




8




Mental Focus
+1 bonus to any non-combat d6 roll




6



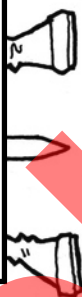
Automatic Success
Any Strength or Constitution check OR
+5% bonus to experience at the end of the session




4




Aggressive Defense
+1 bonus to Armor Class




2




Finesse
+1 bonus to-hit




9




Combat Focus
+1 bonus to hit and +1 to damage




7




Vitality
Roll class HD and heal that many hit points overnight




5




Luck
+1 bonus to any saving throw



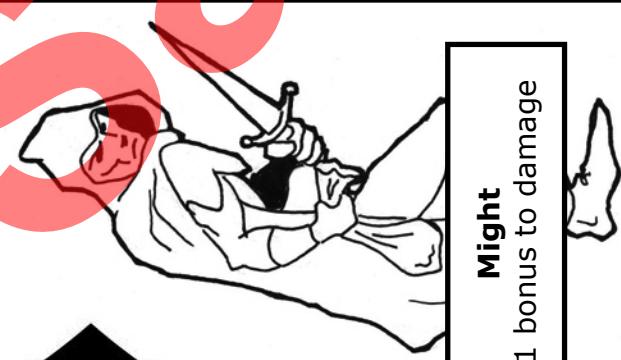
3



Might
+1 bonus to damage

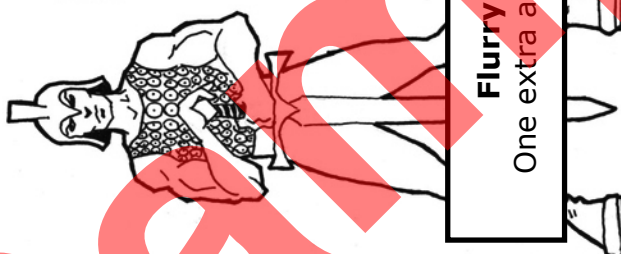


3



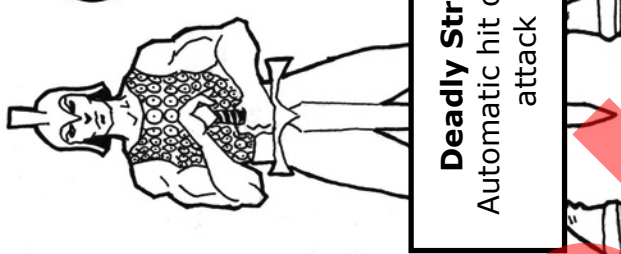
Might
+1 bonus to damage

A



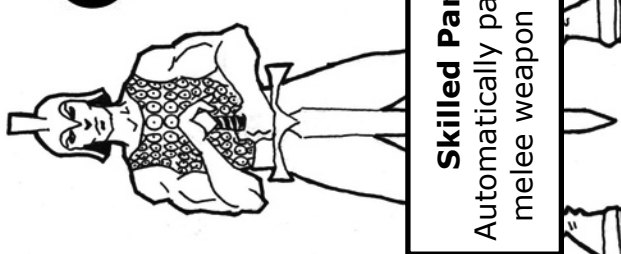
Flurry
One extra attack

Q



Deadly Strike
Automatic hit on any attack

10



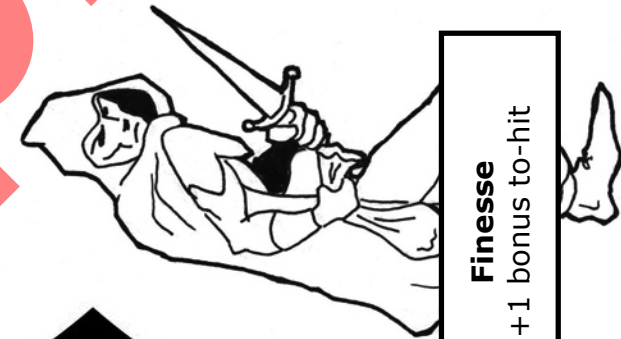
Skilled Parry
Automatically parry any melee weapon attack

4



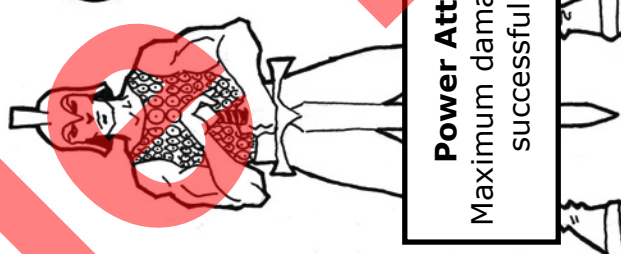
Aggressive Defense
+1 bonus to Armor Class

2



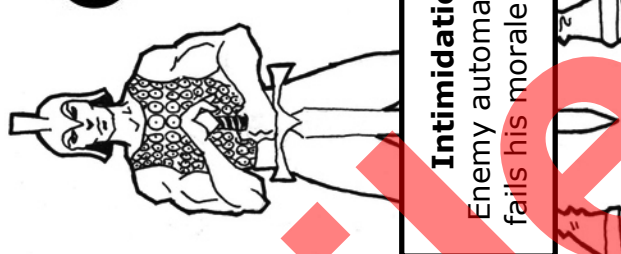
Finesse
+1 bonus to-hit

K



Power Attack
Maximum damage on a successful hit

J



Intimidation
Enemy automatically fails his morale check