

Character Name

Dwarf

Race

Savage 1

Class & Level

Height & Weight

Age & Sex

18 STR **+4**

18 CON **+4**

14 DEX **+2**

Initiative

+3

Level + Dex

8 INT **-1**

10 WIS **0**

8 CHA **-1**



Hit Points

36

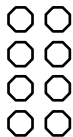
Maximum

Current

Recoveries

8

1d10+4



Death Saves



PD

16

11 + Level +
Str/Con/Dex

AC

15

12 + Level +
Con/Dex/Wis

MD

10

10 + Level +
Int/Wis/Cha

Frenzy

1d4

Per Hit

Current

3d4

Max

Icon Relationships

The Dwarf King (positive 1)

The Orc Lord (negative 1)

The High Druid (positive 1)

One Unique Thing

Backgrounds

Weapon Thane of the Red Boar Clan +5

Captured & Tortured by Orcs +3

Talents & Features

That's Your Best Shot? (Dwarf)

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery.

Frenzy Dice (Class Feature)

Whenever you hit with a melee attack or a thrown weapon ranged attack during a turn, you gain a frenzy die (1d4) at the end of that turn. Only the first hit counts, multiple hits still only grant you frenzy dice once.

The frenzy dice you gain are added to your frenzy pool (FRENZY). The maximum for your frenzy pool is 3d4.

Frenzied Healing (Class Feature)

At the end of your turn, you can expend frenzy dice to heal yourself. Roll these dice to determine how many hit points you heal.

Critical Frenzy (Talent)

When you score a critical hit with a melee or thrown weapon attack during your turn, gain double frenzy dice at the end of your turn.

Flying Axes (Talent)

Use d8 weapons as thrown weapons.

Twin Blades of Fury (Talent)

When you wield a melee weapon in each hand, add FRENZY to miss damage with melee attacks.

Adventurer Feat: Gain a +1 bonus to hit against mooks while dual-wielding.



Equipment

Attacks and Frenzy Powers

Two-Weapon Melee Attack

Attack: 1d20+5 vs. AC

Hit: 1d8+4 + FRENZY damage

Miss: 1 + FRENZY damage

Natural 2: Reroll the attack

Thrown Weapon Ranged Attack

Attack: 1d20+5 vs. AC

Hit: 1d8+4 + FRENZY damage

Miss: 1 damage

Savage Bash (Power)

Melee Attack; Once per battle

Cost: -

Attack: 1d20+5 vs. AC

Hit: 1d8+4 + FRENZY damage. Your allies can pop free from the target.

Miss: Half damage

Scream of Victory (Power)

Close-quarters power; Free action; Once per battle

Cost: 1 frenzy die

Trigger: You kill a non-mook enemy

Effect: Spend a recovery to heal.

Ultra-Frenzied Strike (Power)

Melee attack; Once per battle

Cost: 1 frenzy die

Attack: 1d20+5 vs. AC

Hit: 1d8+4 + twice FRENZY damage.

Miss: Damage equal to your level