




BARBARIAN

Name: _____ Aarani of Beornen Roost
Race: _____ Kayden
Title: _____ Combatant
Role: _____ Melee Damage
Play style: _____ High fury generation
/ fury sink combo

| | | | | | | | | |
|--|---|--|-------------------------------|---------------|------------------|-----|----------------|--|
| NAME: Aarani of Beornen Roost | | | | | TITLE: Combatant | | LEVEL: 4 | |
| RACE: Kayden | | | | | CLASS: Barbarian | | GENDER: Female | |
| MODIFIERS | | HIT/CAST | CRIT MISS/FAIL | CRIT HIT/CAST | OTHER | +/- | | |
| MELEE-All | | +5 | 5% | 4% 97+ | Damage | +3 | | |
| MELEE-Polearms | | +10 | 0% | 9% 92+ | Damage | +4 | | |
| RANGED-All | | +1 | 5% | 4% 97+ | Damage | 0 | | |
| | | | | | | | | |
| | | | | | | | | |
| WEAPON SPEC | | Polearm | modifiers already added above | | | | | |
| | | | | | | | | |
| PRIMARY LOAD OUT | MAIN HAND | Bloodletting Great Spear of Minor Haste (gain an extra attack once per battle) | | | | | | |
| | OFF HAND | (2d8 dam, Ward-off; Reach 1"; Thrown rng=str-4; Shield; Two-Handed) | | | | | | |
| SECOND LOAD OUT | MAIN HAND | Gladius (1d10 dam, Parry 5%) | | | | | | |
| | OFF HAND | | | | | | | |
| BELT SLOTS | | Major Fury Potion (+6) | | # | | | | |
| Light Belt | | Major Fury Potion (+6) | | # | | | | |
| 3 slots | | Light Healing Potion (1d10HP) | | # | | | | |
| MONEY POUCH (GP.SP) | | 3.5 | | | | | | |
| ARMOR & ITEMS (by slot) | LEGS | Studded Cuisses | | | | 3 | | |
| | TORSO | Studded Gambeson | | | | 3 | | |
| | SHOULDERS | Studded Pteruges | | | | 3 | | |
| | BEAST LEGS | Studded Shinguards | | | | 3 | | |
| | HANDS | Studded Handwraps | | | | 3 | | |
| | ARMS | Studded Sleeves | | | | 3 | | |
| | HEAD | Studded Coif | | | | 3 | | |
| | KAYDEN BACK | Dense Feathers | | | | 3 | | |
| | NECK | | | | | | | |
| | TRINKET | Talisman of Xergess (Spell-eating Talisman of Greater Fury, see EXTRA) | | | | | | |
| OTHER | | | | | | | | |
| BACK PACK | | Heavy Blanket | | | | | | |
| Travellers | | x | | | | | | |
| 20 Slot Pack | | Trail Rations (10) | | | | | | |
| MAX CAPACITY | | | | | | | | |
| 15 slots | | | | | | | | |
| HP (MAX:78) | | | | | | | | |
| FURY (MAX:18) | | | | | | | | |
| Gain +1 Fury for each Killing Blow | | | | | | | | |
| Gain +1 Fury when dealing/taking normal damage (+2 Fury if Crit damage) | | | | | | | | |
| For Physical Attack w/ 2 Handed Weapon gain +2 Fury when dealing/taking normal damage (+4 Fury if Crit damage) | | | | | | | | |
| | | | | | | | | |
| EXPERIENCE: 160 | | | | | | | | |
| REPUTATION | COMMON: 9 BEORNEN ROOST: 14 FURY OF XERGESS: 12 | | | | | | | |
|  | | | | | | | | |

[illegible]

