

NAME:		Moragh Wolfbane		TITLE: Wildbourne		LEVEL: 4		
RACE:		Dwarf		CLASS: Berserker		GENDER: F		
ARMOR PROF:		Cloth, Leather		WEAPON PROF: Knives, Swords, Bludgeons, Axes		*MOVEMENT: 3		
MODIFIERS		HIT/CAST		% CRIT		OTHER +/-		
MELEE		Knives		8		9% 92+ Damage 1		
Thrill Seeker		If target is very large		+10		8% 93+ Damage +3		
		or has 2x Moragh's HP						
WEAPON SPEC		Knife		see above modifiers, can't critical miss		AC 27		
COMBAT SPEC		Paired Weapon		already added to weapon damage below		ARMOR 19		
						DODGE 8		
						NOISY 0		
						STIFF 0		
						DOUBLE 0		
						TRIPLE 0		
Main Hand	PRIMARY	Serrated Kukri (1d8+3 damage, Stealthy: reduce required stealth by 1)					RESISTANCES	
	SECONDARY						ARCANE 20	
Off Hand	PRIMARY	Serrated Kukri (1d8+3 damage, Stealthy: reduce required stealth by 1)					ELEMENTAL 25	
	SECONDARY						NATURAL 10	
BELT:		Flask of Dwarven Spirits		Minor Fury Potion (+3 Fury)		HOLY 15		
<u>Heavy</u>		Major Fury Potion (+6 Fury)		Minor Fury Potion (+3 Fury)		DEMONIC 15		
4 slots		x		x		PSIONIC 22		
GOLD.SILVER:		0.6						
LEGS:		Leather Trousers		2		STATS		
CHEST:		Boiled Cuirass		3		STRENGTH 11		
SHOULDERS:		Studded Mantle		3		AGILITY 13		
FEET:		Padded Leather Boots		see SNEAKING		1 STAMINA 16		
HANDS:		Leather Gloves		2		INTELLECT 10		
ARMS:		Boiled Bracers		4		WISDOM 12		
BACK:		Wolfhide (Fierce) Leather Cape		2		DODGE 8		
HEAD:		Wolfhide (Fierce) Leather Cap		2		PERCEPTION 9		
NECK:						RESOLVE 12		
TRINKET:						INITIATIVE 10		
OTHER ARMOR:						CHARM 8		
BACK PACK:		Trail Rations (10)				INIT. SCORE 10+1d12		
<u>Standard</u>								
10 Slot Pack								
MAX CAPACITY								
10 slots								
HP (MAX:69)								
FURY (MAX:20)								
Gain	Gain +1 Fury for every killing blow		Dealing Normal Damage		Dealing Crit Damage		Taking Normal Damage	
+1/rnd	Physical Attack w/ 1 Handed Weapon		+1 Fury (+2 if Barbarian)		+2 Fury (+3 if Barbarian)		+1 Fury	
if hiding	Physical Attack w/ 2 Handed Weapon		+2 Fury (+3 if Barbarian)		+4 Fury (+5 if Barbarian)		+2 Fury	
							+4 Fury	
STEALTH (MAX:1D20+25)								
using Fury abilities cancels hiding but converts								
all avail. Stealth into Fury (up to Max)								
cannot hide again until Fury returns to zero								
*WHEN SNEAKING (moving while hidden)								
movement is 2.25" (75% of normal due to Padded Boots)								
EXPERIENCE:		160						
R	COMMON: 8							
E								
P								



SECONDARY SKILL:	RANK:	DETAILS:	
Dual Wield	1	can't dual wield to small wepaons without penalty (knives)	
Leatherworker	1	non-combat skill - details not included for demo	
Paired Weapon Specialist	1	+1 weapon damage when dual wielding paired weapons (already added to weapons)	
Knife Specialist	1	+5 hit and +1 damage with Knives (already added to modifiers)	
	2	+5% Crit (already added to modifiers) and can't crit miss with Knives	
Battle Veteran	1	Permanently add +1 Stamina (Already added)	
PASSIVES:	DETAILS:		
Thrill Seeker	See modifiers		
Caged Fury	Details included elsewhere		
Infravision	retain a limited ability to see in low light conditions, particularly while underground		
Stocky	does not effect character at this level - details not included for demo		
Basic Stamina Training	Permanently add +1 Stamina (Already added)		
VIGOR SKILLS:	COST:	TYPE:	DETAILS:
