

ONE UNIQUE THING

ABILITY SCORES

– HIT POINTS & RECOVERIES –

Attribute	Score	Modifier
STRENGTH	22	+6
DEXTERITY	17	+3
CONSTITUTION	20	+5
WISDOM	10	+0
INTELLIGENCE	14	+2
CHARISMA	14	+2

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 **every time** (cha feat) 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

BACKGROUNDS

BACKGROUND BONUS

-DEFENSES & INITIATIVE

26
PHYSICAL DEFENSE

25
ARMOR CLASS

22
MENTAL DEFENSE

+13
INITIATIVE

RAGING STRIKE & THROW

16+
CRIT
20
MISS 

- BASIC MELEE ATTACK

Greatsword (Two-Handed)
 WEAPON **10d10+39*** / 94 / 10
 HIT DAMAGE AVG MISS
 *Two-Hander: 10d12+39 (avg 104) while raging.

BASIC RANGED ATTACK

Handaxe
 WEAPON
10d6+39 / **74** / **-**
 HIT DAMAGE AVG MISS




- FEATURES, TALENTS, & POWERS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE #
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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 1d12 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
Free	Building Frenzy	When you miss with a melee attack, deal cumulative +15 dmg with hits until the end of the battle (max +90).	HH66

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	  10d12+35 AVERAGE 100
Bloody Resolve: see back when hp 50-.	RECOVERY DICE
TEMP HP	

ONGOING DAMAGE	TYPE	SAVE
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CONDITIONS & OTHER EFFECTS SAVE

- USAGE

AT-WILL & RECHARGE	USAGE 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"/> Building Frenzy	

$$\text{SKILL CHECK} = \text{10 (LEVEL)} + \text{ABILITY MODIFIER} + \text{BACKGROUND}$$

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.

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
Free	Bloody Resolve	When an attack reduces your hit points to 50 or less, remain on 50 hp and make an attack; Rage applies if you're raging.	HH69

[illegible]

POTIONS & RUMES

Epic Healing Potions:

recovery + 4d8 hp (no cap).

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		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)
Violence	(E)	Rage	(C)
Zenith of Power	(Z)		

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

— 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 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>+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 POWER OR SPELL</p> </div> </div> <div style="display: flex; align-items: center;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 TO SKILL & 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>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>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>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>+1 TO PHYSICAL DEFENSE</p> </div> </div> <div style="display: flex; align-items: center;"> <div style="font-size: 2em; margin-right: 10px;">△</div> <div> <p>+1 TO MENTAL DEFENSE</p> </div> </div>
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Barbarian Base Armor			Barbarian Weapon Damage/Attack Penalty					
Armor	Base AC	Atk	Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
Pole	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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Shield	+1	+0	Heavy/martial	d8/+0	d10/+0	—	d8/+0	d8/-5
			Longswords, battleaxes, greatswords, longbows, heavy crossbows					