

Character Name

**Human**

Race

**Savage N1**

Class & Level

Height & Weight

Age & Sex

**17** STR +3

**15** CON +2

**9** DEX -1

Initiative

**-1**  
Level + Dex

**7** INT -2

**13** WIS +1

**11** CHA +0

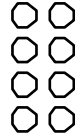


Hit Points

<b>19</b> <small>Maximum</small>	 <small>Current</small>
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Recoveries

**4**  
**1d10+2**



Death Saves



PD

**13**  
11 + Level + Str/Con/Dex

AC

**13**  
12 + Level + Con/Dex/Wis

MD

**10**  
10 + Level + Int/Wis/Cha

Frenzy

**1d3** Per Hit  
**3d3** Max

Icon Relationships

**The High Druid (positive 1)**

One Unique Thing

Backgrounds

**Leader of the Wolf Pack +3**

**Too impatient for proper Shaman training +3**

Talents & Features

**Quick to Fight (Human Racial)**

At the start of each battle, roll initiative twice and choose the result you want.

**Frenzy Dice (Class Feature)**

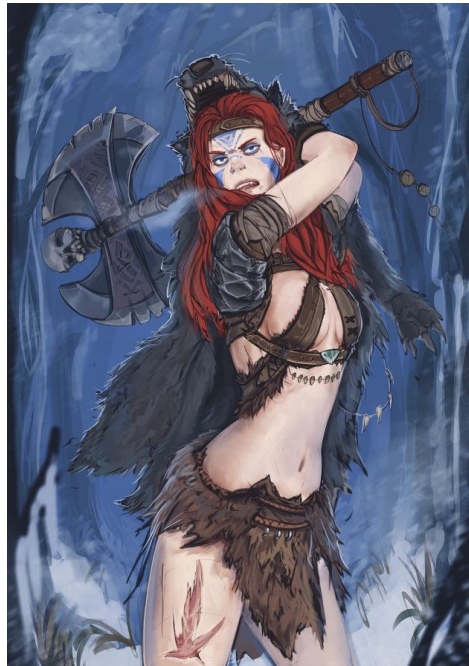
Whenever you hit with a melee attack or a thrown weapon ranged attack during a turn, you gain a frenzy die (1d2) at the end of that turn. Only the first hit counts, multiple hits still only grant you frenzy dice once. The frenzy dice you gain are added to your frenzy pool (FRENZY). The maximum for your frenzy pool is 3d2.

**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.

**Gigantic Weapon (Talent)**

Increase the damage die of heavy two-handed melee weapons to d12.



Feats

**Toughness:** Gain 4 bonus hp

Attacks and Frenzy Powers

**Huge Axe (Melee attack)**

Attack: 1d20+5 vs. AC  
Hit: 1d12+4 + FRENZY damage  
Miss: —

**Thrown Axe (Ranged attack)**

Attack: 1d20+5 vs. AC  
Hit: 1d6+4 + FRENZY damage  
Miss: —

**Iron Determination (Frenzy Power)**

Close-quarters power; No action; Once per battle  
Cost: 1 frenzy die  
Trigger: You fail a save or a death save.  
Effect: Reroll the save. Add +1 per die in your frenzy pool to the reroll.