

Start Rage

 changes/refresh at new level
  changes at new level or with incremental advance
  refresh at new arc
  refresh at end of battle

MAX
ATTUNED



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]

POTIONS & RUMES



MISCELLANEOUS FEATURES

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

- GEAR & NOTES

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

GOLD

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



FEATURE	TIER	FEATURE	TIER
	☒		☒
	☒		☒
	☐		☐
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	☐		☐
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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 NEXT LEVEL TALENT AT LEVEL 4/7
△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7	△ INCREASE MAX HP TO NEXT LEVEL
△ +1 MAGICAL ITEM ATTUNEMENT	△ GAIN NEXT LEVEL FEAT
△ GAIN NEXT LEVEL POWER OR SPELL	△ +1 TO PHYSICAL DEFENSE
△ +1 TO SKILL & INITIATIVE CHECKS	△ +1 TO MENTAL DEFENSE

Barbarian Base Armor			Barbarian Weapon Damage/Attack Penalty					
Armor	Base AC	Atk	Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
None	11	+0	Small (daggers, clubs, hand crossbows)	d4/+0	d6/+0	d4/+0	—	d4/-5
Light	12	+0	Light/simple (warclubs, spears, handaxes, javelins, shortbows, light crossbows)	d6/+0	d8/+0	d6/+0	d6/+0	d6/-5
Heavy	13	-2	Heavy/martial (longswords, battleaxes, greatswords, longbows, heavy crossbows)	d8/+0	d10/+0	—	d8/+0	d8/-5
Shield	+1	+0						



- changes/refresh at new level



 changes at new level or with incremental advance



refresh at new arc



 refresh at end of battle