


## ONE UNIQUE THING

## RAGE & SKULLS



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

To start raging:

- Spend  $\frac{1}{2}$  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

SKILL CHECK = 8 (LEVEL) + ABILITY MODIFIER + BACKGROUND

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

## ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+ 	USED 
			  	  
			  	  
			  	  

\* + positive,  $\pm$  conflicted, or – negative relationship.

## ABILITY SCORES

Diagram illustrating the six primary stats and their associated armor class and physical/mental defense categories:

Stat	Score	Modifier	Category
Strength	21	+5	Physical Defense
Dexterity	16	+3	Physical Defense
Constitution	19	+4	Physical Defense
Wisdom	10	+0	Physical Defense
Intelligence	13	+1	Mental Defense
Charisma	13	+1	Mental Defense

## -DEFENSES &amp; INITIATIVE

Physical Defense: 23

Armor Class: 23

Mental Defense: 19

Initiative: +11

## RAGING STRIKE & THROW

16+  
CRIT  
16  
MISS

## BASIC MELEE ATTACK

Greatsword (Two-Handed)			VS AC
WEAPON			
8d10+25*	/ 61 /	8	+13
HIT DAMAGE	AVG	MISS	

## BASIC RANGED ATTACK

**Handaxe**  
 WEAPON  
**8d6+25** / **53** / **-**  
 HIT DAMAGE AVG MISS

## - FEATURES, TALENTS, & POWERS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Free	<b>Start Rage</b>	Start raging immediately (see <i>RAGE &amp; SKULLS</i> for other ways to start raging).	HH65
-	<b>Grim Determination</b>	Defenses and crit range increase when you have Skulls (see <i>RAGE &amp; SKULLS</i> ).	HH65
Free	<b>Lethal</b>	When ESC is 1+, reroll an attack (not a fumble), and deal +7 dmg on a hit.	HH43
Free	<b>Barbaric Cleave</b>	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	<b>Two-Hander</b>	<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	<b>Violence</b>	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	<b>My Turn</b>	When an enemy hits you, attack them; Rage applies if you're raging.	HH68
Free	<b>Bloody Resolve</b>	When an attack reduces your hit points to 49 or less, remain on 49 hp and make an attack. Rage applies if you're raging.	HH69

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

## - HIT POINTS & RECOVERIES -

CURRENT HP

AVERAGE

73

8d12+21

Bloody Resolve:

see features when hp 49-.

RECOVERY DICE

TEMP HP

ONGOING DAMAGE	TYPE	SAVE
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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"/> Two-Hander Cha Feat
	<input type="checkbox"/> My Turn	<input type="checkbox"/> Violence
		<input type="checkbox"/> Bloody
		<input type="checkbox"/> Resolve



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]

POTIONS & RUNES

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

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

**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	Bloody Resolve	E

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

## ➔ INCREMENTAL ADVANCES ➔

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

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			(longswords, battleaxes, greatswords, longbows, heavy crossbows)					




 changes/refresh at new level



 changes at new level or with incremental advance

 refresh at new arc

 refresh at end of battle