

Barbie

Indir  
RACE

Barbarian  
PROFESSION

80

XP

5

LEVEL

Strength  
8  
71

Agility  
1  
5

Intuition  
2  
11

Charisma  
3  
23

Perception  
2  
19

HP	Armor
145	2

Weapon Skill	1d20 + 13
Unarmed Skill	1d20 + 0
Dodge	1d20 + 0
Ballistic Skill	1d10 + 0
Tactics	1d10 + 0
Acrobatics	1d10 + 0
Magic Skill	1d10 + 0
Arcane Lore	1d10 + 0
Religious Magic	1d10 + 0
Religion	1d10 + 0
History	1d10 + 0
Animal Handler	1d10 + 0
Insight	1d10 + 0
Slight of Hand	1d10 + 0
Deception	1d10 + 0
Charm	1d10 + 0
Interrogate	1d10 + 0
Torture	1d10 + 0
Inspire	1d10 + 0
Stealth	1d10 + 0
Guard	1d10 + 0
Law	1d10 + 0
Culture	1d10 + 0
Concoct Poison	1d10 + 0
Medicine	1d10 + 0
Language	1d10 + 0
Culture	1d10 + 0

Skills

Aura	Expertise	Movement	Initiative	Trinket	AP
1	2	14	24	4	3

DMG	+5
Stamina	+5
Crit	18
Crit DMG	+3d4
Spash	0%
Splash DMG	+0d4
Expertise	+0
Movement	+4ft
Extra Attack	120%
Armor	+2
Aura	+1
Directed Strike	0
Initiative (INI)	4
AP	0

Feats

Ice & Cold	AGI	1d10 + 0
Fire & Heat	STR	1d10 + 0
Holy	CHA	1d10 + 0
Death	STR	1d10 + 0
Radiant	PER	1d10 + 0
Poison	STR	1d10 + 0
Disease	STR	1d10 + 0
Illusion	PER	1d10 + 0
Mental	INU	1d10 + 0

Resistances

Weapons

Great Axe: 2d12+2+8+5 INI:18

Specials

- \* Bloodbath +2 DMG
- \* Barbaric Strikes: Each time you crit your next two attacks roll an extra die
- \* Rolling Crits: Each time you do not crit you gain +5% Crit

Stat Rolls

Strength: 1d20 + 0  
Strength: 1d10 + 0  
Strength: 1d10 + 0  
Strength: 1d10 + 0  
Strength: 1d10 + 0

Spells

- Rage, Every 10 HP you loose you gain +1 DMG  
Bleed, each action point does 1d4 DMG instead of 1 DMG  
Revenge, When you get hit you automatically counter with 1d6 DMG  
Charger, you take -10 to skill and gain a +10 DMG for Movement ft