

HAGAR



BERSERKIR

A Berserkir is a warrior who is blessed with the anger of the gods. In this rage, he loses all control and becomes a killing machine, striking down foes with the strength of twice four men. They have no need for armour, since neither iron nor fire can touch their skin while in this feverish rage. People have tried calming the fires within a Berserkir consumed with Modr by pushing them into vats of ice-cold water, but the water was turned to steam by the fiery anger of the Berserkir's breast. Throwing naked women in the path of a Berserkir has also failed to calm the heavenly rage.

In some cases, a Berserkir has been known to transform himself into a mighty bear. After the rage wears off, the warrior is in a weakened state for a time. It is said that a king sent five Berserkirs to conquer a neighbouring kingdom and they accomplished their task, slaying all of the opponent's armies.

This rage is spiritual in nature, since it is a lesser form of what the god Thor possesses.

JUGGERNAUT



Berserkirs that personify the oncoming storm are known as Juggernauts. They are a purely destructive force that believe the best defence is a strong offence. Most will utterly decimate an opponent before they can mount an effective attack. Those that survive the initial onslaught find themselves on their heels, facing an aggressor that will eventually spell their doom.

DREADNOUGHT

Berserkirs that are blessed with rage cannot be touched by fire or steel. Dreadnoughts strive to become the most indestructible forces of nature. Their resolve is unwavering and their body is immovable. Most foes retreat knowing that killing a Dreadnought is an almost insurmountable challenge.

URSEN

Berserkirs that embrace their bear form choose to follow the path of the Ursen. They use their form to gain every advantage over their opposition- size, speed, power and ferocity. Ursen use their tremendous reach to great advantage, swatting opponents about the battlefield.

	JUGGERNAUT 	DREADNOUGHT 	URSEN 
ACTIVE	Defying Leap [Amplify Amplify Amplify] You may leap a number of hexes equal to your Physical Trait times your Rage intensity. The destination must be an unoccupied hex. {Manoeuvre}	Armoured Reflex [Amplify Amplify Amplify] Against the current attack, gain +2 Physical PF and reduce any knockback by 4. {Interrupt}	Unleash the Beast [Amplify Amplify Maintain] Gain a size +1 and heals you receive are boosted by +2. {Manoeuvre}
PASSIVE	Iron Fist Consume Rage to grant your next attack a DF +1 bonus and Degeneration +1.	Iron Hide If you are Bloodied, Consume Rage to gain either +3PF P or +2PF M or +2PF S the next time you are attacked.	Iron Beast Consume Rage to grant your next Attack action a free Multi meta and +1 Reach.
SKILL	Athletics	Endurance	Brawling

Essence
Your memories
lifeforce & wisdom



Destiny
The effect you can
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Level: 8
Size: 4



Move



PF



DF

ACTIVE POWERS



Raging Charge

Metas: [Amplify Amplify Amplify]

Type: {Manoeuvre}

Combat Effect: Perform a Move action and apply +1 intensity to the Rage condition.

Out-of-Combat Effect: You are a natural wrestler. On a failed Brawl skill check, perform an Ultimate Sacrifice +1 to try again.



Lunging Attack

Metas: [Amplify Multi Weapon]

Type: {Stance}

Combat Effect: Perform a Weak Move action and an Attack action (in any order).

Out-of-Combat Effect: You are especially good at pouncing, allowing you to surprise and ambush your prey.



Reckless Power Attack

Metas: [Amplify Multi Weapon]

Type: {Stance}

Combat Effect: Pay a Minor Sacrifice +1 to perform an Attack action with +3 damage

Out-of-Combat Effect: You can push yourself past your limits



Stand of Presence

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Combat Effect: While the stance is in effect you gain a Reach +1 on your Attack actions. When your Rage intensity decreases, you may perform a Move action. After the Move action, the stance ends (return the rune to Essence).

Out-of-Combat Effect: After tense negotiations that eventually result in success, you have a knack for drawing out extra concessions.

META TAGS

AMPLIFY: Double the power effect

MULTI: +1 Reach and strike up to 2 more targets within reach

WEAPON: Unleash your weapon's "meta" effect

PASSIVE POWERS

Constitution: During the Upkeep phase, Heal +1 per intensity of all conditions that affect you.

Drive Back: Each attack pushed your opponent back 1 hex (5') [Counter P]. You may perform a Minor Sacrifice +1 to move into the hex vacated by the opponent.

Bastion: When you are facing 2 or more adjacent foes, gain +2 Protection Factor

Raging Bear: Upon reaching Rage intensity 4 you may shapechange into a giant golden bear (gain, Size +4, Reach +2, Protection Factor +4 and quadruped movement)



SKILLS

Brawling: You are a skilled brawler, using your whole body as a weapon.

Intimidate: Use your menacing presence to cow others into compliance.

Endurance: You can push yourself well past normal limits before succumbing to exhaustion.

Short Fuse: After failing a skill check, you may perform this skill check to try and succeed at the task again. The skill that was failed has the difficulty lowered by 1 for this skill. Performing this skill check requires an Ultimate Sacrifice +1. However a failure on this skill immediately imbues you with violent intent and you gain 4 ranks in the Rage condition.

2 War Axes

Damage Factor: 2

Reach: 2

Meta: Hamstring

(Apply the Impeded condition)

Leather Armour

Protection Factor: 1

Meta: Absorb

(Negate 2 harmful conditions)

GAMLI

BLACKSMITH

The Blacksmith has talents that many envy. He can create items not only out of metals and stones but also out of wood. He is a master warrior thanks to his knowledge of weapon creation. Blacksmiths are one of the clan's most valued subjects due to religious taboos around looting corpses. Many blacksmiths worship Dvergar, since their crafting skills are the envy of all.

Some master blacksmiths have created artefacts that clans and kingdoms have gone to war over. They are not bound by their forges: once they surpass apprentice levels, they gain the ability to summon a forge beast to their side, allowing them to craft while travelling.

Creating items, ranging from the mundane to the magical, follows a simple set of rules. The process uses the skill system, and may be attempted by those with no ranks in the required skills. The two principal skills are: Craft and Infuse. Craft allows one to create mundane items of great quality, and infuse allows one to add magical properties to an already crafted item.

EXEMPLAR

The Exemplar Blacksmith enjoys time in the forge, but enjoys testing and showing off their creations even more. The exemplar judges his creations on the battlefield against items created by other smiths. He pushes himself to ever higher standards and ideals.

ARTIFIKER

The Creator Blacksmith enjoys nothing more than spending as much time and effort in the forge. The focus of an artificer's efforts are to create the most awe inspiring items, far surpassing anything shop owners may be peddling.

ALCHEMIST

The Alchemist Blacksmith is one who explores the esoteric pleasures of imbuing items with magical properties. These items are sought after as they expand and greatly increase the power of the wielder.

	EXEMPLAR	ARTIFIKER	ALCHEMIST
ACTIVE	Weapon Stance [Amplify Amplify Amplify] While in this stance, weapon and shield DF and Parry values are increased by +1 if they are already greater than 1. {Stance}	Soul Bound Strike [Amplify Multi Proficiency] Perform an Attack action with a weapon that you have crafted and gain a damage bonus equal to the number of personally crafted items you have equipped [+4]. {Manoeuvre}	Infused Strike [Amplify Amplify Proficiency] Perform a Weak Attack action and trigger an Active power of one equipped item; Minor Sacrifice +1. {Manoeuvre}
PASSIVE	Builder's Glory If you strike someone who wears/wields damaged equipment, you deal +2 damage per broken piece of equipment.	Crafter's Promise Your equipped items are harder to destroy. They gain a +4 QR when being compared for the intent of destruction.	Invoker's Charity When invoking a magic item's power, you may perform a Major Sacrifice +1 to trigger one Meta tags.
SKILL	Repair Equipment	Craft	Infuse



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Move



PF



Parry



DF

ACTIVE POWERS



Defensive Stance

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Combat Effect: Protection Factor +1

Out-of-Combat Effect: Your defensive reflexes allow you to roll with any damage, reducing damage (falling, avalanche, etc).



Disarming Parry

Metas: [Amplify Amplify Amplify]

Type: {Interrupt}

Combat Effect: Perform a defend action and disarm the attacker's weapon [Counter P].

Out-of-Combat Effect: You have the uncanny ability to catch and deflect fast moving objects.



Regenerating Block

Metas: [Amplify Amplify Amplify]

Type: {Interrupt}

Combat Effect: Perform a defend action and Heal +1 and Recover +2

Out-of-Combat Effect: When you avoid a perilous situation, you attract good fortune.



Specialized Sundering Blow

Metas: [Amplify Amplify Proficiency]

Type: {Manoeuvre}

Combat Effect: Perform a weak attack action with a +1 Damage Factor and damage an opponent's equipped item [Counter P].

Out-of-Combat Effect: You have a talent for spotting structural weaknesses in crafted items.

META TAGS

AMPLIFY: Double the power effect

MULTI: +1 Reach and strike up to 2 more targets within reach

PROFICIENCY: Unleash your weapon's "meta" effect and you may perform a Minor Sacrifice +1 to add +1 to all weapon attributes

PASSIVE POWERS

Protector: You may perform defend actions for adjacent allies.

Drive Back: Each attack pushed your opponent back 1 hex (5') [Counter P]. You may perform a Minor Sacrifice +1 to move into the hex vacated by the opponent.

Tactician: During Upkeep, you may shift +/-1 position in Initiative.

Stand of Victory: When entering or exiting a stance, you may perform a Minor Sacrifice +1 to make a Weak Attack action. This can only trigger during the Action phase.

SKILLS

Appraisal: You know the relative quality and worth of any crafted item you observe.

Infuse: You may infuse active and passive powers into items. Use the Void rune to trigger infused Active powers.

Craft: You may craft items ranging from weapons and armour to jewelry and transportation.

Repair Equipment: You may remove the "damaged" condition from crafted items.

Crafted Warhammer

Damage Factor: 2

Reach: 2

Meta: Knockdown

(Apply the Vulnerable condition)

Crafted Spiked Shield

Damage Factor: 2

Parry: 4

Meta: Deflect

(Multiply total Parry and Protection Factor by 3)

Crafted Scale Mail Armour

Protection Factor: 2

Meta: Absorb

(Negate 2 harmful conditions)

Mystic Arm Ring

Infused Powers:

- Regenerating Block
- Specialized Sundering Blow
- Stand of Victory

METHALHUS



DRUID

Druids follow the way of the woods. Wood is sacred and has a spirit: knowing how to interact with it is a hidden art that goes by the name of Verwandlung and is the sacred property of the druid. Verwandlung involves a hierarchy of different wood that must be fashioned into wands and staves. Wielding the wand or staff made from that wood gives the druid powers associated with that grade of wood. Powers involve and encompass interactions with vegetation as well as with wild animals.

The mightiest of druids become one with the land and have the awe-inspiring power of terra-forming: a druid can change desolate tundra into a verdant mountain range as easily as one dresses in the morning. Druids shun civilization and prefer to dwell in pure nature.

WARDEN OF THE WOODS

The Warden of the Woods specializes in verdant magic that is both restorative and benevolent. The Druid strives to understand the land and the spirits that dwell within. He understands that he is the drop that wishes to reunite with the sea.

CHILD OF THE STARS

Some Druids have the gift of foresight granted to them by their attunement to the heavens. The Child of the Stars gains insight from the constellations and can easily share his knowledge with his allies. He is also an expert brewer of potions and ointments.

