

The Warrior

The war drum beating at dawn is your pulse. You have a very distinctive outlook on conflict, especially those of a physical nature. See, you actually *fear* battle. It is a healthy, intelligent fear that makes you so incredibly dangerous when the time comes to fight. But make no mistake, battle is your lifeblood! You covet the feeling and are drawn to it as a mosquito to the light.

Your primary motivation is to protect your friends from all manner of enemy, and you excel at one-on-one combat against a foe you can study beforehand. Unlike other martial roles, you are an offensive tactician when it comes to battle. You pride yourself on learning your target's tendencies before you engage. You take the time to know what you face and then you attack with deadly precision. You are a Warrior!



Talents Unique to Warrior Role

Stonewall: Defending against multiple enemies simultaneously quickly and effectively.

Weapon Maker: Craft and repair simple weapons with great proficiency.

Weapon Master: Specialize in a particular type of weapon to increase your damage capability.

MOVE

STRENGTH

MEASURE ENEMY

A true warrior knows that a battle is won before the first blow is struck. If you get a chance to study your enemy for about a minute, you can measure him. Use this Move when you want to rely on more than just pure muscle and weaponry to dispatch your foe. Use your tactical strength to evaluate the enemy before striking, giving you a big edge.

Failure: Your enemy remains a mystery to you. This actually hinders you, making you hesitate. Take a -2 to your Initiative roll for the coming conflict.

Success: The GM must tell you your enemy's highest attribute score and his most important Move scores.

STUNTS

Every extra success rolled allows you to choose one:

- **Mark Weakness:** You get two extra mod dice to ALL attack actions against this target for the length of the conflict. (*Attack, Defend, Shoot*)
- **Strike Fear:** You strike fear in your enemy. He suffers one point of Doubt. This stunt does not work against targets without Empathy. (*repeatable*)
- **Tactical Advantage:** You predict your target's opening moves. You move 1 spot ahead of it in the final Initiative order regardless of your Initiative roll.
- **Mark for Death:** For the length of the conflict, every time your marked foe attacks and misses you, make a free counterattack with your off-hand with a 1-dice penalty. Use the accuracy and damage of your off-hand to govern the counter attack. *This is an excellent stunt choice if you dual-wield weapons, but a wasted choice if you wield a large two-handed one.*

The above stunts only apply to one enemy per conflict, as you need sufficient time to study them. If you plan to face off against multiple foes, it is important you choose the target of your Measure Enemy wisely.