

Character Name

Wood Elf

Race

Savage 1

Class & Level

Height & Weight

Age & Sex

18 STR **+4**

16 CON **+3**

14 DEX **+2**

Initiative

+3

Level + Dex

8 INT **-1**

12 WIS **+1**

10 CHA **0**



Hit Points

37

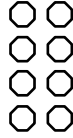
Maximum

Current

Recoveries

8

1d10+3



Death Saves



PD

15

11 + Level + Str/Con/Dex

AC

15

12 + Level + Con/Dex/Wis

MD

13

12 + Level + Int/Wis/Cha

Frenzy

1d4

Per Hit

Current

3d4

Max

Guild Relationships

Gruul Clans

One Unique Thing

Backgrounds

Gruul Renegade +5

Shaman's daughter +3

Talents & Features

Elven Grace (Racial Power)

At the start of each of your turns, roll a die. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn. At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step: d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

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 (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.

Frenzied Vitality (Talent)

When you use the Frenzied Healing class feature while staggered, gain 3 extra hit points.

Unstoppable Determination (Talent)

You gain a +2 bonus to MD. If you are hit by an attack against MD with a non-damage effect, immediately make a save against that effect. If you succeed, ignore it.



Totem Warrior (Talent)

You gain a Shifter Druid beast aspect.

Leopard aspect (Adept / adv. feat)

Recharge 16+; Quick action
Initiate Effect: Until the end of the battle, gain a +2 bonus to AC, a +5 bonus to disengage checks and to saves against being stuck, dazed, or stunned. When an enemy misses you with a melee attack and rolls a natural 1-4, you gain an additional standard action during your next turn (max 1/turn).

Attacks and Frenzy Powers

Spiked Blades (Two weapon melee)

Attack: 1d20+5 vs. AC

Hit: 1d8+4 + FRENZY damage

Miss: 1 damage

Natural 2: Reroll the attack

Throwing Axe (Ranged attack)

Attack: 1d20+5 vs. AC

Hit: 1d6+4 + FRENZY damage

Miss: 1 damage

Cry for Blood (Frenzy Power)

Close-quarters power; Once per battle

Cost: -

Target: 1d4+1 nearby enemies

Attack: 1d20+4 vs. the highest MD of all targets

Hit: Psychic damage equal to 3 + FRENZY.

Gain frenzy dice as if you had hit with a melee attack at the end of your turn.

Miss: Half damage.

Headless Rush (Frenzy Power)

Melee attack; Once per battle

Cost: -

Always: Engage a nearby enemy as part of the attack. You take a -4 penalty to AC until the start of your next turn.

Attack: 1d20+9 vs. AC.

Hit: 1d12+4 + FRENZY damage.

Miss: 1 damage

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.

Feats

Toughness: Gain 4 bonus hp

Gear, Equipment & Money

Magic Items

Additional Spells