

WARRIOR

Character: _____ Race: _____

LEVEL 1:	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

One-Handed Sunder - The warrior can damage a shield for one (1) sunder point with a one-handed weapon. Must call "Sunder" when striking a shield. 10 second cooldown between uses. Usable four (4) times per day.

Toughness -The warrior is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to four (4) HP.

Unroot - The warrior is able to resist physical bindings (root, snare and mass entanglement). Usable four (4) times per day, must call "Unroot."

Waylay - The warrior may simulate knocking another character unconscious by tapping the targeted character on the shoulder with the hilt of their weapon. The player must be completely out of sight and behind their target. They cannot be in the target's peripheral vision. The target is unconscious for five (5) minutes and does not suffer memory loss, but does not know who waylaid them. This ability has a 30 second cooldown between uses. Characters knocked unconscious in this manner may be woken early by another character "shaking" them awake, or by being attacked by a damaging effect (the awakened player still takes the damage of the attack/effect). This is the same as, and does not stack with the Waylay general skill. Characters who are wearing a helmet cannot be waylaid. Characters with horns may resist waylay once per day.

LEVEL 2:	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Second Wind - When the warrior is bleeding out, they gain a "second wind" and can fight through any melee damage for a duration of 10 seconds. Magic attacks will still affect the warrior. After 10 seconds is over the warrior immediately dies. Usable up to three (3) times per day. 30-minute cooldown between uses.

Toughness -The warrior is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to five (5) HP.

LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Toughness -The warrior is able to withstand more damage and has gained an extra hit point to their base HP, bringing the total base to six (6) HP.

Vigor - The warrior may resist limb damage from a physical attack. The warrior will lose one (1) HP from the strike, but will still have use of their limbs. The warrior is immune to their limbs being broken by any effect other than the Shaman's Curse of Breaking or other mind affecting abilities.

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Advanced Toughness -The warrior is able to withstand more damage and has gained two (2) extra hit points to their base HP, bringing the total base to eight (8) HP.

Disarm - By blocking an opponent's weapon with either the warrior's weapon or armored forearm (must be armored, otherwise the arm takes damage and does not disarm), the warrior is able to disarm their foe. Must call "Disarm" when blocking their weapon. The disarmed player must toss their weapon to the side as if it had been knocked out of their hands. The disarmed character can still pick their weapon back up after being disarmed, if they are able. This skill also allows the warrior to resist being disarmed. Must call "resist" if hit with Disarm. Disarming and resisting being disarmed both count towards the total number of uses for this skill. Resisting a disarm counts as a use of the skill. Usable up to three (3) times a day.