NOTE: due to Caged Fury, using ANY Fury instant or action will cancel hiding but convert all available Stealth into Fury			
Enraging Shout	0	action	generates 10% of max Fury on top of current fury available
Pain Suppression	1	instant	negate damage of next single attack at a rate of 1 Fury/2 damage while still generating Fury
Blood Rage	3	instant	for each additional 1 Fury spent add +1 dam to next regular main hand attack (max +5 dam)
Mortal Wound	1	instant	+4% crit to next regular main hand attack or any type of Strike
Berserker Strike	3	action	+1d4 damage to main hand melee attack (counts as a strike)
Imp. Berserker Strike	4	action	+1d6 damage to main hand melee attack (counts as a strike)
Frenzy	8	instant	for ea attack in a row add +1 hit&dam for up to 5 attacks, or until failing to attack consecutively
Zeal	5	instant	gain bonus damage on next main hand and off hand attack, base don wepaon size; S = 1d8 each
Fury Rush	2	instant	+2 movement for 1 round (must activate prior to moving), additional effects according to class:
Berseker Rush	n/a	n/a	if Fury Rush was used to cancel hiding, converts to Berserker Rush ; forcing any target within 1" of your final destination to take an initiative test at the end of your turn; if they fail the targets must flee 1" away for every 20 Stealth you had at the point you activated Berserker Rush
STEALTH SKILLS:	Req'd Stealth:	TYPE:	DETAILS:
Hide	takes entire turn		Become un-detected by enemies & gain Base Stealth, must be out of LoS
Sneak	replaces movement		Move at 75% of your normal speed (2.25") but do not reduce stealth for moving
Sever III	15,20,25	instant	next 'shot' or 'strike' causes grants all allies +3% crit/rank against the target for the remainder of battle or until the target is healed
Bleed V	15,20,25,30,35	instant	next 'shot' or 'strike' causes 1/rank auto damage to target each round until healed or dead
Crippling Strike III	28,31,34	action	melee strike or ranged shot that reduces targets movement by half & reduces targets Initiative Score by 2/rank for remainder of battle (effects do not stack), +1 dam/rank
Demoralize II	20,28	instant	next ranged 'shot'/melee 'strike' causes target to flee directly away (full move) unless passing an init test, for every rank above 1 opponent adds +3 to their dice roll
Stalk I	25	instant	select a single target and gain a free move each time that target moves; must always be within 3" of target at end of own turn
Stalker Strike	n/a	action	if attacking while under effetcs of Stalk converts effect into a +3 damage Stalker Strike
Category		Stealth Cost for Instant	Stealth Cost for Action
Direct Damage, All Melee		8	10 main hand, 6 for off hand
Direct Damage, LoS Spirit/Faith Ranged		6	8
Direct Damage, Physical Ranged		4	6
Indirect Damage		2	4
(i.e. Buffs, Summoning, Traps, instants that combo with direct damage actions, etc)			
Non-damage		0	2
<ul style="list-style-type: none">If an attack/ability misses and/or fails then the stealth reduction halvedAny Fury ability (instant or action) immediately cancels hiding and reduces stealth to zero (see Caged Fury Class Synergy)			
Stealth Cost for Regular Movement			
Regular movement by Stealth classes does not automatically cancel hiding, but rather has a Stealth Cost associated with it:			
Stealth Cost: 3 per inch of regular movement			