

Hammer, minotaur fighter 5
Initiative +5; **Senses** Perception +5

hp 63; **Bloodied** 31; **Res** 10 force, 5 fire/rad
AC 20; **Fortitude** 20, **Reflex** 15, **Will** 15
Ferocity <=0 hp, one basic melee attack

Speed 5

Action Points:
Item Dailies:

Healing Surge 15 hp

Surges/day:

Damage:

Conditions:

- Second Wind** healing surge, +2 all defences UBoMNT (standard action, PH 291)
- Cinnabar Solitaire** on a critical hit, roll a saving throw (free action, AV 177)
- Boundless Endurance** gain regeneration 6 while bloodied (minor action, healing, stance, PH 78)
- Brooch of Shielding** gain resist 10 vs attack (item, imm. interrupt when hit by area/close/ranged, AV 149)

Attack Options Combat Superiority: +1 attack on OAs, if movement provoked then stop moving (PH 76)

Mark UEOmNT when I attack, -2 attack if not including me, imm. interrupt attack if adj enemy shifts or attacks ally w/o me

Basic Melee +2 large mordenkrad +11 vs AC plus mark, 2d8+7 brut 1 (23+2d6 on crit) (melee weapon)

Basic Ranged javelin +8 vs AC plus mark, 1d6+4 (10) (ranged weapon, heavy thrown, 10/20)

Cleave +11 vs AC plus mark, 2d8+7 brut 1 (23+2d6) and another target adjacent to me takes 4 damage (melee weapon, PH 77)

Reaping Strike +11 vs AC plus mark, 2d8+7 brut 1 (23+2d6), 4 damage on miss (melee weapon, PH 77)

Steel Serpent Strike +11 vs AC and mark, 4d8+7 brut 1 (39+2d6) plus slowed and can't shift UEOmNT (melee weapon, PH 78)

Sweeping Strike +11 vs AC plus mark (+2 att w axe, flail, h. blade, pick), 2d8+7 brut 1 each (23+2d6) (close burst 1, PH 79)

Goring Charge +9 vs AC plus mark, 1d6+4 (10) plus prone (melee 1, MM 278)

Comeback Strike +11 vs AC plus mark, 4d8+7 brut 1 (33+2d6) and can spend heal surge (melee weapon, healing, reliable, PH 78)

Rain of Steel enemies that start their turn adjacent to me take 2d8+3 damage if I can take OAs (minor action, stance, PH 79)

Flask of Dragon Breath +10 vs Ref plus mark, 1d6+4 fire (item, minor to drink, standard to attack, close blast 3)

Skills (ACP 0) Athletics +11, Endurance +11, Heal +8, Nature +5, Perception +5

Feats Weapon Focus (mordenkrad), Toughness, Weapon Proficiency (mordenkrad)

Languages Common

Special Oversized (can use large weapons)

Str 19 (+6) **Con** 19 (+6) **Dex** 12 (+3) **Int** 8 (+1) **Wis** 12 (+3) **Cha** 10 (+2)

Possessions +2 large mordenkrad, +2 brooch of shielding, flask of dragon breath, +1 pelaurum scale armour, cinnabar solitaire, heavy shield, longsword, javelins: 4, crowbar

adventurer's kit: backpack, bedroll, flint and steel, belt pouch, two sunrods, 10 days' rations, 50' silk rope, waterskin

Consumables 2 healing clams

Cash 10 gp

XP 5798