

2ND LEVEL
RAVENFOLK FIGHTER

NAME:

ONE UNIQUE THING:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
16	12	16	12	14	10
+3	+1	+3	+1	+2	+0

INITIATIVE → +5

BASIC ATTACKS

MELEE (LONGSWORD & DAGGER) | +5 VS AC

Hit: 2d8+3 damage

Miss: 2 damage

Natural 2: you can re-roll the attack

RANGED (THROWN DAGGER) | +5 VS AC

Hit: 2d4+3 damage

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers (below)

MANEUVERS

Carve an Opening (trigger: natural odd roll)

Your crit range expands by a cumulative +1 this battle until you score a crit, and then drops back to normal.

Deadly Assault (trigger: natural even hit)

You may reroll any 1s or 2s with your damage roll, and take the new result.

Defensive Fighting (trigger: natural 16+)

Gain a +2 bonus to AC until the end of your next turn.

Two-weapon Pressure (trigger: any miss)

Until the end of your next turn, you gain a +2 melee attack bonus against the enemy you missed.

RACIAL POWERS

Wotan's Wisdom

Once per battle, re-roll a natural even attack roll or skill check.

Astounding Blade

Once per battle, you can use a standard action to deal 8 damage each to 1d3 nearby enemies.

Feats (already accounted for): Astounding blade, comeback strike

Equipment: Scale armor, Weapons, Lantern, Rope, Adventurer's kit, 20 gold pieces, rune-covered scrolls, plenty of hidden daggers

			MAX	NOW
Armor Class	AC	19	HIT POINTS	36
Physical Defense	PD	15	RECOVERIES	9
Mental Defense	MD	13	RECOVERY VALUE	2d10+1

FEATURES, TALENTS, & SPELLS

Threatening

Enemies that attempt to disengage from you take a -3 penalty to their rolls.

Comeback Strike

Once per battle as a free action, make another attack after your first fighter attack during your turn misses.

Tough as Iron

Once per battle, rally (heal using a recovery) as a quick action.

Fate Warp (ranged spell, quick action, recharge: 16+)

Attack: +3 vs. MD (one nearby creature)

Hit: The target gains +2 or -2 (your choice) to its next d20 roll. If that roll is even this effect continues.

Exalted Chance

Once per day, you gain a divine blessing for one action of any type. For this action, you roll 2 d20s and pick which one to use.