



HEAD LOPPER

Ferocious followers of Arenheir, the Wolf Titan, the Head Loppers are a martial order of berserkers, pankrationists, and warriors that reaches across all of Arden Eld. They travel throughout the land seeking powerful foes, and taking trophies to return to their great lodges to

offer in tribute to Arenheir in fierce hope of resurrecting their god.

Head Loppers seek glory and challenge through battle, and will often go for only the absolute strongest warriors and monsters, heedless of their own safety. They fight with wild abandon and unconventional techniques that would make even the dirtiest Knave raise an eyebrow.

Traits:

Furious Berserk: When you're bloodied, you are *sturdy* and deal bonus damage on hit with attacks.

Burning Blood: You can take a wound to make an ability Heroic and double the distance of any flight, dashes, or shoves made as part of that action.

Heart of Arenheir: Start every combat with Defiance. After every combat scene, heal one wound if you used Burning Blood.

Great Leap: When you move onto a lower elevation from a higher one, gain flying until your movement finishes.

ABILITIES

Valkyrie

Light Physical Melee Attack

Attack: *On hit:* deal light damage.

Effect: *On hit:* Foe must physical save or become immobilized.

Effect: You can *fly 1* towards your target before making this attack.

Heroic: *Fly 2* instead and character gets +1 curse on the save.

TALENTS:

- I. *Charge:* Increase flight by +1
- II. Gains true strike if you started this ability from higher elevation

MASTER TALENT: VALHALLA

Attack gains *Slay:* gain flying until the start of your next turn.

Dropkick

1 Action

Effect: *Fly 1.* When you end your movement, you and an adjacent foe must both physical save or take light damage and become *dazed*.

Effect: If you fly from a higher elevation, increase the *daze* to a *stun* (on both of you).

Heroic: *Fly 2* instead and foe is *shoved 1* on a failed save.

TALENTS

- I. Dropkick deals double damage to flying foes
- II. *Charge:* Character saves with 1 curse

MASTER: GIANT KICKER

At 25% hp, you may fly +2 more spaces with Dropkick and Dropkick becomes a line 2 area effect.

Takedown

Heavy Physical Melee attack

Attack: *On hit:* Deal heavy damage. *Miss:* Light damage. *Critical hit:* Critical damage.

Effect: You and your foe must each physical save or become stunned.

Slay: Gain vigor

Heroic: Only stuns your target

TALENTS:

- I. If you're dazed when you take this ability, it gains true strike
- II. If you takedown an already stunned target, boost damage (to critical)

MASTER: NECK SNAPPER

If you're at 25% hp, gain effect: deal light physical damage to your foe after this attack resolves.

Colossus

1 Action

Effect: Smash the battlefield, creating a height 1 space of terrain in an unoccupied space in range 3. This terrain lasts until the end of combat, or until you use this ability again, in which case it crumbles to dust.

Heroic: Characters adjacent to the terrain take fray damage and are shoved 1 away from it when the terrain space appears.

TALENTS:

- I. When the terrain crumbles, create difficult terrain in its space.
- II. If you're bloody, create an additional terrain space. Both crumble if you use this ability again. A character can only be affected by the heroic portion of this ability once.

MASTER TALENT: WOLFHEART

Colossus becomes a 1/turn free action if you're at 25% hp or less.

Great Suplex

2 Actions

Effect: An adjacent foe the same size as you or smaller must make a physical save. On a failed save, you pick them up, causing them to share your space. You may fly up to 3 spaces, carrying your foe with you, and slam them into the ground. You and your foe both take light physical damage. Place your target in any adjacent unoccupied space.

Heroic: Decrease action cost to 1

TALENT

- I. If you're dazed when you take this ability, foe saves with +1 curse
- II. *Charge:* Increase base flight distance by +1

MASTER: TITANHEART

You can target two foes with this ability

Blood rage

2 actions, stance

Stance: When you enter this stance, or when it refreshes, *boost* the damage of your next ability (light>heavy for example). After using that ability, you are inflicted with *dazed*. You keep this stance even after the effect triggers, and you can exit it as a free action at the start of your turn or by taking another stance.

Refresh this stance if you are reduced to 0 hp or if *defiance* triggers.

Heroic: Gain defiance when entering blood rage.

TALENT:

- I. While in blood rage, all attacks gain *slay*: fly 1 as an effect
- II. If you're bloody, your Blood Rage attack also gains true strike

MASTER: STEPPENWOLF

You may reduce yourself to 1 HP when entering Blood Rage. If you do, gain vigor 4.

LIMIT BREAK: GIGANTAS

CRUSHER

2 actions

3 resolve

Effect: You grab an adjacent non-monstrosity character size 2 or less. That character must

physical save. If they haven't acted yet this round, they automatically fail the save.

You both soar into the air. Remove both of you from the battlefield. At the start of that character's turn, you come spinning back to earth, slamming that character into the battlefield in an unoccupied space in range 3 of your original location. You each take piercing physical damage equal to 25% of your respective maximum hp. Then place yourself adjacent to the character.

MASTER TALENT: BLOOD OF THE WOLF SOUL

If you're bloody, increase this damage to 50% max hp.