ANIMIST

This particular Druid has specialized in the ability to assume animal form. This bestial form is a kindred spirit for the Animist. The special affinity allows them to exemplify the very best from that species.

	WARDEN OF THE WOODS	CHILD OF THE STARS	ANIMIST
ACTIVE	One with the Land [Amplify Amplify Amplify] Major Sacrifice +1 to gain PF +2 vs. Physical and PF +1 vs. Mental and PF +1 vs. Spiritual. During Upkeep phase Heal +2. Awareness extends 360 degrees. {Verwandlung Spell Stance}	Beckon Vanagard [Amplify Amplify Maintain] Perform a Major Sacrifice +1 to create an Alka of 2 hexes that grants an immediate Wyrd +1. {Alka}	Wild Shape [Maintain Maintain Maintain] {Shapechange} Turn into a giant wild animal
PASSIVE	Nature's Child Healing you grant or receive gains a +1 bonus	Bestow Illumination During the Upkeep phase, you and adjacent allies Heal +3	Giant Size Size +1
SKILL	Sacred Wood Binding	Brewing	Animal Shapeshift



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Move



PF



Parry



DF



Pierce



Focus

ACTIVE POWERS



Forest's Gaze

Metas: [Amplify Area Maintain]

Type: {Verwandlung Spell}

Combat Effect: Heal 4, and then heal another 4 points when the recipient of this spell performs a move action this turn.

Out-of-Combat Effect: You can magically heal the wounds of others.



Geyser of Living Water

Metas: [Amplify Amplify Maintain]

Type: {Verwandlung Alka Spell}

Combat Effect: Create an Alka of 4 hexes that Heals +6 and Recovers +4.

Out-of-Combat Effect: You may create water at will (1 ounce per minute)



Field of Quagmires

Metas: [Amplify Amplify Maintain]

Type: {Verwandlung Alka Spell}

Combat Effect: Create an Alka of 4 hexes that imparts +1 intensity to the Impeded condition and +1 intensity to the Blind condition.

Out-of-Combat Effect: You can reshape earth and stone creating tunnels (10' sphere per minute).



Field of Thorny Vines

Metas: [Amplify Amplify Maintain]

Type: {Verwandlung Alka Spell}

Combat Effect: Create an Alka of 4 hexes that deals +4 Physical damage with 4 Pierce and also deals +1 Mental damage.

Out-of-Combat Effect: When you face imminent danger you gain +1 rank to Perception skill checks.

META TAGS

AMPLIFY: Double the effect.

AREA: Everyone within 2 hexes (10') are affected.

MAINTAIN: Power may last past the end of the combat round.

PASSIVE POWERS

Fae-Kin: Focus +2 while not wearing armour.

Nature's Child: Healing you grant or receive gains a +1 bonus.

Unencumbered Dodger: Protection Factor +2 and Parry +2 while not wearing armour.

Stout: During the Upkeep phase you may reduce the intensity of a detrimental condition by 1.

SKILLS

Omens / Portents: When the higher powers send signs, you know how to interpret them.

Survival, Wilderness: You know how to survive in the harsh unforgiving wilds (forage for food and shelter).

Brew: You have the knowledge of how to brew potions and ointments.

Sacred Wood Binding: Your specially prepared sacred staff grants you perfect night vision. The vision distance is 25' per rank in this skill.

Sacred Staff Spear

Damage Factor: 2

Pierce: 2

Reach: 3

Meta: Knockdown

(Apply the Vulnerable condition)

4 Recovery Salves

Reduce a condition intensity by 1 per Brew rank.

6 Healing Potions

Heal +6 per Brew rank.

Verwandlung Magic

Nature magic that benefits from conduits to other realms.

