



Half Orc Barbarian level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	18	4	AC 17	PD 15	MD 13
CON	15	3	Hit Points		
DEX	14	2	HP Current /32 Max		
INT	10	0	Recoveries		
WIS	12	1	Current /8 Max		
CHA	11	0	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: 2d8+4 Damage
Miss: 2

Basic Ranged Attack



Attack: +4 vs. AC
Hit: 2d4+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 +3d6.

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; 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)
Feat: ☐
Hit Points: ☐

Extra Magic Item ☐
Power/Spell ☐☐☐☐
Skills (+1) ☐