

RACIAL TRAITS
Race Talent: Unflinching Resolve
Race Attribute: Acute Senses
Race Attribute: Snowborn

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CARRYING CAPACITY	
CURRENT WEIGHT	
LIGHT ENCUMBRANCE	
MODERATE ENCUMBRANCE	
HEAVY ENCUMBRANCE	
MAXIMUM WEIGHT	

LIGHT ENCUMBRANCE	
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MODERATE ENCUMBRANCE	
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HEAVY ENCUMBRANCE	
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INVENTORY	WEIGHT
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WEIGHT

Healing Potion x1 (Heals 5hp)	
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Bad Crystal v3

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AMMUNITION									
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CURRENCY	
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Furyborn Barbarians gain their level in damage on all attacks that require a Precision roll. This stacks with the damage bonus from the starting Skill Strength of the Wild.

once per round upon scoring a Critical Success or damaging a VULNERABLE subject. Precision roll against the subject's CON roll; success inflicting -1 DR until it is repaired. Subjects with only natural armor instead begin BLEEDING 2 and suffer -1 DR until they are healed. At Level 11, both DR penalties are increased to -2. SP:3

While the Barbarian has the ANGER or RAGE Emotional State, add their Level as bonus damage on all attacks that require a Precision roll. This damage is halved when dual wielding

Gains +4 AWR when attempting to detect a BLEEDING subject and gains +1 to Precision rolls when attacking subjects with at least BLEEDING 4.

As a Short Action, the Barbarian gains the ANGER Emotional State. May also choose a subject within 15 ft who must make a comparative PRS roll against them. If the Barbarian succeeds, that subject gains ANGER as well. MP:1 SP:3

Blunders or takes damage equal to their Level, they gain the ANGER Emotional State for 10 minutes. The Barbarian may attempt to resist this with an Easy WIL check. If they already have ANGER, instead gain RAGE for 5 rounds.

Triggered whenever an adjacent hostile subject moves away from the Barbarian after any penalty blows have been made. The Barbarian may move up to 15 ft toward that subject. At Level 7, the Barbarian may move up to their SPD instead SP:3

Make a normal attack with +1 Critical Range, +1 Blunder Range, and +3 damage
At Level 11, these values are doubled. SP:9

Triggered at the start of the Barbarian's turn if they made no Attack rolls during their previous round. The Barbarian gains +2 to Precision rolls, +2 damage on Precision attacks, and +10 SPD. These effects last until the end of the Barbarian's turn. MP:2 SP:5

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