

Character Name

**Dwarf**

Race

**Barbarian N1**

Class & Level

Height & Weight

Age & Sex

**17** STR +3

**17** CON +3

**13** DEX +1

Initiative

**+1**  
Level + Dex

**7** INT -2

**9** WIS -1

**7** CHA -2

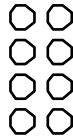


Hit Points

<b>15</b> Maximum	Current
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Recoveries

**4**  
**1d10+3**



Death Saves



PD

**14**

11 + Level + Str/Con/Dex

AC

**13**

12 + Level + Con/Dex/Wis

MD

**8**

10 + Level + Int/Wis/Cha

Icon Relationships

**The Dwarf King (positive 1)**

One Unique Thing

Backgrounds

**Star Port Expedition Leader +3**

**Captured & Tortured by Orcs +3**

Talents & Features

**That's Your Best Shot? (Dwarf)**

Once per battle as a free action after you have been 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.

**Barbarian Rage (Class Feature)**

Once per day, use a quick action to start raging. A rage lasts until the end of battle, or about 5 minutes.

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 in which you rage, roll a d20 and add your Constitution modifier. On a 16+, you can use Barbarian Rage again later in the day.

**Red Mist (Talent)**

As the pain flows through you, your rage breaks free, unbound.

If you are staggered at the start of your turn, you can start raging for free. (It doesn't count against your normal usage.)



Equipment

Attacks and Frenzy Powers

**Two-Weapon Melee Attack**

Attack: 1d20+3 vs. AC

Hit: 1d8+3 damage

Miss: —

Natural 2: Reroll the attack

**Thrown Weapon Ranged Attack**

Attack: 1d20+1 vs. AC

Hit: 1d8+1 damage

Miss: —