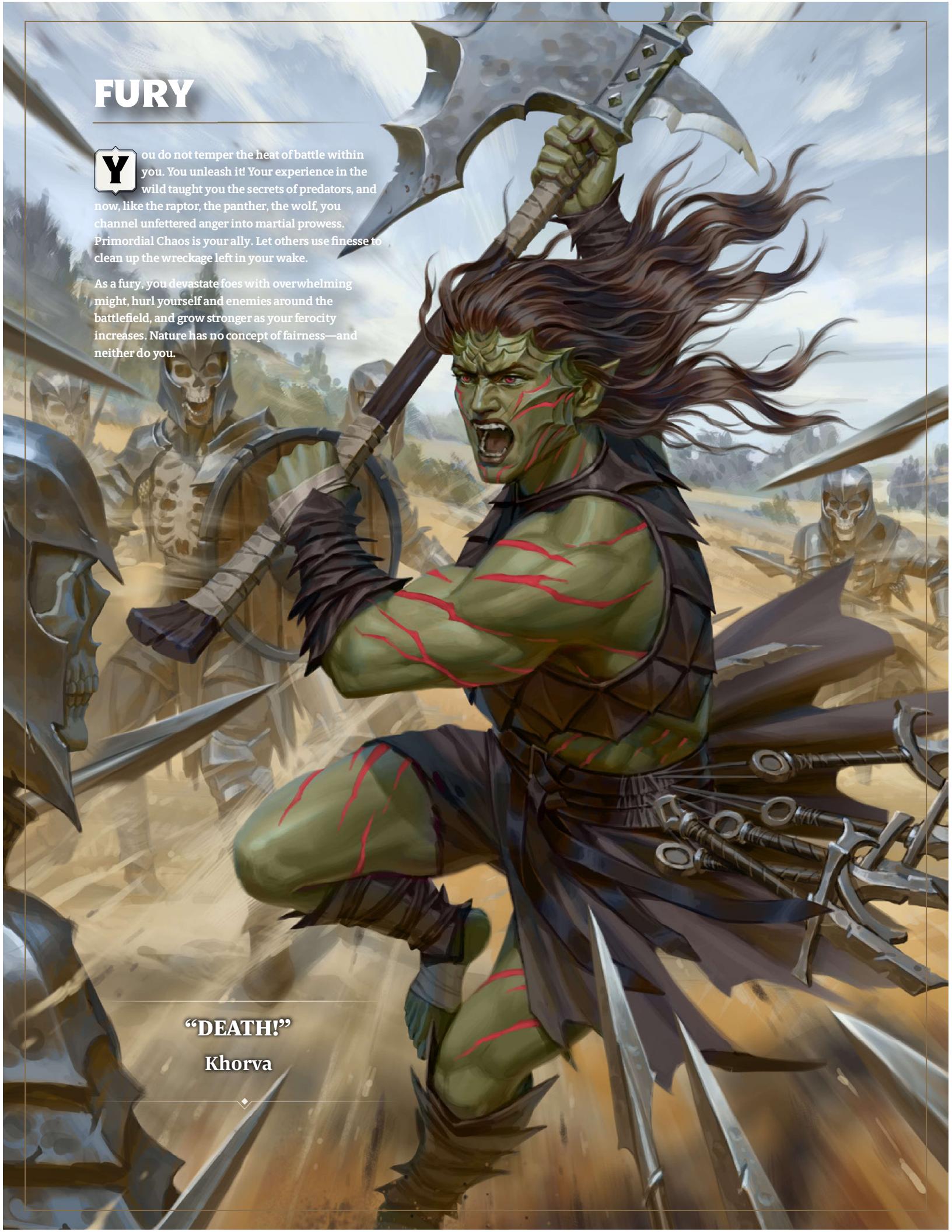


# FURY

**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.

**Stormwright:** 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.

## ◆ 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.

## 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.

### RENTLESS HUNTER

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

## 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.*

Triggered  
Self



**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

Triggered



Self or one creature

**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.*

Triggered  
Self



**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**

◎ 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**

◎ 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**

◎ One creature of your size or smaller

**Power Roll + Might:**

≤11 2 + M damage; M <WEAK>, grabbed

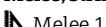
12-16 5 + M damage; M <AVERAGE>, grabbed

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

#### To the Death!

*Your reckless assault leaves you tactically vulnerable.*

**Melee, Strike, Weapon**



**Main action**

◎ 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.

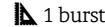
### 3-Ferocity Ability

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**

◎ 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**

◎ One creature

**Power Roll + Might:**

≤11 3 + M damage; slide 2

12-16 5 + M damage; slide 3

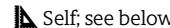
17+ 8 + M damage; slide 5

**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

**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 Extrails! (3 Ferocity)

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

**Melee, Strike, Weapon**



**Main action**

◎ 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**



**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**

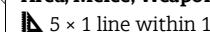


**Effect:** You gain 1 surge, and the next ability roll you make this turn automatically obtains a tier 3 outcome.

### Thunder Roar (5 Ferocity)

*You unleash a howl that hurls your enemies back.*

**Area, Melee, Weapon**



**Main action**



**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**



**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
Stormwight	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.

