

Warrior

Description: Warriors are masters of combat, from good old fisticuffs to complex weapons training. They don't always have the exoticism of the Martial Artist, or the flair of the Champion, or the rigorous training of the Soldier, but they *do not give up* and they almost always have a fresh set of tricks up their sleeves.

Sample Character: [Lone Star](#)

Hit Die: d10

Power Die: d6

Skill Points at 1st Level: (4 + Int per level) x4

Skill Point per Level: 4 + Int modifier

Class Skills: Climb (Str), Craft (mechanical) (Int), Drive (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Perception (Wis), Pilot (Dex), Ride (Dex), Swim (Str), Tumble (Dex).

Proficiencies: 6

Warrior							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+2	+1	+0	+2	+1	Brawl, Bonus Feat, Natural Aptitude
2	+2	+3	+1	+0	+3	+1	Bonus Feat
3	+3	+3	+2	+1	+3	+2	Bonus Feat, Cross-Trained
4	+4	+4	+2	+1	+4	+2	Bonus Feat
5	+5	+4	+3	+1	+4	+3	Bonus Feat, Natural Aptitude

6	+6/+1	+5	+3	+2	+5	+3	Bonus Feat
7	+7/+2	+5	+3	+2	+5	+3	Bonus Feat, Cross-Trained
8	+8/+3	+6	+4	+2	+6	+4	Bonus Feat
9	+9/+4	+6	+4	+3	+6	+4	Bonus Feat, Armsmaster
10	+10/+5	+7	+5	+3	+7	+5	Bonus Feat
11	+11/+6/+1	+7	+5	+3	+7	+5	Bonus Feat, Natural Aptitude
12	+12/+7/+2	+8	+6	+4	+8	+6	Bonus Feat
13	+13/+8/+3	+8	+6	+4	+8	+6	Bonus Feat, Cross-Trained
14	+14/+9/+4	+9	+6	+4	+9	+6	Bonus Feat x 2
15	+15/+10/+5	+9	+7	+5	+9	+7	Bonus Feat, Natural Aptitude
16	+16/+11/+6/+1	+10	+7	+5	+10	+7	Bonus Feat x 2
17	+17/+12/+7/+2	+10	+8	+5	+10	+8	Bonus Feat, Cross-Trained
18	+18/+13/+8/+3	+11	+8	+6	+11	+8	Bonus Feat x 2
19	+19/+14/+9/+4	+11	+9	+6	+11	+9	Bonus Feat, Tough as Nails
20	+20/+15/+10/+5	+12	+9	+6	+12	+9	Bonus Feat x 3

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Bonus Feats: One at every level, Warriors can choose a bonus feat from the following [groups](#): Defensive, Combat, Offensive.

Natural Aptitude (Ex): At levels 1, 5, 11, and 15, Warriors can apply a +2 bonus to one of two pairs of skills: either

Gather Information and Intimidate, *or* Bluff and Diplomacy. Once Warriors pick one of the two pairs, the bonuses apply to only that pair. The choice is permanent.

Cross Trained (Ex): At levels 3, 7, 13, and 17, Warriors gain this feat.

Armsmaster (Ex): At level 9, Warriors receive a -2 penalty to attack rolls when using weapons they are not proficient with, as opposed to the standard -4. If Warriors take the Weapon Familiarity feat, they reduce the penalty by another -2, thus bringing it to zero, and giving them the ability to wield any weapon ever created by human hands or anybody else's.

Tough as Nails (Ex): At level 19, Warriors can Take 10 on any Fortitude Save, but they must declare their intention to do so before they make their rolls.