



FURSNOGG MALE ORC FIGHTER

LEVEL 3 Unaligned

"Fursnogg smash!"



Ability Score	Value	Modifier		
STRENGTH	18	+4	ARMOR CLASS	23
CONSTITUTION	15	+2	FORTITUDE DEFENSE	17
DEXTERITY	14	+2	REFLEX DEFENSE	15
INTELLIGENCE	10	+0	WILL DEFENSE	12
WISDOM	12	+1	INITIATIVE	+2
CHARISMA	11	+0	SPEED (SQUARES)	5
			ACTION POINTS	1
HIT POINTS	42		HEALING SURGE HP HEALED	10
BLOODIED	21		HEALING SURGES/DAY	11
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 Terror Battle Axe	+8 vs. AC	1d10+5	Versatile (+1 damage when 2-handed)
Javelin	+7 vs. AC	1d6+4	10 squares normal/20 squares max

FEATS

Power Attack
Shield Push

RACE AND CLASS FEATURES

Combat Challenge
Combat Superiority
Running Charge (+2 speed when charging)
Weapon Talent (axes)

SKILLS (For skills not listed bonus is 1 + ability modifier; -2 armor check)

Passive Insight	12
Passive Perception	12
Athletics	+10
Endurance	+8
Heal	+7
Insight	+2
Perception	+2

Languages: Imperial, Giant
Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

+1 *terror battle axe* (PH236), +1 *black iron scale armor* (PH227), heavy shield, backpack, bedroll, 10 ft. chain, wineskin (full), 3 javelins, grappling hook, dead cat (almost fresh!)

BACKGROUND

Three generations ago, your ancestors were raiders from the frozen north. They attacked the Empire of the Crimson Light, eager to show their strength and skill, and were nearly wiped out when the Empire responded. Since then, the Empire has taken a tribute of first born sons from your people to serve in their armies. Fortunately among your people, children are plentiful and easily replaced.

Your fellows think you stupid because of your tribes' "barbaric customs," but you are smarter than they think, though you keep it to yourself. You are always hungry and are willing to eat just about any raw meat. You do not have much of a taste for the rice that the humans of the Empire eat, and try to avoid the steamed vegetables at all costs!

Captain Kayako: You have been assigned to Captain Kayako to perform as she demands. She is rigid and does appreciate your efforts to claim your share of the booty that can be taken from the weak people of conquered Aeris. She forces you to bath at least once a year, and you dread that approaching day.

Mokei Takemi: You greatly respect the warlock. The shamans of your tribe often forge pacts with powerful spirits to bring ruin to your enemies and prosperity to your people. For some reason the other members of your unit seem not to respect the fell curses that Takemi might call down upon them should they anger him.

Rargol the Green: The dragonborn are honored holy warriors among the soldiers of the Empire. You appreciate his ability to heal you, but his ability to slaughter your enemies has proved even more impressive.

Yugi Vorag: A weakling wizard who gains power by study and reading books. While his claims of power by control of the elements are vast, you assume he is bragging to make up for his pitiful martial skills.

EXPLOITS (MARTIAL POWERS)

At-Will Powers

Cleave (PH77)

Tide of Iron (PH77)

Encounter Powers

Crushing Blow (PH79)

Spinning Strike (PH78)

Warrior's Surge

Orc Racial

Spilling the blood of your enemy invigorates you.

Encounter ♦ Healing, Weapon

Standard Action

Melee weapon

Attack: +8 vs. AC

Hit: 1d10 + 5 damage, and you can spend a healing surge.

Daily Power

Brutal Strike (PH78)

Utility Power

Get Over Here (PH78)