

2<sup>ND</sup> LEVEL  
DWARF BARBARIAN

NAME:

ONE UNIQUE THING:



BACKGROUNDS:  
(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
17	17	12	10	11	11
+3	+3	+1	+0	+0	+0

INITIATIVE → +3

## BASIC ATTACKS

MELEE (PORDMANSCH GREATAXE) | +5 vs AC

Hit: 2d10+3 damage

Miss: 2 damage

RANGED (SLING) | +3 vs AC

Hit: 2d4+1 damage

			MAX	NOW
Armor Class	AC	15	HIT POINTS	40
Physical Defense	PD	16	RECOVERIES	9
Mental Defense	MD	12	RECOVERY VALUE	2d12+3

## TALENTS

**Barbaric Cleave** (free action, 1x per battle)

After you drop a non-mook foe to 0 hp with a barbarian melee attack, make another barbarian melee attack. (Dropping the last mook of a mob also qualifies.)

**Slayer**

When you attack a *staggered* enemy you were not engaged with at the start of your turn, deal +2d6 damage on a hit.

**Strongheart**

You have more recoveries, and recover more hit points, than other barbarians. (This has already been accounted for.)

## BARBARIAN RAGE

(quick action, 1x per day — see below)

Barbarian rage lasts until the end of battle. While raging, you **roll 2d20** to hit with your attacks and use the higher result. If you roll a natural 11+ with both dice and your attack hits, the attack is a critical hit!

**Recharge 16+:** After a battle in which you rage, roll a d20 and add +3; on a 16+, you can use Barbarian Rage again later in the day.

(If you started raging when the **Escalation Die** was 4+, this battle's rage does not count against your once per day limit!)

## RACIAL POWER

**That's Your Best Shot?** (free action, 1x per battle)

After you are hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Note that you can't use this ability if the attack drops you to 0 hp or below.

Feats (already accounted for): Barbarian rage, strongheart

Equipment: Light armor, Weapons, Lantern, Rope, Adventurer's kit, 20 gold pieces, Runic stones, Stone mug