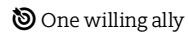
### Special Delivery (5 Ferocity)

*You ready?*

**Melee, Weapon**



**Maneuver**



**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.

### Wrecking Ball (5 Ferocity)

*It's easier to destroy than to create. Much easier, in fact!*

**Melee, Weapon**

↙ Self; see below

**Maneuver**

◎ Self

**Effect:** You move up to your speed in a straight line. During this movement, you can move through mundane structures, including walls, which are difficult terrain for you. You automatically destroy each square of structure you move through and leave behind a square of difficult terrain.

Additionally, you make one power roll that targets each enemy you move adjacent to during this movement.

**Power Roll + Might:**

≤11 Push 1

12-16 Push 2

17+ Push 3

### 2ND-LEVEL REAVER ABILITY

Choose one of the following abilities.

#### Death ... Death! (5 Ferocity)

*Your unbridled rage strikes terror in their hearts.*

**Melee, Strike, Weapon**

↙ Melee 1

**Main action**

◎ One creature

**Power Roll + Might:**

≤11 3 + M damage; P<WEAK, dazed and frightened (save ends)

12-16 5 + M damage; P<AVERAGE, dazed and frightened (save ends)

17+ 8 + M damage; P<STRONG, dazed and frightened (save ends)

#### Phalanx-Breaker (5 Ferocity)

*Organizing your forces like feckless creatures of Law. Pitiful.*

**Melee, Weapon**

↙ Self; see below

**Main action**

◎ Self

**Effect:** You shift up to your speed and make one power roll that targets up to three enemies you move adjacent to during this shift.

**Power Roll + Might:**

≤11 2 damage; A<WEAK, dazed (save ends)

12-16 4 damage; A<AVERAGE, dazed (save ends)

17+ 6 damage; A<STRONG, dazed (save ends)

### 2ND-LEVEL STORMWIGHT ABILITY

Choose one of the following abilities.

#### Apex Predator (5 Ferocity)

*I will hunt you down.*

**Melee, Strike, Weapon**

↙ Melee 1

**Main action**

◎ One creature

**Power Roll + Might:**

≤11 4 + M damage; I<WEAK, slowed (save ends)

12-16 6 + M damage; I<AVERAGE, slowed (save ends)

17+ 10 + M damage; I<STRONG, slowed (save ends)

**Effect:** The target can't be hidden from you for 24 hours. Until the end of the encounter, whenever the target willingly moves, you can use a free triggered action to move.



#### Visceral Roar (5 Ferocity)

*The sound of the storm within you staggers your opponents.*

**Area, Magic**

↙ 2 burst

**Main action**

◎ Each enemy in the area

**Power Roll + Might:**

≤11 2 damage; push 1; M<WEAK, dazed (save ends)

12-16 5 damage; push 2; M<AVERAGE, dazed (save ends)

17+ 7 damage; push 3; M<STRONG, dazed (save ends)

**Effect:** This ability deals your primordial damage type (see [Stormwight Kits](#)).

## 3rd-Level Features

As a 3rd-level fury, you gain the following features.

### 3rd-Level Aspect Feature

Your primordial aspect grants you a feature, as shown on the 3rd-Level Aspect Features table.

#### ◆ 3rd-Level Aspect Features ◆

Aspect	Feature
Berserker	Immovable Object
Reaver	See Through Their Tricks
Stormwight	Nature's Knight

#### IMMOVABLE OBJECT

You add your level to your effective size for the purpose of interacting with creatures and objects, including determining whether you can lift an object, are affected by forced movement, and so forth. This has no effect on whether you can be grabbed.

Additionally, you have a bonus to stability equal to your Might score.

#### NATURE'S KNIGHT

You can speak with animals and elementals. Additionally, you automatically sense the presence of animals and elementals within 10 squares of you, even if they are hidden.

When you are in a negotiation with an animal or elemental, you treat your Renown as 1 higher than usual. This stacks with the increase to your effective Renown in a negotiation with an animal of your type while in animal form (see [Stormwight Kits](#)).

#### SEE THROUGH THEIR TRICKS

You have a double edge on tests made to search for hidden creatures, discern hidden motives, or detect lies. You also have a double edge on tests made to gamble!

### 7-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 7 ferocity to use.

#### Demon Unleashed (7 Ferocity)

*Foes tremble at the sight of you.*

**Magic**  
Self

**Maneuver**  
Self

**Effect:** Until the end of the encounter or until you are dying, each enemy who starts their turn adjacent to you and has **P<STRONG>** is frightened until the end of their turn.

#### Face the Storm! (7 Ferocity)

*Shocked in the face of your naked brutality, your enemy's instincts take over.*

**Magic**  
Self

**Maneuver**  
Self

**Effect:** Until the end of the encounter or until you are dying, each creature you make a melee strike against who has **P<AVERAGE>** is taunted until the end of their next turn. Additionally, when you use an ability that deals rolled damage against any enemy taunted by you, the ability deals extra damage equal to twice your Might score and increases its potency by 1.

#### Steelbreaker (7 Ferocity)

*See how useless their weapons are!*

**Magic**

Self

**Maneuver**

Self

**Effect:** You gain 20 temporary Stamina.

#### You Are Already Dead (7 Ferocity)

*Slash. Walk away.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

**Effect:** If the target is not a leader or solo creature, they are reduced to 0 Stamina at the end of their next turn. If the target is a leader or solo creature, you gain 3 surges and can make a melee free strike against them.