For every 2 adjacent Alkas, you gain Focus +1

INGRID



FARDRENGIR

The Fardrengir is a travelling soul and a seasoned hunter. She will not stay in a town too long. Her need for adventure, exploration and nature will keep her on the move. The Fardrengir is a master of the wilderness. Many travellers seek the Fardrengir's guidance in their trek. She can safely navigate even the most difficult terrain. She works towards harmony with all beasts of nature, but that does not diminish the hunter inside her heart.

Fardrengir usually travel with animal companions that are possessed by the realm spirits of Yggdrasil. The companions have consciousness far more evolved than a regular animal. They serve as mounts allowing the Fardrengir to cover vast distances in very little time.

FARVALDR




The Farvaldr is consumed with wanderlust. They cannot stay in one place for long and through their travels, they have become masters of the wild. Their survival instincts are second to none. Farvaldr are trap specialists, having the ability to rig a lethal trap from almost anything found in the wild. The most successful bounty hunters are the Falvaldr, also known as Striders. Their competition affectionately call them "spiders" rather than "Striders".

DYRVALDR

An animal lover at heart, the beast master attracts special mounts with whom they forge an unbreakable bond. They train with these loyal thanes in order to hone their mesmerizing and synchronized manoeuvres. What they achieve together is much more astonishing than what they muster on their own. Depending on the Dyrvaldr's goals, they will choose the right mount that will complement the skills and powers they require.

GEIRVALDR

The Geirvaldr is the spear master. A hunter who specializes in bows and thrown weapons. The celerity and dexterity of their arms shocks and astonishes onlookers. Besides their uncanny accuracy, the Geirvaldr has the ability to draw and launch an astonishing number of projectiles- be it with bow or javelin.

	FARVALDR 	DYRVALDR 	GEIRVALDR 
ACTIVE	Trapper's Stance [Amplify Amplify Amplify] When you set a snare, your snare level is increased by 2. {Stance}	Rider's Synergy [Amplify Amplify Amplify] Instead of taking your own move or attack actions, you or your mount may assign it to the other. You both Heal +1 per action assigned. {Stance}	Projectile Ricochet Technique [Amplify Amplify Amplify] When you apply the Piercer meta tag to an Active power, you may ricochet your shot to a new trajectory (1 new path per Amplify meta). {Stance}
PASSIVE	Trap Master Add +1 level to your traps per rank in the Hunting/Trapping skill.	Summon Mount  	Archer's Third Eye On a ranged Attack action, you may Consume 1 Focus in order to add 2 points of Mental damage to that Attack action.
SKILL	Hunting / Trapping	Riding	Survival, Wilderness



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Level: 8
Size: 4



Move

DF

Pierce

Focus

ACTIVE POWERS



Trap Incapacitation

Metas: [Area Area Area]

Type: {Snare}

Combat Effect: Set a snare that imposes +1 intensity to the Blind condition [counter: P]. The intensity is boosted by +1 per 5 snare levels.

Out-of-Combat Effect: Your traps are very well hidden making them especially deadly.



Hamstring

Metas: [Amplify Multi Piercer]

Type: {Manoeuvre}

Combat Effect: Perform a weak attack action with a +1 damage bonus and inflict Impeded with +1 intensity [Counter P].

Out-of-Combat Effect: You move quickly through water and deep snow.



Trap-Spikes

Metas: [Area Area Area]

Type: {Snare}

Combat Effect: Set a snare that deals Physical damage equal to half the snare level. It also has a pierce equal to the snare level.

Out-of-Combat Effect: Your snares can be miniaturized without the need to sacrifice functionality (palm sized).



Regenerating Attack

Metas: [Amplify Multi Piercer]

Type: {Manoeuvre}

Combat Effect: Perform an Attack action and Heal +1 and Recover +2 to self or adjacent.

Out-of-Combat Effect: The suffering of others fuels your inspiration and resolve.

META TAGS

AMPLIFY: Double the effect.

AREA: Everyone within 2 hexes (10') are affected.

MULTI: Add +5 hex (25') range and up to 2 more targets.

PIERCER: Hit two targets who are in a straight line.

PASSIVE POWERS

Tactical Advantage: During Upkeep you may perform a free move action.

Quick Draw: You may exchange equipment or draw more ammunition without having to play a rune.

Summon Mount: You attract a silver stag or golden boar companion (skill taken twice- level 6, size 6).



Both runes are bound to the
Active Power: Lunging Attack

SKILLS

Riding: This skill allows you to perform complex manoeuvres while riding.

Animal Empathy: You have an affinity with wild animals, knowing how to calm in the inner beast.

Tracking: Few can hide their tracks from your expert tracking skills.

Hunting / Trapping: Your skills allow you to find game trails and your traps can catch both large and small prey.

Hunter's Bow

Damage Factor: 2

Pierce: 2

Range: 10

Meta: Gore

(Apply the Degeneration condition)

Eldritch Ring

Focus +1

Snare (Traps) A snare has a level equal to your level plus the instances of the Hunting/Trapping skill rank. You are immune to your own traps and cannot trigger them. Anyone else within the effect radius sets off the trap.

NOTT

SCAADUGENGAN

Sceadugengan are known as the “dark walkers”. They begin their lives as rogues, living a life of theft, fraud and murder. Life's ambition drives the rogue to obtain the most for the least amount of effort. Their motto is “when all else fails, steal and backstab”. But while in pursuit of increasingly better concealment, pilfering and assassination techniques, they eventually fall upon the dark lore of the Svart Alfar. This pursuit takes them down a dark road where their psyche and spirit erode and are replaced with greed, envy and lust. Their growing powers are fed by the shadows and darkness, encouraging a penumbral existence. This lore and techniques transform the rogue into a Sceadugengan. The darkness becomes their play-thing. The general population of Midgard is easy prey for seasoned dark walker. Many seek out the Sceadugengan for their clandestine talents and offer lucrative contracts. The Sceadugengan's powers stem from the dance of light and dark. Despite an adoration for the Svart, the powers of shadow also require the Lios. Some of their powers will take on a life of their own, transforming their very nature to capitalize on the surrounding light and darkness.

THIEF

The Sceadugengan that is driven by greed seeks the path of the thief. Wealth is a motivator, but the thrill of the score is what truly excites her. It is said that in Svartalfheim you can have your sword plucked right out of your hand without even knowing it. The Thief studies the techniques that allow her to secretly pilfer personal effects, even in the heat of combat. No one's possessions are safe when a Sceadugengan Thief is around.

ASSASSIN

Most Sceadugengans' actions are beholden to their shady moral compass. However the darkest of those belong to the assassins. They are the ones who have embraced their talent and bliss when choking out the flame of life. The combat style that they bring back from the shadow involves the least amount of strikes in order to murder their quarry. Those who are the best in this discipline also melt away after the deed is done, so as to avoid any blame.

SCOUNDREL

While the other Sceadugengan pride themselves at stealth, the scoundrel prefers to hide in plain sight. Their mightiest power is their disarming charisma. Replacing the need for nimble fingers and instead relying on flattery, charm and pure presence, the Scoundrel can spin almost any situation into a favourable one. The Svart lore they covet has trained the scoundrels in the art of using others to do their dirty work.

	THIEF	ASSASSIN	SCOUNDREL
ACTIVE	Pilfer [Amplify Amplify Amplify] You perform a Move action and then take 1 item from another combatant [Counter P] (any order) {Manoeuvre}	Death Strike [Amplify Amplify Amplify] You perform an Attack action against a foe who is healthy (no runes in the Wounds piles). The attack receives a bonus +3 DF and +2 Pierce. {Manoeuvre}	Mesmerizing Gaze [Amplify Range Amplify] You Charm another combatant by +1 Intensity [Counter: M]. The satisfaction heals you +2. {Manoeuvre}
PASSIVE	Quick Draw You can exchange equipment and ammunition without playing a rune.	Assassin's Reflexes During Upkeep, you may shift your initiative up (earlier) by 2 positions.	Deflect Aggression After a Defend action, you may perform a Minor Sacrifice +2 to apply 1 intensity Blind condition upon the attacker [Counter: M].
SKILL	Feather Fingers	Sneak	Verbal Manipulation



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Move

Parry

DF

Pierce

ACTIVE POWERS



Shade of Night and Day

Metas: [Amplify Amplify Amplify]

Type: {Shade Manoeuvre}

Light Combat Effect: Perform a Weak Attack action and then switch places with any adjacent combatant [Counter P].

