Fighter

All races allowed
hp 10
CS d6 melee and ranged (any / any)
Abilities:

- Muscle: reroll any task involving **strength**, take the best result.
- Challenge: once per encounter, as a combat action, may challenge an enemy to direct at least 1 of its Attack Actions per combat round, against the Fighter, when possible, for the duration of the encounter.
- Combat Master: Melee Attack and Melee Defense Action CS rolls may explode.

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