

# BARBARIAN

*The Whispers of the Ouroboros*



## CHARACTER INFORMATION

**Name:** \_\_\_\_\_

**Level:** \_\_\_\_\_

**Experience:** \_\_\_\_\_/8 Adventures

**Armor Class:** 9 (+1 per Thick Skin enhancement)

**Hit Points:** 7 (+1 per level except Level 4)

**Speed:** 5 squares

**Attack Bonus:** +5

## COMBAT ABILITIES

**Primary Attack:** Massive Axe

**Roll:** 1d20+5 vs enemy AC

**Damage:** 1 axe damage (2 on natural 20)

**Range:** Adjacent

### Special Ability: Ferocious Warrior

When hit by an enemy attack, shove the attacker 2 squares away from you.

## EQUIPMENT

**Level 2 Equipment:** \_\_\_\_\_

**Level 3 Equipment:** \_\_\_\_\_

**Level 4 Equipment:** \_\_\_\_\_

## QUICK REFERENCE

### Your Combat Turn:

1. **MOVE** up to 5 squares (more with equipment)
2. **ATTACK** with Massive Axe (1d20+5 vs AC)
3. **SPECIAL** Ferocious Warrior triggers when hit (automatic)
4. **ENHANCEMENT** Use your chosen level ability if applicable

### Out of Combat Actions:

- **Intimidate:** Scare information out of enemies - use your fierce reputation
- **Survival:** Track creatures, find food/shelter - roll 10+ to succeed
- **Athletics:** Feats of strength, climbing - roll 10+ to succeed with advantage
- **Smash Things:** Break down doors, destroy obstacles
- **Tribal Wisdom:** Knowledge about nature, beasts, and wilderness

## LEVEL PROGRESSION

### Level 2 Enhancement (Choose One):

- **■Thick Skin**
  - Gain +1 AC (total AC becomes 10)
  - First hit each adventure deals half damage (round down, minimum 1)
- **■Berserker Rage**
  - Once per adventure: For 3 turns, +2 to attack rolls and +1 damage
  - During rage, must attack each turn if possible
- **■Mighty Shove**
  - Ferocious Warrior now pushes enemies 3 squares instead of 2
  - Can push enemies into walls/obstacles for +1 damage

### Level 3 Enhancement (Choose One):

- **■Intimidating Presence**
  - Start of each adventure: Choose one monster type (goblins, undead, etc.)
  - Those monsters get -2 to attack you (they're scared!)
- **■Reckless Attack**
  - Choose to get +3 to attack roll, but enemies get +2 to hit you until your next turn
  - Can use multiple times per adventure
- **■Unstoppable Force**
  - When moving, can push through enemy squares (they take 1 damage)
  - Movement can't be stopped by special abilities

### Level 4 Enhancement (Choose One):

- **■Primal Fury**
  - When at half HP or less: +2 to all attack rolls, +1 to all damage
  - Ferocious Warrior triggers even when you dodge attacks
- **■Damage Dealer**
  - All attacks deal +1 damage (2 damage per hit normally, 3 on crits)
  - Hit points remain the same for balance
- **■Tribal Champion**
  - Once per adventure: "Howl" to give all allies +1 HP for the rest of the fight
  - Enemies within 2 squares must roll 15+ or lose their next attack

## EQUIPMENT PROGRESSION

### Level 2 Equipment (Choose One):

- **■Bloodfang Axe** (+1 Magic Weapon)  
*Carved from the tusk of a dire boar, it thirsts for battle.*  
+1 to attack rolls
- **■Warsong Maul** (Versatile Weapon)  
*This weapon hums ancient battle hymns when swung.*  
Choose +2 attack OR +1 damage each turn
- **■Thunderstrike Hammer** (Returning Weapon)  
*Forged by storm giants in the heart of a hurricane.*  
Thrown weapons return automatically
- **■Hide of the Great Bear** (Studded Leather)  
*Taken from a legendary beast that protected the wilderness.*  
+1 AC for light armor users
- **■Shadowmane Cloak** (Magic Cloak)  
*Crafted from the mane of a shadow panther.*  
+1 AC, once per adventure become invisible for 1 turn
- **■Troll's Blood Elixir** (Healing Potion)  
*Made from ingredients that help trolls regenerate.*  
Restore 3 HP, single use per adventure

### Level 3 Equipment (Choose One):

- **■Inferno Cleaver** (Flaming Weapon)  
*Quenched in dragon's breath, it burns with eternal flame.*  
+1 damage, lights up dark areas
- **■Gravebane** (Weapon of Smiting)  
*Blessed by shamans to drive back the walking dead.*  
Deal double damage vs undead/constructs
- **■Mountainbreaker** (Giant Slayer)  
*Wielded by the legendary giant-slayer Kromash the Bold.*  
Deal +2 damage vs Large creatures
- **■Windrunner Boots** (Boots of Speed)  
*Allow the wearer to run as fast as the wind itself.*  
+2 Speed
- **■Ring of the Iron Will** (Ring of Protection)  
*Strengthens both body and spirit against all threats.*  
+1 AC, +1 to saving rolls
- **■Pouch of Wild Calling** (Bag of Tricks)  
*Contains totems that call forth animal spirits.*  
Once per adventure, summon helpful animal for 3 turns

### Level 4 Equipment (Choose One):

- **■Axe of the Tribal King** (Artifact Weapon)  
*Passed down through generations of barbarian chiefs.*  
+2 attack, +1 damage, unique tribal power
- **■Mail of the Storm Lord** (Armor of Heroes)  
*Forged from metals struck by lightning a thousand times.*  
+2 AC, immunity to fear/charm effects
- **■Totem of the Wild Hunt** (Talisman of Fortune)  
*Grants the favor of the spirits of chance and fate.*  
Reroll any one die per adventure (keep better result)

COMBAT TIPS

- Your high attack bonus (+5) makes you very reliable
- Use Ferocious Warrior to control enemy positioning
- You have the most HP - don't be afraid to take hits for the team
- Enhancement abilities often make you even more dangerous when wounded

ADVENTURE LOG

Adventures Completed:

Cool Things My Hero Did:

Equipment Acquired:

Boss Enemies Defeated: