

# ULFDOR

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