## 4th-Level Features

As a 4th-level fury, you gain the following features.

### Characteristic Increase

Your Might and Agility scores each increase to 3.

### Damaging Ferocity

The first time you take damage each combat round, you gain 2 ferocity instead of 1.

### Growing Ferocity Improvement

Your Growing Ferocity feature provides additional benefits when you have 8 or more ferocity.

### Perk

You gain one perk of your choice.

### Primordial Attunement

As your ferocity manifests elemental forces created by the Primordial Chaos, you are aware of how elemental power interacts with those around you. You automatically sense whether any creature within 10 squares has damage immunity or damage weakness to acid, cold, corruption, fire, lightning, poison, or sonic damage, learning whether they have immunity or weakness, the value of that immunity or weakness, and the specific damage type. Additionally, you automatically sense any source of one of those damage types within 10 squares, such as a fire or a source of elemental power.

### Primordial Strike

You can manifest your ferocity directly as an elemental force created by the Primordial Chaos. As part of any strike, you can spend 1 ferocity to gain 1 surge that must be used for that strike. The extra damage dealt by the surge can be acid, cold, corruption, fire, lightning, poison, or sonic (your choice).

### Skill

You gain one skill of your choice. See [Skills](#) in [Chapter 9: Tests](#).

## 5th-Level Features

As a 5th-level fury, you gain the following features.

### 5th-Level Aspect Feature

Your primordial aspect grants you a feature, as shown on the 5th-Level Aspect Features table.

#### ◆ 5th-Level Aspect Features ◆

Aspect	Feature
Berserker	Bounder
Reaver	Unfettered
Stormwight	Stormborn



#### BOUNDER

Your jump distance and height double (see [Movement Types](#) in [Chapter 10: Combat](#)). Additionally, when you fall, you reduce the effective height of your fall by a number of squares equal to your jump distance for the purpose of determining damage and whether you land prone (see [Falling](#) in [Chapter 10](#)). You are not prone after falling and landing on another creature.

#### STORMBORN

You and each ally within 5 squares of you ignore negative effects from inclement weather, such as banes or environmental damage. Additionally, you can use the Blessing of Fortunate Weather feature as if you were a 1st-level conduit (see [1st-Level Domain Feature](#) in the [Conduit](#) section).

#### UNFETTERED

At the start of your turn, you can end any restrained condition on you. Additionally, you have a double edge on tests made to escape being confined or imprisoned.

### 9-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 9 ferocity to use.

#### ◆ Debilitating Strike (9 Ferocity) ◆

You need just one blow to sabotage your target.

**Melee, Strike, Weapon**

▀ Melee 1

**Main action**

**Power Roll + Might:**

- ▀ 10 + □ damage; □<WEAK>, slowed (save ends)
- ▀ 14 + □ damage; □<AVERAGE>, slowed (save ends)
- ▀ 20 + □ damage; □<STRONG>, slowed (save ends)

**Effect:** While slowed this way, the target takes 1 damage for every square they move, including from forced movement.

#### ◆ My Turn! (9 Ferocity) ◆

You quickly strike back at a foe.

**Melee, Strike, Weapon**

▀ Melee 1

**Free triggered**

⌚ The triggering creature

**Trigger:** A creature causes you to be winded or dying, or damages you while you are winded or dying.

**Power Roll + Might:**

- ▀ 6 + □ damage
- ▀ 9 + □ damage
- ▀ 13 + □ damage

**Effect:** You can spend a Recovery.

#### ◆ Rebounding Storm (9 Ferocity) ◆

You knock around enemies like playthings.

**Melee, Strike, Weapon**

▀ Melee 1

**Main action**

⌚ Two creatures or objects

**Power Roll + Might:**

- ▀ 9 damage; push 3
- ▀ 14 damage; push 5
- ▀ 19 damage; push 7

**Effect:** When a target would end this forced movement by colliding with a creature or object, they take damage as usual, then are pushed the remaining distance away from the creature or object in the direction they came from. As long as forced movement remains, this effect continues if the target collides with another creature or object.

#### ◆ To Stone! (9 Ferocity) ◆

You channel the Primordial Chaos into blows that petrify your foe ... literally.

**Magic, Melee, Strike, Weapon**

▀ Melee 1

**Main action**

⌚ One creature

**Power Roll + Might:**

- ▀ 9 + □ damage; □<WEAK>, slowed (save ends)
- ▀ 13 + □ damage; □<AVERAGE>, slowed (save ends)
- ▀ 18 + □ damage; □<STRONG>, restrained (save ends)

**Effect:** While the target is slowed this way, any other effect that would make the target slowed instead makes them restrained by this ability. Additionally, a creature who fails the saving throw while restrained this way is petrified until they are given a supernatural cure or you choose to reverse the effect (no action required).

## 6th-Level Features

As a 6th-level fury, you gain the following features.

### Marauder of the Primordial Chaos

As your connection to the power of the Primordial Chaos grows ever stronger, you automatically sense any elemental creatures or magic sources of elemental power, such as a lava pool or a lake overlapping with Quintessence, within 1 mile of you.

