



# BRED FOR BATTLE

*Paths of Shadow for Shadow of the Demon Lord*

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## BRED FOR BATTLE

Grizzled veterans of countless campaigns, brutish barbarians spilling out from the hinterlands, peerless champions fighting for a noble cause, or hard-bitten mercenaries who have seen it all: these character concepts describe just a few of the possible types of warriors one might find in the *Shadow of the Demon Lord*. Although warriors might have many different expressions and stories, they all are exceptionally capable with arms and armor in battle. As their experience grows, so too does their durability and dependability. At the outset, warriors distinguish themselves by the weapons they wield and the armor they wear, but not until they move onto other paths do they truly come into their own. Until now.

*Bred for Battle* builds on the warrior novice path presented in the main rulebook by providing new customization options for combat-focused characters. These options offer more variety in technique, reflecting the nature of a warrior's training and providing inspiration for future development. As with all *Paths of Shadow* installments, everything in *Bred for Battle* is optional, so check with your Game Master before putting these ideas to use.



# BECOMING A WARRIOR

Monsters overran your home community and you helped fight them off. You served in an army as a conscript or found a place in a noble's entourage as a guard. Or maybe you just stepped up and fought an enemy when you and your companions first came together. Such experiences, professions, or background can all suggest the warrior when you would choose a novice path.

Becoming a warrior grants you durability, the toughness you need to take abuse and keep on fighting. Warrior talents also reflect your growing capability with weaponry, helping you strike with more accuracy and force. These talents let you excel on the battlefield, whether you lead the charge or hang back and pepper your enemies with arrows.

How you gained these skills and talents depends on you and the story you want to tell. The following training options offer you ways to customize your warrior character, while also explaining what happened after your starting adventure to prepare you for the adventures to come. Each option describes the key event that led to your adopting this training; you can either choose the event or let the die decide. Some options provide talents different from what warriors would ordinarily receive; replacing those offered by the standard warrior path, making each option almost a separate novice path.

## ARMIGER

Shortly after you completed your first adventure, you took up with a knight to serve as his or her squire. The knight saw to your training, teaching you how to fight with lance and sword, how to wear armor, and how to care for a steed. But most important of all were the lessons about how to conduct yourself, how to be worthy of the title of knight and the responsibilities such a station carries. You've completed your training and have won the right to wear heraldry, but it's up to you to decide for whom you fight or whether you travel the lands, looking for wrongs to right and monsters to slay.

### ARMIGER EVENTS

d6	Event
1	The knight was cruel and impatient. You despised this person and ran away when you had the chance.
2	A monster killed your knight. After you buried him or her, you took what you could and now carry on in his or her name.
3	You respected and even loved your knight. You took great pride in being chosen as his or her squire.
4	You were to be executed for a crime you did or did not commit, but a knight intervened on your behalf and took you on as a squire.
5	The knight you served was poor, a drunkard, little more than a sellsword. You learned what you could, but eventually abandoned him or her when you realized you could learn nothing more.
6	You accompanied your knight on many adventures and eventually earned his or her confidence, enough to release you.





## LEVEL 1 ARMIGER

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**Attributes** Choose two attributes and increase each by 1.

**Characteristics** Health +4

**Languages and Professions** Add squire to your list of professions or add another language to the list of languages you can speak.

**Equipment** You gain a warhorse.

**Courtesy** You make attack rolls in social situations with 1 boon.

**Knightly Training** When you attack with a lance, sword, or shield, you make the attack roll with 1 boon. In addition, when a mount you are riding makes an attack, you grant the mount 1 boon on its attack roll.

**Mounted Recovery** You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. If you're mounted on a creature, it also heals damage equal to its healing rate. Once you use this talent, you must wait until you complete a rest before you can use it again.

## LEVEL 2 ARMIGER

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**Characteristics** Health +4

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Valiant Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, your attack deals 1d6 extra damage. Until the end of the next round, you and each creature you choose within short range make challenge rolls with 1 boon to resist or remove the frightened affliction.

## LEVEL 5 EXPERT ARMIGER

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**Characteristics** Defense +1, Health +4

**Armor Expertise** You ignore the requirements for wearing medium or heavy armor.

**Mounted Expertise** When you use an action to attack with a weapon, either you deal 1d6 extra damage with that attack or the mount you are riding can make an attack against the same or a different target.

## LEVEL 8 MASTER ARMIGER

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**Characteristics** Health +4

**Improved Mounted Recovery** You can use Mounted Recovery twice between rests.

**Mounted Mastery** When you use an action to attack with a weapon, either you deal 1d6 extra damage with that attack or your mount can make an attack against the same or a different target. Your mount's attack deals 1d6 extra damage. This talent is cumulative with Mounted Expertise, but your mount can attack only once during your turn.

## BARBARIAN

You might have come from one of the many tribal groups found on the Empire's edges in those places that have yet to be civilized, or you could be wild and violent, never quite fitting in with the other people living in your community. Either way, people see you as a barbarian, one who eschews civilization's trappings and embraces the primal nature of reality. Your skills and talents evolve not from formal training but from necessity. You fight to survive, provide for yourself, and destroy anyone or anything that threatens you.





## BARBARIAN EVENTS

d6	Event
1	Fed up and disgusted, you abandoned the civilized world to live as a hermit for a time. The hardships you endured made you stronger and tougher.
2	A member of a Woad tribe found you, injured and near death, and nursed you to health. You remained with these people for a time and learned their ways.
3	Your people have always lived in the wilderness and, after your most recent exploit, you returned to them.
4	Monsters destroyed your community, forcing you and other survivors to live off the land in the wilds.
5	Uncouth, temperamental, and prone to flying off the handle without warning, your brutish nature has nothing to do with where you come from and everything to do with your personality.
6	You were taken by slavers and forced to work in the mines, fields, or elsewhere. Your time in chains stripped you of civility, reducing you to a wild and murderous creature.

## LEVEL 1 BARBARIAN

**Attributes** Increase your Strength and Agility each by 1.

**Characteristics** Health +6

**Languages and Professions** You gain one wilderness profession of your choice.

**Equipment** You gain one basic melee weapon of your choice.

**Barbarian Weapon Training** When you attack with a basic weapon, you make the roll with 1 boon.

**Battle Sense** While you're wearing light or no armor, you have a +2 bonus to Defense.

**Furious Recovery** You can use an action to heal damage equal to your healing rate.

Until the end of the next round, you make attack rolls with 1 boon. Once you use this talent, you must wait until you complete a rest before you can use it again.

## LEVEL 2 BARBARIAN

**Characteristics** Health +6

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Overwhelming Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, your attack deals 1d6 extra damage and the target must get a success on a Strength challenge roll or fall prone.

## LEVEL 5 EXPERT BARBARIAN

**Characteristics** Health +6

**Combat Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn.

**Improved Battle Sense** Your bonus to Defense from Battle Sense increases to +4.

## LEVEL 8 MASTER BARBARIAN

**Characteristics** Health +6

**Combat Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise, but you must choose a different target for each additional attack you make.

**Improved Furious Recovery** You can use Furious Recovery twice between rests.





## BRAWLER

Although many lands frown on blood sport, the audiences' appetite for carnage can never be sated. From the arenas of Qif, City of Blood, to the blood-soaked pits found in the Pirate Isles, men and women are thrown into battle against a myriad of killers, from brutal warriors who have gone mad from the violence to baited bears, lashing out from blind rage. Surviving these contests takes skill and determination, qualities you have in abundance. You might have been forced to fight or chose this life; either way, these harrowing battles taught you everything you need to know to survive in combat.



## BRAWLER EVENTS

d6	Event
1	Slavers captured you, and you had to fight in the pits or die. You won your freedom after several contests demonstrated your fury and skill.
2	You sought glory in the arenas of Qif and won acclaim for your exploits.
3	Tormented by the horrors you have already endured, you descended into the fighting pits to put your past behind you.
4	After one of your relatives died in the fighting pits, you decided to get vengeance by following in his or her steps.
5	You were brutally mauled in a contest. The experience shook you so badly that you quit. Scars cover your face and body.
6	Orcs captured you and forced you to fight other prisoners. You managed to kill your captors and escaped soon after.



## LEVEL 1 BRAWLER

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**Attributes** Increase your Strength and Agility each by 1.

**Characteristics** Health +5

**Equipment** You gain a military melee weapon of your choice.

**Brutal Recovery** You can use an action to heal damage equal to your healing rate. Until the end of the next round, your attacks with melee weapons deal 1d6 extra damage. Once you use this talent, you must wait until you complete a rest before you can use it again.

**Weapon Training** When you attack with a weapon, you make the attack roll with 1 boon.

## LEVEL 2 BRAWLER

---

**Characteristics** Health +5

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Vicious Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, your target becomes impaired until the end of the next round.

## LEVEL 5 EXPERT BRAWLER

---

**Characteristics** Health +5

**Combat Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn.

**Relentless Killer** Your attacks with weapons deal 1d6 extra damage against injured targets.

## LEVEL 8 MASTER BRAWLER

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**Characteristics** Health +5

**Improved Recovery** When you use Brutal Recovery, you heal damage equal to twice your healing rate.

**Combat Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise, but you must choose a different target for each additional attack you make.

## ENFORCER

You learned early on that a threat means nothing unless you can make good on it. Fear and pain have become your weapons. You exude menace, the threat written in your eyes and in the way you carry yourself. Your mere appearance lets others know it's dangerous to cross your path, and when they do, you don't waste time mincing words. You strike hard and fast, so that when you land a blow, it hurts.

## LEVEL 1 ENFORCER

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**Attributes** Increase your Strength and Will each by 1.

**Characteristics** Health +5

**Languages and Professions** You gain one criminal profession of your choice.

**Equipment** You gain a military melee weapon of your choice.

**Catch Your Breath** You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. Once you use this talent, you must wait until you complete a rest before you can use it again.





**Demoralize** You can use an action to menace one target creature within short range. If the target can see and hear you, make a Will attack roll against the target's Will. On a success, the target becomes frightened for 1 minute. On a failure, the target becomes immune to your use of Demoralize until it completes a rest.

**Spiritbreaker** When you use a weapon to attack a creature that has at least one affliction, you make the attack roll with 1 boon.

## LEVEL 2 ENFORCER

**Characteristics** Health +5

**Cruelest Strike** Your attacks with finesse weapons deal 1d6 extra damage. When you would deal damage to a target, you can choose to forgo dealing the extra damage and instead impose one of the following afflictions on it: impaired or slowed. The target removes the affliction from itself at the end of the round.

**Menacing Strike** When the total of your attack roll with a weapon that has the finesse property is 20 or higher and beats the target number by 5 or more, the target becomes frightened for 1 minute. At the end of each round, the target can make a Will challenge roll and removes the affliction from itself on a success.

## LEVEL 5 EXPERT ENFORCER

**Characteristics** Health +5

**Vicious Assault** Your attacks with weapons deal 1d6 extra damage, or 2d6 extra damage if the target is impaired.

## LEVEL 8 MASTER ENFORCER

**Characteristics** Health +5

**Grit** You can use Catch Your Breath twice between rests.

**Heap on the Pain** Your weapon attacks against targets that have at least one affliction deal 1d6 extra damage.



## ENFORCER EVENTS

d6	Event
1	You hired yourself out to a local crime lord and spent time breaking legs and knocking heads.
2	After a gang of ruffians started causing trouble in your community, you took matters into your own hands. You tracked them down and dished out some street justice.
3	A moneylender hired you to collect debts, using force when necessary.
4	You joined the Watch and enforced the laws of your community by whatever means you felt were necessary.
5	You made ends meet by robbing people on the streets of your community. You found they would part with their coin when you applied a little pressure.
6	You found work as a torturer for the Inquisition, a noble, or some other person in a position of authority. You could always extract confessions from your victims.



# GALLANT

Speed, agility, and precision are the hallmarks of the gallant's style. Where some warriors build their strength to heft heavy weapons in a fight, you opt to outmaneuver your enemies, striking them from many different directions and always staying just out of their reach. Your precise strikes whittle down your opponents until they finally succumb to their injuries.

## GALLANT EVENTS

d6	Event
1	You studied with a fencing master to learn the art of swordplay.
2	You hired on with a ship's crew and went on a long voyage, during which time you learned to fight with a myriad of swift weapons.
3	You fought a duel with another gallant and lost. The scar you gained on your face drove you to rethink your fighting style and learn the techniques that defeated you.
4	You found a place in a noble's entourage and learned to use the weapons favored by your peers.
5	Being agile, the gallant's fighting style came to you naturally, and your skill with swift weapons represents an outgrowth of your existing talents.
6	Lacking the strength or durability of other warriors, you sought out a technique that would let you hold your own against tougher foes.

## LEVEL 1 GALLANT

**Attributes** Increase your Agility and Intellect each by 1.

**Characteristics** Health +4

**Equipment** You gain a swift weapon of your choice.

**Finesse Weapon Training** When you attack with a weapon that has the finesse property, you make the roll with 1 boon.

**Nimble Recovery** You can use an action to heal damage equal to your healing rate and then move up to half your Speed without triggering free attacks. Once you use this talent, you must wait until you complete a rest before you can use it again.

## LEVEL 2 GALLANT

**Characteristics** Health +4

**Deadly Accuracy** Your attacks with weapons that have the finesse property deal 1d6 extra damage.

**Swift Strike** When the total of your attack roll with a weapon that has the finesse property is 20 or higher and beats the target number by 5 or more, you can use a triggered action to attack the target with the same weapon at any point before the end of your turn.

## LEVEL 5 EXPERT GALLANT

**Characteristics** Health +4

**Combat Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn.

**Daring Defense** If you are not wearing medium or heavy armor or wielding a shield, you gain a +4 bonus to Defense.





## LEVEL 8 MASTER GALLANT

**Characteristics** Health +4

**Combat Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise, but you must choose a different target for each additional attack you make.

**Swift Recovery** On your turn, you can use a triggered action to use your Nimble Recovery talent. In addition, you can use Nimble Recovery an extra time between rests.

## HUNTER

Whether you grew up on the frontiers, where hunting remains a necessary part of survival, or honed your abilities tracking down criminals to face justice, your training helps you find your prey and bring it down with ease. When on the hunt, you know how to move without betraying your position and where best to hide to escape notice. You learn patience and can keep still for long hours before striking. Unlike other warriors, your weapon training focuses on those used in your trade: the spear for fighting bears and boars, bows for bringing down game from a distance, and knives and daggers to protect you when all else fails.





## HUNTER EVENTS

d6	Event
1	You retreated to the wilderness to grapple with the experiences you have had so far. Living off the land helped you develop your hunting skills.
2	After an enemy slipped out of your grasp, you committed several weeks to tracking that person down and bringing him or her to justice.
3	You tracked down and slew a monster that was harassing your community.
4	When a company of soldiers passed through your town, you joined up to scout for them. Your experience taught you much about keeping your eyes open and staying out of view.
5	Foul creatures swept through your community. You helped to fight them off but, seeing the situation as hopeless, you led the survivors through the wilds to safety.
6	When a caravan bound for your town went missing, you and a few others set out to find the travelers. You came back empty-handed, but you learned much about surviving in the wilderness.

### LEVEL 1 HUNTER

**Attributes** Increase your Agility and Intellect each by 1.

**Characteristics** Perception +1, Health +4

**Languages and Professions** Add hunter to your list of professions or add another language to the list of languages you can speak.

**Equipment** You gain a bow and a quiver of 30 arrows.

**Hunter Training** When you attack with a dagger, long knife, spear, bow, or longbow, you make the attack roll with 1 boon.

**Nimble Recovery** You can use an action to heal damage equal to your healing rate and then move up to half your Speed without triggering free attacks. Once you use this talent, you must wait until you complete a rest before you can use it again.

**Stealthy** You make challenge rolls to hide or sneak with 1 boon.

### LEVEL 2 HUNTER

**Characteristics** Health +4

**Bleeding Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, the attack deals 1d6 extra damage or, if the target is living, deals 1d3 extra damage at the end of each round for 1d3 rounds. While the target takes this extra damage, you make challenge rolls to find or track the target with 2 boons. A target can use an action to stanch the wound and end the effect on itself.

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

### LEVEL 5 EXPERT HUNTER

**Characteristics** Health +4, Speed +2

**Hunter's Expertise** When you use an action to attack with a weapon, your attack deals 1d6 extra damage and you can move up to 2 yards without triggering a free attack.

### LEVEL 8 MASTER HUNTER

**Characteristics** Health +4

**Swift Recovery** On your turn, you can use a triggered action to use your Nimble Recovery talent. In addition, you can use Nimble Recovery an extra time between rests.

**Hunter's Mastery** When you use an action to attack with a weapon, your attack deals 1d6 extra damage and you make attack rolls against the target of your attack with 1 boon until the end of the next round.



# MONK

Monasteries dot the continent, built by religious or philosophical institutions to protect sacred writings and relics, and offering a place of retreat for those seeking wisdom. Life in these places tends to be simple, with opportunities for introspection and reflection on the soul. Labor ensures the monks living there keep themselves fit and able, but some places teach combat training, revealing ways to turn fists and feet into weapons. Many who complete this training go on to become mystics in hopes of harnessing their inner power.

## MONK EVENTS

d6	Event
1	You sheltered at a monastery to recover from the horrors and hardships you have endured. There, between bouts of meditation, you trained your body to become a living weapon.
2	You sought out a famous martial artist and earned a place as his or her student.
3	You joined a society of friars, where you brewed beer, tended the gardens, and learned how to brawl.
4	You searched for a lost monastery, climbing the one thousand steps, only to find the place abandoned. You studied the sacred scrolls and learned the monks' methods from your research.
5	You abandoned the world to live as a hermit for a time. In your isolation, you trained your body to resist the hardships and learned how to defend yourself as a result.
6	You were raised in a monastery and returned to complete your training. Having done so, you are now ready to return to the world and, if possible, leave it better than you found it.

## LEVEL 1 MONK

**Attributes** Choose two attributes and increase each by 1.

**Characteristics** Health +4, Speed +2

**Languages and Professions** Add scholar of philosophy or theology to your list of professions or add one language to the list of languages you can speak.

**Defensive Recovery** You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. Until the end of the next round, you make challenge rolls to resist attacks with 1 boon and you impose 1 bane on attack rolls made against you. Once you use this talent, you must wait until you complete a rest before you can use it again.

**Martial Arts** When you attack with an unarmed strike and use a melee attack option (*Shadow*, page 50), you reduce the number of banes imposed by the option by 1.

**Unarmed Combat Training** When you attack with an unarmed strike, you make the attack roll with 1 boon. In addition, your unarmed strike's damage die becomes 1d3 unless it is already higher.

**Unarmored Defense** While you're not wearing armor or wielding a shield, you have a +3 bonus to Defense.

## LEVEL 2 MONK

**Characteristics** Health +4

**Stunning Strike** When the total of your attack roll with an unarmed strike is 20 or higher and beats the target number by 5 or more, your target becomes stunned until the end of the next round.

