes fear into the hearts of enemies of Hit Dice lower than your level. Any morale checks they make are penalised by -2.

## Tracking

You know how to read the subtle signs left by a creature's passage through natural environments. In favourable conditions, you can find and follow tracks without fail. More difficult conditions (e.g. if the tracks cover hard ground, cross a river, or are actively being concealed) require an INT check.

## Two-Weapon Fighting

You are practised in the difficult art of attacking with two melee weapons at once: wielding a one-handed weapon in your primary hand and a smaller weapon in your off-hand. Each round, you may choose to gain either a +1 bonus to hit or to Armour Class, when thus armed.

When you are wielding two weapons and make a successful hit in melee, the attack roll determines which weapon hits: if the unmodified attack roll comes up as an even number, the weapon in your primary hand hits; if the attack die comes up odd, the weapon in your off-hand hits.

When wielding two magical weapons in this way, you gain the largest attack bonus of the two; do not apply the bonuses of both weapons to your attacks.

## Unarmed Fighting

Your unarmed attacks inflict 1d4 damage.

You may take this talent up to three times, at two level increments (for example, if you first take it at 1st level, you may take it again at 3rd level and, if you wish, again at 5th). The second time you take this talent, your unarmed damage increases to 1d6. The third time, it increases to 1d8.

### House Rule

Referees who wish to add an extra option to unarmed fighting may decide to differentiate kicks from punches. A simple approach is to say that kicks gain a +1 bonus to damage, but are more difficult to perform defensively, incurring a -1 AC penalty that round.



## Unarmed Flurry\*

(Expert talent, requires *unarmed fighting*)

Your training with unarmed fighting allows you to make an extra unarmed attack per round, when lightly encumbered. You may not make attacks with a weapon in the same round as you make unarmed attacks.

You may take this talent up to three times, at three level increments (for example, if you first take it at 5th level, you may take it again at 8th level and, if you wish, again at 11th). Each additional time you take it, you may make an extra unarmed attack per round.

## Wayfarer

A life in the wilds has given you familiarity with a specific, chosen terrain type (e.g. forests, swamps, deserts, etc). When exploring wilderness of this type, your party's chance of becoming lost is halved. You also have knowledge of the plant and animal species found in this type of terrain. You are able to identify their tracks, spoor, lairs, etc and can recall details about their behaviour, special attacks, or magical properties. (The referee may require an INT check to recall more obscure details.)

You may take this talent multiple times, choosing a different terrain type each time.

## Weapon Expertise\*

(Expert talent, requires *weapon specialisation*)

Dedicated training with a favoured weapon (for which you must already have the *weapon specialisation* talent) grants you an additional +1 bonus to attack and damage when using this weapon (for a total +2 bonus to each) and an additional attack roll at the end of every second round (or the ability to attack every round with a heavy crossbow).

## Weapon Specialisation

You focus your training on the use of one particular type of weapon (e.g. longsword, hand axe, light crossbow). When using this weapon, you gain a +1 bonus to attack and damage rolls. Your focused training also allows you to gain the initiative over less practiced foes: when the initiative roll indicates that actions should occur simultaneously, you may attack first when using your specialist weapon, as if you had rolled a higher initiative.

This talent may be taken up to three times, each time choosing a different weapon.

# Magical Talents (Optional)

Some warriors cultivate not only skills of might and battle, but also delve into esoteric matters, learning a smattering of magic to complement their more mundane abilities. These talents are listed separately from the others, as they blur the line between the warrior and the magic-user, which is not desired by all referees or suited to all campaign settings.

Perhaps more so than with the standard (non-magical) talents described previously, it is recommended that the referee only allow magical talents to be learned when there is a reasonable in-game explanation as to how the character came across this knowledge. The character's background may provide such a rationale (perhaps he spent some years as a wizard's apprentice, before taking to a life of adventure), as may items or NPCs encountered during play (perhaps the warrior PC finds and studies a spell book, claiming its secrets for her own, or is owed a favour by an unscrupulous wizard who is willing to share his occult lore).

