

# TORCHBEARER

## The Warrior

### Level 1

**Warrior:** You can wield any weapon, wear any armor, use a shield and wear a helmet.

### Level 2

**Armored:** You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

**Brawler:** Your bare hands count as a weapon. When you are unarmed in a fight, you do not suffer the -1D penalty to all actions. If disarmed in an ongoing fight, you automatically switch to your bare hands and thus do not suffer the -1D penalty. Bare hands do not provide a bonus to any actions.

### Level 3

**Stubborn:** You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

**Skirmisher:** Improved leather armor. When you're wearing leather armor, roll 2D to deflect a blow. If either die comes up a 4-6, you reduce the incoming thrust by -1s.

### Level 4

**Cool Headed:** You're never made angry as a result of a fight. When the angry condition is handed out by the GM after a fight, you do not mark a condition.

**Endurance:** +1D to recover from exhaustion.

### Level 5

**Henchman:** You gain a follower. This henchman helps you with abilities native to your class. Add +1D to your roll when your henchman is helping. In a conflict, assign one of your hit points to your henchman. If there are no extra hit points, then your henchman can't help. A henchman never acts on his own.

**Agile:** Your help in fights and battles adds an additional +1D: When you help another player, you grant +2D instead of +1D.





## Level 6

**Shrug It Off:** Once per adventure, you can shrug off an injury. No roll is necessary. You can do this any time before you seek help from a healer. Once you get help from a healer, you must abide by the regular rules for that injury.

**War Captain:** You always count as the “hero” weapon in a battle, regardless of whether you’re at the front or not. If leading from the front, you triple your hero bonus to +3s for Attacks.

## Level 7

**Focus:** +1s to one action type of your choice in fight and battle. The benefit then applies to that action type for the life of the character. Bonus is applied to tied or successful rolls. It is added in addition to other bonuses from weapons, spells, armor, etc.

**Expert:** Increase your rank cap for Fighter or Commander from 6 to 7. You may advance your Fighter or Commander skill rank to 7 with seven successful tests and six failed tests.

## Level 8

**Giant Slayer:** Increase your Might by one when you’re alone or in a group of warriors, dwarves and halflings. Combine this bonus with other bonuses from spells and magic weapons.

**Veteran:** Use level instead of Will or Health as base disposition for kill, capture and drive off conflicts.

## Level 9

**Heroic Ability:** Choose Fighter, Health, Commander or Survivalist. The chosen skill becomes “heroic.” When rolling this skill 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

**Transformed:** Change one Nature descriptor. You may choose a descriptor from another character stock or invent one of your own. The descriptor must be an action like fighting, drinking or looting.

## Level 10

**Presence:** When you’re in a kill, drive off or battle conflict, your side gets +2 to disposition in addition to whatever is rolled. You do not have to lead the conflict.

**Fame and Glory:** Count your Circles as heroic (success on 3-6 instead of 4-6) when looking for warriors and persons of quality to add to your retinue.

Level	Fate	Persona	Warrior	
1	0	0	Warrior	
2	3	3	Armor Training	Brawler
3	7	6	Stubborn	Skirmisher
4	14	9	Cool Headed	Endurance
5	22	12	Henchman	Footwork
6	31	16	Shrug It Off	War Captain
7	41	20	Focus	Expert
8	52	24	Giant Slayer	Veteran
9	64	28	Heroic Ability	Transformed
10	77	32	Presence	Fame and Glory