

Barbarian

Barbarians are strong, hardy, and brutal warriors.



Cra'tha sprang from his couch; his massive thews propelled his body through the air like a pouncing tiger. He crashed bodily into the palace guards, toppling them like pins.

The guards regained their feet and surrounded the Kithian, each taking their opportunity to slash at the man. Although their attacks found their mark as often as not, the man would not fall.

Before long the guardsmen were strewn at the feet of Cra'tha. He heaved deep breaths as he prepared himself for the attack that was sure to accompany the footsteps and shouts echoing down the great hall.

Barbarians represent the tallest, the strongest and the hardest members of their race, and they strike fear into the hearts of their enemies on battlefields across all four corners of the known worlds.

Barbarians are the hardest of classes, which they combine with strength of body and quick reflexes. Their immense stamina makes up for the simple brutality of their attacks.

Barbarians are not as highly trained or skillful as warriors, or as frenzied as berserkers. They are naturally proficient in all types of melee weapons, but their physicality precludes the use of the heaviest armor. Barbarians prefer to engage enemies in melee combat, so they can only use simple ranged weapons.

As the most physical of the fighting classes, barbarians gain the most from their *Rally* power.

Class Health Points

Class health points for barbarians are:

- 8 health points per level

Proficiencies

Barbarians can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	Martial
Ranged Weapons	Simple		
Armor	Light	Medium	

Standard Power Progression

The barbarian's progression of standard powers is:

- Increased melee damage gained at Level 5, 9, 13 and 17
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for barbarians are:

- Strength for melee attacks and damage
- Dexterity for Armor and Evasion defense
- Constitution for health points

Combat Specialties

Combat specialties for barbarians are:

- Melee attacks against single opponents

Example Combat Powers

Examples of a barbarian's combat powers include:

- *Reprisal Attack*: Increased hit chance after being hit
- *Fierce Attack*: Increased hit chance when health low
- *Wind-Up*: Increases hit chance of next melee attack
- *Gathering Assault*: Attack increases health points
- *Jolting Crunch*: Hit leaves target dazed
- *Smashing Crunch*: Attack ignores target's armor

The full list of barbarian combat powers is on page 69 of this Player's Guide.

Skills

Suggested barbarian skills are:

- Unarmed combat
- Horseriding
- Mounted combat
- Wilderness survival
- Hunting
- Tracking

Berserker

Berserkers are fierce melee fighters.



The blood splashed in Rothgar's face as he landed blow after frenzied blow on the hapless orc. Finally the poor wretch dropped to the ground – dead – leaving Rothgar drenched in blood and thirsty for more.

His face twisted into a wicked smile as he surveyed the rest of the orcish horde.

In any group of combatants there are a select few who represent the most blood-thirsty and reckless of their kind. These ferocious fighters have an uncanny ability to thrive in the midst of the most frenzied fracas, and often to emerge alive, usually standing astride the bodies of their fallen enemies.

Although they lack the physical strength of barbarians, the formidable lethality of a berserker's attacks means they are the second to none in the speed with which they can fell enemies – if they survive long enough.

Berserkers are fierce melee fighters, who can use all types of melee weapons and light and medium armor, but only basic ranged weapons.

Berserker's willful disregard for their own safety means that as they advance levels, berserkers increase their damage dealing earliest, and gain less than the other martial classes when using their *Rally* power.

Class Health Points

Class health points for berserkers are:

- 6 health points per level

Proficiencies

Berserkers can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	Martial
Ranged Weapons	Simple		
Armor	Light	Medium	

Standard Power Progression

The berserker's progression of standard powers is:

- Increased melee damage gained at Level 3, 7, 11 and 15
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for berserkers are:

- Strength for melee attacks and damage
- Dexterity for Armor and Evasion defense
- Constitution for health points

Combat Specialties

The combat specialties of berserkers are:

- Melee attacks against one or more enemies

Example Combat Powers

Examples of a berserker's combat powers include:

- *Reaching Attack*: Increased hit chance, lowers defense
- *Thirsting Blade*: Increased hit chance first in combat
- *War Cry*: Fearsome roar increases allies' hit chance
- *Sweeping Swing*: Attacks against two adjacent targets
- *Whirlwind Attack*: Attacks against all adjacent targets
- *Frenzied Assault*: Multiple attacks against single target

The full list of berserker combat powers is on page 71 of this Player's Guide.

