



THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 1

TRAITS



STR +3

DEX +2

CON +1

INT -2

WIS +0

CHA -2



VIRTUE



ABILITIES

INTIMIDATING Add +2 to all rolls to threaten and intimidate.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

RECKLESS ATTACK Once per Page: Take a -2 to an Attack roll and add +4 to the Damage roll if you hit.

RAGE Once per Rest: Add +2 to all Attack and Damage rolls.

DAMAGE RESISTANCE When in a Rage, take half Damage (rounded up).

HP 14



DEF 11

ATK +1

WEAPON:
War Hammer

DMG D12

GOLD:

EQUIPMENT & LOOT:

Blank area for equipment and loot.



THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 2

TRAITS

STR

DEX

CON

INT

WIS

CHA



VIRTUE



ABILITIES

INTIMIDATING Add +2 to all rolls to threaten and intimidate.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

RECKLESS ATTACK Once per Page: Take a -2 to an Attack roll and add +4 to the Damage roll if you hit.

RAGE Once per Rest: Add +2 to all Attack and Damage rolls.

DAMAGE RESISTANCE When in a Rage, take half Damage (rounded up).

MIGHTY Three times per Rest: Add +2 to any Strength roll.

HP 18

DEF 12

ATK +1

DMG 2D8

WEAPON:
War Hammer

GOLD:

EQUIPMENT & LOOT:

Empty box for equipment and loot.



THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 3

TRAITS

STR

DEX

CON

INT

WIS

CHA



VIRTUE



ABILITIES

INTIMIDATING Add +2 to all rolls to threaten and intimidate.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

RECKLESS ATTACK Once per Page: Take a -2 to an Attack roll and add +4 to the Damage roll if you hit.

RAGE Twice per Rest: Add +2 to all Attack and Damage rolls.

DAMAGE RESISTANCE When in a Rage, take half Damage (rounded up).

MIGHTY Three times per Rest: Add +2 to any Strength roll.

UNDYING SPIRIT Once per Rest: If your health drops to zero, restore it to 25% your max health, rounded up.

FOCUSED ANGER Once per Page: Add + d4 to your Attack roll and subtract the same amount from your Damage roll.

HP 24

DEF 12

ATK +2

DMG 2d10

WEAPON:
War Hammer

GOLD:

EQUIPMENT & LOOT:

Blank area for equipment and loot.



THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 4

TRAITS



STR
STR icon

DEX
DEX icon

CON
CON icon

INT
INT icon

WIS
WIS icon

CHA
CHA icon



VIRTUE



ABILITIES

INTIMIDATING Add +2 to all rolls to threaten and intimidate.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

RECKLESS ATTACK Once per Page: Take a -2 to an Attack roll and add +4 to the Damage roll if you hit.

RAGE Three times per Rest: Add +2 to all Attack and Damage rolls.

DAMAGE RESISTANCE When in a Rage, take half Damage (rounded up).

MIGHTY Three times per Rest: Add +2 to any Strength roll.

UNDYING SPIRIT Once per Rest: If your health drops to zero, restore it to 25% your max health, rounded up.

FOCUSED ANGER Once per Page: Add + d4 to your Attack roll and subtract the same amount from your Damage roll.

EXTRA ATTACK Once per Page: Make an extra Attack and Damage roll.

ANIMAL TAMER Add +2 to all rolls to train and handle animals.

HP 29

DEF 13

ATK +3

DMG 2d12

WEAPON:
War Hammer

GOLD:

EQUIPMENT & LOOT:

Blank area for equipment and loot.

Bonus



THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 5

TRAITS



STR

DEX

CON

INT

WIS

CHA



VIRTUE



ABILITIES

INTIMIDATING Add +2 to all rolls to threaten and intimidate.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

RECKLESS ATTACK Once per Page: Take a -2 to an Attack roll and add +4 to the Damage roll if you hit.

RAGE Four times per Rest: Add +2 to all Attack and Damage rolls.

DAMAGE RESISTANCE When in a Rage, take half Damage (rounded up).

MIGHTY Three times per Rest: Add +2 to any Strength roll.

UNDYING SPIRIT Once per Rest: If your health drops to zero, restore it to 25% your max health, rounded up.

FOCUSED ANGER Twice per Page: Add +d4 to your Attack roll and subtract the same amount from your Damage roll.

EXTRA ATTACK Once per Page: Make an extra Attack and Damage roll.

ANIMAL TAMER Add +2 to all rolls to train and handle animals.

BRUTAL STRIKE Whenever your Attack roll is 20 or more, double the Damage.

HP 35



DEF 13

ATK +4

DMG 3d10

WEAPON:
War Hammer

GOLD:

EQUIPMENT & LOOT:

Empty box for equipment and loot.