Dark Combat Effect: You Charm another combatant by +1 Intensity [Counter: M]. The effect may target someone up to 10' away (2 hexes).



Shade of the Darting Fox

Metas: [Amplify Amplify Amplify]

Type: {Shade Spell}

Light Combat Effect: Heal +2 and Shroud +1.

Dark Combat Effect: Teleport another combatant who is within 10 hexes to an unoccupied adjacent hex. You must have a line of sight to them [Counter M].



Cleansing Block

Metas: [Amplify Amplify Amplify]

Type: {Interrupt}

Combat Effect: Perform a weak Defend action with a +1 bonus and reduce a condition that afflicts you (or adjacent) by 1 intensity.

Out-of-Combat Effect: Your danger sense allows you to reposition yourself before combat.



Shadow Strike

Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Combat Effect: Perform a Minor Sacrifice +2 to perform an Attack action and apply +1 intensity to the Shroud condition.

Out-of-Combat Effect: You have very quick reactions to sudden events.

META TAGS

AMPLIFY: Double the power effect.

MULTI: +1 Reach and strike up to 2 more targets within reach.

WEAPON: Unleash your weapon's "meta" effect.

RANGE: Adds 10 hexes (50') to range powers.

PASSIVE POWERS

Blend into Shadow: During Upkeep you may increase your Shroud condition by +1 intensity.

Precision: Your attacks gain Pierce +2.

Brutalize: Your first attack action applies +1 intensity of the Degeneration condition [Counter P].

Shadow of Youth:

Light Effect: If you are Bloodied, after you end a (non-weak) Move action, perform a Minor Sacrifice +1 to increase your Shroud condition by 1 intensity.

Dark Effect: During Upkeep, Consume Shroud to Recover +2 and Heal +4. You Heal an additional +2 if you are Bloodied.

SKILLS

Verbal Manipulation: You can talk others into doing stuff they would not normally do.

Sneak: You know how to move about undetected.

Feather Fingers: This skill grants you a five-finger discount.

Escape: You can slip out of any restraints that are placed upon you.

2 Cruel Daggers

Damage Factor: 3

Reach: 1

Meta: Gore (Apply the Degeneration condition)

Dark Bracers

Parry: 4

Meta: Deflect (multiply your PF and Parry by x3)

Light/Dark Powers

While Shroud is 1 or 2 you are in the "light". While Shroud is 3 or 4 you are in the "dark".

SOLBLINDI



STALO

The Stalo is the master of controlled combat manoeuvres. It is said that Odin himself taught the first warriors the ways of the Stalo, and throughout the centuries these skills have been passed down through the chosen bloodlines. The Stalo arts are deeply rooted in history, ritual and tradition. Fathers teach sons the art of chaining attacks with such precision, that they culminate in a crescendo of unstoppable violence. Stalos also carry their tradition in the form of an ancestral weapon. This weapon has been forged to accompany a particular battle art-form. In the darkest hour of Ragnarok, many count on the Stalos resolve to come to the rescue of the weakest and most downtrodden.

STRIKER




The Striker Stalo focuses on optimizing the attack chain they are delivering. They work hard to ensure each blow finds its mark and cannot be easily blocked by opponents. Strikers are at their most lethal when lashing out with a flurry of small yet precise series of attacks.

STALWART

The Stalwart Stalo has refined the art of group warfare. They are sought after for shield-walls as their skills are of great benefit to the entire warband. Most allies will fight close to the Stalwart in order to benefit from his expertise and techniques.

KEEPER

The Stalo known as the Keeper invests himself into the ancestral relic of his forefathers. Part warrior, part forge master, he hones the relic's properties to accentuate his fighting style. He understands its past, allowing it to guide his fighting style into something truly synergistic with his weapon.

	STRIKER 	STALWART 	KEEPER 
ACTIVE	Twin Strike [Amplify Multi Weapon] Perform a Weak Attack action. Immediately after, grant an ally within 3 hexes (15') a free Weak Attack action against any one combatant you just targeted. {Manoeuvre}	Cloned Manoeuvre [Range Range Amplify] After an ally performs a manoeuvre, copy and bind it to 1 rune in your In-Hand pile. It is usable until end of turn. Perform a Minor Sacrifice +1 to invert the effect. {Manoeuvre}	Touch of the Hallowed Ancestors [Amplify Range Area] Heal equal to half the QR of the Ancestral Weapon [4]. Perform an Ultimate Sacrifice +1 to teleport your ancestral weapon back into your hand. {Spell}
PASSIVE	Stubborn The cost to counter your powers, is increased. The defender must also perform a Minor Sacrifice +1.	Aura of Peace During Upkeep you may gain a +1 Intensity to the Aura condition. Your Aura heals instead of dealing damage (includes you).	Attuned Weapon Gain a +1 Damage Factor and +1 Parry while wielding the Ancestral Weapon.
SKILL	Perception	Sense Motive	Ancestral Weapon



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Move



PF



Parry



DF



Pierce

ACTIVE POWERS



Destroyer of Crowds
Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Combat Effect: Perform an Attack action with a +1 damage bonus per 2 adjacent foes.

Out-of-Combat Effect: You can move gracefully through thick crowds without slowing down.



Flying Charge
Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Combat Effect: Perform a Move action and a weak Attack action (in any order).

Out-of-Combat Effect: Your superb ability of ambushing foes allows you to trick and trap someone in social environments as well.



Stance of the Cascading Winds
Metas: [Amplify Amplify Amplify]

Type: {Stance}

Combat Effect: Move actions gain a +2 bonus per Flow intensity.

Out-of-Combat Effect: Repeating your skills improves your chances at success.



Lunging Attack
Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Combat Effect: Perform a Weak Move action and an Attack action (in any order).

Out-of-Combat Effect: You are especially good at pouncing, allowing you to surprise and ambush your prey.

META TAGS

AMPLIFY: Double the power effect.

MULTI: +1 Reach and strike up to 2 more targets within reach.

WEAPON: Unleash your weapon's "meta" effect.

RANGE: Adds 10 hexes (50') to range powers.

AREA: Adds a 2 hex (10') radius to the effect.

Flow

When you attack from behind you get +1 Flow. Mark this on the "Rage" condition on your playmat. When Flow reaches 4, draw a rune and reset Flow to 0.

PASSIVE POWERS

Insistence for Subtlety: Gain Flow when your Attack action deals damage to a combatant from behind.

Combat Manoeuvrability: During Upkeep you may perform a free Move action.

Die Hard: During Upkeep you may Heal +1 and Recover +2

Martial Prowess: While equipped with a weapon, your Attack actions gain a +1 damage bonus.

SKILLS

Sense Motive: You can detect the real intentions behind someone's actions and/or words.

Ancestral Weapon: Your family's ancestral weapon has been passed down for generations.

Perception: Your senses are very acute, giving you the ability to perceive hidden items or imminent danger/ambush.

Athletics: Your athleticism allows you to perform physical feats which elude others.

Ancestral Spear

Damage Factor: 3

Pierce: 2

Reach 3

Meta: Gore (apply the Degeneration condition)

Scale Armour

Protection Factor: 2

Meta: Absorb

Negate 2 harmful conditions