

### ONE UNIQUE THING

### ABILITY SCORES

ARMOR CLASS

### HIT POINTS & RECOVERIES

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

44 STAGGERED	88 MAX HP	-44 DEAD
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 the first time 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 = **5** (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

20 PHYSICAL DEFENSE	19 ARMOR CLASS	16 MENTAL DEFENSE
INITIATIVE		

### RAGING STRIKE & THROW

16+  
CRIT  
10  
MISS

### BASIC MELEE ATTACK

**Greatsword (Two-Handed)**

WEAPON  
5d10+10\* / 38 / 6 +10 (VS AC)

HIT DAMAGE AVG MISS

\*Two-Hander: 5d12+10 (avg 43) while raging.

### BASIC RANGED ATTACK

**Handaxe**

WEAPON  
5d6+10 / 28 / - +8 +6 (VS AC)

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	Champion Feat	After hitting with a Cleave attack, heal using a recovery.	
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
Free	My Turn	When an enemy hits you, make a no-trigger attack against them.	HH68

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

TEMP HP

RECOVERY DICE

41  
5d12+8

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

### 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"/> Barb. Cleave Adv Feat
	<input type="checkbox"/> Two-Hander (ESC 4+)	<input type="checkbox"/> Barb. Cleave Cha Feat
	<input type="checkbox"/> Violence	<input type="checkbox"/> Violence
	<input type="checkbox"/> My Turn	

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]

- ☐ ☐ **Champion Healing Potions:**  
recovery + **2d8** hp (cap 60 hp).
- ☐ **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			

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**GEAR & NOTES**

FEATURE	TIER	FEATURE	TIER
Lethal	A	Two-Hander	A
Grim Determination	A	Barbaric Cleave	A
Barbaric Cleave	C		

△ +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

ARMOR	BASE AC	ATK
None	11	+0
Light	12	+0
Heavy	13	-2
Shield	+1	+0

WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/-5
LIGHT/SIMPLE (WARCLUBS, SPEARS, HANDDAXES, JAVELINS, SHORXBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/+0	d6/-5
HEAVY/MARTIAL (LONGSWORDS, BATTLEAXES, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/+0	—	d8/+0	d8/-5

refresh at end of battle