

Barbie

Indir  
RACE

Barbarian  
PROFESSION

80

5

XP

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	
Haggle 1d10 + 0	
Inspire 1d10 + 0	
Stealth 1d10 + 0	
Guard 1d10 + 0	
Law 1d10 + 0	
Wilderness Surv. 1d10 + 0	
Concoct Poison 1d10 + 0	
Medicine 1d10 + 0	
Language 1d10 + 0	
Culture 1d10 + 0	
Skills	

Aura	Expertise	Movement	Initiative	Turn Role	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  
Agility: 1d10 + 0  
Intuition: 1d10 + 0  
Charisma: 1d10 + 0  
Perception: 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