

THE COMBATANT

Combatants are individuals trained in the martial ways. They may be soldiers, mercenaries, brawlers, bodyguards, boxers, martial artists, criminal thugs, or even rowdy sailors. Regardless of his background, the Combatant is a highly capable fighter whose military prowess is greatly appreciated during many investigations, for it is often his responsibility to protect his fellows against the onslaught of Mythos horrors.

COMBATANT ABILITIES

CLASS SKILLS:

Combatants gain a +1 bonus to any Attribute Feat that involves Athletics, First Aid, Knowledge (Militaria), and may choose either Drive or Survival. This bonus increases to +2 at 4th level.

COMBAT MACHINE:

When fighting adversaries of 1 HD or less, the Combatant may make one attack for each of his Hit Dice. He may make these attacks unarmed or with any weapon. The referee may rule that the number of attacks is limited by ammunition.

LEADER:

A 4th-level Combatant instills discipline and morale into his allies and the people he leads. All allied characters within 30 feet gain a +1 bonus to all Saving Throws against fear. Allied NPCs additionally gain a +1 bonus to morale.

SAVING THROW:

Combatants gain a +2 bonus to Saving Throws vs. fear and death.

WEAPONS AND ARMOR:

Combatants suffer no restrictions to their armament and may wear any armor.

CONTACTS:

Combatants start with one Martial contact.

XP BONUS FOR STRENGTH:

Combatants with a Strength of 15 or higher gain a +5% bonus to all experience earned.



TABLE 6: THE COMBATANT

Level	XP	HD	BAB	ST
1	0	1+1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12
6	32,000	6	+4	11