

The Wilder

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Inspired by Eternity Publishing's [Revised Fighter](#).

Stats

Role: Defender, then Striker

Primary Ability: Strength

Secondary Abilities: Dexterity, Charisma

Armour proficiencies: Light armour

Weapon proficiencies: Simple melee weapons, military melee weapons

Defence Value: Fortitude +2

Starting HP: 25 + 2 x CON

HP at Each Additional Level: +6

Recoveries: 8 + CON

Variant rule: Class-based damage

If you play with this rule, ignore weapon proficiencies. Instead, the Wilder has:

Weapon damage die (W): d8

Feature: Sub-Class

When you take this class, choose one.

- **Hagridden:** You are cursed by a supernatural entity.
- **Bearshirt:** A red mist descends upon you as the animal spirits take over.
- **Hyde-kin:** A chemical concoction changes your personality - and your body.
- **Godbothered:** You share your brain with a god or ghost.

Feature: Second Wind Boost

If you are Bloodied, you can use your *second wind* as a swift action.

Whenever you use your *second wind*, you get an additional benefit:

- **Hagridden:** Choose a condition you are experiencing. If you have a manoeuvre that gives that condition to an enemy, choose an adjacent enemy. You lose the condition and they gain it (save ends).
- **Bearshirt:** Make a charge attack as an immediate reaction after your *second wind*.
- **Hyde-kin:** You can make an immediate skill check in order to attempt to hide, even if you are visible to enemies.
- **Godbothered:** Choose a type of energy. You get Resist 5 (level 11: Resist 10, level 21: Resist 15) for that energy until your next short or long rest.

Feature: Swordbreaker to Crowfeeder

By default, you have the *swordbreaker* feature active. When you use a *second wind*, you lose *swordbreaker* and gain *crowfeeder* until your next short or long rest. After resting, you lose *crowfeeder* and gain *swordbreaker* again.

Swordbreaker

- You have a *blocking mark* on enemies while they are within Aura 1.
- When you make an opportunity attack against a marked enemy, you can make an at-will, encounter or rest attack power instead of a basic attack.
- Marked enemies provoke opportunity attacks if they make attacks that do not include you as a target.
- Enemies shifting out of your aura provoke opportunity attacks.

Crowfeeder

- Your attacks do +1W damage (level 11: +2W, level 21: +3W). You cannot mark enemies but any that were marked remain marked.
- Rest powers you use always do half damage on a miss (you do not need to purchase this as an option).

Feature: Manoeuvres and utility powers

You begin knowing two manoeuvres. For every level you are above first level, you learn another manoeuvre or utility power of your choice. See the appendices for wilder manoeuvres and utility powers.

Just because you know a manoeuvre or utility power does not mean you can use it. You still need to pay the cost, which for manoeuvres is in the form of W and for utility powers is in the form of utility power uses.

Above level 11

Choose a paragon path at level 11 and an epic destiny at level 21, as normal.

Powers

Based on your level, you can use one or more encounter attack powers per encounter and one or more rest attack powers per day. From level 2, you can also use one or more utility powers depending on your level. Utility powers may be always active, or they may be usable once per encounter, once per day, or be limited in another way.

Table 1: Number of powers

Level	Encounter Attack Uses	Rest Attack Uses	Utility Power Uses
1	1	1	0
2	1	1	1
3–4	2	1	1
5	2	2	1
6	2	2	2
7–9	3	2	2
10–15	3	3	3
16–21	3	3	4
22–30	3	3	5

Attack powers

You can use an attack power as a standard action. At any time, you can do damage based on the “at-will” column in Table 2.

Alternatively, you can do more damage by using up one of your encounter or rest attack powers. You regain your encounter powers after a five-minute break. You regain your rest powers after an eight-hour rest.

An attack power by default does a certain number of W in damage. You can reduce this (but not below 1W) to add other benefits, called manoeuvres. You can only add manoeuvres you know.

Table 2: Strength of attack powers

Level	At-will Attack	Encounter Attack	Rest Attack
1	1W	2W	3W
2	1W	2W	4W
3	1W	3W	5W
4	2W	3W	6W
5	2W	4W	7W
6	2W	4W	8W
7	3W	5W	9W
8	3W	5W	10W

Manoeuvres

A manoeuvre is an additional effect you can add to an attack power. You can add any number of manoeuvres, provided that you pay the cost (in W). Unless otherwise mentioned, a manoeuvre's effect applies only on a hit.

