

Rough Draft in progress.....

49 Warrior (Ver 3.0)

Warriors train in advanced combat and weapon techniques, and practice the art of melee combat until it becomes a series of finely honed instincts. They practice on all terrains with all types of weapons against different configurations and tactics, so that they may always respond optimally without the need for thought.

Warriors usually join and train within one Warrior Guild (or school), most guilds are exclusive and will not train those of other guilds, many have strong ethical codes such as Chivalry and training is often only available after indoctrination in the code.

49.1 Restrictions

- A Warrior may never train in the Warrior skill without a training partner of at least equal Warrior rank.
- Assassin teaches a method of fighting that does not stack with Warrior. The benefits of Warrior OR Assassin (not both) may be applied to any specific attack or defense.
- A Warrior must have at least 3 weapons at rank 3 or higher including 1 melee rated weapon and 1 close rated weapon.

49.2 Benefits

- A Warrior gains a bonus to defense in melee and close combat of 1% (+1% per rank).
- When using ranked weapons, a Warrior:
 - gains +1 Engaged IV per rank (no benefit at rank 0)
 - gains +2% (+2% per warrior rank) to Strike Chance
 - gains +1 damage at ranks 5 & 10
 - gains +1 effective weapon rank for the Parry Calculation at ranks 4 & 8.
- For categories where the Warrior has a ranked weapon, they:
 - May use any weapon from the category at half the Rank of their maximum Ranked weapon in that category or at half their warrior Rank, whichever is lower.
 - May Rank weapons in the category without a tutor for an additional 10% EP cost.
 - Treated as a merchant of their warrior Rank when attempting to buy or value non-magical weapons, with which they have ranks. If they have a passing familiarity with the weapon (i.e. has Ranks in the same category but not the actual weapon) they will act as a merchant of half their warrior Rank.

A Rank 2 Warrior may start to acquire Warrior Special Abilities.

While some abilities are general combat abilities and only need to be learned once, most are weapon specific and must be learned once per weapon. A warrior gains one special ability at ranks 2, 3, 4, 5, 6, & 7, two at ranks 8, 9, & 10.

Additional special abilities may be gained without increasing in rank by the expenditure of 10,000 Experience Points and 8 weeks of training per ability. These costs are discounted by 25% if the warrior has reached rank 8, or by 50% if they have reached rank 10.

49.3 Warrior Special Abilities

- Close-Evasion (General) - may Evade while in close combat. Standard defense bonuses for evasion and potential Parry.
- Close-Withdraw (General) - may add their Warrior Rank to their Strength for the purposes of Withdraw from Close.
- Pre-Engage (General) - may choose to act on their Engaged IV provided they are within half Warrior rank hexes of an engagement and they are joining the engagement as their action.
- Advanced skill (Weapon) – allows a max of rank 10 in chosen weapon
- Two Step (Weapon) - may move an additional 1 TMR before executing a Melee Attack, Special Attack, or Charge.
- Advanced Multi-Hex (Weapon) - advanced training in striking multiple opponents. Reduces Multi-Hex Strike SC% penalty by 2% per rank.
- Double-Hex Strike (Weapon) - May make a Special Attack (as per Multi-Hex Strike) against 2 adjacent opponents with a 1-handed B or C Class weapon. May be combined with Advanced Multi-Hex to reduce the SC penalty.
- Multi-Hex Bash (Weapon) - May make a Special Attack (as per Multi-Hex Strike) with a 2-handed C Class weapon. May be combined with Advanced Multi-Hex to reduce the SC penalty.
- Draw and Strike (Weapon) - may combine a Prepare Weapon Pass Action and Melee Attack as a Special Attack.
- Off-hand (Weapon) - special training in using the weapon in either hand, treated as ambidextrous when using this weapon.
- Overstrike (Weapon) - may apply damage bonuses for both skill and strength as a Special Attack.
- Repulse (Weapon) - add 2 to effective weapon rank when attempting to repulse a closing figure.
- Advanced Disarm (Weapon) - advanced training in disarming opponents. Reduces Disarm SC% penalty by 2% per rank. In addition if the Disarm attempt is an EN hit then the chance of retaining the weapon is halved, on a SpecGrev the target may not attempt to retain the weapon.

- Strong Guard (Weapon) - add 2 to effective weapon rank when defending against a Parry/Riposte. And may add 2% per Warrior Rank to chance of resisting a Disarm.
- True Riposte (Weapon) - may add 1 per 2 full ranks in Warrior to the Parry/Riposte Calculation when evading.
- Shield Block - Shield an adjacent figure as a free action. Lose all defense from their shield and contribute half of it to an adjacent target for the remainder of the pulse.

Quasi-Magical Warrior Abilities

These abilities cost Fatigue to use (exertion/tiredness FT, not damage). They may only be performed if the FT cost can be paid.

Fortitude Costs 2 FT, must be declared at the start of the pulse. Adds Warrior Rank to the amount of damage required to be Stunned and 2% per rank bonus to fear checks for the remainder of the pulse.

Unstoppable Costs 2 FT. May re-roll a failed Consciousness or Stun Recovery check. Or, may make a 1xWP check each pulse to stay conscious when between 0 and -rank Endurance.

Quick Stand Costs 2 FT. May leap to their feet from a Prone position as a free action.

Solid Strike (Weapon) Costs 1 FT per damage D10 rolled, must be declared before making the attack roll. Any roll of less than half Warrior rank is increased to half Warrior rank. I.e. A damage dice roll of 2 by a rank 7 Warrior becomes 4.

Lightning Strike (Weapon) Costs 1 FT, must be declared at the start of the pulse. May add twice Warrior Rank to engaged initiative for a pulse.

Full Defense (Weapon) Costs 1 FT, must be declared at the start of the pulse. Add Warrior rank to defense, or twice Warrior rank when evading.