

## Talented Fighter

**Prime Attribute:** Strength

**Hit Die:** d8

**Combat Talents:** Talented Fighters may use the ratings of some Talents Scores (See the Talents in the Basics PDF) in place of some Ability score modifiers when determining their bonuses related to combat as follows:

- **Deftness:** To-hit with ranged attacks instead of Dexterity modifier.
- **Might:** Damage in melee combat instead of Strength modifier.
- **Prowess:** To-hit in melee combat instead of Strength modifier.
- **Nimbleness or Sixth Sense:** Armor Class instead of Dexterity modifier.

**Weapon Specialist:** At 1<sup>st</sup> level, Talented Fighters choose one specific weapon (long sword, dagger, short bow etc.) and gain +1 To-Hit and damage with that weapon.

At 5<sup>th</sup> level, they gain an additional attack per round with their chosen weapon.

At 7<sup>th</sup> level, Talented Fighters gain either +1 To-Hit or damage (player's choice) with the chosen weapon.

**Wave of Bloodshed:** Against opponents who have less than 1 Hit Die, Talented Fighters may make one attack per level. This does not stack with the additional attack the Talented Fighter gains at 5<sup>th</sup> level.

Level	XP	Base Attack Bonus
1	0	0
2	2,000	+1
3	4,000	+1
4	8,000	+2
5	16,000	+2
6	32,000	+3
7	64,000	+4
8	128,000	+5
9	256,000	+5
10	350,000	+6

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