Skills

Suggested berserker skills include:

- Unarmed combat
- Multiple enemy combat
- Brawling
- Navigation
- Hunting
- Tracking

Powers: Attacks & Spells

All character classes have a series of progressively more potent powers that represent their unique abilities in and (in the case of some spells) out of combat.

Powers have the following elements that describe their use and effects:

- Action Time
- Condition
- Target
- Target(s)
- Attack
- Attack #
- Attacks
- Damage
- Damage #
- Attack Effect
- Hit Effect
- Miss Effect

Spell powers have these additional elements:

- Casting Time
- Interrupt Condition
- Cost
- Spell Effect
- Counter
- Duration
- Range
- Effect Area
- Materials

Finally, some powers (like *Shake It Off*) trigger ability tests:

- Test Effect
- Ability Test

Elements of Powers

Action Time

Unless otherwise noted, all powers are used as major actions. However, some actions have action times other than as a major action, such as a full action for a *War Cry* or *Wind-Up* powers or Interrupt for *Reflex Strike*.

Casting Time

By default, spells require a major action to cast.

Some spells, such as *Healing Flash*, have shorter casting times equivalent to move or minor actions.

Other more powerful spells have longer casting times, ranging from full actions to minutes and hours.

Interrupt Condition

Interrupt spells and powers are activated outside of the character's turn and have a specified interrupt condition. This condition must be met for the spell to be cast or the power to be used. Example interrupt conditions include:

- Cast as interrupt immediately after target makes an attack roll.
- You're hit with an attack that would reduce your HP to 0 or less.

Cost

Spell powers have an anima point cost that must be paid before the spell resolves. Usually the cost is specified next to the title of the spell.

In some cases the spells have additional costs, such as variable cost (shown as X), or a cost based on some other factor, such as the anima points cost of the spell being countered or re-directed.

Condition

Many powers have conditions that must be met for the power to be used. Example conditions include:

- Target in melee range (for melee attacks)
- Target in ranged weapon range (for ranged attacks)
- Hit by the target since the character's last round
- Character on less than ½ health points
- No damage yet inflicted in the combat encounter

Target

Most powers affect a single target. If it specifies ally or enemy, then the power can only target allies or enemies.

Target(s)

Some powers have radius effects or alternatively allow the character to affect multiple targets.

Some radius powers only affect allies within the effect area (such as *Healing Wave* spells) while others only affect enemies.

Attack

The attack section details the attack bonus (Melee, Ranged, Magic), any other bonuses or penalties and the defense that is targeted: AD for Armor defense, ED for Evasion defense, MD for Magic defense, RD for Resilience defense.

Attack

A few rare powers allow attacks against multiple specific targets. These attacks are listed separately as they usually have different bonuses or penalties applied progressively.

Attacks

Attacks against multiple targets which have the same bonuses or penalties list all of the attacks together instead of separately.

Damage

The damage section defines how many damage dice are rolled and what bonuses or penalties are applied when an attack is successful. For melee and ranged attacks, the amount of damage dealt scales as the character gains levels.

Damage of 2d, 3d or 4d means roll twice, three times, or four times as many of the weapon's normal damage dice.

Many spells have variable damage, which is shown as X along with the type of dice, such as Xd6 or Xd8.

Furthermore, some spells change the type of damage dice based on the target of the spell, such as canonates' attacks against undead which deal Xd10 damage instead of Xd6.