## Battle Magic

(Requires *memorize spell*)

Practised at casting spells while in the midst of combat, you are able to cast spells in any form of armour, as long as you have one hand free.

## Bind Weapon

You know a secret ritual by which you can establish an arcane bond with a specific, individual weapon. The ritual takes four hours to perform and requires you to be in a completely secluded location. (The player and referee may determine more specific conditions for the ritual, as befits the character, for example: can only be performed in a glade by the light of the full moon; must be performed in the private sanctum of a temple of Athena; etc.)

If your bonded weapon is otherwise non-magical, the enchantment of the bonding grants it the ability—in your hands alone—to hit creatures which cannot be harmed by mundane weapons. If the weapon already carries an enchantment allowing it to harm such creatures, you instead gain a +1 bonus to saving throws against magic and death, when wielding your bonded weapon.

You may only be bonded to one weapon at a time, but may change weapons as you wish, repeating the binding ritual with a new weapon.

## Detect Magic

With a turn of concentration, you have a 2 in 6 chance of detecting the presence of magic in a 10' area or on a specific object. You may retry.

## Eldritch Strike

(Requires *bind weapon*)

Before making an attack roll, you may sacrifice two hit points to conjure an aura of magical energy around your bonded weapon. The type of energy (fire, cold, necrotic, radiant, etc) must be chosen when you first take this talent and cannot be altered. If your attack subsequently hits, the target suffers an additional 1d6 damage from your weapon's energy aura.

## Memorize Spell

You can understand and memorize magic-user spells from books and scrolls, according to the normal rules for magic-user spell casting. (Although, unlike magic-users, warriors with this talent may cast spells while wearing leather armour.)

You may take this talent multiple times. Each time you take it, you gain one spell "slot". Each spell slot allows you to memorize one 1st level spell. When you reach 6th level, you may use your spell slots to memorize 2nd level spells and, upon reaching 12th level, you may use them to memorize 3rd level spells. You can never memorize more than four spells of each level at a time (that is, a maximum of four 1st level spells, four 2nd level spells, and four 3rd level spells). It is thus possible to take this talent a maximum of twelve times.

Taking this talent does not grant you knowledge of any spells—you must find suitable spells to memorise through the adventuring. You may purchase an empty spell book and transcribe any spells which you discover into it.

In campaigns where different types of specialist magic-user exist (illusionists, necromancers, elementalists, etc), the referee may allow you to cast spells of those more specialized types when you take this talent. The initial choice of specialization is final (for example, a warrior who decides to specialize in illusion magic may never memorize standard magic-user spells).

### Design Note

There is no talent allowing a warrior to gain access to clerical magic. The reasoning for this is that the cleric class already represents a holy warrior, trained in battle and able to pray for divine aid in the form of spells. Referees who wish to allow warriors to learn divine spells may repurpose the *memorize spell* talent to also allow access to the cleric (or druid, etc) spell lists.

## Spell Song

You have learned and mastered an enchanted song which you can sing or play on an instrument once per day to magical effect. (This talent presupposes a level of musical skill, with either vocals or one or more instruments.)

You may take this talent multiple times, learning a different spell song each time from the list of 1st level songs below. When you reach 6th level, you may learn 2nd level songs by taking this talent and, upon reaching 12th level, you may learn 3rd level songs.

Compared to standard arcane spell casting, song magic has slightly different rules, as follows:

- **Casting time:** In order to manifest a spell song's enchantment, you must play it for one turn.
- **Maintenance:** Spell songs which produce an effect of non-instantaneous, non-permanent duration need not be physically played or sung for longer than the initial one turn casting time. Instead, once the spell song takes effect, you may stop playing, allowing the melody of the song to linger in your mind, maintaining it until the duration expires. During this time, if you play any other magical song, the maintained spell song comes to an end.
- **Enchantments:** Songs which have the effect of enchanting or beguiling another person must be audible to the target in order for the magic to take hold.

