

Warrior

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	0	0	2	Style +1
02	2	3	0	0	3	Bonus Feat
03	3	3	1	1	3	
04	4	4	1	1	4	Judge Opponent
05	5	4	1	1	4	Bonus Feat
06	6/1	5	2	2	5	
07	7/2	5	2	2	5	Style +2
08	8/3	6	2	2	6	Armor Adapt, Bonus Feat
09	9/4	6	3	3	6	
10	10/5	7	3	3	7	
11	11/6/1	7	3	3	7	Bonus Feat
12	12/7/2	8	4	4	8	Armor Novice
13	13/8/3	8	4	4	8	Style +3
14	14/9/4	9	4	4	9	Bonus Feat
15	15/10/5	9	5	5	9	
16	16/11/6/1	10	5	5	10	Armor Warrior
17	17/12/7/2	10	5	5	10	Bonus Feat
18	18/13/8/3	11	6	6	11	
19	19/14/9/4	11	6	6	11	Style +4
20	20/15/10/5	12	6	6	12	Armor Expert, Bonus Feat

A Warrior, the most common of fighters, they travel the world over. They wander as weapons for hire and work hard to prove their worth. They are the most versatile of fighters willing to use anything they can in a fight. They are also skilled in studying their targets and learning from them.

Style - Warrior gains a bonus to a weapon type of their choice, the choices are Unarmed, Clubs, Swords, Hatchets, Bows, Guns, Explosives, Chemical, Chains, Thrown Weapons, Sub-dual Weapons

Bonus Feat - Able Sniper, Bleeding Critical, Blinding Critical, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Great Cleave, Greater Shield Focus, Greater Two Weapon Fighting, Greater Vital Strike, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shield Focus, Shield Master, Shield Slam, Shot on the Run, Spirited Charge, Staggering Critical, Stand Still, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirl Wind, Armor Proficiency, Attack Focus, Blind Fight, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Planned Attack, Reckless Offense, Shield Proficiency, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous

Reflexes, Cumbrous Will, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Wind Stance, Known Killer

Judge Opponent - Warriors can make a check to see if their target is weaker, equal or stronger than them with a Warrior Level+ INT mod+d20 roll (natural 20 tells them how their class levels break down)

Armor Adapt – A Warrior of level 8 and Higher can gain +4 from shields to their PS score

Armor Novice – A Warrior of level 12 and Higher can gain +4 the ADS bonus they gain from armor

Armor Warrior – A Warrior of level 16 and can add +8 from their shields to their PS Score

Armor Expert – A Warrior of level 20 can add +8 to their ADS bonus they gain from armor

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium, Heavy

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Acrobatics, Animal Empathy, Climb, Craft, Drive, Intimidate, Jump, Notice, Profession, Perform, Ride, Swim, Taunt, Use Rope, Use Magic Device, Use Rope, Use Tech

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