

Warrior

Sash: Purple

Armor: 6

Shield: Small / Medium / Large

Weapons: All Melee, Javelins

Look The Part: Check Rulebook

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.

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

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

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



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