

# FURY

**Y**ou do not temper the heat of battle within you. You unleash it! Your experience in the wild taught you the secrets of predators, and now, like the raptor, the panther, the wolf, you channel unfettered anger into martial prowess. Primordial Chaos is your ally. Let others use finesse to clean up the wreckage left in your wake.

As a fury, you devastate foes with overwhelming might, hurl yourself and enemies around the battlefield, and grow stronger as your ferocity increases. Nature has no concept of fairness—and neither do you.

**“DEATH!”**

**Khorva**



# Basics

**Starting Characteristics:** You start with a Might of 2 and an Agility of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, -1, -1
- ♦ 1, 1, -1
- ♦ 1, 0, 0

**Weak Potency:** Might - 2

**Average Potency:** Might - 1

**Strong Potency:** Might

**Starting Stamina at 1st Level:** 21

**Stamina Gained at 2nd and Higher Levels:** 9

**Recoveries:** 10

**Skills:** You gain the Nature skill (see [Skills in Chapter 9: Tests](#)). Then choose any two skills from the exploration or intrigue skill groups. (*Quick Build:* Alertness, Jump, Nature.)

## 1st-Level Features

As a 1st-level fury, you gain the following features.

### Primordial Aspect

You are a product of customs older than warfare, older than civilization, older than most of the world. You have undergone a rite of passage that revealed the building blocks of the timescape—the Primordial Chaos—and that left an aspect of that chaos inside you. You choose a primordial aspect from the following options, each of which grants you a skill. (*Quick Build:* Berserker.)

**Berserker:** You channel your ferocity into physical might, acting as a living version of the forces that shape the world. You have the Lift skill.

**Reaver:** You channel your ferocity into instinct and cunning, challenging the order of civilization. You have the Hide skill.

**Stormwight:** You channel your ferocity into primordial storms and can take on the form of an animal or an animal hybrid form. You have the Track skill.

Your primordial aspect is your subclass, and your choice of aspect determines many of the features you'll gain as you gain new levels.

### Ferocity

Within the heat of battle, your determination and anger grow, fueling a Heroic Resource called ferocity.

#### Where's My Maneuver?

Since most other classes get a bespoke maneuver, you might find yourself asking, "Where's the special maneuver for the fury?" The answer is that the class doesn't need its own maneuver, because most of the time, the fantasy of the fury has them using the Grab or Knockback maneuvers in combat. They're really good at those maneuvers too, so it doesn't make sense to give you another option that you'll rarely or never use.

## Fury Advancement

| Level | Features  | Abilities                 | Aspect Abilities |
|-------|---|---------------------------|------------------|
| 1st   | Primordial Aspect, Ferocity, Growing Ferocity, Aspect Features, Aspect Triggered Action, Mighty Leaps, Fury Abilities           | Signature, 3, 5           | —                |
| 2nd   | Perk, Aspect Feature, Aspect Ability  | Signature, 3, 5           | 5                |
| 3rd   | Aspect Feature, 7-Ferocity Ability  | Signature, 3, 5, 7        | 5                |
| 4th   | Characteristic Increase, Damaging Ferocity, Growing Ferocity Improvement, Perk, Primordial Attunement, Primordial Strike, Skill | Signature, 3, 5, 7        | 5                |
| 5th   | Aspect Feature, 9-Ferocity Ability  | Signature, 3, 5, 7, 9     | 5                |
| 6th   | Marauder of the Primordial Chaos, Perk, Aspect Ability  | Signature, 3, 5, 7, 9     | 5, 9             |
| 7th   | Characteristic Increase, Elemental Form, Greater Ferocity, Growing Ferocity Improvement, Skill                                  | Signature, 3, 5, 7, 9     | 5, 9             |
| 8th   | Perk, Aspect Feature, 11-Ferocity Ability   | Signature, 3, 5, 7, 9, 11 | 5, 9             |
| 9th   | Harbinger of the Primordial Chaos, Aspect Ability   | Signature, 3, 5, 7, 9, 11 | 5, 9, 11         |
| 10th  | Chaos Incarnate, Characteristic Increase, Growing Ferocity Improvement, Perk, Primordial Ferocity, Primordial Power, Skill      | Signature, 3, 5, 7, 9, 11 | 5, 9, 11         |



### FEROCITY IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain ferocity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 ferocity.

