

# BARBARIANS OF LEMURIA



NAME \_\_\_\_\_

HERO ORIGIN \_\_\_\_\_

LANGUAGES \_\_\_\_\_

ADVANCE  
○

## ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

### DAMAGE

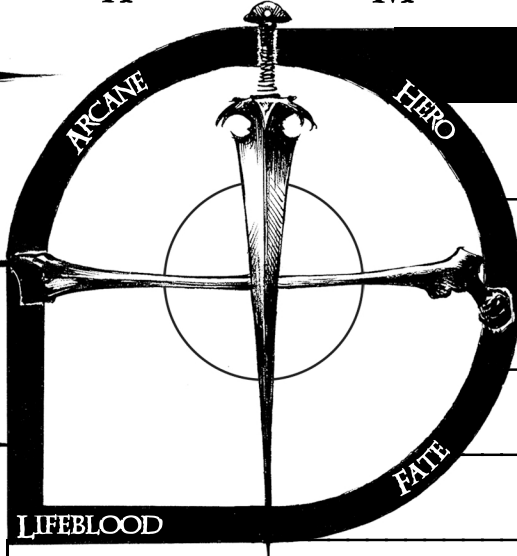
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## CAREERS



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## ARMOUR & EQUIPMENT

COMBAT ABILITIES

INITIATIVE  
(+MIND)

MELEE  
(+AGILITY)

RANGED  
(+AGILITY)

DEFENCE

## BOONS

## FLAWS



## RULES SUMMARY

### HERO POINTS *(cf.BoL p.62-63)*

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6 *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT *(cf.BoL p.67)*

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS *(cf.BoL p.156)*

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.