




# BERSERKER

Name: \_\_\_\_\_ Moragh Wolfbane  
Race: \_\_\_\_\_ Dwarf  
Title: \_\_\_\_\_ Wildbourne  
Role: \_\_\_\_\_ Melee Damage  
Play style: \_\_\_\_\_ Paired weapon knife  
specialist

NAME: Moragh Wolfheart					TITLE: Wildbourne		LEVEL: 4		
RACE: Hill Dwarf					CLASS: Berserker		GENDER: Female		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 175		
MELEE-All		-1	5%	3% 98+	Damage	0	HEIGHT: 4'1"		
MELEE-Paired Knives		+4	0%	8% 93+	Damage	+2	WEIGHT: 150lbs.		
RANGED-Thrown		+4	0%	8% 93+	Damage	+2	SIZE MODIFIER		
							Medium	0	
							STATS	+/-	
							MOVEMENT	3 * 2.25 sneak	
							STRENGTH	11	
							AGILITY	9	
							STAMINA	15	
							INTELLECT	10	
							WISDOM	12	
							AVOIDANCE	12	
							PERCEPTION	9	
							RESOLVE	12	
							INITIATIVE	10	
							CHARM	8	
WEAPON SPEC		Knife modifiers already added							
COMBAT SPEC		Paired Weapon See 'Double Strike'							
PRIMARY LOAD OUT	MAIN HAND	Serrated Kukri: 1d8+2 dam, Stealthy; Thrown +1, inflicts 1dam per rnd Bleed effect							
	OFF HAND	Serrated Kukri: 1d8+2 dam, Stealthy; Thrown +1, inflicts 1dam per rnd Bleed effect							
SECOND LOAD OUT	MAIN HAND	Throwing Knife: 1d6dam, Stealthy; Thrown +5; 1d2 dam in melee							
	OFF HAND	Throwing Knife: 1d6dam, Stealthy; Thrown +5; 1d2 dam in melee							
BELT SLOTS		Minor Fury Potion (+3 Fury)		Throwing Knife		PERCEPTION 9			
Utility Belt		Major Fury Potion (+6 Fury)		Throwing Knife		RESOLVE 12			
5 slots		Flask of Dwarven Spirits (DS5)		###		INITIATIVE 10			
MONEY POUCH (GP.SP)		3.30						CHARM 8	
ARMOR & ITEMS (by slot)	LEGS	Leather Trousers				2	DEFENSE		
	TORSO	Boiled Cuirass				3	AC	31	
	SHOULDERS	Studded Pteruges				3	ARMOR	19	
	FEET	Padded Leather Boots (reduces the movement penalty for Sneaking by 1/4)*				2	DODGE	12	
	HANDS	Leather Gloves				2	NOISY	0	
	ARMS	Wolfhide (Fierce) Boiled Leather Vambraces (Moragh counts as Fearsome)				3	STIFF	0	
	HEAD	Wolfhide (Fierce) Leather Cap (enemies must pass a Resolve test to move into c				2	DOUBLE	0	
	BACK	Wolfhide (Fierce) Leather Cape (of if moving into combat forces resolve test af				2	TRIPLE	0	
	NECK	Moragh's Wolfpelt counts as Fearsome:					RESISTANCES	+/-	
	TRINKET	Enemies must pass a resolve test before moving into base contact.					ARCANE	30	
OTHER	When Moragh moves into base contact all enemies must pass a resolve test after she finishes attacking, or flee a full movement out of turn					ELEMENTAL	45		
BACK PACK		Large Wine Skin (5)	(Dwarven Mead, DS4)	###	###	NATURAL 27			
Standard Pack		Trail Rations (10)		###	###	HOLY 24			
10 Slot Pack				###	###	DEMONIC 24			
MAX CAPACITY				###	###	MENTAL 22			
10 slots				###	###	INIT. SCORE 10+1d12			
HP (MAX: 72):									
TEMP HP/SHIELDS:									
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)									
STEALTH (BASE: 14)									
EXPERIENCE: 160									
REPUTATION	COMMON: 9								
	MEADHALL OF DWALINN: 13								
									
CCv1.6.2									



CCV1.6.2

<b>PASSIVE SKILLS:</b>	<b>DETAILS:</b>
Armor Proficiencies	Cloth, Leather
Weapon Proficiencies	Knives, Swords, Bludgeons, Axes
Languages	Common & Dwarven
Tunnel Sight	retain a limited capacity to see in shades of grey while in natural subterranean darkness, at a range equal to 1/2 Perception
Implacable	Immune to all movement penalties, including difficult terrain and triple layering of armor but excluding those that effectively reduce movement to zero (i.e. Snared and Immobilized CC effects)
Thick Skinned	Hill Dwarves are incredibly thick skinned due to exposure to the elements (+1HP/lvl already added)
Survival Instincts	receive a bonus +10% when resting take 10% less damage from environmental effects and AoE style attacks
Caged Fury	Passively gain 1 fury per round of combat while hiding. any stealth ability that does not cause direct damage generates 1 fury. using ANY fury skill immediately converts all available Stealth directly into Fury (up to max Fury) and makes you auto detected once your action is complete.  Cannot Hide again until Fury returns to zero.
<b>SECONDARY SKILLS:</b>	<b>DETAILS:</b>
Tradesman (Tanner)	non-combat occupational skill - details not included for demo
Warmonger I	Can add +2 to your normal (un-mounted) move if the movement would count as a charge
Knife Fighting	Receive +5 hit and +1 damage when attacking with any type of Knife (already added)
Knife Wounds	Receive +5% Crit hit & -5% Crit miss when attacking with any type of Knife (already added)
Paired Weapon Spec I	Receive +1 weapon damage when wielding two identical weapons (already added)
Paired Weapon Spec II	Double Strike: Whenever you successfully hit with a main hand strike type ability your off hand attack becomes eligible for the same strike if attacking the same target (however you must pay TWICE the ability cost for for the second strike)
<b>EXTRA:</b>	
Typical Lifestyle	Modest (5sp per day expenses)
Hill Dwarf Clan	Moragh belongs to a clan of Hill Dwarfs, exiled from Angveldt many generations ago. She is fiercely loyal to her kin and would defend them to her last breath. Even though she wanders far and wide Moragh always returns to home to the Meadhall of Dwalinn where she feasts, celebrate her victories and pledges her loyalty anew.
Wolfheart	Moragh gained the name 'Wolfheart' after she slew an enormous wolf with her bare hands and ate its heart. The wolf was said to be the offspring of the Great Wolf Baldrang and Moragh now believes that the spirit of the Great Wolf lives within her, granting her supernatural ferocity in battle. In honor of the Great Wolf, she wears the pelt of its slain offspring, completing her already fearsome persona.

