

ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS

SCORE 19 +4 MODIFIER	SCORE 14 +2 MODIFIER	SCORE 17 +3 MODIFIER	SCORE 10 +0 MODIFIER	SCORE 13 +1 MODIFIER	SCORE 12 +1 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

HIT POINTS & RECOVERIES

20 STAGGERED	40 MAX HP	-20 DEAD	8 MAX RECOVERIES
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CURRENT HP	RECOVERIES
TEMP HP	AVERAGE 16 2d12+3 RECOVERY DICE

RAGE & SKULLS

RAGING TOKEN

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).

+1 to defenses (refresh) | +2 to defenses (no refresh) | DEAD

DEFENSES & INITIATIVE

16 PHYSICAL DEFENSE	16 ARMOR CLASS	13 MENTAL DEFENSE
+4 INITIATIVE		

RAGING STRIKE & THROW

16+
CRIT
4
MISS

BASIC MELEE ATTACK

Greatsword (Two-Handed)

WEAPON
2d10+4*

HIT DAMAGE / 15 / 2
AVG MISS

*Two-Hander: 2d12+4 (avg 17) while raging.

BASIC RANGED ATTACK

Handaxe

WEAPON
2d6+4

HIT DAMAGE / 11 / -
AVG MISS

BACKGROUNDS

BACKGROUND	BONUS
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SKILL CHECK = **2** (LEVEL) + ABILITY MODIFIER + BACKGROUND

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

FEATURES, TALENTS, & POWERS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Free	Start Rage	Start raging immediately (see RAGE & SKULLS for other ways to start raging).	HH65
-	Grim Determination	Defenses increase when you have Skulls (see RAGE & SKULLS).	HH65
Free	Lethal	When ESC is 1+, reroll an attack (not a fumble), and deal +7 dmg on a hit.	HH43
Free	Barbaric Cleave	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	Two-Hander	Daze an enemy that is staggered after you attack it in melee and deal at least 1 damage. Condition lasts until the end of your next turn.	HH67
Free	Adventurer Feat	When enemy damages you, make an attack against them.	
Free	Violence	Before rolling an attack, decide to add 1d8 to the attack roll, and increase your crit range by ESC. Cannot be used in conjunction with any other talent.	HH67

CONDITIONS & OTHER EFFECTS	SAVE
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USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
	<input type="checkbox"/> Lethal	<input type="checkbox"/> Start Rage
	<input type="checkbox"/> Barbaric Cleave	<input type="checkbox"/> Two-Hander Adv Feat
	<input type="checkbox"/> Two-Hander	<input type="checkbox"/> Violence
	<input type="checkbox"/> Two-Hander (ESC 4+)	
	<input type="checkbox"/> Violence	

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.

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

MAGIC ITEMS

2

MAX ATTUNED

MORE FEATURES, TALENTS, & POWERS			
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

[illegible]

☐ ☐ **Adventurer Healing Potions:**
recovery + **1d8** hp (cap 30 hp).

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

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

FEATURE	TIER	FEATURE	TIER
Lethal	A	Two-Hander	A
	A		A

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 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
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)					



refresh at end of battle