

Hero

Anak

Character Name

Fury

Class

Hakaan

Ancestry

Primordial Aspect: Berserker

Subclass

Laborer

Career

LEVEL

1

00

XPVictories

MIGHT2

AGILITY2

REASON0

INTUITION0

PRESENCE1

Size1L

Speed5

Stability2

Disengage1

STAMINA

30

300

MaxTemp

RECOVERIES

10

1010

MaxStamina

SURGES

0

1 Surge = Damage 2

2 Surges = Potency + 1

HEROIC RESOURCE

0

Fight start = Victories

Per-turn = 1d3

FEATURES

All Is A Feather

You are exceptionally strong and have an edge made on tests that use the Lift skill.

Forceful

When you force move a creature or object, you can increase the distance moved by 1.

Mighty Leaps

You always succeed on Might tests made to jump. You can still roll to see if you get a reward result.

Primordial Strength

Whenever you damage an object with a weapon strike, it takes additional damage equal to your Might score. Additionally, whenever you push another creature into an object, they take additional damage equal to your Might score.

As your rage grows, your primordial strength intensifies. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

• Rage 2:

Add your Might to the distance you achieve on the Knockback maneuver.

• Rage 4:

Gain one surge the first time on a turn that you push a creature.

• Rage 6:

Gain an edge on Might tests and the Knockback maneuver.

Stand Tough

Your body is made to withstand the blows of your enemies. Your Might score counts as 1 higher for resisting potencies.

Teamwork

When you take your first turn during a montage test, you can both make a test and assist another hero’s test.

INVENTORY

RESOURCE GAINS

Your resource is rage.

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

CONDITIONS

	End of Turn	Save Ends
Bleeding	<input type="checkbox"/>	<input type="checkbox"/>
Dazed	<input type="checkbox"/>	<input type="checkbox"/>
Frightened	<input type="checkbox"/>	<input type="checkbox"/>
Grabbed	<input type="checkbox"/>	<input type="checkbox"/>
Prone	<input type="checkbox"/>	<input type="checkbox"/>
Restrained	<input type="checkbox"/>	<input type="checkbox"/>
Slowed	<input type="checkbox"/>	<input type="checkbox"/>
Taunted	<input type="checkbox"/>	<input type="checkbox"/>
Weakened	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

WEAKNESSES

IMMUNITIES

EQUIPMENT

Heavy Armor

Armor

Heavy Weapon

Weapon/Implement

• Mountain Kit

REGULAR ACTIONS

• Charge

• Defend

• Free Strike

• Trade for Maneuver

• Trade for Move

Brutal Slam

Pain For Pain

Back! (3)

MANEUVERS

• Aid Attack

• Catch Breath

• Escape Grab

• Grab

• Knockback

• Make or Assist Test

• Search for Hidden Creature

• Stand Up

• Use Consumable

Make Peace With Your God! (5)

TRIGGERED ACTIONS

• Lines of Force

MOVE ACTIONS

• Advance

• Disengage

• Ride Mount

Identity

Rural
Environment

Communal
Organization

Labor
Upbringing

ASSETS

10

WealthRenown

PROJECTS			
Name	Assigned	Progress	Roll

COMPLICATION

Wrongly Imprisoned

BENEFIT

DRAWBACK

Your health suffered in prison. While you are winded, you develop a hacking cough, which makes it impossible for you to hide or sneak.

CAREER

Laborer

INCITING INCIDENT

Slow and Steady

You labored silently as an uncaring boss drove those around you into the ground, pushing you to work harder to lessen the burden on your companions. But when the boss pushed too far and killed a friend of yours, you led an uprising against them. That was the start of your adventuring life.

ANCESTRY

In spite of their friendly, outgoing nature, the rare presence of a hakaan in human society is considered a harbinger - an omen of dark times. Descended from a tribe of giants in upper Vanigar, the original Haka’an tribe made a bargain with Holkatja the Vanigar trickster god. They traded some of their gigantic size and strength for the ability to see the future.

