

Character Name

Half-Orc

Race

Height & Weight

Abomination 3

Class & Level

Age & Sex

18 STR **+4**

17 CON **+3**

12 DEX **+1**

Initiative

+4

Level + Dex

10 INT **0**

12 WIS **+1**

8 CHA **-1**



Hit Points

50

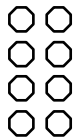
Maximum

Current

Recoveries

8

3d10+3



Death
Saves



PD

17

11 + Level +
Str/Con/Dex

AC

17

13 + Level +
Con/Dex/Wis

MD

13

10 + Level +
Int/Wis/Cha

Icon Relationships

Orc Lord (positive 2)

The Three (conflicted 1)

One Unique Thing

Backgrounds

Champion of Dhuul the Storm God +4

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 13+

Intimidating (Class Feature)

Use Strength for Charisma in social skill checks.

Fueled by Pain (Talent)

While you are staggered, your melee attacks gain a +2 bonus to their critical threat range.
Adventurer Feat: Also gain the bonus with your spit attack.

Hard to Kill (Talent)

Gain a +3 bonus to death saves.
Adventurer Feat: When you are at zero hit points and you spend a recovery to heal, roll an extra die

Elemental Eruption (Talent)

Gain a Sorcerer spell as a bonus spell. Use Strength instead of Charisma.

Lightning Fork (Bonus Spell)

Ranged spell; Recharge 16+ after battle
Target: One nearby enemy; chain spell
Attack: 1d20+7 vs. PD
Hit: 7d6+4 lightning damage.
Miss: Half damage.
Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.
Adventurer Feat: Once per battle, you can reroll one of your lightning fork attacks rolls.



Basic Attacks

Claws (Melee attack)

Attack: 1d20+7 vs. AC
Hit: 3d8+4 damage
Miss: 3 damage

Spit Lightning (Ranged attack)

Attack: 1d20+6 vs. PD
Hit: 3d6+3 damage
Miss: 3 lightning damage

Abomination Maneuvers

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 3d4 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 7 damage to it. Deal double damage to enemies who grab, swallow or engulf you.

Irate Outburst (Maneuver)

Flexible melee or ranged attack
Triggering Roll: Natural even miss
Effect: Deal 3 lightning damage to all enemies you are engaged with.