

Character Name

**Half-Orc**

Race

Height & Weight

**Abomination 9**

Class & Level

Age & Sex

**22** STR **+6**

**19** CON **+4**

**14** DEX **+2**

Initiative

**+11**

Level + Dex

**10** INT **0**

**12** WIS **+1**

**8** CHA **-1**



Hit Points

**240**

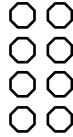
Maximum

Current

Recoveries

**8**

**9d10+12**



Death Saves



PD

**24**

11 + Level +  
Str/Con/Dex

AC

**24**

13 + Level +  
Con/Dex/Wis

MD

**19**

10 + Level +  
Int/Wis/Cha

Icon Relationships

**Orc Lord (positive 3)**

**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 19+

**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.

*Epic Feat:* When you are reduced below zero hit points, you remain conscious and are able to take actions until the end of your next turn.

**Elemental Eruption (Talent)**

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

**Raw Muscle (Champion Talent)**

Increase your Strength score by 2.

**Monstrous Wings (Epic Talent)**

You grow wings that allow you to fly. While airborne, you are vulnerable to all attacks and take a -2 penalty to attack rolls.

*Epic Feat:* You no longer take an attack penalty, but you are still vulnerable.



Equipment

Basic Attacks

**Claws (Melee attack)**

Attack: 1d20+15 vs. AC

Hit: 9d8+18 damage

Miss: 9 damage

**Spit Lightning (Ranged attack)**

Attack: 1d20+13 vs. PD

Hit: 9d6+12 damage

Miss: 9 lightning damage

## Feats

Adventurer (4): Intimidating, Fueled by Pain, Hard to Kill, Limit Maneuver

Champion (3): Hard to Kill, Spike Up, Angered Resurgence

Epic (2): Hard to Kill, Monstrous Wings

## Gear, Equipment & Money

## Magic Items

## Maneuvers

### Chain Lightning (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Natural 19 or 20 (adv. feat)

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 9d4 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 27 damage to it. Deal double damage to enemies who grab, swallow or engulf you.  
*Champion Feat:* You gain the effect until the end of the battle. Multiple uses don't stack.

### Splash Damage (Maneuver)

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: Deal 3d6 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.

*Champion Feat:* If you are staggered, roll two extra recovery dice.

### 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.

### Displacer Strike (Maneuver)

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: After the attack, teleport to a location you can see.

### Hastened Evolution (Maneuver)

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: If the target has a power that triggers on certain natural attack rolls (such as odd, even, or 16+), you gain that power as an abomination maneuver until the end of battle. If it has several such powers, you gain one at random. If it has no such powers, nothing happens. (Ask your GM before you announce the maneuver whether there is anything to gain.)

You can „evolve“ only one power at a time. If you gain a new power, you lose any you have previously gained through this maneuver.

## Spells

### Breath of the Blue

Close-quarters spell; Daily

Target: One nearby enemy; breath spell

Attack: Charisma + Level vs. PD

Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

Miss: Half damage, and no damage to target's allies.

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the blue this turn if you wish.