

CONQUEST OF THE UNIVERSE / PREVIEW 1

Hello, there. This is an early taste of the *Conquest of the Universe* RPG. If you want to know more, look at our [Kickstarter](#) support page.

WARRIOR

Warriors are soldiers, mercenaries, martial artists, braves, and guardians. Wherever war is found, some beings practice combat as their vocation, becoming tough, dangerous, and canny.

Abilities

Warriors tend to be more physical than mental, prizing Strength for power in melee, Dexterity for accuracy, and Constitution to endure punishment and injury. More cerebral Warriors might excel in any of the mental abilities.

Determination (Core Ability)

A warrior who is conscious can spend a point of Conviction on his turn to immediately heal an amount of damage equal to half his maximum hit points (round up).

Hit Dice

Warriors roll 1d10 + Constitution modifier (minimum of 1) for their hit points each level. Starting characters get maximum hit points for their first Hit Die.

Skills

Choose 4 + Intelligence modifier starting skills (minimum of 1). Warriors gain 4 + Int modifier skill ranks per additional level (minimum 1).

Feats

Warriors have Weapon Proficiency (Firearms or Martial) as a starting feat. Choose 3 other starting feats from the General or Warrior categories.

Warrior

Level	Combat	Resistance	Level	Combat	Resistance
1st	+1	+0	11th	+11	+8
2nd	+2	+1	12th	+12	+9
3rd	+3	+2	13th	+13	+9
4th	+4	+3	14th	+14	+10
5th	+5	+3	15th	+15	+11
6th	+6	+4	16th	+16	+12
7th	+7	+5	17th	+17	+12
8th	+8	+6	18th	+18	+13
9th	+9	+6	19th	+19	+14

Level	Combat	Resistance	Level	Combat	Resistance
10th	+10	+7	20th	+20	+15

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