



## Half Orc Barbarian level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

	Ability	Modifier
STR	18	4
CON	15	3
DEX	14	2
INT	10	0
WIS	12	1
CHA	11	0

Armor Class	Physical Def.	Mental Def.
AC 16	PD 16	MD 12

Hit Points

HP	Current	/40	Max
----	---------	-----	-----

Recoveries

Current	/8	Max
---------	----	-----

Recovery

Roll  
2d10+3

Initiative: +4

Equipment: Greataxe, Spear, armor, etc

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Whirlwind Feat  
2nd lvl: Building Frenzy Feat

### Basic Melee Attack

**Attack:** +6 vs. AC

**Hit:** 2d10+4 Damage

**Miss:** 2

### Basic Ranged Attack

**Attack:** +4 vs. AC

**Hit:** 2d6+2 Damage

**Miss:** -

### Lethal / Battle

Once per battle, reroll a melee attack and use the roll you prefer as the result.

### Barbaric Cleave / Battle

Once per battle as a free action, make another barbarian melee attack after you have dropped a non-mook foe to 0 hp with a barbarian melee attack. (Dropping the last mook of a mook mob also qualifies you for barbaric cleave.)

### Building Frenzy

One battle per day, as a free action after you have missed with an attack, add 1d6 damage to your melee attacks until the end of the battle. Add 1d6 additional damage each time one of your attacks misses, up to a maximum of +4d6.

### Barbarian Rage / Daily

All barbarians

can rage once per day (or more than once, if they're lucky).

Once per day, use a quick action to start raging; a rage lasts until the end of battle (or around five minutes, if you decide to rage out of combat for dramatic roleplaying effect!).

While raging, you roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

**Recharge 16+:** After a battle when you rage, roll a d20 and add your CON bonus; on a 16+, you can use the rage again later in the day.

### Whirlwind

You can make a whirlwind attack as the first action of your turn when you are engaged by two or more enemies.

You take a -4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with. Deal normal miss damage with missed whirlwind attacks.

### Incremental Advances

Ability Score Bonus  
4th / 7th / 10th level  
(+1 to 3 abilities)

Extra Magic Item

Power/Spell

Feat:

Skills (+1)

Hit Points: