

Name

M2A2R0I1P0

ClassFuryLvl1xp00

AncestryHakaan

SIGNATURE TRAIT: BIG!
Your size is 1L.

FORCEFUL (COSTS 1 POINT)
When you force move a creature or object, you can increase the distance moved by 1 (already factored into abilities).

GREAT FORTITUDE (COSTS 2 POINTS)
Your hearty constitution prevents you from losing strength. You can't be weakened.

Lifespan: 300-500Age: 60Size: 1L

CultureBorderland Homestead

EnvironmentOrganizationUpbringing

WildernessCommunalLabor

Skills Granted:

CareerLaborer

You worked as a farmer, a builder, a clothes washer, a lumberjack, a miner, or some other profession engaged in hard manual labor. In defining your career, think about the following questions:

- What type of manual labor did you do?
- What important friendship did you make on the job?
- Where did you go with your coworkers to blow off steam when the job was done?
- What aspect of the job was most difficult for you?

Slow and Steady: You labored silently as an uncaring boss drove those around you into the ground, pushing you to work harder to lessen the burden on your companions. But when the boss pushed too far and killed a friend of yours, you led an uprising against them. That was the start of your adventuring life.

Renown: 0Wealth: 1

Stamina27Max13Winded0Dying-13DeadTemp: 0

Recoveries+9Max: 8Value

Surges+2 Damage

Victories

1d3 rage start of your turn.
1 rage first time each round you take damage.
1d3 rage first time in an encounter you become winded or dying.

Rage

Melee1Range5Speed6Disengage1Stability1

SkillsNature, Lift, Endurance

Languages: Caelian, Vaslorian, Vhoric

Immunity:

Weakness:

KitPanther

If you want a good balance of protection, speed, and damage, the Panther kit is for you. This kit increases your Stamina not by wearing armor, but through the focused battle preparation of body and mind, letting you be fast and mobile while swinging a heavy weapon at your foes.

EQUIPMENT
You wear no armor and wield a heavy weapon.

Stamina: +6 /echelonSpeed: +1Stability: +1Distance: +0Disengage: +0

Melee Weapon Damage+0+0+4<1112-1617+

Range Weapon Damage+0+0+0<1112-1617+

Class FeaturesPrimordial Aspect: Berserker

Primordial Aspect

Berserker: You channel your rage into expressions of physical might, acting as a living version of the forces that reshape the world. You gain the Lift skill.

Primordial Strength

Whenever you damage an object with a weapon strike, it takes additional damage equal to your Might score. Additionally, whenever you push another creature into an object, they take additional damage equal to your Might score.

As your rage grows, your primordial strength intensifies, granting benefits from the Primordial Strength Growing Rage table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

Primordial Strength Growing RageN

RageBenefit

2Add your Might to the distance you achieve on the Knockback maneuver.

4Gain one surge the first time on a turn that you push a creature.

6Gain an edge on Might tests and the Knockback maneuver.

Mighty Leaps

You always succeed on Might tests made to jump. You can still roll to see if you get a reward result.

Melee Weapon Free Strike		A
Keywords: Charge, Melee, Strike, Weapon, Action		
Distance: Melee 1	Target: 1 Creature or Object	
Power Roll + MGT or AGL: 2d10+2	♦ ≤ 11: 4 damage ★ 12–16: 7 damage ✱ ≥ 17: 13 damage	

Ranged Weapon Free Strike		A
Keywords: Ranged, Strike, Weapon, Action		
Distance: Ranged 5	Target: 1 Creature or Object	
Power Roll + MGT or AGL: 2d10+2	♦ ≤ 11: 4 damage ★ 12–16: 6 damage ✱ ≥ 17: 8 damage	

Lines of Force		T
<i>You redirect the energy of motion.</i>		
Keywords: Triggered		
Distance: Melee 1	Target: Self or one creature	
Trigger: The target would be force moved.		
Effect: You can select a new target of the same size or smaller within distance to be force moved instead, and you can turn that forced movement into a push instead. You become the source of the forced movement and decide where the new target's destination. Additionally, the forced movement distance gains a bonus equal to your Might score.		
Spend 1 Rage: The forced movement distance instead gains a bonus equal to twice your Might score.		

Mighty Leaps: Jumping	
When you move, you can long jump up to your Might or Agility squares (min 1 square) as part of that movement. The height of your jump is 1 square. If you move at least 2 squares in a straight line immediately before your jump, you can long jump 1 square farther and 1 square higher. You can't jump more than the distance of the effect that allows you to move. You can't jump out of difficult or damaging terrain. To jump farther, make the following Might test.	
Power Roll + Might: 2d10+2 ♦ ≤ 11: You fail to jump any farther You jump 1 square farther ★ 12–16: You jump 1 square farther ✱ ≥ 17: You jump 2 squares farther	

Devistating Rush		KS
<i>The faster you move, the harder you hit.</i>		
Keywords: Melee, Strike, Weapon, Action		
Distance: Melee 1	Target: One creature	
Power Roll + Might or Agility: 2d10 + 2		
◆ 11 or lower: 5 damage		
★ 12–16: 8 damage		
✱ 17+: 5 damage		
Effect: You can move up to 3 squares straight toward the target before this strike. You deal extra damage equal to the distance moved this way.		

Out of the Way!		3
<i>Your enemies will get out of your way—whether they want to or not.</i>		
Keywords: Melee, Strike, Weapon, Action		
Distance: Melee 1	Target: One creature	
Power Roll + Might: 2d10+2		
◆ 11 or lower: 5 damage; slide 3		
★ 12–16: 7 damage; slide 4		
✱ 17+: 14 damage; slide 6		
Effect: When you slide the target, you can move into any square they leave. If you take damage from an opportunity attack by moving this way, the target takes the same amount and type of damage.		

Forceful Knockback		M
<i>You shove an adjacent creature with power and precision</i>		
Keywords: Melee, Weapon, Maneuver		
Distance: Melee 1	Target: Special	
Target: One creature no more than 1 size category larger than you.		
Power Roll + Might: 2d10+2		
◆ 11 or lower: Push 2		
★ 12–16: Push 3		
✱ 17+: Push 4		
Effect: You gain an edge on the power roll if the creature's size is smaller than yours.		

Brutal Slam		S
<i>The heavy impact of your weapon attacks drives your foes ever backward.</i>		
Keywords: Melee, Strike, Weapon, Action		
Distance: Melee 1	Target: One creature or object	
Power Roll + Might: 2d10+2		
◆ 11 or lower: 5 damage; push 2		
★ 12–16: 8 damage; push 3		
✱ 17+: 15 damage; push 5		

Thunder Roar		5
<i>A howl erupts from you that hurls your enemies back.</i>		
Keywords: Area, Melee, Weapon, Action		
Distance: 5x1 line within 1	Target: Each enemy in the area	
Power Roll + Might: 2d10+2 ◆ <i>11 or lower:</i> 6 damage; push 3 ★ <i>12–16:</i> 9 damage; push 5 ✱ <i>17+:</i> 17 damage; push 7 Effect: The targets are pushed one at a time, starting with the target closest to you.		

Friend Catapult		M
Keywords: Maneuver		
Distance: Special	Target: Special	
<p>Target: A willing, adjacent ally or object of your size or smaller</p> <p>Effect: You hurl them a number of squares equal to twice your Might score in any direction. If they fall as a result of this movement, their fall distance is reduced by a number equal to twice your Might score. You can't use this perk again until you gain at least 1 Victory.</p>		