

ONE UNIQUE THING

ABILITY SCORES

- HIT POINTS & RECOVERIES -

Attribute	Score	Modifier	Category
STRENGTH	21	+5	PHYSICAL DEFENSE
DEXTERITY	16	+3	
CONSTITUTION	19	+4	ARMOR CLASS
WISDOM	10	+0	
INTELLIGENCE	13	+1	MENTAL DEFENSE
CHARISMA	13	+1	

RAGE & SKULLS



While raging, you can use **raging strike** and **raging throw** instead of basic attacks.

To start raging:

- Spend 1st 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).

BACKGROUNDS

BACKGROUND BONUS

-DEFENSES & INITIATIVE

Physical Defense: 22

Armor Class: 22

Mental Defense: 18

Initiative: +10

RAGING STRIKE & THROW

16+
CRIT
14
MISS

- BASIC MELEE ATTACK

Greatsword (Two-Handed)

WEAPON

7d10+10*

/ 49 / 7

*Two-Hander: 7d12+10 (avg 56) while raging

BASIC RANGED ATTACK

Handaxe

WEAPON	/	35	/	-
7d6+10				
HIT DAMAGE	AVG	MISS		

- FEATURES, TALENTS, & POWERS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE #
-------------	-----------------------	--------

Free	Start Rage	Start raging immediately (see <i>RAGE & SKULLS</i> for other ways to start raging).	HH65
-	Grim Determination	Defenses and crit range increase when you have Skulls (see <i>RAGE & SKULLS</i>).	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	<i>Adventurer Feat</i>	Turn a missed Cleave attack into a hit.	
Free	<i>Champion Feat</i>	After hitting with a Cleave attack, heal using a recovery.	
Free	Two-Hander	<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	<i>Adventurer Feat</i>	When enemy damages you, make an attack against them.	
Quick	<i>Champion Feat</i>	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, attack them; Rage applies if you're raging.	HH68

$$\text{SKILL CHECK} = \text{7 LEVEL} + \text{ABILITY MODIFIER} + \text{BACKGROUND}$$

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

ICON RELATIONSHIPS

#D6	+ / ± / - ^a	ICOP	5+ 	USED 
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

* + positive, \pm 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	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][illegible]

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			

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

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

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



changes at new level or with incremental advance



refresh at new arc



refresh at end of battle