Additionally, you can speak with elemental creatures, and when you are in a negotiation with an elemental, you treat your Renown as 1 higher than usual. This stacks with the increase to your effective Renown provided by the Nature's Knight aspect feature (see [3rd-Level Features](#)). When any elemental first becomes aware of you in combat, if they have **P < AVERAGE**, they are frightened of you (save ends).

### Primordial Portal

As a main action, you can touch a magic source of elemental power and use it to create a portal to Quintessence. You can then use a main action to teleport yourself and any willing creatures within 10 squares of you through the portal and onto a safe island in Quintessence, or to teleport back again. You can maintain a number of portals equal to your Might score, each leading to the same safe island in Quintessence. If a portal in your network is destroyed, it is no longer part of the network. You can remove a portal from your network no matter your distance from it, including across different worlds (no action required).

(Exploring Quintessence is possible from your island, but continued safety is not guaranteed.)



### Perk

You gain one crafting, exploration, or intrigue perk of your choice.

### 6th-Level Aspect Ability

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

#### 6TH-LEVEL Berserker Abilities

Choose one of the following abilities.

##### Avalanche Impact (9 Ferocity)

*You leap and crash down, causing a shockwave that devastates foes.*

**Magic**

**Self**

**Maneuver**

**Self**

**Effect:** You jump up to your maximum jump distance and make one power roll that targets each creature adjacent to the space where you land.

##### Power Roll + Might:

**≤11** 4 damage; push 1

**12-16** 7 damage; push 2

**17+** 11 damage; push 3

##### Force of Storms (9 Ferocity)

*You strike an enemy hard enough to be a projectile that knocks a crowd of creatures around.*

**Melee, Strike, Weapon**

**Melee 1**

**Main action**

**One creature**

##### Power Roll + Might:

**≤11** 7 + **M** damage; push 3

**12-16** 11 + **M** damage; push 5

**17+** 16 + **M** damage; push 7

**Effect:** When the target ends this forced movement, each creature within 2 squares of the target is pushed 3 squares.

#### 6TH-LEVEL Reaver Abilities

Choose one of the following abilities.

##### Death Strike (9 Ferocity)

*Once you taste your foe's blood, you become more efficient and turn every killing blow into an opportunity.*

**Melee, Strike, Weapon**

**Melee 1**

**Free triggered**

**Self**

**Trigger:** You reduce a creature to 0 Stamina with a strike.

**Effect:** You target a creature adjacent to you with the same strike, using the same power roll as the triggering strike.

##### Seek and Destroy (9 Ferocity)

*You break through the enemy lines to make an example.*

**Melee, Strike, Weapon**

**Melee 1**

**Main action**

**One creature**

**Effect:** You shift up to your speed.

##### Power Roll + Might:

**≤11** 4 + **M** damage; **P < WEAK**, frightened (save ends)

**12-16** 6 + **M** damage; **P < AVERAGE**, frightened (save ends)

**17+** 10 + **M** damage; **P < STRONG**, frightened (save ends)

**Effect:** If a target who is not a leader or solo creature is winded by this strike, they are reduced to 0 Stamina and you choose an enemy within 5 squares of you. If that enemy has **P < AVERAGE**, they are frightened of you (save ends).

## 6TH-LEVEL STORMWIGHT ABILITIES

Choose one of the following abilities.

### Pounce (9 Ferocity)

*You strike at the target like the ultimate predator you are.*

**Magic, Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

#### Power Roll + Might

- ≤11 8 damage; M<WEAK, grabbed
- 12-16 13 damage; M<AVERAGE, grabbed
- 17+ 17 damage; M<STRONG, grabbed

**Effect:** You can shift up to 4 squares, bringing the target with you. While grabbed this way, the target takes damage equal to twice your Might score at the start of each of your turns.

### Riders on the Storm (9 Ferocity)

*You focus your connection to the Primordial Chaos into a seething storm.*

**Area, Magic**

3 aura

**Maneuver**

Each creature in the area

**Effect:** Until the end of the encounter or until you are dying, each enemy target takes damage of your primordial damage type equal to twice your Might score at the end of each of your turns.

Additionally, you can fly while the aura is active. Each ally target who starts or ends their turn in the area can also fly until the start of their next turn or until the effect ends.

**Special:** When you use this ability outside of combat without spending ferocity, you must spend 1 uninterrupted minute summoning a primordial storm that fills the area, and you take 1d6 damage before the ability takes effect. The storm lasts for 1 hour or until a combat encounter begins.

## 7th-Level Features

As a 7th-level fury, you gain the following features.

### Characteristic Increase

Each of your characteristic scores increases by 1, to a maximum of 4.

### Elemental Form

You exhibit ever-stronger signs of how the force of the Primordial Chaos flows within you. Whenever you show strong emotion or increase your ferocity, elemental motes attuned to your mood flit around you, and your skin changes in appearance to reflect an element of your choice.

Additionally, if you are a berserker or reaver, you have immunity to acid, cold, corruption, fire, lightning, poison, and sonic damage equal to your Might score. If you are a stormwight, you have immunity to the damage type of your Primordial Storm feature equal to twice your Might score.

