

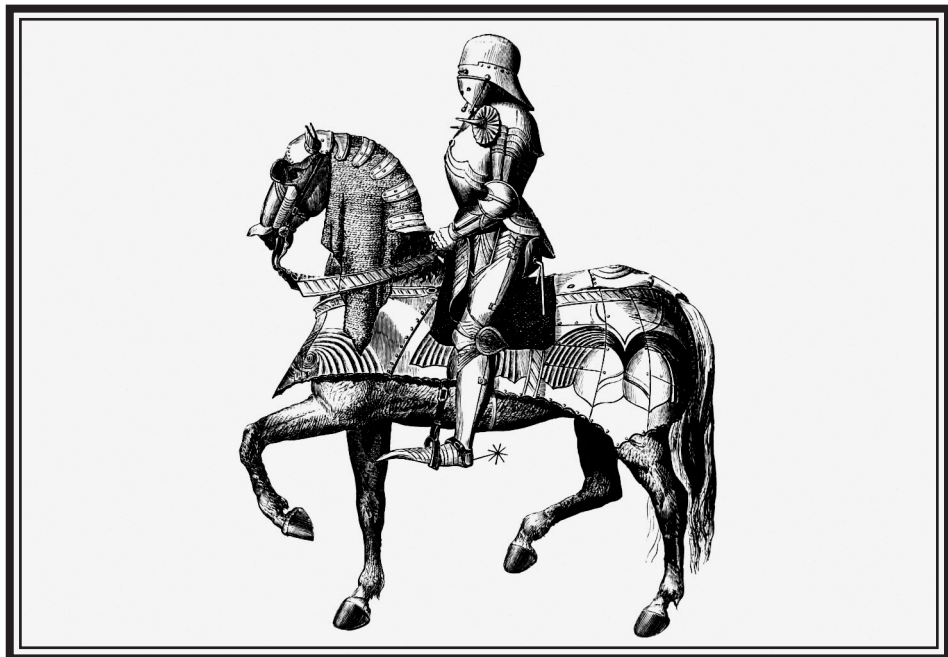
DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**



# the Warrior

A Martial Class for Old School  
Essentials

# the Warrior



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# Action and Destiny

The Fighter is an important archetype in any fantasy role playing game, and the standard Fighter class in OSE serves a specific and important purpose. It is the bog standard PC or NPC. It serves as a customizable baseline for the martial classes. However, many other classes in the game receive special treatment compared to the fighter, and so the Warrior class provides an exciting variant on the standard Fighter.

## **Action**

The game, *Dungeon Crawl Classics* has perhaps perfected the "Fighting man" class, so the Warrior takes that idea and ports it over to *Old School Essentials*. The *Mighty Deeds* mechanic allows players to think on their feet and perform feats of daring-do in combat. Examples of deeds are given in the text, but the DM is encouraged to be flexible and fair with creative players who wish to push the limits of this ability.

Warriors also become fearless, and inspiring comrades to fight alongside.

## **Destiny**

In the original version of the world's most popular role playing game, magic swords were almost exclusively a class feature of the fighter. The ability to wield powerful magic swords is enhanced with the Warrior class. The DM is required to give the Warrior information on the whereabouts of a magical sword they are destined to possess.

The DM can reveal its location in a dream, through a powerful patron, or they can stumble upon their blade of destiny while delving deep into dungeons. I encourage the DM to not just give the Warrior a plain +1 sword. It is much more interesting if the sword is sentient, having a mind of its own, and possibly its own idea about the Warrior's destiny.

# The Warrior

**Requirements:** None  
**Prime Requisite:** STR  
**Hit Dice:** 1d8  
**Maximum Level:** 14  
**Armor:** Any, Shields  
**Weapons:** Any  
**Languages:** Alignment, Common

The Warrior is an alternate fighter class for Old School Essentials.

## Combat

Warriors can use all types of weapons and armor

## Mighty Deeds

When a warrior attacks, they roll a d6 along with the d20. If the d6 roll succeeds (see table), it adds an attack bonus of +1 to the attack roll and +1 to damage. If both the d6 and d20 roll succeed, the warrior may perform an additional action along with their attack.

Potential actions that could be taken include:

- Kick sand in an enemy's

face (save vs breath attacks or be blinded)

- Disarm an opponent (enemy saves vs paralysis or drops weapon)
- Push an enemy off a cliff (enemy saves vs paralysis or moves back 10')
- Precision shot, called shot.
- Rally your retainers
- Swing from a chandelier (or perform similar stunts)

Mighty Deeds must follow naturally from what players are doing in the game. You can't kick sand into an enemy's face if there is no sand on the ground, or swing from a nonexistent chandelier.

## Fearless

Warriors are immune to all supernatural fear effects. From 4th level, companions within 10' of the warrior gain a +2 bonus on saving throws against fear effects, and retainers and mercenaries under the Warriors command within 10' gain a +1 bonus to loyalty and morale.

## Warrior Level Progression

Level	XP	HD	THACO	Deed	Saving Throws				
					D	W	P	B	S
1	0	1d8	19 [0]	2 in 6	12	13	14	15	16
2	2,200	2d8	19 [0]	2 in 6	12	13	14	15	16
3	4,400	3d8	19 [0]	2 in 6	12	13	14	15	16
4	8,800	4d8	17 [+2]	2 in 6	10	11	12	13	14
5	17,000	5d8	17 [+2]	3 in 6	10	11	12	13	14
6	35,000	6d8	17 [+2]	3 in 6	10	11	12	13	14
7	70,000	7d8	14 [+5]	3 in 6	8	9	10	10	12
8	140,000	8d8	14 [+5]	3 in 6	8	9	10	10	12
9	270,000	9d8	14 [+5]	4 in 6	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	4 in 6	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	4 in 6	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	4 in 6	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	5 in 6	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	5 in 6	4	5	6	5	8

\* Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves

### Sword of Destiny

At 3rd level, the Warrior receives information that will lead them to a magic sword. The DM chooses how this information is received, and the exact magic item. This information can be seen in a premonition, or read from a treasure map from a long lost relative.

### After 11th Level

A Warrior can establish a war band. 2d6 mercenaries will join the Warrior and fight under their banner. If the Warrior swears fealty to a ruler, they will become a general of their forces, and gain an additional 2d6 mercenaries.



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