

# Warrior

The OGL for this document is titled "OGL License.pdf".

**Table: Warrior**

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+1	+2	+0	+0		-	-	-	-	-	-	-	-	-	-
2	+2	+3	+0	+0		-	-	-	-	-	-	-	-	-	-
3	+3	+3	+1	+1		-	-	-	-	-	-	-	-	-	-
4	+4	+4	+1	+1		-	-	-	-	-	-	-	-	-	-
5	+5	+4	+1	+1		-	-	-	-	-	-	-	-	-	-
6	+6	+5	+2	+2		-	-	-	-	-	-	-	-	-	-
7	+7	+5	+2	+2		-	-	-	-	-	-	-	-	-	-
8	+8	+6	+2	+2		-	-	-	-	-	-	-	-	-	-
9	+9	+6	+3	+3		-	-	-	-	-	-	-	-	-	-
10	+10	+7	+3	+3		-	-	-	-	-	-	-	-	-	-
11	+11	+7	+3	+3		-	-	-	-	-	-	-	-	-	-
12	+12	+8	+4	+4		-	-	-	-	-	-	-	-	-	-
13	+13	+8	+4	+4		-	-	-	-	-	-	-	-	-	-
14	+14	+9	+4	+4		-	-	-	-	-	-	-	-	-	-
15	+15	+9	+5	+5		-	-	-	-	-	-	-	-	-	-
16	+16	+10	+5	+5		-	-	-	-	-	-	-	-	-	-
17	+17	+10	+5	+5		-	-	-	-	-	-	-	-	-	-
18	+18	+11	+6	+6		-	-	-	-	-	-	-	-	-	-
19	+19	+11	+6	+6		-	-	-	-	-	-	-	-	-	-
20	+20	+12	+6	+6		-	-	-	-	-	-	-	-	-	-

## Description

The basic, run-of-the-mill soldier.

## Class Features

**Hit Die:** d8.

**Skill Points:** 2 + INT bonus, x4 at 1<sup>st</sup> level.

**Class Skills:** The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Weapon and Armor Proficiency:** Warriors are proficient in three weapon groups, all armor and shields.