

THE BAD-TEMPERED WARRIOR

| RANK | LIFE POINTS | HUMAN POWER | NAT HEAL | WEAPON TYPE | STRESS RESIST | SKILL POINTS | CLASS ABILITIES |
|------|-------------|-------------|----------|--------------|---------------|--------------|--|
| 1 | 34 : 34 | 8 | 2 | Single | 1S/1D | | Utilise Any Armour Utilise Any Weapon Berserk When Hit |
| 2 | 40 : 38 | 9 | 4 | Any 1 Skill* | 1S/2D | 1 | |
| 3 | 46 : 42 | 10 | 6 | Any 1 Skill* | 2S/2D | 2 | |
| 4 | 52 : 46 | 11 | 8 | Any 1 Skill* | 2S/3D | 2 | |
| 5 | 58 : 50 | 12 | 10 | | 3S/4D | 2 | |
| 6 | 64 : 54 | 13 | 12 | | 4S/4D | 2 | |
| 7 | 70 : 58 | 14 | 14 | | 4S/5D | 3 | |
| 8 | 76 : 62 | 15 | 16 | | 6S/7D | 2 | |
| 9 | 82 : 66 | 16 | 18 | | 6S/7D | 3 | |
| 10 | 88 : 70 | 17 | 20 | | 7S/8D | 4 | |
| 11 | 97 : 76 | 19 | 23 | | 8S/8D | 4 | |
| 12 | 106 : 82 | 21 | 26 | | 9S/10D | 5 | |

*CHOICE OF: DOUBLE-HANDED, AMBIDEXTROUS, THROWN

Human Bad-Tempered Warriors Gains 34:6 Life Points

Elven Bad-Tempered Warriors Gains 34:4 Life Points

When facing a Bad-Tempered Warrior, you have to make sure the first blow counts. These Warriors turn their very anger into a weapon, using their own blood and pain to fuel their berserk rages, not stopping until anyone who dared to strike them have fallen beneath their feet.

CLASS ABILITIES.

Utilise Any Weapon and Armour

Warriors are able to utilise any armour type, and any weapon type. The only restriction to this is that a warrior may not use both a spiritual and magical weapon/armour at the same time they must choose either/or. A Bad-Tempered Warrior can never use a shield

A Bad-Tempered Warrior's natural healing is NOT transferable

Berserk When Hit- Whenever a Bad-Tempered Warrior is struck they enter a berserk state on the person who struck them. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the warrior loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. This allows the warrior to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies that have hit the bad tempered warrior have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

Bad- Warrior Ability Tables

| Table One | |
|-------------------------|---------------------|
| Alliance Initiation | Leap |
| Apprentice Armour Smith | Master Bowyer |
| Apprentice Bowyer | Master Weapon Smith |
| Apprentice Weapon Smith | Reflex 1 |
| Bind Runes | Repair |
| Bind Runic Strength 1 | Resist Disarm |
| Body Weaponry | Resist Knockdown |
| Bowyer | Subdue |
| Cut To Bleed | Thrown Mastery 1 |
| Dexterity | Turn Blow |
| Disarm Parry | Weapon Mastery 1 |
| Hone Edge | Weapon Smith |

| Table Two | |
|---------------------------|-----------------------|
| Armour Smith | Hone To Perfection |
| Arrow Cutting | Master Armour Smith |
| Backstab | Reflex 2 |
| Bind Runic Armour 1 | Smash |
| Bind Runic Raunensong 1 | Spiritual Enhancement |
| Bind Runic Reflection 1 | Stamina 1 |
| Bind Runic Speed Self 1 | Strength 1 |
| Bind Runic Strength 2 | Thrown Mastery 2 |
| Body Weaponry 2 | Torture |
| Dodge | Track |
| Enhance Stress Resistance | Weapon Mastery 2 |
| Heroic Leap | |

| Table Three | |
|---------------------------|------------------|
| Bind Runic Armour 2 | Weapon Mastery 3 |
| Bind Runic Raunensong 2 | Poleaxe |
| Bind Runic Speed Self 2 | Reflex 3 |
| Bind Runic Strength 3 | Reflex 4 |
| Crushing Blow | Runic Initiation |
| General Weapons Mastery 1 | Stamina 2 |
| Mighty Blow | Strength 2 |

| Table Four | |
|---------------------------|------------------|
| Full Reflexive Defence | Strength 3 |
| General Weapons Mastery 2 | Sure Handed |
| Master Chivalric Weapons | Sure Footed |
| Stamina 3 | Weapon Mastery 4 |

For Descriptions of these Skills, see Warrior rulebook.

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