### Greater Ferocity

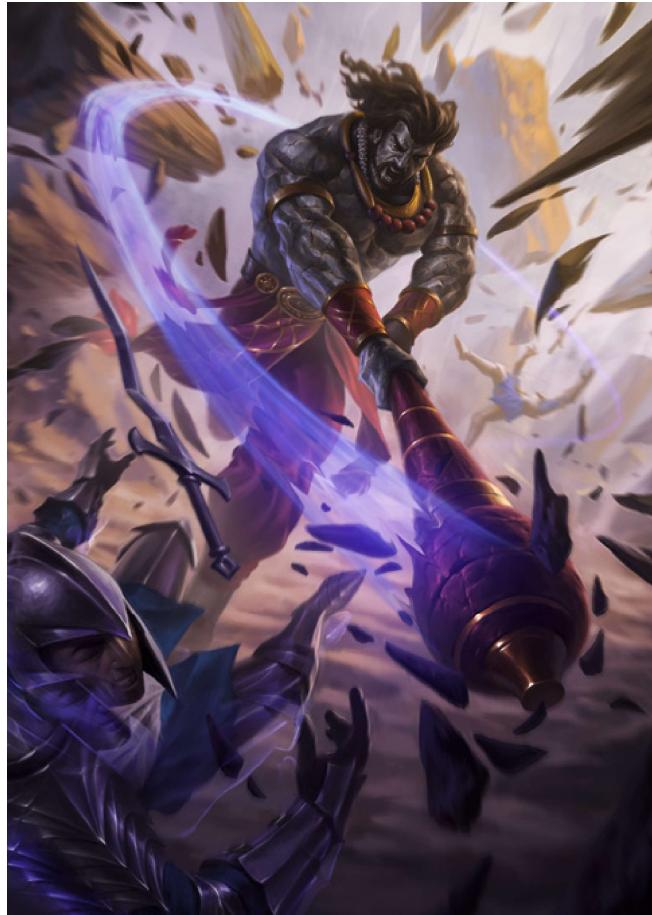
When you gain ferocity at the start of each of your turns during combat, you gain 1d3 + 1 ferocity instead of 1d3.

### Growing Ferocity Improvement

Your Growing Ferocity feature provides additional benefits when you have 10 or more ferocity.

### Skill

You gain one skill of your choice.



## 8th-Level Features

As an 8th-level fury, you gain the following features.

### Perk

You gain one perk of your choice.

### 8th-Level Aspect Feature

Your primordial aspect grants you a feature, as shown on the 8th-Level Aspect Features table.

#### 8th-Level Aspect Features

Aspect	Feature
Berserker	Strongest There Is
Reaver	A Step Ahead
Stormwight	Menagerie

### Menagerie

You can use all stormwight kits. During a respite, you can choose to swap your stormwight kit and still take another respite activity. Your Nature's Knight feature now lets you automatically sense the presence of animals within 1 mile of you. Additionally, whenever you make a test to track another creature, you can roll three dice and choose which two to use.

### A Step Ahead

You move with legendary grace. Whenever you make an Agility test, you can roll three dice and choose which two to use. Additionally, whenever you use the Disengage move action, the distance you can shift gains a bonus equal to your Agility score.



### Strongest There Is

Your strength is unmatched. Whenever you make a Might test, you can roll three dice and choose which two to use. Additionally, whenever you use the Knockback maneuver, the forced movement distance gains a bonus equal to your Might score.

### 11-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 11 ferocity to use.

#### Elemental Ferocity (11 Ferocity)

*Your primordial energy makes for instant retribution.*

##### Magic



##### Maneuver



**Effect:** You gain 10 temporary Stamina. Additionally, choose acid, cold, corruption, fire, lightning, poison, or sonic damage. Until the end of the encounter or until you are dying, whenever an enemy damages you, they take 10 damage of the chosen type. If this damage reduces the enemy to 0 Stamina, you gain 10 temporary Stamina.

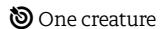
#### Overkill (11 Ferocity)

*You strike so no damage is wasted.*

##### Magic, Melee, Strike, Weapon



##### Main action



##### Power Roll + Might:

≤11 6 + M damage

12-16 10 + M damage

17+ 14 + M damage

**Effect:** If the target is a minion or is winded but isn't a leader or solo creature, they are reduced to 0 Stamina before this ability's damage is dealt. If the target is killed by this damage, you can deal any damage over what was required to kill them to another creature within 5 squares of the target.

#### Primordial Rage (11 Ferocity)

*Your ferocity manifests into primordial power.*

##### Magic



##### Maneuver



**Effect:** Choose acid, cold, corruption, fire, lightning, poison, or sonic damage. Until the end of the encounter or until you are dying, you can choose one target of any ability you use, with that target taking an extra 15 damage of the chosen type. Additionally, whenever you gain ferocity from taking damage, the source of the damage takes 5 damage of the chosen type.

#### Relentless Death (11 Ferocity)

*You won't escape your fate.*

##### Magic, Melee, Strike, Weapon



##### Main action



**Effect:** You shift up to your speed. Each enemy you move adjacent to during this movement takes damage equal to twice your Might score. Then make one power roll that targets each enemy you move adjacent to during this shift. You gain 1 ferocity for each target who dies as a result of this ability (maximum 11 ferocity).

