

Warrior

Sash: Purple

Armor: 6

Shield: Small / Medium / Large

Weapons: All Melee, Javelins

Look The Part: Check Rulebook



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Abilities

Scavenge Unlimited (ex)

T: Verbal S: Sorcery R: Self

I: "Scavenge"

E: Repair one point of armor in one location, a shield, or a weapon.

L: Kill Trigger.

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Kill Trigger: Ability must be used within 30 seconds of a kill and 10' away from a living enemy.

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(T)- Trait, you always have these active.

(ex)-extraordinary (am)- ambulant **X**/L- times per life **X**/**R**- times per refresh