

Juggernaut

Entry

Talent	PreReq	Description	Tags
Berzerker Entry	Character Level 2	Gain Blood Rage : Gain one special Rage AP that can only be used to make attacks on your turn or reactive attacks if you can do so. This AP resets at the start of each of your turns and cannot carry over. You can only have one source of special AP. If you gain a second source, choose whether to keep this source or the new one. Gain: Ferocious (2/Rest) : If an effect would cause you to become Frightened, you may become determined and ferocious. You ignore that effect and gain Immune Frightened for a number of minutes equal to your Berzerker talents + 1.	Class Entry, Berzerker

Juggernaut Talents

Talent	PreReq	Description	Tags
Juggernaut	Berzerker Entry	Gain Juggernaut (2/Rest) : Spend 1 AP to enter a combative focus that allows you to tune out injury. For the next minute, whenever you take physical damage, if you have any Reactive AP, gain <i>Absorb Physical</i> +3.	Berzerker, Juggernaut
Hardy	Juggernaut	Gain the Hardy specialization talent.	Berzerker, Juggernaut
Elemental Inurement	Hardy, <i>Incompatible</i> : Staunch Resistance	Juggernaut now also gives you <i>Absorb Elemental</i> +3.	Berzerker, Juggernaut
Ardent Assault	Elemental Inurement	When you are not <i>Bloodied</i> , deal +2 damage on melee attacks.	Berzerker, Juggernaut
Staunch Resistance	Hardy, <i>Incompatible</i> : Elemental Inurement	While your <i>Juggernaut</i> ability is active, increase your <i>Absorb</i> values by +2.	Berzerker, Juggernaut
Shrug It Off	Staunch Resistance	Gain Shrug It Off (1/Recoup) : By spending 1 Reactive AP, gain <i>Shield HP</i> equal to the amount of physical damage just taken. Rage AP may be used.	Berzerker, Juggernaut
Endure	Juggernaut 4	Gain Endure (2/Rest) : When a creature makes an attack against your AR, you may use your FORT instead.	Berzerker, Juggernaut
Juggernaut II	Endure	Gain +4 Skill Points to spend on END skills. <i>Juggernaut</i> becomes ½ END/Rest.	Berzerker, Juggernaut
Juggernaut III	Juggernaut II	While Juggernaut is active, increase <i>Absorb</i> values by +2.	Berzerker, Juggernaut
Energy Inurement	Juggernaut III, Ardent Assault	Juggernaut now also gives you <i>Absorb Energy</i> +3.	Berzerker, Juggernaut
Citadel of Stamina	Energy Inurement	Gain +2 FORT.	Berzerker, Juggernaut
Staunch Resistance II	Juggernaut III, Shrug It Off	While <i>Juggernaut</i> is active, increase <i>Absorb</i> values by +2.	Berzerker, Juggernaut
Battle-Ready	Staunch Resistance II	When you <i>Recoup</i> , you may remove +1 Death Point.	Berzerker, Juggernaut
Endure II	Juggernaut 9	Gain +4 Skill Points for END. <i>Endure</i> becomes 3/Rest.	Berzerker, Juggernaut
Hardy II	Endure II	Gain the Hardy II specialization talent.	Berzerker, Juggernaut
Ardent Assault II	Hardy II, Citadel of Stamina	Gain +2 Skill Points for STR. When not <i>Bloodied</i> , gain +1 to FORT.	Berzerker, Juggernaut
Shrug It Off II	Hardy II, Battle-Ready	<i>Shrug It Off</i> becomes 2/Recoup.	Berzerker, Juggernaut
Endure III	Juggernaut 12	Gain +4 Skill Points for END. If no uses of <i>Endure</i> remain, regain one on <i>Recoup</i> .	Berzerker, Juggernaut
Juggernaut IV	Endure III	You no longer need Reactive AP to gain <i>Juggernaut</i> benefits. <i>Juggernaut</i> becomes END/Rest.	Berzerker, Juggernaut
Unstoppable Juggernaut	Juggernaut 14	You are nearly impossible to kill. Final END cap increases from 12 → 14. At END 14, gain +1 max HP per level. Gain Back in the Fight (1/Rest) : When starting your turn at 0 HP, spend X AP to remove Death Points equal to ½ X. Level 30 : Back in the Fight becomes: Remove Death Points equal to X.	Berzerker, Juggernaut, Capstone