##### Power Roll + Might:

≤11 Any target whose Stamina is equal to or less than 8 dice.

12-16 Any target whose Stamina is equal to or less than 11 dice.

17+ Any target whose Stamina is equal to or less than 17 dice.

## 9th-Level Features

As a 9th-level fury, you gain the following features.

### Harbinger of the Primordial Chaos

You can create a temporary source of elemental power as a respite activity. This source of elemental power lasts 24 hours after creation, and can be used to create a portal to Quintessence with your Primordial Portal feature. If you do so, the source of elemental power lasts as long as the portal is maintained in your network.

### 9th-Level Aspect Ability

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

#### 9TH-LEVEL BERSERKER ABILITIES

Choose one of the following abilities.

##### **Death Comes for You All! (11 Ferocity)**

*You use your weapon to create a destructive shockwave.*

**Area, Magic, Melee, Weapon**

3 burst

**Main action**

Each enemy in the area

###### **Power Roll + Might:**

- 7 damage; push 3
- 10 damage; push 5
- 15 damage; push 7

**Effect:** If this forced movement causes a target to be hurled through an object, that target takes an extra 10 damage.

##### **Primordial Vortex (11 Ferocity)**

*You channel the power of the Primordial Chaos to pull foes to you.*

**Area, Magic, Melee, Weapon**

3 burst

**Main action**

Each enemy in the area

###### **Power Roll + Might:**

- 3 damage; vertical pull 3
- 5 damage; vertical pull 5
- 8 damage; vertical pull 7

**Effect:** If this forced movement causes a target to slam into you, you take no damage from the collision and the target takes the damage you would have taken.

#### 9TH-LEVEL REAVER ABILITIES

Choose one of the following abilities.

##### **Primordial Bane (11 Ferocity)**

*You attune the target to be weaker to a specific element.*

**Magic, Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

###### **Power Roll + Might:**

- 11 + damage
- 16 + damage
- 21 + damage

**Effect:** Choose acid, cold, corruption, fire, lightning, poison, or sonic damage. The target loses any damage immunity to the chosen type and gains weakness 10 to the chosen type (save ends).

##### **Shower of Blood (11 Ferocity)**

*You shock your foes with the brutality of your strike, resetting the balance of combat.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

###### **Power Roll + Might:**

- 12 + damage
- 18 + damage
- 24 + damage

**Effect:** Each enemy within 5 squares of you is distracted until the end of the round. While a creature is distracted this way, they can't take triggered actions or free triggered actions, ability rolls made against them gain an edge, and their characteristic scores are considered 1 lower for the purpose of resisting potencies.

#### 9TH-LEVEL STORMWIGHT ABILITIES

Choose one of the following abilities.

##### **Death Rattle (11 Ferocity)**

*You unleash an otherworldly cry that rips through your enemies, killing the weakest of them.*

**Area, Magic**

3 burst

**Main action**

Each enemy in the area

###### **Power Roll + Might:**

- 4 psychic damage; any target who is a minion is reduced to 0 Stamina
- 6 psychic damage; any target who is a minion is reduced to 0 Stamina, as does one winded target who is not a leader or solo creature
- 10 psychic damage; each target who is not a leader or solo creature is winded; any target who is a minion is reduced to 0 Stamina, as does one winded target who is not a leader or solo creature

##### **Deluge (11 Ferocity)**

*You summon your primordial storm.*

**Area, Magic, Ranged**

5 cube within 10

**Main action**

Each enemy in the area

###### **Power Roll + Might:**

- 7 damage
- 10 damage
- 15 damage

**Effect:** This ability deals your primordial damage type and ignores damage immunity.



## 10th-Level Features

As a 10th-level fury, you gain the following features.

### Chaos Incarnate

Your mastery of elemental forces protects and emboldens you. If you are a berserker or reaver, you have immunity to acid, cold, corruption, fire, lightning, poison, and sonic damage equal to twice your Might score. If you are a stormwight, your damage immunity from your Primordial Storm feature (see [Stormwight Kits](#)) increases to three times your Might score.

When any elemental or any other creature whose abilities deal acid, cold, corruption, fire, lightning, poison, or sonic damage first becomes aware of you in combat, if they have **P<STRONG>**, they are frightened of you (save ends).

Additionally, when you use Primordial Strike, you can spend up to 3 ferocity, gaining 1 surge per ferocity spent to use for that strike.

### Characteristic Increase

Your Might and Agility scores each increase to 5.

### Growing Ferocity Improvement

Your Growing Ferocity feature provides additional benefits when you have 12 or more ferocity.

### Perk

You gain one crafting, exploration, or intrigue perk of your choice.

### Primordial Ferocity

The first time you take damage each combat round, you gain 3 ferocity instead of 2.

### Primordial Power

You have an epic resource called primordial power. Each time you finish a respite, you gain primordial power equal to the XP you gain. You can spend primordial power on your abilities as if it were ferocity.

Additionally, you can spend any amount of primordial power as a free maneuver, ending one effect on you for each primordial power spent.

You can also spend 3 primordial power to create a portal to Quintessence without needing a source of elemental power.

Primordial power remains until you spend it.