Powers usually add the character's Melee, Ranged or Magic bonus to the final damage (or sometimes only this bonus damage is dealt):

- Melee bonus only
- Weapon + Melee (weapon damage + Melee bonus)
- 2d Weapon + Ranged (2d weapon damage + Ranged bonus)
- Xd6 + Magic bonus (d10s against undead)

Damage

If the attack power deals different amounts of damage for each of the separate attacks, such as powers with the Attack # component, then these amounts are detailed here.

Power Effect

The power effect section lists the primary or secondary result of some powers, such as:

- Attack powers with secondary effects
- Healing powers like *Rally*

In attack powers, the power effects section details the secondary effects of the power which happen whether the attack hits or misses. For example, some attack powers hamper the character or reduce their Defenses when used, regardless of whether they hit or not.

Spell Effect

Any spell that does anything other than direct damage has an effect. The spell effect component describes what the spell does when it is successfully cast, such as temporarily increasing the target's Attacks, Defenses, or healing.

If the spell attacks a target's Defenses (shown if it has an attack entry), then the spell effect only triggers if the spell attack is successful.

Hit Effect

Hit effects are often secondary effects that only happen when the power's attack roll is successful.

Example hit effects include:

- Target knocked prone, dazed, stunned or immobilized
- Target is pushed back for each successful hit
- Character and target swap positions

Miss Effect

Some attack powers and spells have alternate effects that occur when the attack roll misses the target. Those effects are listed in the miss effect section.

Ability Test

This section details the ability test, such as:

- Ability bonus vs. 15 + level (of creature or caster that applied the effect).

Test Effect

Powers with ability tests have an effect that triggers only if the test is passed.

Range

The range section defines the range of spell powers. In the case of single target spells, this is the maximum range at which the entity can be targeted. Example ranges include:

- 5'
- Self
- Touch or self
- 10' + 10' per level

For spells with an effect area, the range is the maximum distance at which a spell's effect area can be centered.

Effect Area

Area effect spells have a defined effect area, which is usually a radius from a specified position. All entities within this effect area are potential targets, depending on the power's target(s) details (such as 'All allies within effect area').

The effect area of spells is specified:

- Radius 5' per $\frac{1}{2}$ Level bonus

In this example, the spell effect starts in the square occupied by the caster, and the radial effect spreads from there.

Example:

A Level 4 warlock casts *Fire Blast* (a Level 3 spell). The Caster's $\frac{1}{2}$ Level bonus is 2, so the *Fire Blast* has a radius of 10'. The spell effect starts from the caster, and then stretches 10' from there.

If using a grid, this stretches 2 squares from the caster – not including the square occupied by the caster – giving a total effect radius of 5 squares by 5 squares.

If using descriptive combat, this effect would reach the second rank of monsters (or unfortunate allies) around the caster.

Other alternative effect area types include:

- *Lightning Chain* has a total length of 10' + 10' per $\frac{1}{2}$ Level bonus
- 5' square + 5' square per caster level

Effect Range

Spells that give characters ongoing enhancements, such as *Detect Magic*, have an effect range that details the range of the ongoing effect.

Duration

If a spell's effect is not resolved immediately when cast, then the ongoing duration of the spell's effect is defined in rounds (rnd), minutes (min), hours (hr) or longer.

- Until the end of the target's next turn
- 1 rnd + 1 rnd per level
- 1 min + 1 min per level

If the spell effect lasts for multiple rounds, then it expires at the end of the caster's turn on the final round.

Counter

The counter aspect of a power defines circumstances in which the spell effect is immediately ended.

Special

Special aspects of powers allow unique requirements or effects not covered in the other areas, such as:

- Multiple attacks against the same target that only end on a miss

Materials

Scrolls, wands and potions require specific materials in their creation.

