

Character Name

Half-Orc

Race

Abomination N1

Class & Level

Height & Weight

Age & Sex

17 STR **+3**

16 CON **+3**

11 DEX **+0**

Initiative

+2

Level + Dex

9 INT **-1**

11 WIS **0**

7 CHA **-2**



Hit Points

15

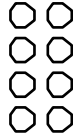
Maximum

Current

Recoveries

4

1d10+3



Death Saves



PD

14

11 + Level + Str/Con/Dex

AC

13

13 + Level + Con/Dex/Wis

MD

9

10 + Level + Int/Wis/Cha

Icon Relationships

Orc Lord (positive 1)

One Unique Thing

Backgrounds

Champion of Dhuul the Storm God +2

First Mate of the Crimson Pearl +4

Talents & Features

Lethal (Half-Orc Racial Power)

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Native Element: Lightning (Class F)

Resist Lightning 10+

Intimidating (Class Feature)

Use Strength for Charisma in social skill checks.

Hard to Kill (Talent)

Gain a +3 bonus to death saves.



Equipment

Basic Attacks and Maneuvers

Claws (Melee attack)

Attack: 1d20+3 vs. AC

Hit: 1d8+3 damage

Miss: —

Spit Lightning (Ranged attack)

Attack: 1d20+3 vs. AC

Hit: 1d6+3 damage

Miss: —

Chain Lightning (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: Make a Spit Attack against a second nearby enemy as a free action. This attack does not trigger maneuvers, but on a natural even roll, make another attack against a third enemy.

Elemental Claw (Maneuver)

Flexible melee attack

Triggering Roll: Any natural even hit

Effect: Deal 1d4 extra lightning damage.

Concentrated Breath (Maneuver)

Flexible ranged attack

Triggering Roll: Natural even hit

Effect: Increase your damage dice by one step (d6 to d8) and reroll all natural 1 on the damage roll.

Spike Up (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, when an enemy makes a melee attack against you, deal 5 damage to it. Deal double damage to enemies who grab, swallow or engulf you.