

### ONE UNIQUE THING

### ABILITY SCORES

ARMOR CLASS

### HIT POINTS & RECOVERIES

SCORE <b>22</b> +6 MODIFIER	SCORE <b>17</b> +3 MODIFIER	SCORE <b>20</b> +5 MODIFIER	SCORE <b>10</b> +0 MODIFIER	SCORE <b>14</b> +2 MODIFIER	SCORE <b>14</b> +2 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

144 STAGGERED	<b>288</b> MAX HP	-144 DEAD	
<table border="1"> <tr> <td>8 MAX RECOVERIES</td> </tr> </table>			8 MAX RECOVERIES
8 MAX RECOVERIES			

### RAGE & SKULLS



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 **every time** (cha feat) each battle you are damaged by an enemy attack.

Rage ends on death save fail (you can restart).

+1 to defenses and crit range	+2 to defenses and crit range	DEAD
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### BACKGROUNDS

BACKGROUND BONUS


SKILL CHECK = **10** (LEVEL) + ABILITY MODIFIER + BACKGROUND

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

### ICON RELATIONSHIPS

#D6	+ / ± / -	ICON	5+	USED
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>

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

### DEFENSES & INITIATIVE

26 PHYSICAL DEFENSE	25 ARMOR CLASS	22 MENTAL DEFENSE	
<table border="1"> <tr> <td>+13 INITIATIVE</td> </tr> </table>			+13 INITIATIVE
+13 INITIATIVE			

### RAGING STRIKE & THROW

16+ CRIT
20 MISS

### BASIC MELEE ATTACK

**Greatsword (Two-Handed)**

WEAPON  
**10d10+39\*** / 94 / 10

HIT DAMAGE AVG MISS

\*Two-Hander: 10d12+39 (avg 104) while raging.

### BASIC RANGED ATTACK

**Handaxe**

WEAPON  
**10d6+39** / 74 / -

HIT DAMAGE AVG MISS

### FEATURES, TALENTS, & POWERS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Free	<b>Start Rage</b>	Start raging immediately (see <b>RAGE &amp; SKULLS</b> for other ways to start raging).	HH65
-	<b>Grim Determination</b>	Defenses and crit range increase when you have Skulls (see <b>RAGE &amp; SKULLS</b> ).	HH65
Free	<b>Lethal</b>	When ESC is 1+, reroll an attack (not a fumble), and deal +7 dmg on a hit.	HH43
Free	<b>Barbaric Cleave</b>	Make an extra attack with a +2 bonus after killing an enemy, the last mook in a mob, or 3 mooks at once. You can move first if you need to.	HH66
Free	<b>Adventurer Feat</b>	Turn a missed Cleave attack into a hit.	
Free	<b>Champion Feat</b>	After hitting with a Cleave attack, heal using a recovery.	
Free	<b>Two-Hander</b>	<i>Daze</i> an enemy that is <i>staggered</i> after you attack it in melee and deal at least 1 damage. Condition lasts until the end of your next turn.	HH67
Free	<b>Adventurer Feat</b>	When enemy damages you, make an attack against them.	
Quick	<b>Champion Feat</b>	For rest of battle damaged enemies take -2 to attacks while engaged with you.	
Free	<b>Violence</b>	Before rolling an attack, decide to add 1d12 to the attack roll, and increase your crit range by ESC. Cannot be used in conjunction with any other talent.	HH67
Free	<b>My Turn</b>	When an enemy hits you, attack them; Rage applies if you're raging.	HH68
Free	<b>Bloody Resolve</b>	When an attack reduces your hit points to 50 or less, remain on 50 hp and make an attack, Rage applies if you're raging.	HH69

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

CURRENT HP

100  
AVERAGE  
10d12+35

RECOVERY DICE

TEMP HP

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

### USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
	<input type="checkbox"/> <b>Lethal</b>	<input type="checkbox"/> <b>Start Rage</b>
	<input type="checkbox"/> <b>Barbaric Cleave</b>	<input type="checkbox"/> <b>Two-Hander Adv Feat</b>
	<input type="checkbox"/> <b>Two-Hander</b>	<input type="checkbox"/> <b>Barb. Cleave Adv Feat</b>
	<input type="checkbox"/> <b>Two-Hander (ESC 4+)</b>	<input type="checkbox"/> <b>Barb. Cleave Cha Feat</b>
	<input type="checkbox"/> <b>Violence</b>	<input type="checkbox"/> <b>Two-Hander Cha Feat</b>
	<input type="checkbox"/> <b>My Turn</b>	<input type="checkbox"/> <b>Violence</b>
		<input type="checkbox"/> <b>Bloody Resolve</b>

MORE FEATURES, TALENTS, & POWERS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	<b>Assist</b>	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	<b>Disengage</b>	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	<b>Intercept</b>	While unengaged, move to engage enemy that is moving past you.	HH296
Std	<b>Rally</b>	Spend a recovery to heal: If used, quick action normal save (11+) to use again.	HH298

[illegible]

POTIONS & RUNES

Epic Healing Potions:

recovery + 4d8 hp (no cap).

10

10

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

GEAR & NOTES				GOLD
Light Armor	12	+0	12	
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
Greatsword (Two-Handed)	Handaxe			
MELEE WEAPON	RANGED WEAPON			

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

FEATS	
FEATURE	TIER
Lethal	A
Grim Determination	A
Barbaric Cleave	C
My Turn	C
Violence	E
Two-Hander	A
Barbaric Cleave	A
Two-Hander	C
Bloody Resolve	E
Rage	C

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

## — INCREMENTAL ADVANCES —

<p>△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9</p>	<p>△ GAIN NEXT LEVEL TALENT AT LEVEL 4/7</p>
<p>△ GAIN 2x/4x ABILITY MULTIPLIERS AT LEVEL 4/7</p>	<p>△ INCREASE MAX HP TO NEXT LEVEL</p>
<p>△ +1 MAGICAL ITEM ATTUNEMENT</p>	<p>△ GAIN NEXT LEVEL FEAT</p>
<p>△ GAIN NEXT LEVEL POWER OR SPELL</p>	<p>△ +1 TO PHYSICAL DEFENSE</p>
<p>△ +1 TO SKILL &amp; INITIATIVE CHECKS</p>	<p>△ +1 TO MENTAL DEFENSE</p>

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