

WARRIOR ABILITIES

RANK ONE [SERGEANT]

CHARGE (MAJOR)

As long as you move at least one region first, you can charge a single target (who cannot be in a region you were just in). If you have a shield, your target is knocked down if you hit (unless the target is significantly larger than you), in addition to any normal damage. A charge cannot be dodged or parried, but can be blocked normally. A charge does not provoke an opportunity attack against an opponent with a long weapon, but only if they are the target of the charge.

CLEAVE (MAJOR)

Make a normal melee attack, but if you get a double success, you can continue to attack another target, then another, until you don't get a double success. You cannot attack more targets than the number of actions you had left just before you started the attack. If this is done with a two-handed weapon (that is not a stabbing weapon), or when dual wielding, then double the maximum number of targets.

ELECTIVE:

Rank one Paladin, Hunter, Rogue, Monk, or Alchemist abilities only.

RANK THREE [MAJOR]

RAMPAGE

2 MP, COOLDOWN

With a free action (which could be an interrupt action), you can begin a rampage. Once you start a rampage, you always attack with advantage (in addition to any advantage gained from other abilities). You also cannot be stunned or feared (and any current such effects are removed, meaning you can essentially counter a fear or stun the moment it happens). However, all your defense rolls are disadvantaged and you lose one HP every turn (not including the first one). A rampage lasts five turns. It can be stopped early with a major action, but defense rolls will still be disadvantaged on that turn.

EXECUTE (EXCLUSIVE)

1 MP, COOLDOWN

Make a melee attack, with advantage, where the target is also disadvantaged on their defense roll. If this attack lowers the target to zero HP, they are instantly killed, not just knocked out. If the target is killed in this manner, the attack does not cost a MP.

ELECTIVE:

Rank one or two Paladin, Hunter, Rogue, Monk, or Alchemist abilities only.

RANK TWO [CAPTAIN]

MIGHTY BLOW (MAJOR)

COOLDOWN

Make a melee or thrown weapon attack with advantage. When done with a blunt weapon, the attack can be a stunning attack if desired. When done with a thrown weapon, the range is also doubled, and you can throw a melee weapon that is not normally throwable (with a range of 1 region).

INTIMIDATION (MINOR)

2 MP, COOLDOWN

Make an attack roll against every enemy in your region, but substitute your PRE die for your STR die (apply weapon modifiers normally). The target's defense is their PRE, and every success stuns a given target for a turn instead of doing damage. Anyone attacking a target stunned in this way will remove the stun effect (after the attack, not before). This ability is usually very loud and demonstrative, but if role-played correctly could be more understated.

ELECTIVE:

Rank one Paladin, Hunter, Rogue, Monk, or Alchemist abilities only.

RANK FOUR [COMMANDER]

WHIRLWIND (EXCLUSIVE)

3 MP, COOLDOWN

Use a melee weapon to make an attack against every enemy target in every region you move to or from this turn (individual targets can be ignored if desired). You can move a number of regions equal to half your total AP (round down). If you are on a rampage, the attack rolls do not have advantage as they usually would, but you can move a number of regions equal to your full AP. You can do this while running, but all the normal penalties for running would still apply.

WEAPON MASTER

2 MP, COOLDOWN

Any single roll made with a melee weapon (attack or parry) is automatically the maximum amount the die can roll. This ability can be activated at any time with a free action, but cannot be used to retroactively change a roll that has already been made (that would require the use of a MP to get another roll).

ELECTIVE:

Rank one or two Paladin, Hunter, Rogue, Monk, or Alchemist abilities only.