

Warrior Anchor

7

Anchor, Enhance 0/P

Warriors are trained by Mentors who are sponsored by Lords, Temples, tribes and cities for self defense.

Warriors may use Warrior cards.

Warriors may favor any specific melee weapon. This may include specific natural weapons like a Dragon's claws or a Unicorn's horn. Such weapons would only be available when in the forms that have them.

2.0 Warrior cards and Classic melee Weapon Master cards are not compatible. Use one or the other.

Anchor 207
Set 309

STR
+1

Warrior Anchor

Warrior: Parry

1



Warrior Ind/F (L2R)

Play to gain a parry equal to $2d6+3+DEF$. Include Weapon and Armor DEF. GM may determine that this skill is not available in your current form.

Warrior 200 Art © Susan Van Camp
Set 309

Warrior Parry

Warrior's Way

5



Warrior Ind/C (IUK, L1P)

Warriors learn to focus the mind and body on their task at hand.

Warrior 201 Art © Susan Van Camp
Set 309

STR
+3

DEF
+1

Warrior's Way

Warrior: Duck

2



Warrior Ind/F (L2R)

User $2d6+SPD$ vs. attacker $2d6+SPD$. Play to evade a single melee attack without moving. GM may determine that this skill is not available in your current form.

Warrior 202 Art © Susan Van Camp
Set 309

Warrior: Duck

Warrior: Hit 'Em Again

4



Warrior Ind/F (L1R, RST)

Play to strike a target that you have just attacked in melee.

Warrior 203 Art © Neal Morrissey
Set 309 Sponsored by DSAnnex

Warrior: Hit 'Em Again

Warrior: Parry Missile

2



Warrior Ind/F (L1R)

Parry with a shield or weapon. Gain $+2d6$ to DEF against a single ranged attack. GM may determine that this skill is not available in your current form.

Warrior 204 Art © Susan Van Camp
Set 309

Warrior: Parry Missile

Warrior: Favored Weapon Boon

3



Warrior Enhance /P

Attach to a specific melee weapon. May be transferred to another weapon between adventures. Must have Warrior Anchor to take this. Limited to one Favored Weapon on a single weapon, does not stack.

Warrior 205 Art © Susan Van Camp
Set 309

STR
+3*

Warrior: Favored Weapon

Warrior: Kick

4



Warrior Enhance /F (L1R, RST)

Combine with a MOV to kick while performing unusual moves like Fancy Feet or Dodging.

Warrior 206 Art © Susan Van Camp
Set 309

Warrior: Kick

Warrior: Aimed Strike

5



Warrior Enhance /F (L1R, RST)

Combine with a melee attack to ignore the targets physical DEF, including magically created DEF.

Warrior 207 Art © Susan Van Camp
Set 309

Warrior: Aimed Strike