Aarani of Beornen Roost

FURY SKILLS

Hulk: Can have two pacts active at any time

| Skill Name | Discipline | Level | Cost | Use | Description |
|---------------------------|------------|-------|------|-------------|--|
| Battle Pact | Fervor | 1 | 0 | instant | Make a pact to assist your allies (apply beneficial effects to one or more ally) for X rounds. The following effects remain in play for the remainder of the battle or until the pact is satisfied: <ul style="list-style-type: none"> • Base Fury cost for all Fervor discipline skills are cut in half (round up) • gain +3 Initiative Score • The number of rounds (X) can't be changed • No other pact can be activated • Once the pact is satisfied: immediately grants X allies in LoS a free instant, action, or move |
| Warcry | Fervor | 1 | 2 | instant | All friendlies within hearing range (including self) gain beneficial effects for 1 round +1 additional round per 2 Fury spent (up to a maximum of 4 rounds total) <ul style="list-style-type: none"> • +5 hit, +5% Crit & +1 damage (melee only) • Zealot & Shaman only: +5 cast, +5% Crit & +1 damage (Spirit & Faith powers) |
| Improved Warcry | Fervor | 3 | 4 | instant | All friendlies within hearing range (including self) gain beneficial effects for 1 round +1 additional round per 2 Fury spent (up to a maximum of 4 rounds total) <ul style="list-style-type: none"> • +5 hit, +5% Crit & +1 damage (melee only) • Zealot & Shaman only: +5 cast, +5% Crit & +1 damage (Spirit & Faith powers) • +2 Advantage on Resolve rolls • +1 movement |
| Interrupting Shout | Fervor | 2 | 3 | OOT Instant | Interrupts a single living target within 8" (no more than 2 sizes larger) that fails a Resolve test. Must use just AFTER they have announced intent to use a special skill, ability or spell, but before rolling. |
| Intimidating Roar | Fervor | 4 | 6 | instant | All living enemies w/in 8" (no more than 2 sizes larger) must take a Resolve test. If failing roll 1d4 where: <ul style="list-style-type: none"> • 1 = -2 Disadvantage on any Stat Test or Stat Roll-off for 3 rounds • 2 = -10 hit for 3 rounds • 3 = Frightened until passing a Resove test (minimum 1 round) • 4 = immediately effected by Fear (flee directly away at full speed) |
| Zeal (Barbarian) | Fervor | 4 | 5 | instant | Barbarian only: can choose to re-roll the damage of the next strike or regular main hand attack and then select which damage to apply |
| Barbarian Battlelust | Fervor | 3 | 5 | action | Barbarian only: make a regular main hand attack, if it inflicts damage you enter a state of Battle Lust <ul style="list-style-type: none"> • this effect remains in play until you fail to do damage on your turn • while under the effects of Battlelust all Fury gains are increased by +1 (including the initial hit) and all Fury instants are free |
| Blood Pact | Havoc | 1 | 0 | instant | Make a pact to draw blood (inflict damage) from up to X different enemies. The following effects remain in play for the remainder of the battle or until the pact is satisfied: <ul style="list-style-type: none"> • Base Fury cost for all Havoc discipline skills are cut in half (round up) • gain +1 movement • The number of enemies selected (X) can't be changed • No other pact can be activated • Once the pact is satisfied: gain +X physical damage on all attacks for the remainder of the battle |
| Rapid Assault | Havoc | 2 | 3 | instant | Make a half damage mainhand attack as an instant |
| Frenzy | Havoc | 3 | 8 | instant | for each attack in a row add +1 hit/+1 damage for up to five attacks, or until failing to attack consecutively |
| Cry Havoc | Havoc | 0 | 1 | action | Inflicts 1 dam in a 3" radius for every additional Fury spent (maximum of 1 per level) |
| Bladestorm | Havoc | 1 | 5 | action | Inflict half your mainhand weapon damage in a 1" radius. Use a single hit roll but gain fury as though each target was hit by a 1 handed weapon. |
| Slayers Pact | Slayer | 1 | 0 | instant | Make a pact to slay (strike the killing blow on) a selected target with Threat Rating X. The following effects remain in play for the remainder of the battle or until the pact is satisfied: <ul style="list-style-type: none"> • Base Fury cost for all Slayer discipline skills are cut in half (round up) • gain +X/2 damage on mainhand attacks against the target • The selected target can't be changed • No other pact can be activated • Once the pact is satisfied: gain +2(X) Crit % chance on all main hand attacks |
| Blood Rage | Slayer | 0 | 1 | instant | for each additional 1 Fury spent add +1 damage to next regular main hand attack or any type of Strike (maximum of +1 per level) |
| Berserker Strike | Slayer | 1 | 2 | action | +1d4 damage to main hand melee attack (counts as a Strike) <ul style="list-style-type: none"> • generates double fury if used while undetected |
| Improved Berserker Strike | Slayer | 3 | 4 | action | +1d6 damage to main hand melee attack (counts as a strike) <ul style="list-style-type: none"> • generates double fury if used while undetected |
| Pain Suppression | Bulwark | 0 | 1 | instant | Once activated remains in play until choosing to use its effects, which negate the damage of a single attack at a rate of 2 damage per Fury spent. If this results in no damage beign taken, still generates Fury as if damage was taken. |
| Thunderous Clap | Bulwark | 4 | 6 | action | You clap your hands together (or some other meaty part of you) producing a thunderous shockwave that deals 1d20 damage to anyone in a 90 degree arc up to 4" away that PASSES a hearing based Perception test. The damage inflicted cannot exceed your Strength stat. |