

### 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

55 STAGGERED	110 MAX HP	-55 DEAD	8 MAX RECOVERIES
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CURRENT HP

RECOVERIES

AVERAGE  
47

6d12+8  
RECOVERY DICE

TEMP HP

ONGOING DAMAGE

TYPE

SAVE

CONDITIONS & OTHER EFFECTS

SAVE

### RAGE & SKULLS

### DEFENSES & INITIATIVE

### RAGING STRIKE & THROW

### BASIC MELEE ATTACK

#### Greatsword (Two-Handed)

WEAPON  
6d10+10\*

HIT DAMAGE / 43 / 6

AVG MISS

\*Two-Hander: 6d12+10 (avg 49) while raging.

### BASIC RANGED ATTACK

#### Handaxe

WEAPON  
6d6+10

HIT DAMAGE / 31 / -

AVG MISS

21 PHYSICAL DEFENSE	20 ARMOR CLASS	17 MENTAL DEFENSE
+8 INITIATIVE		

16+  
CRIT  
12  
MISS

+11  
VS AC

+9 +7  
VS AC  
NEAR-FAR

### BACKGROUNDS

### 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.	
Quick	Champion Feat	For rest of battle damaged enemies take -2 to attacks while engaged with you.	
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

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).

BACKGROUND BONUS

SKILL CHECK = 6 (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"/> 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"/> Two-Hander Cha Feat
	<input type="checkbox"/> My Turn	<input type="checkbox"/> Violence



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]

☐ **Epic Healing Potions:**  
recovery + 4d8 hp (no cap).

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

**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		

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

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

## — INCREMENTAL ADVANCES —

<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9</p> </div> </div>	<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>GAIN NEXT LEVEL TALENT AT LEVEL 4/7</p> </div> </div>
<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>GAIN 2x/4x ABILITY MULTIPLIERS AT LEVEL 4/7</p> </div> </div>	<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>INCREASE MAX HP TO NEXT LEVEL</p> </div> </div>
<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 MAGICAL ITEM ATTUNEMENT</p> </div> </div>	<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>GAIN NEXT LEVEL FEAT</p> </div> </div>
<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>GAIN NEXT LEVEL POWER OR SPELL</p> </div> </div>	<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 TO PHYSICAL DEFENSE</p> </div> </div>
<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 TO SKILL &amp; INITIATIVE CHECKS</p> </div> </div>	<div style="display: flex; align-items: center; margin-bottom: 10px;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 TO MENTAL DEFENSE</p> </div> </div>

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