Additionally, the first time each combat round that you take damage, you gain 1 ferocity. The first time you become winded or are dying in an encounter, you gain 1d3 ferocity.

You lose any remaining ferocity at the end of the encounter.

### FEROCITY OUTSIDE OF COMBAT

Though you can't gain ferocity outside of combat, you can use your heroic abilities and effects that cost ferocity without spending it. Whenever you use an ability or effect outside of combat that costs ferocity, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited ferocity on its effect, such as *To the Uttermost End*, you can use it as if you had spent an amount of ferocity equal to your Victories.

### Growing Ferocity

You gain certain benefits in combat based on the amount of ferocity you have (see [1st-Level Aspect Features](#) for details). These benefits last until the end of your turn, even if a benefit would become unavailable to you because of the amount of ferocity you spend during your turn.

Some Growing Ferocity benefits can be applied only if you are a specific level or higher, with the level of those benefits noted in the various Growing Ferocity tables in this section.



## ◆ Berserker Growing Ferocity ◆

| Ferocity        | Benefit  |
|-----------------|--|
| 2               | Whenever you use the Knockback maneuver, the forced movement distance gains a bonus equal to your Might score.   |
| 4               | The first time you push a creature on a turn, you gain 1 surge.  |
| 6               | You gain an edge on Might tests and the Knockback maneuver.  |
| 8 (4th level)   | The first time you push a creature on a turn, you gain 2 surges.   |
| 10 (7th level)  | You have a double edge on Might tests and the Knockback maneuver.  |
| 12 (10th level) | Whenever you use a heroic ability, you gain 10 temporary Stamina. Additionally, whenever you make a power roll that imposes forced movement on a target, the forced movement distance gains a bonus equal to your Might score. |



## 1st-Level Aspect Features

Your primordial aspect grants you two features, as shown on the 1st-Level Aspect Features table.

## ◆ 1st-Level Aspect Features ◆

| Aspect     | Feature                        |
|------------|--------------------------------|
| Berserker  | Kit, Primordial Strength       |
| Reaver     | Kit, Primordial Cunning        |
| Stormwight | Beast Shape, Relentless Hunter |



## BEAST SHAPE

You can use and gain the benefits of a stormwight kit (see [Stormwight Kits](#)). Your stormwight kit grants you a number of benefits, including benefits tied to your Growing Ferocity feature.

## KIT

You can use and gain the benefits of a kit. See [Chapter 6: Kits](#) for more information. (*Quick Build: Panther.*)

## PRIMORDIAL CUNNING

You are never surprised. Additionally, whenever you would push a target with forced movement, you can slide them instead.

As your ferocity grows, you gain benefits as noted on the Reaver Growing Ferocity table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

## PRIMORDIAL STRENGTH

Whenever you damage an object with a weapon strike, the strike deals extra damage equal to your Might score. Additionally, whenever you push another creature into an object, the creature takes extra damage equal to your Might score.

As your ferocity grows, you gain benefits as noted on the Berserker Growing Ferocity table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

## RELENTLESS HUNTER

You gain an edge on tests made using the Track skill.

## ◆ Reaver Growing Ferocity ◆

| Ferocity        | Benefit  |
|-----------------|--|
| 2               | Whenever you use the Knockback maneuver, the forced movement distance gains a bonus equal to your Agility score.   |
| 4               | The first time you slide a creature on a turn, you gain 1 surge.   |
| 6               | You gain an edge on Agility tests and the Knockback maneuver.  |
| 8 (4th level)   | The first time you slide a creature on a turn, you gain 2 surges.  |
| 10 (7th level)  | You have a double edge on Agility tests and the Knockback maneuver.  |
| 12 (10th level) | Whenever you use a heroic ability, you gain 10 temporary Stamina. Additionally, whenever you make a power roll that imposes forced movement on a target, the forced movement distance gains a bonus equal to your Agility score. |



## Aspect Triggered Action

Your primordial aspect grants you a triggered action, as shown on the Aspect Triggered Actions table.