The list of warrior spell songs is shown on the adjacent page. All spell songs replicate the effect of a standard cleric, illusionist, or magic-user spell (see the *Advanced Edition Companion*) — these are denoted in parentheses, alongside the name of the spell song.

## Summon Weapon

(Requires *bind weapon*)

You have the ability, with a round of concentration, to summon your bonded weapon to your hand, if it is within 60'. The weapon teleports into your grasp. If the weapon is held by another creature, they may make a saving throw versus magic to prevent your summons.

## **1st Level Spell Songs**

1. Ballad of the loyal companion (*charm person*)
2. Lay of balm and cheer (*cure light wounds*)
3. Hymn of radiance (*light*)
4. Warding chant (*protection from evil*)
5. Hymn of the gardens of paradise (*purify food and drink*)
6. Psalm of serenity (*remove fear*)

## **2nd Level Spell Songs**

1. Litany of binding and closure (*arcane lock*)
2. Venom-bane mantra (*delay poison*)
3. Battle chant (*holy chant*)
4. Rhyme of the sacred staff (*shillelagh*)

## **3rd Level Spell Songs**

1. Prayer of mighty victory (*prayer*)
2. Hymn of the tree of life (*create food and water*)
3. Psalm of bodily purification (*cure disease*)
4. Lay of sorcerous unravelling (*dispel magic*)

# Quick-Start Talent Selection

Some players may wish to get a quick start into the game, without having to spend the time to read through the complete list of talents presented in the previous section. In this case, the following set of pre-determined, themed talent selections may be chosen (or rolled randomly) for a 1st level warrior.

The last two themes in the table include talents from the optional magical talents section. When selecting a theme at random, if the referee allows the use of these optional talents, roll a d10. Otherwise, a d8 should be used.

<b>Roll</b>	<b>Theme</b>	<b>Talents at 1st Level</b>
1	Barbarian	Arcane disavowal, berserk rage, heavy weapons
2	Duellist	Duelling, two-weapon fighting, weapon specialisation (rapier)
3	Fighter	Heavy armour, heavy weapons, shields
4	Gladiator	Blind fighting, two-weapon fighting, unarmed fighting
5	Paladin	Heavy armour, shields, succour
6	Ranger	Tracking, wayfarer, weapon specialisation (shortbow)
7	Warlord	Heavy weapons, leader, shields
8	Wildling	Animal affinity, hide, hunter
9	Skald	Shields, spell song, succour
10	Swordmage	Bind weapon, detect magic, memorize spell (one 1st level magic-user spell)

# Random Talent Selection

Talents may, alternatively, be selected at random using the following table. Doubled or inapplicable talents (for example an expert talent for a warrior who does not meet the requirements) should be rerolled.

(To roll d66, roll two six-sided dice, denoting one as “tens” and the other as “units”. In this way, a number between 11 and 66 is generated.)

<b>d66</b>	<b>Talent</b>	<b>d66</b>	<b>Talent</b>
11	Animal affinity	41	Hunter
12	Arcane disavowal	42	Last stand
13	Awareness	43	Leader
14	Battle magic	44	Memorize spell
15	Berserk rage	45	Move quietly
16	Bind weapon	46	Shields
21	Blind fighting	51	Slayer
22	Climb rock faces	52	Spell song
23	Combat dominance*	53	Succour
24	Detect magic	54	Summon weapon
25	Duelling	55	Terrifying rage*
26	Eldritch strike	56	Tracking
31	Expert slayer*	61	Two-weapon fighting
32	Fearless presence	62	Unarmed fighting
33	Hear noise	63	Unarmed flurry
34	Heavy armour	64	Wayfarer
35	Heavy weapons	65	Weapon expertise*
36	Hide	66	Weapon specialisation

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