TITLES

SKILLS

- Blacksmithing
- Climb
- Endurance
- Escape Artist
- Forgery
- Gymnastics
- Intimidate
- Lift
- Monsters
- Nature
- Pick Lock
- Swim

OTHER NOTES

APPEARANCE

CULTURE & UPBRINGING

Rural

A rural culture is one located in a town, village, or smaller settled enclave. People dwelling in such places often cultivate the land, trade goods or services with travelers passing through, harvest fish from the sea, or mine metals and gems from the earth.

Communal

A communal culture has no formal book of laws or rules for governing. Instead, the community works together to pick leaders and make important decisions. Often in these cultures, each person has a relatively equal say in how the culture operates, and everyone contributes to help the culture survive and thrive. People share the burdens of governing, physical labor, childcare, and other duties. A collective of farmers who work together to cultivate and protect their land without a noble, a city of pirates where each person can do as they wish, and a traveling theatrical troupe whose members vote on every artistic and administrative decision are all communal cultures.

Labor

People who labor for a living survive through cultivation, typically raising crops or livestock on a farm; by harvesting natural resources, whether by hunting, trapping, logging, or mining; or through manual labor tied to settlement and trade, such as construction, carting, loading cargo, and so forth. People with a labor upbringing know the value of hard work.

LANGUAGES

- Caelian
- High Kuric
- Vhoric

Abilities 1

Free Strike (melee)

A

Name

Charge, Melee, Strike, Weapon

Action

Keywords

Type

Melee 1

1 creature or object

Distance

Target

Power Roll: 2d10 + 2

• 11 or less

4 damage

• 12 - 16

7 damage

• 17 +

13 damage

Free Strike (ranged)

A

Name

Ranged, Strike, Weapon

Action

Keywords

Type

Ranged 5

1 creature or object

Distance

Target

Power Roll: 2d10 + 2

• 11 or less

4 damage

• 12 - 16

6 damage

• 17 +

8 damage

Brutal Slam

S

Name

Melee, Strike, Weapon

Action

Keywords

Type

Melee 1

1 creature or object

Distance

Target

Power Roll: 2d10 + 2

• 11 or less

5 damage; push 1

• 12 - 16

8 damage; push 2

• 17 +

15 damage; push 4

Pain For Pain

S

Name

Melee, Strike, Weapon

Action

Keywords

Type

Melee 1

1 creature

Distance

Target

Power Roll: 2d10 + 2

• 11 or less

5 damage

• 12 - 16

7 damage

• 17 +

15 damage

Effect:

If the target dealt damage to you since the end of your last turn, this strike deals additional damage equal to your Might or Agility score (your choice).

Lines of Force

T

Name

Magic, Melee

Triggered Action

Keywords

Type

Melee 1

Self or 1 creature

Distance

Target

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, and you can turn that forced movement into a push instead. You become the source of the forced movement and decide where the new target's destination. Additionally, the forced movement distance gains a bonus equal to your Might score.

Spend 1:

The forced movement distance instead gains a bonus equal to twice your Might score.

Back!

3

Name

Area, Melee, Weapon

Action

Keywords

Type

Burst 1

Each enemy in the area

Distance

Target

Power Roll: 2d10 + 2

• 11 or less

5 damage

• 12 - 16

8 damage; push 1

• 17 +

15 damage; push 3

Make Peace With Your God!

5

Name

Maneuver

Keywords

Type

Self

Self

Distance

Target

The next ability roll you make this turn automatically achieves a tier 3 result. You gain one surge.

Name

Keywords

Type

Distance

Target

Abilities 2

Name		
Keywords	Type	
Distance	Target	

Name		
Keywords	Type	
Distance	Target	

Name		
Keywords	Type	
Distance	Target	

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Keywords	Type	
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Keywords	Type	
Distance	Target	