

FEATURES

ORC (195)

- **Adrenaline Rush:** You may take the Dash Action as a Bonus Action. When you do, gain Temp HP = Prof. Bn. Uses = Prof. Bn. Regain all uses after Short or Long Rest.
- **Darkvision:** Range 120 ft.
- **Relentless Endurance:** If reduced to 0HP and not killed outright, may reduce to 1HP instead. One use per Long Rest.

SOLDIER (185)

- **Savage Attacker (201):** Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll.

BARBARIAN (51)

Level 1 (51)

- **Rage**
 - *Uses* = 2 (increases with Level)
 - **Bonus Action** if not wearing Heavy Armor
 - *Regain:* 1/All per Short/Long Rest
 - *Damage Resistance* (Halved Rounded Down): Bludgeoning, Piercing, Slashing
 - *Rage Damage:* +2 Damage to Strength Attacks (increases with Level)
 - *Strength Advantage:* Adv. on Str. Checks and Savings
 - No Concentration or Spells
 - *Duration:* Until end of next turn, don Heavy Armor, or Incapacitated
 - If active @ next turn, extend with:
 - Attack roll against an enemy
 - Force enemy Saving Throw
 - Bonus Action: Extend Rage
- **Unarmored Defense**
 - When not wearing Armor, $HP = 10 + Dex. + Con.$
- **Weapon Mastery**
 - Greataxe, Handaxe

FIGHTER (91)

Level 1 (91)

- **Fighting Style**
 - Great Weapon Fighting (209): When attacking two-handed with a melee weapon (Two-Handed or Versatile), damage rolls of 1 and 2 may be changed to 3.
- **Second Wind**
 - *Bonus Action:* Heal 1d10 + Fighter Level

- *Uses* = 2 (Increases with Level)
- *Regain*: 1/All per Short/Long Rest
- **Weapon Mastery**
 - Battleaxe, Scimitar, Whip

Level 2 (91)

- **Action Surge**
 - On your turn, take one additional action, except the Magic Action
 - *Uses* = Once per Short/Long Rest
- **Tactical Mind**
 - When you fail an ability check, expend a Second Wind to add 1d10 to the ability check (if you still fail, Second Wind isn't spent)

Level 3 (92)

- **Champion (96)**
 - **Improved Critical**
 - Attack rolls with Weapon or Unarmed Strike Crit on 19 or 20
 - **Remarkable Athlete**
 - Advantage on Initiative rolls and Strength (Athletics) checks
 - Immediately after a Critical Hit, you may move up to half your speed without provoking Opportunity Attacks