

MAX
ATTUNED

Two-Weapon Fighting: With a one-handed weapon in each hand, a natural 2 on an attack roll hits.

ACTION NAME

TRIGGER/TARGET/EFFECT

PAGE #

Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

AT-WILL &
RECHARGE

PER BATTLE PER ARC [illegible]

FEATURE

TIER

FEATURE

TIER

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A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

△ +1 TO 3/4/5
ABILITY SCORES
AT LEVEL 3/6/9

△ GAIN 2X/4X ABILITY
MULTIPLIERS
AT LEVEL 4/7

△ +1 MAGICAL ITEM
ATTUNEMENT

△ GAIN NEXT LEVEL
POWER OR SPELL

△ +1 TO SKILL &
INITIATIVE CHECKS

△ GAIN NEXT
LEVEL TALENT
AT LEVEL 4/7

△ INCREASE MAX HP
TO NEXT LEVEL

△ GAIN NEXT
LEVEL FEAT

△ +1 TO PHYSICAL DEFENSE

△ +1 TO MENTAL
DEFENSE

- GEAR & NOTES

GOLD

ARMOR	ARMOR AC	+SHIELD	=BASE AC
MELEE WEAPON	RANGED WEAPON		

Barbarian Base Armor			Barbarian Weapon Damage/Attack Penalty					
Armor	Base AC	Atk	Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
Pole	11	+0	Small (daggers, clubs, hand crossbows)	d4/+0	d6/+0	d4/+0	—	d4/–5
Light	12	+0	Light/simple	d6/+0	d8/+0	d6/+0	d6/+0	d6/–5
Heavy	13	–2	(warclubs, spears, handaxes, javelins, shortbows, light crossbows)					
Shield	+1	+0	Heavy/martial	d8/+0	d10/+0	—	d8/+0	d8/–5
			(longswords, battleaxes, greatswords, longbows, heavy crossbows)					

- changes/refresh at new level



- changes at new level or with incremental advance

refresh at new arc

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refresh at end of battle