## ◆ Aspect Triggered Actions ◆

| Aspect     | Triggered Action   |
|------------|--------------------|
| Berserker  | Lines of Force     |
| Reaver     | Unearthly Reflexes |
| Stormwight | Furious Change     |



## Furious Change

*In your anger, you revert to a more bestial form.*

— Self

Triggered



**Trigger:** You lose Stamina and are not dying.

**Effect:** You gain temporary Stamina equal to your Might score and can enter your animal form or hybrid form.

**Spend 1 Ferocity:** If you are not dying, you can spend a Recovery.

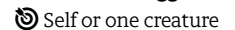
## Lines of Force

*You redirect the energy of motion.*

— Magic, Melee

— Melee 1

Triggered



**Trigger:** The target would be force moved.

**Effect:** You can select a new target of the same size or smaller within distance to be force moved instead. You become the source of the forced movement, determine the new target's destination, and can push the target instead of using the original forced movement type. Additionally, the forced movement distance gains a bonus equal to your Might score.

**Spend 1 Ferocity:** The forced movement distance gains a bonus equal to twice your Might score instead.

## Unearthly Reflexes

*You are as elusive as a hummingbird.*

— Self

Triggered



**Trigger:** You take damage.

**Effect:** You take half the damage from the triggering effect and can shift up to a number of squares equal to your Agility score.

**Spend 1 Ferocity:** If the damage has any potency effects associated with it, the potency is reduced by 1 for you.

## Mighty Leaps

You can't obtain lower than a tier 2 outcome on any Might test made to jump (see [Movement Types](#) in [Chapter 10: Combat](#)).

## Fury Abilities

You specialize in dealing massive damage on the battlefield, and have mastered unique martial abilities that allow you to strike hard and keep moving.

### SIGNATURE ABILITY

Choose one signature ability from the following options. Signature abilities can be used at will. (*Quick Build: To the Death!*)

#### Brutal Slam

*The heavy impact of your weapon attacks drives your foes ever back.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

**Power Roll + Might:**

≤11 3 + M damage; push 1

12-16 6 + M damage; push 2

17+ 9 + M damage; push 4

#### Hit and Run

*Staying in constant motion helps you slip out of reach after a brutal assault.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

**Power Roll + Might:**

≤11 2 + M damage

12-16 5 + M damage

17+ 7 + M damage; A < STRONG, slowed (save ends)

**Effect:** You can shift 1 square.

#### Impaled!

*You skewer your enemy like a boar upon a spit.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature of your size or smaller

**Power Roll + Might:**

≤11 2 + M damage; M < WEAK, grabbed

12-16 5 + M damage; M < AVERAGE, grabbed

17+ 7 + M damage; M < STRONG, grabbed

#### To the Death!

*Your reckless assault leaves you tactically vulnerable.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

**Power Roll + Might:**

≤11 3 + M damage

12-16 6 + M damage

17+ 9 + M damage

**Effect:** You gain 2 surges, and the target can make an opportunity attack against you as a free triggered action.

## HEROIC ABILITIES

You fight with an array of heroic abilities, all of which cost ferocity to fuel them.

### 3-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 3 ferocity to use. (*Quick Build: Back!*)

#### Back! (3 Ferocity)

*You hew about you with your mighty weapon, hurling enemies backward.*

**Area, Melee, Weapon**

**Main action**

1 burst

Each enemy in the area

**Power Roll + Might:**

≤11 5 damage

12-16 8 damage; push 1

17+ 11 damage; push 3

#### Out of the Way! (3 Ferocity)

*Your enemies will clear your path—whether they want to or not.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature

**Power Roll + Might:**

≤11 3 + M damage; slide 2

12-16 5 + M damage; slide 3

17+ 8 + M damage; slide 5

**Effect:** When you slide the target, you can move into any square they leave. If you take damage from an opportunity attack by moving this way, the target takes the same damage.

#### Tide of Death (3 Ferocity)

*Teach them the folly of lining up for you.*

**Melee, Weapon**

**Main action**

Self; see below

Self

**Effect:** You move up to your speed in a straight line, and enemy squares are not difficult terrain for this movement. You can end this movement in a creature's space and move them to an adjacent unoccupied space. You make one power roll that targets each enemy whose space you move through.

