

## ULFDOR

RACE: **Human** (</races/human>)

STRENGTH: **20**

HP: **72**

CLASS: **Barbarian**  
(</classes/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:  
**4d12 + 4**

Whirlwind (A)

BACKGROUNDS:

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

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BIOGRAPHY:

This is Ulfedor, son of Ulfedor!

### MELEE ATTACK

**At-Will**

**Target:** One enemy

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

**Hit:** WEAPON + Strength damage

**Miss:** Damage equal to your level

[Barbarian \(/classes/barbarian\)](/classes/barbarian), [Cleric](/classes/cleric)

(</classes/cleric>), [Fighter](/classes/fighter)

(</classes/fighter>), [Paladin](/classes/paladin)

(</classes/paladin>) -

### 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).

[Human \(/races/human\)](/races/human)

[Once per battle \(/power-](/power-)

### RANGED ATTACK

**At-Will**

**Target:** One enemy

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

**Hit:** WEAPON + Dexterity damage

**Miss:** —

[Barbarian \(/classes/barbarian\)](/classes/barbarian)

(</classes/bard>), [Cleric](/classes/cleric)

(</classes/cleric>), [Fighter](/classes/fighter)

(</classes/fighter>) -

## 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+.

[Barbarian \(/classes/barbarian\)](/classes/barbarian)

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## MAGIC ITEMS:

### ARMOR OF HEEDLESSNESS

**Chakra:** [Armor, Robe, Tunic, Shirt \(/chakra/armor-robe-tunic-shirt\)](/chakra/armor-robe-tunic-shirt)

**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

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## 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.

[Barbarian \(/classes/barbarian\)](/classes/barbarian)

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## STRONGHEART

**Effect:** Your recovery dice are d10s instead of d10s.

**Adventurer Feat:** Increase your number of recoveries by 1.

**Champion Feat:** You gain +1 When you heal using a recovery, you can roll a save against a save effect.

**Epic Feat:** Increase your total of recoveries by 1 (making a +2 from this talent).

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## WHIRLWIND

**Effect:** You can make a Whirlwind as the first action of your turn when you are engaged by two or more enemies.

You take a -4 penalty to your AC until the start of your next turn. You take a separate melee attack against each enemy you are engaged with. You do not miss damage with these attacks.

**Adventurer Feat:** You now do not miss normal miss damage with normal Whirlwind attacks.

**Champion Feat:** The penalty to 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 the first action.

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### BLADEMASTER'S BELT

**Chakra:** [Belt, Swordbelt, Kilt, Girdle \(/chakra/belt-swordbelt-kilt-girdle\)](/chakra/belt-swordbelt-kilt-girdle)

**Default Bonus:** Increase your recoveries: by 1 (adventurer); (champion); by 3 (epic)

**Description:** One magical sword sheathed on this belt gains a +4 recharge rolls for its own power.

**Quirk:** Worries too much about

### POTION BELT

**Chakra:** [Belt, Swordbelt, Kilt, Girdle \(/chakra/belt-swordbelt-kilt-girdle\)](/chakra/belt-swordbelt-kilt-girdle)

**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.)

details.

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

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