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паше	<u>Barbaria]</u>

DESCRIPTION



кіп				Lyd
e one unique thing — 3	E ABILITY SCORES 🔆	E HIT P	OINTS & RECOV	VERIES ————————————————
	STRENGTH  DEXTERITY CONSTITUTION WISDOM INTELLIGENCE CHARISMA  PHYSICAL DEFENSE  MODIFIER  MODIF	MAX HP CURRENT HP	DEAD [	RECOVERIES AVERAGE
While raging, you can use raging strike and raging throw instead of basic attacks.  To start raging: Spend ¹/arc use, or Roll 9+ on a d12 + Esc, at the start of your turn, and the first time each battle you are damaged by an enemy attack.  Rage ends on death save fail (you can restart).	PHYSICAL DEFENSE  PHYSICAL DEFENSE  PHYSICAL DEFENSE  PHYSICAL DEFENSE  PHYSICAL DEFENSE  PHYSICAL DEFENSE  TIROW  RAGING STRIKE & THROW  WEAPON  HIT DAMAGE  AVG MISS  WEAPON	ONGOING DAMAG	E M TYI	RECOVERY DICE
BACKGROUNDS 3	INITIATIVE			
BACKGROUND BONUS	ACTION NAME TRIGGER/TARGET/EFFECT PAGE#	conditions & or	THER EFFECTS 🛞	SAVE
	Free Start Rage Start raging immediately (see RAGE & SKULLS for other ways to start raging). HH65  - Grim Determination Your defenses increase when you have Skulls (see RAGE & SKULLS). HH65	E AT-WILL &	USAGE	3
		RECHARGE	PER BATTLE	PER ARC
				Start Rage
SKILL CHECK =   LEVEL + MODIFIER + BACKGROUND				
Legendary Prowess: you can reroll STR and CON skill checks.				
$ \begin{array}{c c} \hline \textbf{E} & \textbf{ICON RELATIONSHIPS} & \hline \textbf{3} \\ \textbf{\#D6} &   +/\pm/^{-}   & \textbf{ICON} & \boxed{\textbf{5}} & \bigcirc & \textbf{USED} & \bigcirc \\ \end{array} $				
	During your turn: one each of <b>standard &gt; move &gt; quick</b> , and any number of <b>free</b> actions. Between your turns: one <b>interrupt</b> action.			
$^*+$ positive, $\pm$ conflicted, or $-$ negative relationship.	changes/refresh at new level 🕸 changes at new level or with incremental advance 🕥 refresh at new arc 🔬 refresh at end of battle			

magic items — 3	* more features, talents, & powers 🏠 — 3					€ USAGE → 3			
	ACTION NAME	MORE TE	TRIGGER/TARGET/EFFECT	PAGE#	AT-WILL & RECHARGE	PER BATTLE	PER ARC		
	Std Assist	. Giye a nearby ally	a +2 on an upcoming attack, save, or check during combat.	, , , HH,298	Assist	Rally			
	Move Disengage	Roll disengage che move without di	cck (11+, +1 per each engaged foe beyond first). On success, rawing opportunity attacks. On fail, stay engaged.	· · · · · HH294	Disengage				
max	Int Intercept		move to engage enemy that is moving past you.		Intercept				
ATTUNED	Std Rally		to heal. If used, quick action normal save (11+) to use again.	· · · · · · · · · · · · · · · · · · ·					
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RIMES					<u>ç</u>	— FEATS 🕸			
					FEATURE	TIER FEATU	RE TIER		
						<u> </u>	(Ā)		
						(A)	(A)		
						A	(A)		
		turn: one each of standard > n	nove > quick, and any number of free actions. Between your turns: one interrupt actio						
iscellaneous features — 3	£	tam. one caon or <b>standard</b> - in	GEAR & NOTES	3			<u> </u>		
non Fighting: With a one-handed weapon in			GOLD						
DECISION WHILE A DEPOSIT WESTERN OF									
	ARMOR		ARMOR AC +SHIELD =BASE AC						
	ARMOR		ARMOR AC +SHIELD =BASE AC				0		
natural 2 on an attack roll hits.	ARMOR MELEE WEAPON		ARMOR AC +SHIELD =BASE AC  RANGED WEAPON				0		
a natural 2 on an attack roll hits.						0	0		
d, a natural 2 on an attack roll hits.					A = adventurer tier (Ivl	1-4); C = champion tier (lv			
nd, a natural 2 on an attack roll hits.						1-4); C = champion tier (lv	- ^ -		
nd, a natural 2 on an attack roll hits.					€ INCRE	MENTAL ADVA	ances 🔆 — 3		
and, a natural 2 on an attack roll hits.						TMENTAL ADVA	- ^ -		
hand, a natural 2 on an attack roll hits.	MELEE WEAPON		RANGED WEAPON  BARBARIAN WEAPON DAMAGE/ATTACK PENA		FITO 3/4/5  ABILITY SCC AT LEVEL 3/	DRES 6/9 ABILITY	GAIR REXT LEVEL TALERT AT LEVEL 4/7		
hand, a natural 2 on an attack roll hits.	MELEE WEAPON	BASE AC ATK	RANGED WEAPON  BARBARIAN WEAPON DAMAGE/ATTACK PENA WEAPON 1HAND 2HANDS THROWN BOW	CROSSBOW	FITO 3/4/5 ABILITY SCO	DRES 6/9 ABILITY	GAIR MEXT LEVEL TALENT AT LEVEL 4/7		
and, a natural 2 on an attack roll hits.	MELEE WEAPON  BARBARIAN E  ARMOR	11 +0	BARBARIAN WEAPON DAMAGE/ATTACK PENA WEAPON 1HAND 2HANDS THROWN BOW		E INCRE  ABILITY SCC AT LEVEL 3/  MULTIPLIER AT LEVEL 4/  A HI MAGICAL	DRES 6/9 ABILITY SS 4	GAIN NEXT  GAIN NEXT  LEVEL TALENT  AT LEVEL 4/7  NCREASE MAX HP  O NEXT LEVEL  GAIN NEXT		
d, a natural 2 on an attack roll hits.	BARBARIAN E ARMOR  TIONE LIGHT	11 +0 12 +0	BARBARIAN WEAPON DAMAGE/ATTACK PENA WEAPON 1 HAND 2 HANDS THROWN BOW SMALL d4/+0 d6/+0 d4/+0 - (DAGGERS, CLUBS, HAND CROSSBOWS) LIGHT/SIMPLE d6/+0 d8/+0 d6/+0 d6/+0	CROSSBOW d4/-5 d6/-5	FINCRE  A +1 TO 3/4/5 ABILITY SCO AT LEVEL 3/  GAIN 2X/4X MULTIPLIER AT LEVEL 4/	DRES 6/9 ABILITY SS 4	GAIN NEXT LEVEL TALENT AT LEVEL 4/7  CREASE MAX HP TO NEXT LEVEL		
d, a natural 2 on an attack roll hits.	BARBARIAN E ARMOR NONE LIGHT HEAVY	11 +0 12 +0 13 -2	BARBARIAN WEAPON DAMAGE/ATTACK PENA WEAPON 1HAND 2 HANDS THROWN BOW SMALL d4/+0 d6/+0 d4/+0 — (DAGGERS, CLUBS, HAND CROSSBOWS)  LIGHT/SIMPLE d6/+0 d8/+0 d6/+0 d6/+0 (WARCLUBS, SPEARS, HANDAXES, JAVELINS, SHORTBOWS, LIGHT CROSS	d4/-5 d6/-5	INCRE  AHITO 3/4/5  ABILITY SC AT LEVEL 3/  GAIN 2X/4X MULTIPLIER AT LEVEL 4/  AT HAGICAL ATTUNEMEN	DRES ORES ABILITY SS T LITEM T	GAIN NEXT LEVEL TALENT ATT LEVEL 4/7  MCREASE MAX HP O NEXT LEVEL  GAIN NEXT LEVEL FEAT		
and, a natural 2 on an attack roll hits.	BARBARIAN E ARMOR  TIONE LIGHT	11 +0 12 +0	BARBARIAN WEAPON DAMAGE/ATTACK PENA WEAPON 1 HAND 2 HANDS THROWN BOW SMALL d4/+0 d6/+0 d4/+0 - (DAGGERS, CLUBS, HAND CROSSBOWS) LIGHT/SIMPLE d6/+0 d8/+0 d6/+0 d6/+0	d4/-5 d6/-5 d8/-5	FINCRE  A +1 TO 5/4/5 ABILITY SCO AT LEVEL 3/ GAIN 2X/4X MULTIPLIER AT LEVEL 4/ A+1 MAGICAL ATTUNEMENT	DRES ORES ABILITY SS T LITEM T	GAIN NEXT  GAIN NEXT  LEVEL TALENT  AT LEVEL 4/7  NCREASE MAX HP  O NEXT LEVEL  GAIN NEXT		
hand, a natural 2 on an attack roll hits.	BARBARIAN E ARMOR NONE LIGHT HEAVY SHIELD	11 +0 12 +0 13 -2 +1 +0	BARBARIAN WEAPON DAMAGE/ATTACK PENA WEAPON 1HAND 2 HANDS THROWN BOW SMALL d4/+0 d6/+0 d4/+0 - (DAGGERS, CLUBS, HAND CROSSBOWS)  LIGHT/SIMPLE d6/+0 d8/+0 d6/+0 (WARCLUBS, SPEARS, HANDAXES,  AVELINS, SHORTBOWS, LIGHT CROSS HEAVY/MARTIAL d8/+0 d10/+0 - d8/+0	d4/-5  d6/-5 sbows)  d8/-5 ssbows)	INCRE  AHITO 3/4/5  ABILITY SC AT LEVEL 3/  GAIN 2X/4X MULTIPLIER AT LEVEL 4/  AT HAGICAL ATTUNEMEN	DRES ORES ABILITY SS T LEVEL SPELL ADVA	GAIN NEXT LEVEL TALENT ATT LEVEL 4/7  MCREASE MAX HP O NEXT LEVEL  GAIN NEXT LEVEL FEAT		