Moragh Wolfheart		FURY SKILLS				
Known	Skill Name	Discipline	Level	Cost	Use	Description
✓	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)
✓	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"> <li>• Base Fury cost for all Slayer discipline skills are cut in half (round up)</li> <li>• gain +X/2 damage on mainhand attacks against the target</li> <li>• The selected target can't be changed</li> <li>• No other pact can be activated</li> <li>• Once the pact is satisfied: gain +2(X) Crit % chance on all main hand attacks</li> </ul>
✓	Fury Rush	Fervor	2	2	instant	+2 movement for 1 round (must activate prior to moving)
✓	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
✓	Zeal (Berserker)	Fervor	4	5	instant	Berseker only: gain bonus damage based on weapon size to both main hand and off hand attacks this round <ul style="list-style-type: none"> <li>• L= 1d4 each, M = 1d6 each, S = 1d8 each</li> </ul>
✓	Enraging Shout	Fervor	0	0	action	generates 10% of max Fury on top of current fury available (if used while hiding it immediately gives away your position)
✓	Berserker Strike	Slayer	1	2	action	+1d4 damage to main hand melee attack (counts as a Strike) <ul style="list-style-type: none"> <li>• generates double fury if used while undetected</li> </ul>
✓	Improved Berserker Strike	Slayer	3	4	action	+1d6 damage to main hand melee attack (counts as a strike) <ul style="list-style-type: none"> <li>• generates double fury if used while undetected</li> </ul>
✓	Leaping Strike	Slayer	2	4	action	Leap up to 4" and hit the target with a regular main hand attack with +1 damage/inch of leap. <ul style="list-style-type: none"> <li>• Target is knocked down if failing a Stamina test</li> </ul>
✓	Furious Throw	Slayer	4	3	action	throw ANY weapon with +2 damage <ul style="list-style-type: none"> <li>• if that weapon does not have the Thrown attribute, treat it as though it does</li> </ul>

Moragh Wolfheart		STEALTH SKILLS						
Known	Skill Name	Current Rank	Max Rank	Discipline	Stealth Test	Requirements	Use	Description
✓	Hide	n/a	0	Generic	not required	detected	action	If you are out of LoS of any opponent, generate or reset Stealth to the base amount and become undetected.
✓	Sneak	n/a	0	Generic	not required	undetected	move	Move while hidden without becoming detected. Can only move at 1/2 your normal movement speed, calculated after any movement impairing effects (i.e. slows, injuries, etc...).
✓	Hustle	n/a	0	Generic	not required	undetected	whole turn	Move quickly while hidden, without becoming detected. Can only move at 2x your Sneak speed (aka normal movement speed), calculated after any movement impairing effects (i.e. slows, injuries, etc...).
✓	Fade	n/a	0	Generic	0	detected	OT instant	When targetted by an opponent, if passing a Stealth test they will overlook you and target something else (if reasonable to do so). This does not make you undetected.
✓	Sever	3	5	Sabotage	apply -1 per rank to next action	none	instant	next undetected 'shot' or 'strike' action used this round grants +3% crit/Rank to all attacks made against the target for the remainder of battle or until the target is healed
✓	Bleed	5	5	Sabotage	apply -1 per rank to next action	none	instant	next undetected 'shot' or 'strike' action used this round causes the target to Bleed for 1 auto damage per Rank each round until healed or dead • can stack
✓	Demoralize	3	2	Sabotage	apply -1 per rank to next action	none	instant	next undetected ranged 'shot' or melee 'strike' action used this round causes the target to flee directly away (full move) on their own movement turn unless passing an Resolve test • target suffers -3 Disadvantage on Resolve roll for every Rank above 1
✓	Crippling Strike/Shot	2	3	Sabotage	0 / -1 / -2	undetected	action	melee strike or ranged shot that reduces targets movement by half & reduces targets Initiative Score by 2/Rank for remainder of battle or until healed (effects do not stack), +1 dam per Rank,
✓	Surprise Attack	1	4	Dirty Fighting	-3 / -6 / -9 / -12	undetected	action	A regular melee or ranged attack that inflicts +2d6 damage per rank • if attacking with a mainhand and offhand, split the bonus damage as +1d6 per attack