

Kargoth Stormcleaver

Battlemaster Level: 1

Traits

Str
+3

Dex
-1

Con
+1

Int
-1

Wis
-1

Cha
-1

Stats

Hp
Max
/ 11

Def
+3

Atk
+1

Dmg
d10



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Intimidating



Add +2 to all rolls to threaten and intimidate.

Iron Might



Once per Page: Reroll any d20 + Strength roll and take the new result

Skullsplitter



Once per Rest: Add +d6 to all Attack rolls on the Page.

Kargoth Stormcleaver

Battlemaster Level: 3

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Hp

Max
21



Atk

+2



Dmg

2D8



Def

+5



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Survivalist



Add +2 to all rolls to endure long journeys.

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Iron Might



Twice per Page: Reroll any d20 + Strength roll and take the new result

Skullsplitter



Once per Rest: Add +d8 to all Attack rolls on the Page.

Tactical Strike



Whenever you roll a 19 or 20 on an Attack roll (without modifiers), double the Damage roll.

Warcry



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

Kargoth Stormcleaver

Battlemaster  Level: 4

Traits



Str

Dex

Con

Int

Wis

Cha

Stats

Hp

Max
26Atk
+30

Def

+5

Dmg

2D12

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Intimidating

Add +2 to all rolls to threaten and intimidate.

Athlete

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

Survivalist

Add +2 to all rolls to endure long journeys.

Danger Sense

Add +2 to all rolls to avoid traps and surprise hazards.

Iron Might

Twice per Page: Reroll any d20 + Strength roll and take the new result

Skullsplitter

Twice per Rest: Add +d10 to all Attack rolls on the Page.

Tactical Strike

Whenever you roll a 19 or 20 on an Attack roll (without modifiers), double the Damage roll.

Warcry

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

Savage

Once per Rest: Add +d6 to all rolls for Strength, Dexterity, and Constitution on the Page.

Kargoth Stormcleaver

Battlemaster Level: 5

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Max
31



Atk
+4



Def
+6

Dmg
3D10



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Survivalist



Add +2 to all rolls to endure long journeys.

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Iron Might



Twice per Page: Reroll any d20 + Strength roll and take the new result

Skullsplitter



Twice per Rest: Add +d10 to all Attack rolls on the Page.

Tactical Strike



Whenever you roll a 19 or 20 on an Attack roll (without modifiers), double the Damage roll.

Warcry



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

Savage



Twice per Rest: Add +d8 to all rolls for Strength, Dexterity, and Constitution on the Page.

Defiant Surge



Once per Rest: Restore your Health by d8 up to your maximum.

Kargoth Stormcleaver

Battlemaster  Level: 6

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Ир

Max
34Atk
+5

Def

8

Dmg

3D12

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Intimidating

Add +2 to all rolls to threaten and intimidate.

Athlete

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

Survivalist

Add +2 to all rolls to endure long journeys.

Danger Sense

Add +2 to all rolls to avoid traps and surprise hazards.

Iron Might

Twice per Page: Reroll any d20 + Strength roll and take the new result

Skullsplitter

Twice per Rest: Add +d10 to all Attack rolls on the Page.

Tactical Strike

Whenever you roll a 19 or 20 on an Attack roll (without modifiers), double the Damage roll.

Warcry

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

Savage

Twice per Rest: Add +d8 to all rolls for Strength, Dexterity, and Constitution on the Page.

Defiant Surge

Once per Rest: Restore your Health by d8 up to your maximum.

Crushing Blow

Once per Page: Add your Strength Modifier to a single Attack and Damage roll.

Bonus:

Penalty: