


# WARRIOR REAPER

Career Skills: **Athletics, Brawl, Coercion, Discipline, Melee-Light, Melee-Heavy, Resilience, Riding | Coercion, Melee-Heavy, Streetwise, Vigilance**

**DESPERATE RECOVERY** 


Before healing strain at the end of an encounter, if your strain is more than half of your threshold, heal 2 additional strain.

**COST 5**

**TOUGHENED** 


Gain +2 wound threshold.

**COST 5**

**SECOND WIND** 


Once per encounter, may use the Second Wind incidental to recover an amount of strain equal to ranks in Second Wind.






**COST 5**

**TOUGHENED** 


Gain +2 wound threshold.

**COST 5**

**BERSERK** 


Once per session, until the end of the encounter or incapacitated, you may add    to all Melee checks you make. Foes add   to all Combat checks targeting you. While Berserk, you may not make Artillery or Ranged checks. When Berserk ends, you suffer 6 strain.


**COST 10**

**CONFIDENCE** 


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence, to a minimum of easy.


**COST 10**

**NOW OR NEVER** 


When suffering wounds equal to half of your wound threshold or greater, add  to all Brawl and Melee checks.

**COST 10**

**HARD BOILED** 


When recovering strain at the end of an encounter, may roll Resilience instead of Discipline or Cool. If you do so, may spend  to recover 1 wound. Advantages spent this way cannot exceed ranks in Hard Boiled.

**COST 10**

**CONFIDENCE** 


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence, to a minimum of easy.


**COST 15**

**NOT EVEN IN DEATH** 


When you would be incapacitated by exceeding your wound threshold, you may spend 1 Destiny Point to immediately make 1 Combat check with a weapon you are currently wielding.

**COST 15**

**LOOM** 


When an ally engaged with you makes a successful Charm, Deception, or Negotiation check, add  equal to ranks in Coercion to that ally's check.

**COST 15**

**GRIT** 


Gain +1 strain threshold.

**COST 15**

**TOUGHENED** 


Gain +2 wound threshold.


**COST 20**

**SECOND WIND** 


Once per encounter, may use the Second Wind incidental to recover an amount of strain equal to ranks in Second Wind.

**COST 20**

**HARD BOILED** 


When recovering strain at the end of an encounter, may roll Resilience instead of Discipline or Cool. If you do so, may spend  to recover 1 wound. Advantages spent this way cannot exceed ranks in Hard Boiled.

**COST 20**

**ENDURING** 


Gain +1 soak value.

**COST 20**

**DEATH RAGE** 


You add +2 damage to Melee attacks for each Critical Injury you are currently suffering.

**COST 25**

**TO THE BITTERMOST END** 


Once per session, you may take the To The Bittermost End maneuver, suffering strain no greater than your Willpower. For each strain suffered this way, add +10 to Critical Injury rolls you inflict and suffer until the end of the encounter.

**COST 25**

**DEDICATION** 

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

**COST 25**

**NATURAL BRAWLER** 

Once per session, may reroll any 1 Brawl or Melee-Heavy check.

**COST 25**