

Character Name

Half-Orc

Race

Height & Weight

Abomination 5

Class & Level

Age & Sex

21 STR **+5**

18 CON **+4**

13 DEX **+1**

Initiative

+6

Level + Dex

10 INT **0**

12 WIS **+1**

8 CHA **-1**



Hit Points

96

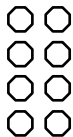
Maximum

Current

Recoveries

8

5d10+8



Death
Saves



PD

20

11 + Level +
Str/Con/Dex

AC

19

13 + Level +
Con/Dex/Wis

MD

15

10 + Level +
Int/Wis/Cha

Icon Relationships

Orc Lord (positive 2)

The Three (conflicted 1)

The Shadow Prince (positive 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 15+

Intimidating (Class Feature)

Use Strength for Charisma in social skill checks.
Adv. Feat: Once per scene an ally can add your Strength to a Charisma-based skill check.

Fueled by Pain (Talent)

While you are staggered, your melee and spit attacks (adv. feat) gain a +2 bonus to their critical threat range.

Hard to Kill (Talent)

Gain a +4 bonus to death saves.

Adventurer Feat: When at zero hit points, add an extra die to recovery rolls.

Champion Feat: Increase your base hit points to 8 + Con.

Elemental Eruption (Talent)

Gain a Sorcerer spell as a bonus spell.

Lightning Fork (Bonus Spell)

Ranged spell; Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: 1d20+10 vs. PD

Hit: 6d10+10 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.

Raw Muscle (Champion Talent)

Increase your Strength score by 2.



Equipment

Claws (Melee attack)

Attack: 1d20+10 vs. AC

Hit: 5d8+10 damage

Miss: 5 damage

Spit Lightning (Ranged attack)

Attack: 1d20+9 vs. PD

Hit: 5d6+8 damage

Miss: 5 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 5d4 extra lightning damage.

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 15 damage to it. Deal double damage to enemies who grab, swallow or engulf you.

Splash Damage (Maneuver)

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: Deal 2d6 lightning damage to 1d3 different nearby enemies.

Angered Resurgence (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Spend a recovery to heal.

Hind Kick (Maneuver)

Flexible melee attack

Triggering Roll: Natural even miss

Effect: No damage to the original target. Pop free and make a second melee attack with a -4 penalty against a different nearby enemy. is attack does not trigger maneuvers.