

# ULFDOR

RACE: Human	STRENGTH: 20	HP: 72
CLASS: Barbarian	DEXTERITY: 14	AC: 18
LEVEL: 4	CONSTITUTION: 18	PD: 19
FEATS:	INTELLIGENCE: 8	MD: 13
Strongheart (A)	WISDOM: 10	NUMBER OF RECOVERIES: 6
Rage (A)	CHARISMA: 8	RECOVERY ROLL:
Whirlwind (A)	BACKGROUNDS:	4d12 + 4
Unstoppable (A)	+5 Wilderness Hunter	
Toughness (A)	+3 Savage Diplomat	
Whirlwind (C)		

**ONE UNIQUE THING:**

Forgets everything he knows once per week for 24 hours.

**ICON RELATIONSHIPS:**

- +1 Druid
- +1 Prince of Shadows
- 1 Emperor

**BIOGRAPHY:**

This is Ulfdor, son of Ulfdor!

## MELEE ATTACK

### At-Will

**TARGET:** One enemy

**ATTACK:** Strength + Level vs. AC

**HIT:** WEAPON + Strength damage

**MISS:** Damage equal to your level

## QUICK TO FIGHT

**EFFECT:** At the start of each battle, roll initiative twice and choose the result you want.

**CHAMPION FEAT:** If you roll a natural 19 or 20 for initiative, increase the escalation die by 1 (usually from 0 to 1 since it's the start of the battle).

## RANGED ATTACK

### At-Will

**TARGET:** One enemy

**ATTACK:** Dexterity + Level vs. AC

**HIT:** WEAPON + Dexterity damage

**MISS:** —

## BARBARIAN RAGE

**EFFECT:** 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.

**ADVENTURER FEAT:** Whenever the escalation die is 4+, as a quick action, you can start raging for free. (It doesn't count against your normal usage.) This rage lasts until the end of the battle, as normal.

**CHAMPION FEAT:** You can now start raging freely when the escalation die is 3+.

**EPIC FEAT:** You can now start raging freely when the escalation die is 2+.

## STRONGHEART

**EFFECT:** Your recovery dice are d12s instead of d10s.

**ADVENTURER FEAT:** Increase your total number of recoveries by 1.

**CHAMPION FEAT:** You gain +1 PD. When you heal using a recovery, you can roll a save against a save ends effect.

**EPIC FEAT:** Increase your total number of recoveries by 1 (making a total of +2 from this talent).

## UNSTOPPABLE

**EFFECT:** Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one target, you can heal using a recovery.

**ADVENTURER FEAT:** The Unstoppable recovery is free.

**CHAMPION FEAT:** Add double your Constitution modifier to the healing the recovery provides.

**EPIC FEAT:** You can use Unstoppable twice per battle.

## WHIRLWIND

**EFFECT:** 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. You deal no miss damage with these attacks.

**ADVENTURER FEAT:** You now deal normal miss damage with missed Whirlwind attacks.

**CHAMPION FEAT:** The penalty to your AC and PD is reduced to -2. In addition, disengage checks you make the same turn as using Whirlwind automatically succeed.

**EPIC FEAT:** You can use Whirlwind anytime during your turn, not just as the first action.

## MAGIC ITEMS:

### ARMOR OF HEEDLESSNESS

**DEFAULT BONUS:** +1 AC (adventurer); +2 AC (champion); +3 AC (epic)

**DESCRIPTION:** You gain a +4 bonus to all defenses during your first turn in battle.

**QUIRK:** Needlessly provocative

### POTION BELT

**DEFAULT BONUS:** Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic)

**RECHARGE:** 16+

**DESCRIPTION:** Drink a potion stored on this belt as a quick action instead of a standard action. (It also provides slots for up to six potions.)

**QUIRK:** Constantly attempts to refill everyone else's drinks. Or potions. Or ration bags.

### BLADEMASTER'S BELT

**DEFAULT BONUS:** Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic)

**DESCRIPTION:** One magical sword sheathed on this belt gains a +2 bonus to recharge rolls for its own powers.

**QUIRK:** Worries too much about tiny details.