



# 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**

**DMG**  **D12**

**WEAPON:**  
War Hammer

**GOLD:**

**EQUIPMENT & LOOT:**

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 Bonus 



# 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:

Blank lined area for equipment and loot.

Bonus

# THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 3

## TRAITS



## 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:

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# THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 4

## 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**  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:

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 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:

Blank lined area for equipment and loot.

Bonus



# THUDAK THE MERCILESS

Half-Orc Barbarian ♦ Level: 6

## TRAITS



## 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.

**CRUSHING BLOW** Once per Page: When you kill or Stun an enemy, apply any excess Damage to the next Damage roll.

HP 40

DEF 14

ATK +4

DMG 3d12

WEAPON:  
War Hammer

### GOLD:

### EQUIPMENT & LOOT:

Blank area for equipment and loot.

Bonus