

# WARRIOR

An expert battler with lots of muscle.

**Dice:**                      **Bonus Dice: none**

|        |   |
|--------|---|
| Battle | 5 |
| Magic  | 0 |
| Make   | 1 |
| Muscle | 5 |
| Notice | 2 |
| Resist | 2 |
| Shoot  | 4 |
| Sneak  | 1 |
| Stunt  | 3 |
| Talk   | 1 |

Warriors are expert human battlers. They can block enemy attacks, strike more than one opponent at once, and knock an opponent back. They are also adept at feats of strength, such as lifting or dragging heavy objects, bending iron bars, and exerting themselves without tiring.

## POWERS

**Charge** — *Make a double move without losing Battle dice. Costs zero Luck.*

Warriors don't lose three dice from their Battle rolls when making a double move. (Other roles lose three dice from all actions after a double move).

**Feat of Strength** — *Add bonus Muscle dice by spending Luck. Costs one or more Luck.*

Spend one or more Luck and add the same number of bonus dice to a single Muscle roll.

**Knockback** — *Push an opponent away from you. Costs zero Luck.*

Roll your Muscle dice. For each success, you drive your opponent back one pace, and you may step into the spot where your opponent had been standing. Your opponent can take away one or more of your successes by rolling her Muscle dice.

**Parry** — *Roll your Battle dice to take away your opponents' Battle successes. Costs zero Luck.*

Roll your Battle dice. For each success, you can take away one Battle success that an opponent scores on you before your next turn.

**Sweep** — *You can split your Battle dice between two opponents. Costs zero Luck.*

Divide your Battle dice into two groups of any size. Roll each group of dice as a Battle roll against a different opponent.