

Character Name

**Dwarf**

Race

**Savage 7**

Class & Level

Height & Weight

Age & Sex

**20** STR **+5**

**20** CON **+5**

**16** DEX **+3**

Initiative

**+10**

Level + Dex

**8** INT **-1**

**10** WIS **0**

**8** CHA **-1**



Hit Points

**156**

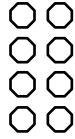
Maximum

Current

Recoveries

**8**

**7d10+10**



Death Saves



PD

**23**

11 + Level +  
Str/Con/Dex

AC

**22**

12 + Level +  
Con/Dex/Wis

MD

**16**

10 + Level +  
Int/Wis/Cha

Frenzy

**2d10** Per Hit

**6d10** Current

**6d10** 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 (2d10) 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 6d10.

### 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 / Champion Feat:* Gain a +1 bonus to hit and a +2 bonus to your critical threat range against mooks while dual-wielding.



Basic Attacks

### Twin Axes (Two-Weapon Melee Atk.)

Attack: 1d20+12 vs. AC  
Hit: 7d8+10 + FRENZY damage  
Miss: 7 + FRENZY damage  
Natural 2: Reroll the attack

### Thrown Axe (Ranged attack)

Attack: 1d20+12 vs. AC  
Hit: 7d8+10 + FRENZY damage  
Miss: 7 damage

Equipment

## Feats

Adventurer Feat (4): Critical Frenzy, Twin Blades of Fury, Scream of Victory, Raging Vengeance

Champion (3): Whirling Evasion. Twin Blades of Fury, Raging Vengeance

## Gear, Equipment & Money

## Magic Items

## 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.

### 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+12 vs. AC

Hit: 7d8+10 + FRENZY damage.

Miss: Half damage.

*Adventurer Feat:* Spend a frenzy die to gain a +2 bonus to the attack.

*Champion Feat:* On a hit, grant your ally a death save with the escalation die as a bonus.

### 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.

### Harbinger of Death (Power)

Melee attack; Once per battle

Cost: -

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage.

*Even hit:* Spend 1 frenzy die and make another melee attack. Keep attacking until you roll odd or run out of frenzy dice. You can pop free and engage other nearby enemies between attacks.

Miss: Damage equal to your level

### Spine-chilling Roar (Power)

Close-quarters power; Once per battle

Cost: 3 frenzy dice

Target: 1d4+1 nearby enemies OR all nearby mooks

Attack: Constitution + level vs. the highest MD of all targets

Effect: The targets are dazed until the start of your next turn, and will flee if able to.

### Whirling Evasion (Power)

Close-quarters power; Interrupt action; Once per battle

Cost: 3 frenzy dice

Trigger: You are hit by an attack by an enemy you are engaged with

Effect: Take half damage from the attack. Make a melee basic attack against the attacker.

*Champion Feat:* You can use this power against a nearby enemy you are not engaged with.

Make a ranged basic attack with a thrown weapon instead.