# BARBARIANS OF LEMURIA

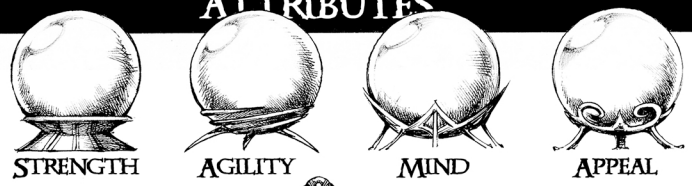
NAME _____

HERO ORIGIN _____

LANGUAGES _____

ADVANCEMENT POINTS

## ATTRIBUTES



STRENGTH AGILITY MIND APPEAL

## WEAPONS

| WEAPONS | DAMAGE |
|---|---|
| | ( ) |
| | ( ) |
| | ( ) |
| | ( ) |

## COMBAT ABILITIES

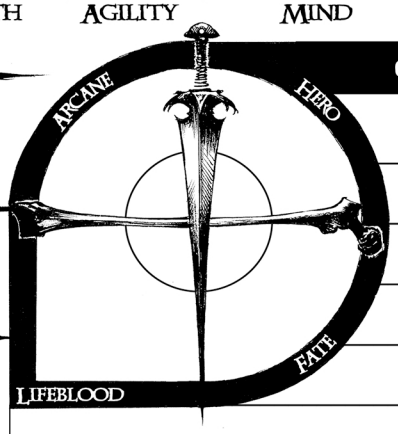
INITIATIVE (+MIND)

MELEE (+AGILITY)

RANGED (+AGILITY)

DEFENCE

## CAREERS




## ARMOUR & EQUIPMENT

## BOONS

## FLAWS

## BACKGROUND & NOTES

# RULES SUMMARY

### HERO POINTS *(cf.BoL p.58-59)*

**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 d6H *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.64-65)*

**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.168)*

**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.