

BARBARIAN

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Name:	— Aarani of Beornen Roost
Race: ———	– Kayden
Title: ———	Combátant
Role: ——	———— Melee Damage
Play style: —	——— High fury generation
Yes	/ fury sink combo

NAME:	Aarani of Beor	nen Roost		Combatant			LEVEL:	4	ŀ
RACE:	Kayden			Barbarian			GENDER:	Fem	nale
M	10DIFIERS	HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE:	9	3
	MELEE-All	+5	5%	4% 97+	Damage	+3	HEIGHT:	5'1	0"
Ν	MELEE-Polearms	+10	0%	9% 92+	Damage	+4	WEIGHT:	190	lbs
	RANGED-All	+1	5%	4% 97+	Damage	0	SIZE MOD	IFIER	2
							Medium	0	
							STATS		+/
							MOVEMENT	4	x2 f
	WEAPON SPEC	Polearm	modifiers alread	modifiers already added above			STRENGTH	15	77.1
	WEAT ON SILC	loteurin		y ddded dbove			AGILITY	12	
	MAIN HAND	Plaadlatting Crast	STAMINA	14					
PRIMARY _OAD OUT	OFF HAND		Spear of Minor Haste (f; Reach 1"; Thrown rng				INTELLECT	8	
	MAIN HAND		WISDOM	10					
SECOND	OFF HAND	Gladius (1d10 dam	, Раггу 5%)						<u> </u>
	1						AVOIDANCE	10	
		Major Fury Potion		#			PERCEPTION	11	
		Major Fury Potion		#			RESOLVE	10	
		Light Healing Potic	on (1d10HP)	#			INITIATIVE	10	
MON	EY POUCH (GP.SP)	3.5					CHARM	9	
	LEGS	Studded Cuisses				3	DEFEN	SE	
)t)		Studded Gambeso	ו			3	AC	34	4
ITEMS (by slot)		Studded Pteruges				3	ARMOR	24	
Ą		Studded Shinguard	lc			3	DODGE	1(0
15 (Studded Handwrap				3	NOISY	0	
≥		Studded Sleeves	/3			3	STIFF	0	
Ę	HEAD	Studded Steeves	DOUBLE	0					
R 8			TRIPLE	0					
ARMOR &	KAYDEN BACK	Dense Feathers							
RN.	NECK		RESISTANCE		+/				
ব	TRINKET	Talisman of Xerges	ARCANE						
	OTHER		:	1	:		ELEMENTAL		
	BACK PACK						NATURAL	29	
	Travellers		HOLY						
	20 Slot Pack	Trail Rations (10)					DEMONIC MENTAL	20	
	MAX CAPACITY							18	
	15 slots						INIT. SCORE 1	0+10	d12
HP (MA	MAX:18)								
•	Fury for each Killing B	low							
			e (+2 Fury if Crit damage	a)					
			Fury when dealing/taki		4 Fury if Crit day	رمەت			
5111195	THE RECORN WY 2 HOULD		i si y when deating/taki	ng normal damage (T		maye)			
FXDED	IENCE: 160								
	LINCE. 100								
Z	COMMON: 9								
REPUTATION	BEORNEN ROOST: 14								
UTA	FURY OF XERGE								
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PASSIVE SKILLS:	DETAILS:						
Armor Proficiencies	Cloth, Leather						
Weapon Proficiencies	Knives, Bludgeons, Axes, Axes2H, Staves, Whips, Polearms						
Languages	Kayden (Beornen dialect), Common						
Flight	can fly at twice their movement speed, distance is measured in 3D space, while airborne still coun	t					
	as moving even if stationary adding a further -5 to hit with ranged and reload-ranged weapons,	-					
	can't wear back armor but have +3 armor from Dense Feathers						
Animal Feet	cannot wear conventional footwear/armor, but don't suffer the -1 movement penalty,						
Ammatreet							
Hulk	 can instead equip "beast" leg armor in their foot armor slot HP dice that are below 1/2 value are re-rolled until they are not (i.e. reroll any 1-6 on a d12 HP dice). gain +1 fury each time causing damage (already added). Can have two Pacts active at any time. 						
SECONDARY SKILLS:	RANK: DETAILS:						
Brewmaster							
Strongman	 May brew normal alcoholic beverages on a small scale (single man operation). Adds +1 to the characters Strength stat permanently (already added) 						
Scioliginan							
Polearm Specialist							
Polearin Specialist)					
D	2 Receive +5% Crit hit & -5% Crit miss when attacking with any Polearm (already added)						
Bushcraft	1 Can start fires and create crude torches with naturally occurring materials in almost any	/					
	environment (no flint, fuel or other store bought items required)						
	2 Possess natural navigational skills such as navigating by stars or other celestial bodies,						
	reading signs in the surrounding environments (i.e. growth of moss, direction of runnin						
	water, prevailing winds, and other such natural/instinctual methods). Also when resting natural environments, entire party receives a minimum Shelter value of 10% (see Resting)	• • • • • • • • •					
EXTRA: Beornen Pureblood	Aarani is a pureblood of Beornen Roost, as evident from her dark red plummage and her strict						
	adherence to a militaristic lifestyle. She tends to act before she thinks, relying on strength of arm rather than clever words. This is not be confused with being dim witted, for she possesses the kee						
Г	instincts of a seasoned warrior.						
Fury of Xergess	Aarani belongs to a group of elite Beornen warriors, barbarians, and zealots known as the Fury of						
	Xergess. Xergess is the Kayden god of War and Victory as well as the patron god of Beornen Roost.						
	As a member of this elite fighting force, she carries a sacred Talisman that channels the Fury of						
- 11 - 657	Xergess and is even said to afford a measure of protection against magic.						
Talisman of Xergress	The Talisman of Xergess is a Spell-eating Talisman of Greater Fury, granting a 5% chance to						
	temporarily dispel any magic it touches or auto-resist a spell cast against the owner (cannot occur						
	more than once per day). It also reduces the Fury cost of most Fury skills (already accounted for on						
	osimosu skills list)	primary skills list).					

Aarani of Beor			SKILLS		Hulk: Can have two pacts active at any time
Skill Name	Discipline	Level		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: • 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) • +5 hit, +5% Crit & +1 damage (melee only)
Improved Warcry	Fervor	3	4	instant	 Zealot & Shaman only: +5 cast, +5% Crit & +1 damage (Spirit & Faith powers) 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) +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
Intimidating Roar	Fervor	4	6	instant	
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 • 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: • 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: • 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) • 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) • 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.