

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

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.