

Juggernaut

Entry

Talent	PreReq	Description	Tags
Berzerker Entry	Character Level 2	<p>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.</p> <p>This AP resets at the start of each of your turns and cannot carry over.</p> <p>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.</p> <p>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.</p>	Class Entry, Berzerker

Juggernaut Talents

Talent	PreReq	Description	Tags
Juggernaut	Berzerker Entry	<p>Gain Juggernaut (2/Rest): Spend 1 AP to enter a combative focus that allows you to tune out injury.</p> <p>For the next minute, whenever you take physical damage, if you have any Reactive AP, gain <i>Absorb Physical</i> +3.</p>	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	<p>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.</p> <p>Rage AP may be used.</p>	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 <i>Juggernaut</i> 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	<p>You are nearly impossible to kill. Final END cap increases from 12 → 14. At END 14, gain +1 max HP per level.</p> <p>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.</p> <p>Level 30: Back in the Fight becomes: Remove Death Points equal to X.</p>	Berzerker, Juggernaut, Capstone