**Unarmed Prowess** Your attacks with unarmed strikes deal 1d6 extra damage.





## LEVEL 5 EXPERT MONK

**Characteristics** Health +4, Speed +2

**Unarmed Expertise** When you use an action to attack with an unarmed strike, you either deal 1d6 extra damage with that attack or can make another attack with an unarmed strike against a different target at any point before the end of your turn.

## LEVEL 8 MASTER MONK

**Characteristics** Health +4

**Improved Defensive Recovery** You can use Defensive Recovery twice between rests.

**Unarmed Mastery** When you use an action to attack with an unarmed strike, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Unarmed Expertise, but you must choose a different target for each additional attack you make.

## SOLDIER

When your nation called for soldiers, you answered. You might have helped to fight pirates or jotun raiding the coastlines, defended against the undead spilling out from the Desolation or the Kingdom of Skulls, or stood shoulder to shoulder with others against the orc invasion. Joining an army taught you how to fight and the discipline you need to hold the line even when the situation turns grim. You watched out for your fellows, who in turn had your back and guarded your flanks. You might have found victory and glory, or faced bitter defeat, but whatever happened, you emerged from the experience changed and prepared to take the fight to your enemies.

### SOLDIER EVENTS

d6	Event
1	The enemy overran your unit, killing everyone except you.
2	You saved your commander's life, earning you a medal and the admiration of your fellow soldiers.
3	You belonged to a decorated unit, famed for its courage and valor.
4	You have seen the horrors of war, and they left you shaken. You deserted the first chance you got.
5	You did many terrible things during your time as a soldier, and you still have nightmares from your experiences. Gain 1 Insanity and 1 Corruption.
6	You fought bravely in battle, inspiring other soldiers to keep fighting. Through your efforts, your side was able to turn the tide and win the day.

### LEVEL 1 SOLDIER

**Attributes** Increase your Strength and Will each by 1.

**Characteristics** Health +5

**Languages and Professions** Either add soldier to your list of professions or add another language to the list of languages you can speak.

**Equipment** You gain a suit of medium armor, a uniform, and a spear.

**Shared Recovery** You can use an action to heal damage equal to your healing rate. When you do so, you can choose one creature other than you and within short range. The target heals damage equal to its healing rate. Once you use this talent, you must wait until you complete a rest before you can use it again.

**Weapon Training** When you attack with a weapon, you make the attack roll with 1 boon.



## LEVEL 2 SOLDIER

---

**Characteristics** Health +5

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Tactical Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, you make your next attack roll before the end of the next round with 1 boon. In addition, you impose 1 bane on attack rolls made against you until the end of the round.

## LEVEL 5 EXPERT SOLDIER

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**Characteristics** Health +5

**Combat Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn.

**Formation Fighting** You have a +2 bonus to Defense while you're within 2 yards of at least one creature friendly to you and that is able to use actions.



## LEVEL 8 MASTER SOLDIER

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**Characteristics** Health +5

**Rallying Cry** You can use a triggered action on your turn to use Shared Recovery, and you can use Shared Recovery twice between rests. In addition, whenever you use Shared Recovery, you also remove the charmed and frightened afflictions from yourself and the target you chose.

**Combat Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise, but you must choose a different target for each additional attack you make.

## SPELLGUARD

Realizing your aptitude with magic, you followed an unconventional path in which you learned both to fight and to cast spells. This demanding effort required you to divide your time between your studies and the rigorous drilling to impress on you the maneuvers and techniques you needed to survive on the battlefield. You likely had two instructors, one to coax forth your magical capabilities and another to hammer you into shape. When you completed your training, you had built the foundation of your style, and now you see the path forward to grow your power and capabilities.



## SPELLGUARD EVENTS

d6	Event
1	Your search for an instructor carried you into one of the hidden kingdoms, where you remained for many years before you returned to the mortal world. Upon your return, however, you found that almost no time at all had passed.
2	The Mages of the Tower, who command the floating fortress over Caecras, recruited you to become one of their magical guardians. After you completed your training, however, you slipped away to seek your fortune in the world.
3	You discovered your magical aptitude while training as a warrior. The harder you worked, the more your magical abilities revealed themselves.
4	Your god or gods reward you for your piety with miracles you can perform. A holy warrior, you fight the enemies of your faith.
5	A wizard hired you to be his or her personal guard. You picked up a few magical tricks from your time with this person.
6	A devil seduced you with promises of magical power. You succumbed to the temptation and learned the rudiments of magic. Gain 1 Corruption.

