

RACIAL TRAITS

Race Talent: Unflinching Resolve

Race Attribute: Acute Senses

Race Attribute: Snowborn

CARRYING CAPACITY

CURRENT WEIGHT

LIGHT ENCUMBRANCE

MODERATE ENCUMBRANCE

HEAVY ENCUMBRANCE

MAXIMUM WEIGHT

INVENTORY

WEIGHT

Rations x2

Healing Potion x1 (Heals 5hp)

Red Crystal x2

Small Bongo Drums

AMMUNITION

CURRENCY

SOL

1

LUNE

36

SPELLS & ABILITIES

NAME & RANK

Wrath of Destruction
Type: Attribute

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.

NAME & RANK

Rend
Type: Trigger
Save: CON

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

NAME & RANK

Strength of the Wild
Type: Attribute

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

NAME & RANK

Blood Frenzy
Type: Attribute

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

NAME & RANK

Rile Up
Type: Active
Check: PRS

The Barbarians anger begins rolling off in waves, potentially infecting others. As a Short Action, the Barbarian makes a comparative PRS roll against a subject within 20 ft. The Barbarian gains the ANGER Emotional State, and if the subject failed to roll higher, that subject gains ANGER as well. MP:1 SP:3

NAME & RANK

Wrathful Nature
Type: Attribute
Check: WIL

Whenever a Barbarian Blunders or drops down to their Level in HP, they gain the ANGER Emotional State for 10 minutes; if they already have ANGER, instead gain RAGE for 5 rounds. The Barbarian may attempt to resist this with an Easy WIL check. Each time this effect occurs while in combat, the Difficulty of the WIL check increases by one step; it resets to an Easy check once no longer in combat

NAME & RANK

Chase
Type: Trigger

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

NAME & RANK

Wild Swing
Type: Active

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

NAME & RANK

Hunger for War
Type: Trigger

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

NAME & RANK

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