Power Glossary

- **½ Level:** The ½ Level bonus of the character who is using the power.
- **Ability Test:** An ability test during combat, including the relevant ability and difficulty.
- **Adjacent (two targets):** Standing within 5' of each other.
- **Adjacent (three or more targets):** Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- **Ally/Allies:** Allies are the other creatures, adventurers or game characters who fight on the same side as the character (but not the character itself).
- **Arc (90°):** Effect area, which extends from the character out to the radius or range, but its angle is constrained to 90°.
- **Arc (180°):** Effect area, which extends from the character out to the radius or range, but its angle is constrained to 180°.
- **Attack:** A melee, ranged or magic attack.
- **Attacker:** The creature that has made the attack.
- **Aura:** Ongoing radial effect area that is centered on a creature. A creature can only have one active aura.
- **Bonus:** Any modifier that increases an attack roll.
- **Caster:** The character who is using the spell.
- **Caster Level:** The level of the character who is using or originally used the spell power.
- **Character:** The character who is using the power.
- **Combatant:** Anyone in the combat encounter, including all allies, enemies, and unaligned.
- **Contiguous:** Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- **Creature:** Any entity, including all allies and enemies.
- **Creature Level:** The level of the creature who is using or originally used the power.
- **Critical Weapon Damage:** The highest possible damage a weapon and power could deal.
- **Damage:** The amount of damage that is being dealt.
- **Dealer:** The creature that has made the attack.
- **Day:** The period of time between long rests, usually starting at dawn.
- **Defense:** The specific defense being targeted.
- **Defenses:** All four of the creature's Defenses (AD, ED, MD, RD).
- **Encounter:** A single challenge in the game; combat, trap, adversarial game character, puzzle, or non-trivial ability test.
- **Enemy/Enemies:** Monsters, adventurers, or game characters who fight in opposition to the character.
- **Engaged:** The creature has been the target of a melee attack by someone other than the character since the end of the character's last turn.
- **Hit:** An attack roll that is successful (it is equal or higher than the defense against which it is rolled).
- **Initiative:** The order that player characters and game characters act in each round, from highest to lowest.
- **Melee Range:** Within the melee range of the character's weapon.
- **Miss:** An attack roll that is unsuccessful (it is lower than the defense against which it is rolled).
- **Off-Hand:** Character's secondary hand, used for shield, two-handed weapons, alternate weapons or potions.
- **Once Per Turn:** Powers that can be used once per turn reset at the start of the character's turn.
- **Other:** Anyone except for the character using the power or spell.
- **Origin:** The starting location of an action.
- **Overlap:** Character's line of sight must pass through the closest target and all subsequent targets.
- **Penalty:** Any modifier that decreases an attack roll.
- **Pierce:** A type of weapon or projectile that can enter and pass through the body of a target.
- **Position:** The area occupied by a creature.
- **Pushed Back:** Target is moved in a straight line away from the character (including diagonally if using a grid), in a direction decided by the character's player.
- **Radius:** Area of a spell's effect, counted in 5' increments from the caster, but not including the spell's origin. Thus, a 5' radius spell has an actual diameter of 15'.
- **Range:** The distance at which a spell can reach a target or where the effect area can be centered.
- **Ranged Weapon Range:** Within the furthest range increment of the character's ranged weapon (penalties may apply).
- **Retreat:** Move back to the origin of the move or power.
- **Round:** 5-10 seconds. All player characters, game characters and monsters have a turn during a round.
- **Self:** The character casting the spell.
- **Slung:** The character's easily accessible second weapon.
- **Step:** The incremental effect of a spell.
- **Target(s):** The target or targets of the spell. Usually allies or enemies, but creative players might try to target non-combatants or inanimate objects (GM discretion applies here).
- **Touch:** A target close enough to be touched (the same as the character's melee range, i.e. within 5').
- **Turn:** The actions of a single player character, game character or group of monsters during a round.
- **Unaware:** The target is not aware of the position of the character, such as through invisibility or Stealth.
- **Undead:** Creatures with the characteristic 'Undead'.
- **Wielding:** The character's currently held weapon.
- **Worn:** A piece of clothing (other than armor) currently worn by the character.
- **You:** The character or caster who is using the power.

Barbarian Powers

CHP	8 health points per level		
Melee	Simple	Normal	Martial
Ranged	Simple		
Armor	Light	Medium	



Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 5:	2d Weapon + Melee
Level 9:	3d Weapon + Melee
Level 13:	4d Weapon + Melee
Level 17:	5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

+ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Reprisal Attack

Condition	Target in melee range. You've been hit by the target since your last turn.
Attack	Melee + 4 vs. AD
Damage	Weapon + Melee
Level 5:	2d Weapon + Melee
Level 9:	3d Weapon + Melee
Level 13:	4d Weapon + Melee

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Fierce Attack

Condition	Target in melee range. Your HP is under 50%.
Attack	Melee + 2 vs. AD
Damage	Weapon + Melee
Level 6:	2d Weapon + Melee
Level 10:	3d Weapon + Melee
Level 14:	4d Weapon + Melee

Wind-Up

Action Time	Full action
Power Effect	You gain +4 to next melee attack roll, effect expires on other action.

Level 3

Gathering Assault

Condition	Target in melee range. Your HP is under 50%.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 7:	Weapon + Melee
Level 11:	2d Weapon + Melee
Level 15:	3d Weapon + Melee
Power Effect	You gain ½ Level HP

Jolting Crunch

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 7:	Weapon + Melee
Level 11:	2d Weapon + Melee
Level 15:	3d Weapon + Melee
Hit Effect	Target dazed (only has major and minor action) until end of target's next turn.

Level 4

Dire Attack

Condition	Target in melee range. Your HP is under 25%.
Attack	Melee + 4 vs. AD
Damage	Weapon + Melee
Level 8:	2d Weapon + Melee
Level 12:	3d Weapon + Melee
Level 16:	4d Weapon + Melee

Tripping Attack

Condition	Target in melee range.
Attack	Melee – 2 vs. AD
Damage	Melee bonus only
Level 8:	Weapon + Melee
Level 12:	2d Weapon + Melee
Level 16:	3d Weapon + Melee
Hit Effect	Target prone (–2 to Attacks and Defenses, Movement Speed is 1).

Level 5

Smashing Crunch

Condition	Target in melee range.
Attack	Melee vs. ED
Damage	Melee bonus only
Level 9:	Weapon + Melee
Level 13:	2d Weapon + Melee
Level 17:	3d Weapon + Melee

Takedown

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. ED
Damage	Melee bonus only
Hit Effect	Target prone (–2 to Attacks and Defenses, Movement Speed is 1).
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Level 6

Charging Attack

Action Time	Full action
Condition	You begin turn without an adjacent enemy.
Attack	Melee + 2 vs. AD
Damage	2d Weapon + Melee
Level 10:	3d Weapon + Melee
Level 14:	4d Weapon + Melee
Special	You move up to your Movement Speed. You can then make melee attack against adjacent enemy.

Level 7

Stunning Crunch

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 11:	2d Weapon + Melee
Level 15:	3d Weapon + Melee
Hit Effect	Target stunned (only has move and minor action) until end of target's next turn.

Level 8

Weakening Blow

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 12:	Weapon + Melee
Level 16:	2d Weapon + Melee
Hit Effect	Target weakened (damage dealt is halved) until end of target's next turn.

Level 9

Staggering Attack

Condition	Target in melee range.
Attacks	Melee vs. ED
Damage	Weapon + Melee
Level 13:	2d Weapon + Melee
Level 17:	3d Weapon + Melee
Hit Effect	Target pushed back 5' per dice of weapon damage.

Level 10

Hard to Kill

Action Time	Interrupt
Interrupt Condition	You're hit with an attack that would reduce your HP to 0 or less.
Power Effect	You immediately reduce the damage by Constitution bonus. The power cannot be used again until the start of your next turn.

Berserker Powers

CHP	6 health points per level		
Melee	Simple	Normal	Martial
Ranged	Simple		
Armor	Light	Medium	



Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 3:	2d Weapon + Melee
Level 7:	3d Weapon + Melee
Level 11:	4d Weapon + Melee
Level 15:	5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

+ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Reaching Attack

Condition	Target in melee range.
Attack	Melee + 2 vs. AD
Damage	Weapon + Melee
Level 3:	2d Weapon + Melee
Level 7:	3d Weapon + Melee
Level 11:	4d Weapon + Melee
Power Effect	You take -2 to AD and ED until end of your next turn.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Thirsting Blade

Condition	Target in melee range. No damage dealt in this combat encounter.
Attack	Melee + 4 vs. AD
Damage	Weapon + Melee
Level 6:	2d Weapon + Melee
Level 10:	3d Weapon + Melee
Level 14:	4d Weapon + Melee

War Cry

Action Time	Full action
Target(s)	Allies within 5' per ½ Level
Power Effect	Targets gain +2 to Attacks until the end of their next turn.

Level 3

Sweeping Swing

Condition	Two adjacent targets within melee range.
Attack 1	Melee vs. AD
Attack 2	Melee - 4 vs. AD
Damage 1	Weapon + Melee
Level 7:	2d Weapon + Melee
Level 11:	3d Weapon + Melee
Level 15:	4d Weapon + Melee
Damage 2	Melee bonus
Level 11:	Weapon + Melee

Reflex Strike

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 11:	Weapon + Melee
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Level 4

Full Assault

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	3d Weapon + Melee
Level 8:	4d Weapon + Melee
Level 12:	5d Weapon + Melee
Power Effect	You take -4 to AD and ED until end of your next turn.

Whirlwind Attack

Condition	All targets in melee weapon range.
Attacks	Melee - 4 vs. AD
Damage	Weapon + Melee
Level 8:	2d Weapon + Melee
Level 12:	3d Weapon + Melee
Level 16:	4d Weapon + Melee

Level 5

Cruel Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	2d Weapon + Melee + 2
Level 9:	3d Weapon + Melee + 4
Level 13:	4d Weapon + Melee + 6
Power Effect	You take -2 to AD and ED until end of your next turn.

Frenzied Assault

Condition	Target in melee range.
Attack 1	Melee vs. AD
Attack 2	Melee - 2 vs. AD
Attack 3	Melee - 4 vs. AD
Attack N	Etc.
Damage	Weapon + Melee
Level 9:	2d Weapon + Melee
Level 13:	3d Weapon + Melee
Special	Multiple attacks against the same target that end on first miss.

Level 6

Pressing Assault

Condition	Target in melee range.
Attack(s)	Melee vs. AD
Damage	Weapon + Melee
Hit Effect	With each successful attack, target pushed back 5' and you move into target's previous position.
Special	Multiple attacks against the same target that end on first miss.

Level 7

Leaping Attack

Action Time	Full action
Attack	Melee + 4 vs. AD
Damage	2d Weapon + Melee
Level 11:	3d Weapon + Melee
Level 15:	4d Weapon + Melee
Special	You first move up to 10'. You can then make a melee attack against an adjacent enemy.
Power Effect	You take -4 to AD and ED until end of your next turn.

Level 8

Twist the Blade

Action Time	Interrupt
Interrupt Condition	When you hit an enemy with a melee attack.
Damage	Weapon + Melee
Power Effect	Automatic damage against damaged target. You're unbalanced (only has move and minor action) until end of your next turn.

Level 9

Dominating Attack

Attack	Melee vs. AD
Damage	2d Weapon + Melee
Level 13:	3d Weapon + Melee
Level 17:	4d Weapon + Melee
Power Effect	You take -2 to AD and ED until end of your next turn. Target takes -2 to Attacks until end of target's next turn.

Level 10

Who's Next?

Action Time	Interrupt
Interrupt Condition	When you kill an enemy with a melee attack and there is another target in melee range.
Attack	Melee vs. AD
Damage	3d Weapon + Melee
Level 14:	4d Weapon + Melee
Power Effect	You attack another target in melee range. You're hampered (only has major and minor action) until end of your next turn.