

ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS

SCORE 20 +5 MODIFIER	SCORE 15 +2 MODIFIER	SCORE 18 +4 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

33 STAGGERED	66 MAX HP	-33 DEAD	8 MAX RECOVERIES
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CURRENT HP

RECOVERIES

30 AVERAGE	4d12+4 RECOVERY DICE
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TEMP HP

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

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 the first time each battle you are damaged by an enemy attack.

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

DEFENSES & INITIATIVE

19 PHYSICAL DEFENSE	18 ARMOR CLASS	15 MENTAL DEFENSE
+6 INITIATIVE		

RAGING STRIKE & THROW

16+ CRIT	8 MISS
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BASIC MELEE ATTACK

Greatsword (Two-Handed)			
WEAPON	4d10+5*	27	4
HIT DAMAGE	AVG	MISS	
*Two-Hander: 4d12+5 (avg 31) while raging.			

BASIC RANGED ATTACK

Handaxe			
WEAPON	4d6+5	19	-
HIT DAMAGE	AVG	MISS	

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 and crit range 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	Adventurer Feat	Turn a missed Cleave attack into a hit.	
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

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

BACKGROUND BONUS

SKILL CHECK = **4** (LEVEL) + ABILITY MODIFIER + BACKGROUND

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

ICON RELATIONSHIPS

#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

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	

MAGIC ITEMS

4

MAX ATTEMPTS

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]

POTIONS & RUNES	
<input type="checkbox"/>	Champion Healing Potions: recovery + 2d8 hp (cap 60 hp).

MISCELLANEOUS FEATURES

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			

FEATS	
FEATURE	TIER
Lethal	A
Grim Determination	A

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

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