

### ONE UNIQUE THING

### ABILITY SCORES

### HIT POINTS & RECOVERIES

ARMOR CLASS

SCORE 19 +4 MODIFIER	SCORE 12 +1 MODIFIER	SCORE 17 +3 MODIFIER	SCORE 14 +2 MODIFIER	SCORE 10 +0 MODIFIER	SCORE 14 +2 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

20 STAGGERED

40 MAX HP

-20 DEAD

8 MAX RECOVERIES

RECOVERIES

CURRENT HP

16 AVERAGE

2d12+3 RECOVERY DICE

### RAGE & SKULLS

### DEFENSES & INITIATIVE

### RAGING STRIKE & THROW

### BASIC MELEE ATTACK

RAGING

TOKEN

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

To start raging:

- Spend 1/arc use, or...
- Spend 1/arc use Whirlwind Adv Feat, 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).

15 PHYSICAL DEFENSE

16 ARMOR CLASS

14 MENTAL DEFENSE

+3 INITIATIVE

16+ CRIT

4 MISS

Dual Wielding Battleaxes

WEAPON 2d8+4 / 13 / 2

HIT DAMAGE AVG MISS

+6 VS AC

### BASIC RANGED ATTACK

Thrown Axe

WEAPON 2d6+4 / 11 / -

HIT DAMAGE AVG MISS

+3 VS AC

+1 NEAR-FAR

+1 to defenses

+2 to defenses

DEAD

### BACKGROUNDS

### FEATURES, TALENTS, & POWERS

BACKGROUND BONUS

ACTION NAME TRIGGER/TARGET/EFFECT PAGE #

Free	<b>Start Rage</b>	Start raging immediately (see RAGE & SKULLS for other ways to start raging).	HH65
Free	<b>Skitterfoot</b>	Turn your failed disengage check into a success. Gain a one-time +2 AC bonus against opportunity attacks until the end of the battle.	HH40
Free	<b>Beast Aspect</b>	Choose one of the following benefits not already used this arc.	HH66
Free	<input type="checkbox"/> <b>Anger</b>	When not raging, after rolling an attack increase crit range by 1 for that attack.	
Free	<input type="checkbox"/> <b>Endurance</b>	While raging, gain +1 to all defenses until end of battle, or +2 if also staggered.	
Free	<input type="checkbox"/> <b>Ferocity</b>	Gain extra standard action next turn after enemy melee misses with natural 1-3.	
Free	<input type="checkbox"/> <b>Power</b>	Deal an additional +8 damage until end of battle with melee attacks against enemies you were not engaged with at the start of your turn.	
Free	<input type="checkbox"/> <b>Recovery</b>	When you use a recovery, heal the maximum amount (27).	
Free	<input type="checkbox"/> <b>Speed</b>	After rolling initiative, add +5.	
Free	<input type="checkbox"/> <b>Survival</b>	Reroll a death save with a +2 bonus.	

- **Grim Determination** Defenses increase when you have Skulls (see RAGE & SKULLS). HH65

SKILL CHECK = 2 (LEVEL) + ABILITY MODIFIER + BACKGROUND

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

### ICON RELATIONSHIPS

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

\* + positive, ± 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

TEMP HP

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

### USAGE

AT-WILL & RECHARGE	PER BATTLE ☒	PER ARC ☺
	<input type="checkbox"/> <b>Skitterfoot</b>	<input type="checkbox"/> <b>Start Rage</b>
		<input type="checkbox"/> <b>Beast Aspect</b>
		<input type="checkbox"/> <b>Anger</b>
		<input type="checkbox"/> <b>Endurance</b>
		<input type="checkbox"/> <b>Ferocity</b>
		<input type="checkbox"/> <b>Power</b>
		<input type="checkbox"/> <b>Recovery</b>
		<input type="checkbox"/> <b>Speed</b>
		<input type="checkbox"/> <b>Survival</b>

