

NAME

KIN

BARBARIAN

DESCRIPTION

LEVEL



ONE UNIQUE THING

Grid for One Unique Thing

ABILITY SCORES

ARMOR CLASS

Ability Scores: Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma. Each has a Score and Modifier field.

HIT POINTS & RECOVERIES

Hit Points: MAX HP, RECOVERIES, CURRENT HP, TEMP HP, Ongoing Damage, Type, Save.

RAGE & SKULLS

Rage & Skulls section including Raging Token, Raging rules, and Skull progression (+1 to defenses, +2 to defenses, DEAD).

DEFENSES & INITIATIVE

Defenses & Initiative section including Physical Defense, Mental Defense, and Initiative.

RAGING STRIKE & THROW

Raging Strike & Throw section including CRIT and MISS.

BASIC MELEE ATTACK

Basic Melee Attack section including Weapon, Hit Damage, Avg, Miss.

BASIC RANGED ATTACK

Basic Ranged Attack section including Weapon, Hit Damage, Avg, Miss.

BACKGROUNDS

Backgrounds section including Background and Bonus.

FEATURES, TALENTS, & POWERS

Features, Talents, & Powers section including Action Name, Trigger/Target/Effect, and Page #.

SKILL CHECK = $\text{LEVEL} + \text{ABILITY MODIFIER} + \text{BACKGROUND}$

Legendary Prowess: you can reroll STR and CON skill checks.

ICON RELATIONSHIPS

Icon Relationships table with columns: #D6, +/-/*, ICON, 5+, USED.

* + positive, ± conflicted, or - negative relationship.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.



changes/refresh at new level



changes at new level or with incremental advance



refresh at new arc



refresh at end of battle

USAGE

Usage table with columns: AT-WILL & RECHARGE, PER BATTLE, PER ARC.

