



BROK

DWARF BERSERKER

MOV	AGI	RES	MEL	MAG	RNG
2	3	0	7	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	18	20

SOUL HARVEST **3**

	Cost	Reach	Glance	Solid	Crit
Great Axe	1AP	1	2	3	5

COMMON INNATE ABILITIES

Dash; Monster Slayer

Back Swing - [Innate] When *Great Axe Attack* crits, Brok may immediately make a *Great Axe Attack* for (OAP) after resolving the first attack. Attacks generated from **Back Swing** cannot score critical blows. **Back Swing** can only be triggered during Brok's activation.

Cleave (1AP+1F) - [Active] Make a *Great Axe Attack* for (OAP) against each enemy within melee reach. Brok can ignore the distracted rule when resolving **Cleave**. Attacks made with **Cleave** cannot trigger **Back Swing**.

Savagery (1AP) - [Active] +1 MEL and +1 RES. Expires at the end of Brok's next activation.

LEVEL 2 Gain 2 Health **LEVEL 3** Gain 2 Health

Lvl 2: **Heroic Destiny** - [*Innate*] The first time Brok has 0 health, each round, he does not immediately die. Instead, Heal Brok 1.

Lvl 3: **Molten Metal (1AP+1F)** - [*Active*] Target adjacent enemy takes D6 True Damage for each point of RES it has.

GODS



CLASS