### Skill

You gain one skill of your choice.

# Stormwight Kits

The stormwight primordial aspect lets you channel your ferocity into the form of an animal and grants you knowledge of one stormwight kit of your choice. You can master additional stormwight kits through play, changing them out during a respite as with any other kit (see [Chapter 6: Kits](#)).

## Kit Features

All stormwight kits have the following features in common.

### ASPECT BENEFITS AND ANIMAL FORM

Your primordial aspect benefits are always available to you, and you gain additional benefits while in the animal or hybrid form granted by your stormwight kit.

### ASPECT OF THE WILD

You have the following ability.

#### Aspect of the Wild

 You assume the form of the animal who channels your ferocity.

Magic

 Self

Maneuver

 Self

**Effect:** You can shapeshift into the animal defined by your stormwight kit, into a hybrid form, or back into your true form.

While in animal form or hybrid form, you can speak as you usually do, and you can also speak to animals who share your form. If you are in a negotiation with an animal while in animal form, you treat your Renown as 2 higher than usual.

**Spend 1 Ferocity:** As a free maneuver, you can shapeshift a second time, either into another animal form, into your hybrid form, or back into your true form.

### PRIMORDIAL STORM

Each stormwight kit is associated with a primordial storm, which channels a specific damage type used by some of your abilities.

### EQUIPMENT

You wear no armor and wield only your unarmed strikes—which become devastating natural weapons as your ferocity grows.

### KIT BONUSES

These bonuses apply in your true form, your animal form, and your hybrid form. See [Chapter 6: Kits](#) for information on kit bonuses.

### SIGNATURE ABILITY

You gain a new signature ability from your kit.

### GROWING FEROCITY

Each stormwight kit grants a set of benefits for your Growing Ferocity feature.



## Boren

With this stormwright kit, you channel your primordial ferocity into the form of a bear, becoming large, durable, and imposing. Boren are tied to the craggy, rocky north, and this aspect is associated with the blizzard's bitter cold.

### ASPECT BENEFITS

Whenever you use forced movement to push a creature, you can pull that creature instead. Whenever you pull a creature adjacent to you and that creature has **M < AVERAGE**, you can use a free triggered action to make that creature grabbed by you.

### ANIMAL FORM: BEAR

While you are in your bear form, your size is 2 and you gain a +1 bonus to distance with melee weapon abilities.

### HYBRID FORM: BEAR

While you are in your hybrid form, your size is 2 and you gain a +1 bonus to distance with melee weapon abilities. At 4th level, the first time you take hybrid form in an encounter, you gain 10 temporary Stamina.

### PRIMORDIAL STORM: BLIZZARD

Your primordial damage type is cold.

### KIT BONUSES

- ♦ **Stamina Bonus:** +9 per echelon
- ♦ **Stability Bonus:** +2
- ♦ **Melee Damage Bonus:** +0/+0/+4

### SIGNATURE ABILITY

#### Bear Claws

*Attacks with your sharp and deadly claws grab the weak.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

◎ One creature or object

#### Power Roll + Might:

- |       |  |
|-------|--|
| ≤11   | 2 + <b>M</b> damage; <b>M &lt; WEAK</b> , grabbed    |
| 12-16 | 5 + <b>M</b> damage; <b>M &lt; AVERAGE</b> , grabbed |
| 17+   | 11 + <b>M</b> damage; <b>M &lt; STRONG</b> , grabbed |

### GROWING FEROCITY

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

#### ◆ Boren Growing Ferocity ◆

Aspect	Feature
2	You can have up to two creatures grabbed at time. Additionally, whenever you make a strike against a creature you have grabbed, you gain 1 surge.
4	The first time you grab a creature on a turn, you gain 1 surge.
6	You gain an edge on the Grab and Knockback maneuvers.
8 (4th level)	The first time you grab a creature on a turn, you gain 2 surges instead of 1.
10 (7th level)	You have a double edge on the Grab and Knockback maneuvers.
12 (10th level)	Whenever you use a heroic ability, you gain 10 temporary Stamina. Additionally, whenever you have a creature grabbed, any ability roll made against that creature gains a bonus to its potency equal to your Might score.



## Corven

With this stormwright kit, you channel your primordial ferocity into the form of a crow, becoming stealthy and quick. Corven are tied to the mountain passes and the hot winds that flow through them. This aspect is associated with the warm and fast-rising anabatic wind.

### ASPECT BENEFITS

You gain an edge on tests made to hide and sneak. Additionally, whenever you fall, you can use a free triggered action to use your Aspect of the Wild ability.

### ANIMAL FORM: CROW

While you are in your crow form, your size is 1T and you can fly. You can use the Hide maneuver as a free maneuver, and you can use your allies as cover when you hide. You can't use any abilities while in this form except for Aspect of the Wild.

### HYBRID FORM: CROW

While you are in your hybrid form, your size is your choice of 1S or 1M. At 4th level, you can fly.

### PRIMORDIAL STORM: ANABATIC WIND

Your primordial damage type is fire.

