# Gorgug Thistlespring

Zac Oyama as Gorgug Thistlespring

SEASON 2




RACE
**Half-orc**

CLASS
**Barbarian 8 / Artificer 1 (Berserker)**

LEVEL
**9**

BACKGROUND
**—**

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| +5 | +1 | +3 | +2 | +1 | +0 |

| ARMOR CLASS | HIT POINTS | LEVEL | PROFICIENCY |
|---|---|---|---|
| 14 | 121 | 9 | — |

End of season 2 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

# Gorgug Thistlespring

FULL SHEET

## Skills

- Athletics *+9*
- Investigation *-1*
- Tinker's tools +5

## Saving throws

- —

## Features

- **Savage Attacks** — Half-orc critical hit: Brennan calls a Savage Critical on a natural 20, rolling 3d12. S2E3a 00:59:28
- **Reckless Attack** — Zac: "I think I'm going to reckless attack this guy" - one attack with advantage. S2E3a 00:59:06, S2E3a 00:59:23
- **Mindless Rage** — Zac asks whether Mindless Rage helps while poisoned; Brennan says no. S2E3b 00:23:53
- **Frenzy** — Berserker Frenzy gives one extra attack: "that gives me just one more attack, right?" S2E3b 00:10:34
- **Relentless Endurance** — Dropped to 0, goes to 1 hit point instead: "I'm down but I have Relentless Endurance so that I'm at 1." S2E8 01:18:52
- **Tinker's tools** — Makes tinker's tool checks (plus 5) while mending the Hangman; Adaine gives the help action. S2E11 02:19:19, S2E11 02:19:41
- **Gnomish** — "I speak gnomish." S2E12 01:35:09
- **Artificer level** — Adaine: "Well, we have an artificer now." S2E12 00:08:13
- **Survival proficiency** — "I have Survival for some reason." S2E17 00:13:36
- **Danger Sense** — Advantage on Dexterity saves: "I have Danger Sense, so I can do this with two." S2E19 01:57:49

## Spells

- **Mending** — Brennan has him "doing mending" during the research week. S2E11 02:19:19
- **Jump** — "I cast Jump on myself to avoid the terrain" (concentration). S2E17 00:13:01
- **Mending (shattered stone)** — Zac tries Mending on the shattered stone; Brennan: it can't be mended because it's not one face. S2E18 00:23:17, S2E18 00:24:56
- **Cure Wounds** — Heals Baxter: rolled 1 plus 2, three hit points. S2E19 01:03:56
- **Spare the Dying** — Zac: "I shoulda cast Spare the Dying on him"; he has one other spell slot left. S2E19 01:05:02

## Items

- **Van** — Buys the van from his parents for 35 gold. S2E2b 00:39:17
- **Crystal (phone)** — Calls Zelda on it. S2E4 00:08:28
- **Tin flower tattoo** — Gets "a huge tin flower on your shoulder" with Zajiri runes. S2E5 02:06:16
- **Hand axe** — Throws a hand axe to cut the rope ahead (natural 1). S2E6 01:15:32, S2E6 01:15:52
- **Compass Points library card** — Takes it out and it points to the book "Cheer Up Me Hearties", which he picks up. S2E7 01:01:35, S2E7 01:01:46
- **Headphones** — Puts them on in the fight; metal music starts and Gorgug calls it a pretty sick playlist. S2E8 00:22:18, S2E8 00:22:36
- **Captain Whitclaw's sword** — Grabs it and plants it in the planks in front of Fabian. S2E8 01:56:35
- **Crystal (phone) pulled out** — At the Tinkerer's Hall a gnome follows the headphone wire and pulls the crystal out. S2E12 02:16:38
- **Crystal upgrade** — Works all night with the gnomes: a new crystal pack on the back of the phone with satellite access. S2E13 02:07:05
- **Boots** — His boots come off and wrap around Fig's feet (Jump); Brennan: size 19. S2E15 02:19:37
- **Owlbear pin** — Daybreak spots the Owlbear pin on his hoodie. S2E15 01:49:10

- **Heavy metal ax** — Receives the adamantium gravity ax (120 pounds, needs 17 Strength); Zac rolls 20 to lift it. S2E17 00:56:48, S2E17 00:57:19