

Character Name

Dwarf

Race

Savage 5

Class & Level

Height & Weight

Age & Sex

19 STR **+4**

19 CON **+4**

15 DEX **+2**

Initiative

+7

Level + Dex

8 INT **-1**

10 WIS **0**

8 CHA **-1**



Hit Points

96

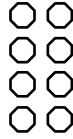
Maximum

Current

Recoveries

8

5d10+8



Death Saves



PD

20

11 + Level +
Str/Con/Dex

AC

19

12 + Level +
Con/Dex/Wis

MD

14

10 + Level +
Int/Wis/Cha

Frenzy

2d6

Per Hit

6d6

Current

Max

Icon Relationships

The Dwarf King (positive 2)

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 frenzy dice (2d6) 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 6d6.

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 attack during your turn, gain double frenzy dice at the end of your turn.

Adventurer Feat: When your frenzy dice pool is at maximum, gain a +2 bonus to your critical threat range with melee attacks.

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.



Basic Attacks

Two-Weapon Melee Attack

Attack: 1d20+9 vs. AC
Hit: 5d8+8 + FRENZY damage
Miss: 5 + FRENZY damage
Natural 2: Reroll the attack

Thrown Weapon Ranged Attack

Attack: 1d20+9 vs. AC
Hit: 5d8+8 + FRENZY damage
Miss: 5 damage

Equipment

Adventurer Feat: Critical Frenzy, Twin Blades of Fury, Scream of Victory, Ultra-Frenzied Strike

Champion: Puny Flesh Wound

Frenzy Powers

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.
Adventurer Feat: Add FRENZY to the amount healed.

Ultra-Frenzied Strike (Power)
Melee attack; Once per battle
Cost: 1 frenzy dice
Attack: 1d20+9 vs. AC
Hit: 5d8+8 + twice FRENZY damage.
Miss: Damage equal to your level.
Adventurer Feat: You can spend an extra frenzy die to gain a +2 bonus to the attack.

Raging Vengeance (Power)
Melee attack; Interrupt action; Once per battle
Cost: -
Trigger: A nearby ally has been reduced to zero hit points
Always: Pop free from all enemies, engage the opponent that has attacked your ally.
Target: Your ally's attacker
Attack: 1d20+9 vs. AC
Hit: 5d8+8 + FRENZY damage.
Miss: Half damage.

Puny Flesh Wound (Power)
Close-quarters power; Interrupt action; Once per battle
Cost: 2 frenzy dice
Trigger: You take damage.
Effect: Roll FRENZY and reduce the damage you take by that amount.
Champion Feat: Reduce the damage by an additional 25 points.

Blood Frenzy (Power)
Melee attack; Once per battle
Cost: 2 frenzy dice
Target: Two enemies you are engaged with
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength + FRENZY damage
Miss: —
Both attacks miss: Take FRENZY psychic damage