

HERO CARD

RAGE AND FURY

TRIGGER

PLAY WHEN AN ALLY IS KNOCKED
UNCONSCIOUS OR DIES

At the start of your next turn, you enter a rage*.

At the end of that turn, if you don't have the rage class feature, the rage ends and you are fatigued.

* +2 damage to melee strikes, -1 AC penalty, no concentrate actions (unless you have the Rage trait).