**Power Roll + Might:**

≤11 2 damage

12-16 3 damage

17+ 5 damage

**Effect:** The last target you damage takes extra damage equal to your Might score for each opportunity attack you trigger during your move.

#### Your Entrails Are Your Entrails! (3 Ferocity)

*Hard for them to fight when they're busy holding in their giblets.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

**Power Roll + Might:**

≤11 3 + M damage; M < WEAK, bleeding (save ends)

12-16 5 + M damage; M < AVERAGE, bleeding (save ends)

17+ 8 + M damage; M < STRONG, bleeding (save ends)

**Effect:** While bleeding this way, the target takes damage equal to your Might score at the end of each of your turns.

5-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 5 ferocity to use. (*Quick Build*: Blood for Blood!)

**Blood for Blood! (5 Ferocity)**  
*See how well they fight after you've bled them dry.*

Melee, Strike, Weapon

Main action

Melee 1

One creature or object

**Power Roll + Might:**  

≤11

4 + **M** damage; **M < WEAK**, bleeding and weakened (save ends)

12-16

6 + **M** damage; **M < AVERAGE**, bleeding and weakened (save ends)

17+

10 + **M** damage; **M < STRONG**, bleeding and weakened (save ends)

**Effect:** You can deal 1d6 damage to yourself to deal an extra 1d6 damage to the target.

**Make Peace With Your God! (5 Ferocity)**  
*Anger is your energy.*

—

Free maneuver

Self

Self

**Effect:** You gain 1 surge, and the next ability roll you make this turn automatically obtains a tier 3 outcome.

**Thunder Roar (5 Ferocity)**  
*You unleash a howl that hurls your enemies back.*

Area, Melee, Weapon

Main action

5 × 1 line within 1

Each enemy in the area

**Power Roll + Might:**  

≤11

6 damage; push 2

12-16

9 damage; push 4

17+

13 damage; push 6

**Effect:** The targets are force moved one at a time, starting with the target nearest to you, and can be pushed into other targets in the same line.

**To the Uttermost End (5 Ferocity)**  
*You gut your life force to ensure a foe's demise.*

Melee, Strike, Weapon

Main action

Melee 1

One creature

**Power Roll + Might:**  

≤11

7 + **M** damage

12-16

11 + **M** damage

17+

16 + **M** damage

**Spend 1+ Ferocity:** While you are winded, this ability deals an extra 1d6 damage for each ferocity spent. While you are dying, it deals an extra 1d10 damage for each ferocity spent. In either case, you lose 1d6 Stamina after making this strike.

2nd-Level Features

As a 2nd-level fury, you gain the following features.

Perk

You gain one crafting, exploration, or intrigue perk of your choice. See [Chapter 7: Perks](#).

2nd-Level Aspect Feature

Your primordial aspect grants you a feature, as shown on the 2nd-Level Aspect Features table.

2nd-Level Aspect Features

| Aspect      | Feature           |
|-------------|-------------------|
| Berserker   | Unstoppable Force |
| Reaver      | Inescapable Wrath |
| Stormwright | Tooth and Claw    |

INESCAPABLE WRATH

You have a bonus to speed equal to your Agility score, and you ignore difficult terrain.

TOOTH AND CLAW

At the end of each of your turns, each enemy adjacent to you takes damage equal to your Might score.

UNSTOPPABLE FORCE

Whenever you use the Charge main action, you can use a strike signature ability or a strike heroic ability instead of a free strike. Additionally, you can jump as part of your charge.

2nd-Level Aspect Ability

Your primordial aspect grants your choice of one of two heroic abilities.

2ND-LEVEL BERSERKER ABILITY

Choose one of the following abilities.

**Special Delivery (5 Ferocity)**  
*You ready?*

Melee, Weapon

Maneuver

Melee 1

One willing ally

**Effect:** You vertically push the target up to 4 squares. This forced movement ignores the target's stability, and the target takes no damage from colliding with creatures or objects. At the end of this movement, the target can make a free strike that deals extra damage equal to your Might score.