## LEVEL 1 SPELLGUARD

**Attributes** Increase your Strength or Agility by 1. Then, increase your Intellect or Will by 1.

**Characteristics** Health +3, Power +1

**Languages and Professions** Either add scholar of magic or theology to your list of professions, or add another language to the list of languages you can speak.

**Equipment** You gain a wand or some other item you can use as an implement.

**Magic** You discover one tradition, learning one rank 0 spell as part of discovering that tradition. You then learn two spells from that tradition.

**Spell Recovery** You can use an action to heal damage equal to your healing rate and regain one expended casting of a spell you have learned. Once you use this talent, you must wait until you complete a rest before you can use it again.

**Weapon Training** When you attack with a weapon, you make the attack roll with 1 boon.

## LEVEL 2 SPELLGUARD

**Characteristics** Health +3

**Magic** You learn one spell from a tradition you have discovered.

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Spellguard Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, you can use a triggered action to cast a spell you have learned. If you have no castings remaining, the attack instead deals 1d3 extra damage.

## LEVEL 5 EXPERT SPELLGUARD

**Characteristics** Health +3, Power +1

**Magic** You learn one spell from a tradition you have discovered.

**Spellguard Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can cast a spell at any point before the end of your turn.

## LEVEL 8 MASTER SPELLGUARD

**Characteristics** Health +3

**Magic** You learn one spell from a tradition you have discovered.

**Spellguard Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Spellguard Expertise, but you must choose a different target for each additional attack you make.



# VETERAN

The struggles and dangers you overcame drove home the idea that you have to fight to survive in this perilous world. You spent some time traveling, battling, and learning from your opponents. You likely gained a few scars along the way, having found yourself in tight spots, but you persevered and fought your way free, until you became the seasoned warrior you are today. You have few illusions left about what it means to fight. You know what to do, and when the battle starts, you do your job and you do it well.

## VETERAN EVENTS

### d6 Event

- 1 You got into a bloody fight that left you with a nasty scar on your face, a couple of loose teeth, and a missing finger.
- 2 You hired on to guard a caravan and honed your fighting technique battling bandits.
- 3 You joined another group and went on an adventure. Everything went wrong and you were the sole survivor.
- 4 When rampaging monsters struck your community, you were among the first to take up arms against the foes. You fought well enough to survive.
- 5 You worked for a merchant or noble as a guard. You kept your employer alive.
- 6 You took up with a mercenary company and sold your sword to the highest bidder. Your time fighting alongside your fellows helped you develop the combat techniques you now possess.

## LEVEL 1 VETERAN

**Attributes** Choose two attributes and increase each by 1.

**Characteristics** Health +5

**Languages and Professions** Add one common, martial, or wilderness profession to your list of professions.

**Equipment** You gain a suit of medium armor and one military melee weapon of your choice.

**Catch Your Breath** You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. Once you use this talent, you must wait until you complete a rest before you can use it again.

**Weapon Training** When you attack with a weapon, you make the attack roll with 1 boon.

## LEVEL 2 VETERAN

**Characteristics** Health +5

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Forceful Strike** When the total of your attack roll with a weapon is 20 or higher and beats the target number by 5 or more, your attack deals 1d6 extra damage.

## LEVEL 5 EXPERT VETERAN

**Characteristics** Defense +1, Health +5

**Combat Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn.

## LEVEL 8 MASTER VETERAN

**Characteristics** Health +5

**Grit** You can use Catch Your Breath twice between rests.

**Combat Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or can make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise, but you must choose a different target for each additional attack you make.



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