### KIT BONUSES

- ♦ **Stamina Bonus:** +3 per echelon
- ♦ **Speed Bonus:** +3
- ♦ **Melee Damage Bonus:** +2/+2/+2
- ♦ **Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Wing Buffet

*Foes who try to close in around you do so at their peril.*

**Area, Melee, Weapon**

▶ 1 burst

**Main action**

◎ Each enemy in the area

#### Power Roll + Agility:

- |       |          |
|-------|----------|
| ≤11   | 3 damage |
| 12-16 | 6 damage |
| 17+   | 8 damage |

**Effect:** You can shift up to 2 squares before or after making the power roll.

### GROWING FEROCITY

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

#### ◆ Corven Growing Ferocity ◆

Aspect	Feature
2	Whenever you use the Disengage move action, the distance you can shift gains a bonus equal to your Agility score.
4	The first time you shift on a turn, you gain 1 surge.
6	You gain an edge on Agility tests, the Escape Grab maneuver, and the Knockback maneuver.
8 (4th level)	The first time you shift on a turn, you gain 2 surges instead of 1.
10 (7th level)	You have a double edge on Agility tests, the Escape Grab maneuver, and the Knockback maneuver.
12 (10th level)	Whenever you use a heroic ability, you gain 10 temporary Stamina. Additionally, the potency of any effects targeting you is reduced by 2 for you.



## Raden

With this stormwright kit, you channel your primordial ferocity into the form of a rat, becoming mobile and elusive. Raden are associated with the wild nature of the rat, before cities became their habitat. This aspect is associated with the rat flood—a surge of corrupted water that draws forth hordes of rats.

### ASPECT BENEFITS

You gain an edge on tests made to hide and sneak. Additionally, you ignore difficult terrain.

### ANIMAL FORM: RAT

While you are in your rat form, your size is 1T and you can automatically climb at full speed while moving. You can use the Hide maneuver as a free maneuver, you can use your allies as cover when you hide, and you can stay hidden while you move through squares occupied by any creature. Additionally, you gain an edge on tests made to climb other creatures. You can't use any abilities while in this form except for Aspect of the Wild.

### HYBRID FORM: RAT

While you are in your hybrid form, your size is your choice of 1S or 1M. At 4th level, you can automatically climb at full speed while moving.

### PRIMORDIAL STORM: RAT FLOOD

Your primordial damage type is corruption.

### KIT BONUSES

- ♦ **Stamina Bonus:** +3 per echelon
- ♦ **Speed Bonus:** +3
- ♦ **Melee Damage Bonus:** +2/+2/+2
- ♦ **Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Driving Pounce

*Your enemies try in vain to fall back from your pouncing attack.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

#### Power Roll + Agility:

- |       |                     |
|-------|---------------------|
| ≤11   | 4 +  damage         |
| 12-16 | 7 +  damage; push 1 |
| 17+   | 9 +  damage; push 2 |

**Effect:** You can shift up to the same number of squares that you pushed the target.

### GROWING FEROCITY

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

#### Raden Growing Ferocity

Aspect	Feature
2	Whenever you use the Disengage move action, the distance you can shift gains a bonus equal to your Agility score.
4	The first time you shift on a turn, you gain 1 surge.
6	You gain an edge on Agility tests, the Escape Grab maneuver, and the Knockback maneuver.
8 (4th level)	The first time you shift on a turn, you gain 2 surges instead of 1.
10 (7th level)	You have a double edge on Agility tests, the Escape Grab maneuver, and the Knockback maneuver.
12 (10th level)	Whenever you use a heroic ability, you gain 10 temporary Stamina. Additionally, the potency of any effects targeting you is reduced by 2 for you.

## Vuken

With this stormwright kit, you channel your primordial ferocity into the form of a wolf, becoming a fleet-footed hunter. Vuken are tied to forests and open steppes, and this aspect is associated with the thunderstorm.

### ASPECT BENEFITS

Whenever you use the Knockback maneuver, you can then use the Aid Attack maneuver as a free triggered action.

### ANIMAL FORM: WOLF

While you are in your wolf form, your size is 1L, you have a +2 bonus to speed, and you ignore difficult terrain.

### HYBRID FORM: WOLF

While you are in your hybrid form, your size is 1L, you have a +2 bonus to speed, and you ignore difficult terrain. At 4th level, the first time you take hybrid form in an encounter, you gain 10 temporary Stamina.

### PRIMORDIAL STORM: LIGHTNING STORM

Your primordial damage type is lightning.

### KIT BONUSES

- ♦ **Stamina Bonus:** +9 per echelon
- ♦ **Speed Bonus:** +2
- ♦ **Melee Damage Bonus:** +2/+2/+2
- ♦ **Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Unbalancing Attack

*A wild assault forces your foe onto their back.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

#### Power Roll + Might:

- |       |                       |
|-------|-----------------------|
| ≤11   | 4 +  damage;  , prone |
| 12-16 | 7 +  damage;  , prone |
| 17+   | 9 +  damage;  , prone |

### GROWING FEROCITY

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

#### Vulken Growing Ferocity

Aspect	Feature
2	Whenever you use the Knockback maneuver, you can target one additional creature.
4	The first time on a turn that you push a creature or knock a creature prone, you gain 1 surge.
6	You gain an edge on Agility tests and the Knockback maneuver.
8 (4th level)	The first time on a turn that you push a creature or knock a creature prone, 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.