



== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

== BONUS ACTIONS ===

Frenzy Attack

While in a frenzy, you can make a single melee weapon attack as a bonus action on each of your turns after this one.

Rage • 3 / Long Rest

As a bonus action enter a rage for up to 1 minute (10 rounds).

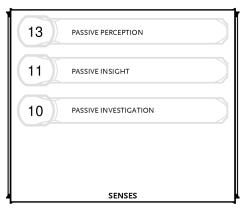
You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

=== REACTIONS === Stone's Endurance • 1 / Short Rest

As a reaction, reduce damage dealt to you by 1d12 +2 once per short rest.

ACTIONS



NAME	HIT	DAMAGE/TYPE	NOTES
Greataxe	+5	1d12+3 Slashing	Martial, Heavy, Two-Handed, Cleave
Greataxe	+5	1d12+3 Slashing	Martial, Heavy, Two-Handed, Cleave
Handaxe	+5	1d6+3 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
Handaxe	+5	1d6+3 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
Handaxe	+5	1d6+3 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
Handaxe	+5	1d6+3 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
WEAPON ATTACKS & CANTRIPS			