

Ylwa

Personality:

The Fjarning barbarian's people long ago grew used to living in the cold near the Ice Pinnacle and Mist Pinnacle mountains. In those barren and dangerous icy northern wastes, no one has time for sympathy or weakness. The Fjarning would gladly leave someone behind to die if such would ensure the survival of the rest of the group. Most Adventurians think this behavior is harsh and merciless, but it is how the Fjarnings survive the bitter conditions of their homeland. She is just as harsh on her comrades, too (at least at fist, but time always melts her shell and lets her loyalty show through). Even though she is larger and stronger than most Adventurians, and (atypically, for a Fjarning) known as a terrifying fighter, she uses her weapons only when she is sure to win the fight. Fjarnings seldom leave their homes. When they do, it is because they were either expelled or went questing for the secret of steel. They have no prejudices against other cultures, though they remain suspicious of Thorwalers and other seafaring folk—Fjarnings fear the sea most of all, and anyone who travels on its surface is more than worthy of the Fjarning's distrust. She places great value on things that other people take for granted, such as a warm bed, a good tavern meal, and many other simple items and amenities of everyday life.



Advantages:

INCREASED LIFE POINTS V:

The hero is resilient and can take much more punishment than an average Adventurian.

Rules: Raise your LP base stat by 1 point per level of the advantage.

IMPROVED REGENERATION (Life Points) II:

With this advantage, a hero recovers more LP during each Regeneration Phase.

Rules: During regeneration, the hero receives 1 additional LP during regeneration for each level of the advantage.

Disadvantages:

DECREASED SPIRIT:

The hero is more susceptible to spells than other members of the same race.

Rules: Reduce the hero's Spirit base stat by 1.

FRENZY:

In battle, the hero attacks all combatants in sight with little distinction for friend or foe. Frenzy is especially common among Thorwalers; among them live the so called Swafnir's Children, who are kept isolated and marked with red headbands to warn people of their potential for unguided violence.

Rules: The hero receives the state of bloodlust in special circumstances. Frenzy activates when the hero receives a level of Pain from an attack or fails a Willpower check to resist the negative trait Short Temper.

NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity. You can choose up to two Negative Traits per character. You can't take a combination that doesn't make sense (combining Stinginess with Wastefulness, for example). The GM has the final say.

Short Temper: The character is quick to anger and prone to frequent but short outbursts that can sometimes turn violent.

Superstition: The character avoids black cats, unlucky numbers, and other so-called bad omens.

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

SKILL SPECIALIZATION (Intimidation):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

SUPPRESS PAIN:

A hero can internally mitigate pain.

Rules: This special ability grants you a new use for the skill Self-Control (Stay Conscious). When suffering the condition Pain, a successful check using Self-Control (Stay Conscious) allows the hero to ignore one level of Pain per QL. The pain remains suppressed for the duration of the combat (but not more than one hour). The hero must have at least one level of Pain to invoke this special ability. Using Suppress Pain is a free action. When the effect ends, the hero receives one level of the condition Confusion to go along with any remaining levels of Pain.

TERRAIN KNOWLEDGE (Ice and Snow):

Rangers, hunters, and other heroes with experience in the wilderness are expert nature survivalists. They possess extensive knowledge of the indicated terrain type.

Rules: If you have *Terrain Knowledge*, you receive a bonus of 1 for checks using the following skills when in the named environment: *Animal Lore, Orienting, Plant Lore, Survival, Tracking*. *Terrain Knowledge* must be purchased individually for each of the following: Cave, Cultivated Land, Desert, Forest, Ice, Jungle, Mountain, Sea, Steppe, Swamp.

ALERTNESS (Passive):

It's not easy to stay on top of things in the heat of combat. A combatant with this special ability is trained to react quickly to danger..

Rules: Receive a bonus of 2 to checks using Perception (Detect Ambush) to notice enemies prior to an ambush or when checking for surprise.

CHARGE (Special Maneuver):

This special ability lets an attacker make a stronger blow by running towards the enemy.

Rules: Charge can only be used when the attacker has a running distance of at least 4 yards and a MOV of at least 4. This movement is considered part of the action you use to attack. The defender can make a normal defense. If your charge is successful, add a bonus of 2 + (half your MOV stat) to the attack's damage. If the charge fails, the opponent can make an attack of opportunity against the attacker. You cannot combine this special maneuver with the basic maneuver Feint.

FEINT I (Basic Maneuver):

A skillful feint can distract the enemy, hindering defense.

Rules: Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

FORCEFUL BLOW II (Basic Maneuver):

A trained fighter can do more damage through brute strength.

Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, add 2 points of damage per level of the special ability.

IMPROVED DODGE I (passive):

The hero is especially quick and nimble when it comes to dodging during combat.

Rules: Each level in this special ability improves your dodge by 1. To use this special ability, you can wear nothing heavier than normal clothes.

ONSLAUGHT (Special Maneuver):

A warrior so trained can put everything into the attack, sacrificing any chance to defend.

Rules: Improve your attack stat by 2 for the current combat round. You cannot make any defense during that round. Onslaught must be announced at the start of the round. Onslaught cannot be used when *prone*.

SHIELD-SPLITTER (Special Maneuver):

When your enemy hides behind a shield, smash through it.

Rules: Attack your opponent's shield directly. The opponent can try to dodge the attack or parry using the shield, but cannot use the shield's parry bonus for parrying this attack. If the parry or dodge fails, subtract your weapon's damage from the shield's structure points. When the shield's points drop to 0, the shield is destroyed. This special maneuver can be used only against opponents who are using shields. More about structure points appears on page **349**.