Most manoeuvres subtract from W. A few divide W. Apply all divisions to W, then round down, before subtraction. Some manoeuvres let you subtract more W/divide W by a larger number to apply a more significant effect.

Utility powers

After each eight-hour rest, characters above level 1 regain a number of utility power uses based on their level. You can use a utility power that you know at any time, provided you have a utility power use left.

Some utility powers are always active or usable at-will. Once you have spent the utility power use, you can keep using them as many times as you like until your next eight-hour rest.

Other utility powers are per encounter. Once you have spent the utility power use, you can use them once per encounter until your next eight-hour rest.

Finally, some utility powers are per rest. Once you have spent the utility power use, you can use them once before your next eight-hour rest.

Wilder manoeuvres

Manoeuvre	W	Effect
Bleed	-#W	The target takes 5 * # ongoing damage (save ends).
Blood Oath	+1W	You take 2W in unresistable damage.
Bodkin	-1W	Target suffers a penalty equal to your CHA to AC until the end of your next turn.
By Attack	* 1/2W	Shift up to your speed and attack everyone along the way.
Deep Cut	-2W	Each square of movement the opponent takes until the end of your next turn (excluding forced movement), causes them to take your STR in damage.
Follow Through	-1W	Slide the target 1, then shift into the space they just left (melee attacks only).
Ghost Touch	-1W	This attack does force damage. It hits ethereal/unsubstantial creatures for full damage.
Grapple	-2W	The target is grabbed.
Hamstring	-1W	Target is slow until EOYNT. -2W: Until save ends.
Off-Balance	-1W	Target grants combat advantage until EOYNT. -2W: Until save ends.
Off-Hand Attack	-1W	Another enemy in range takes STR damage.
Rushing Attack	-0W	Use the power as part of a charge.
Spin	* 2/3W	Attack is close burst 1. * 1/3W: Close burst 2.
Splatter	-1W	Do 1W to any enemies adjacent to the target.
Trap	-1W	Target is immobilised until EOYNT. -2W: Until save ends.
Trip	-1W	Target is prone.

Wilder utility power

Secretkeeper		Encounter
Minor action		Self
Your host whispers a secret to you about your enemies.		

Rush		Rest
Move action		Self
Shift up to your DEX as a swift action.		
<i>Level 11:</i> Instead shift up to your speed).		

Focus		Rest
Minor action		Self
Gain combat advantage for your next attack.		

Talented X		Rest
Minor action		Self
When you learn this manoeuvre, pick a skill. You gain a +5 power bonus to a check with that skill.		
<i>Special:</i> You can learn this manoeuvre multiple times, picking a different skill each time.		

Pursue		Encounter
Reaction		Self
If an adjacent marked enemy moves, you can shift up to your speed provided you end your movement in a square adjacent to them.		

Ultraviolence		Encounter
Reaction		Self
Immediately use a rest utility that you know, without paying the usage cost.		
<i>Trigger:</i> You reduce an enemy to 0 HP or below.		

Punish		Encounter
Minor action		Self
Enemies within your <i>swordbreaker</i> aura grant combat advantage until the end of your next turn.		

Recuperate		Rest
Minor action		Self
Make a new save against an effect, at +2.		

Surge		Rest
Minor action		Self
Your swordbreaker aura doubles in size for the rest of the encounter.		

Stand Firm		Encounter
Reaction		Self
Negate forced movement you would have been subject to.		

Tactical Rearrangement		Rest
Minor action		Self
All allies adjacent to a marked character of your choice can shift up to your DEX.		

Regeneration		Rest
Minor action		Self
Regenerate CON until the end of the encounter.		

Invigorated		Rest
Minor action		Self
Gain temporary HP equal to your level.		

Burning Flesh		Rest
Minor action		Self
Until the end of the encounter, those that hit you with a melee attack or touch you take CON fire damage.		

Inspired		Rest
Minor action		Self
Choose a manoeuvre that only costs -1W (not necessarily one you know). Until the end of the encounter, the manoeuvre applies to all your attack powers till the end of the encounter.		

Inspired		Rest
Minor action		Self
Until the end of the encounter, each time you roll damage you may re-roll one damage die.		

Feats

Warcry

If you use the Spin manoeuvre, you can spend all your W (you no longer have to keep at least one). The other effects apply as normal.