

BAROSH ORC RUNE SOLDIER 1

Age 26 Height 6'3" Weight 229 lbs. Size Medium Alignment neutral

Initiative -1 HP 31; Bloodied 15 Healing Surges 11 per day; 7 hp each Speed 5	AC 20 Fortitude 16 Reflex 14 Will 11	Passive Perception 10; low-light vision Passive Insight 10 Languages Common, Giant
Current Condition HP Surges Other	Strength 18 (+4) Constitution 16 (+3) Dexterity 8 (-1) Intelligence 15 (+2) Wisdom 10 (+0) Charisma 11 (+0)	Strength +6 waraxe 1d12+4 Constitution +3 Dexterity -1 Intelligence +2 Wisdom +0 Charisma +0
Acrobatics -5 Arcana +7 Athletics +0 Bluff +0 Diplomacy +0 Dungeoneering +5 Endurance +4 Heal +0 History +7 Insight +0 Intimidate +0 Nature +0 Perception +0 Religion +2 Stealth -5 Streetwise +0 Thievery -5	<p><i>Orc features</i> RUNNING CHARGE When you charge, add 2 to your speed.</p> <p><i>Rune Soldier features</i> RUNE DRAWING You have access to the runes of frost, decay, and mystery. You can use your rune soldier powers to draw and activate these runes.</p> <p>EMBLAZON MAGIC ITEM You can create runed items as if with the <i>enchant magic item</i> ritual.</p> <p><i>Feats</i> WEAPON PROFICIENCY - WARAXE You are proficient with the waraxe (+2 proficiency; 1d12; 1-handed, versatile)</p>	
Equipment plate armor (-2 check, -1 speed), heavy shield (+2 AC; -2 check), waraxe (+2; 1d12; 1H)		
Gear -		
Money 20g		

Rune Strike Rune Soldier Attack 1 <i>A swift slice of your blade cuts the image of your rune into your foe, or the brunt of your hammer leaves your symbol like a seal.</i> At-Will ♦ Weapon Standard Action Melee weapon Target: One creature Attack: +6 vs. AC Hit: 4 damage, and you may draw one of your runes on the target.	Contagion Strike Rune Soldier Attack 1 <i>You pommel your foe, and a mass of rot sloughs off to the side, drawing your purple-green rune onto a nearby enemy.</i> At-Will ♦ Contagion, Necrotic, Poison, Shadow, Weapon Standard Action Melee weapon Target: One creature Attack: +6 vs. AC Hit: 1d12 + 4 damage, and you may draw a rune of decay on a creature adjacent to the primary target. Natural 15 or better: Deal an additional 1d4 necrotic and poison damage to the primary target if it's decay-runed.
Warrior's Surge Orc Racial Power <i>Spilling the blood of your enemy invigorates you.</i> Encounter ♦ Healing, Weapon Standard Action Melee weapon Target: One creature Attack: +6 vs. AC Hit: 1d12 + 4 damage, and you can spend a healing surge.	Sieze the Psyche Rune Soldier Attack 1 <i>As you swing yourself and your weapon in a circle, your eyes glow with psychic energy, captivating the attention of each foe whose eyes you meet.</i> Encounter ♦ Psionic, Weapon Standard Action Close burst 1 Target: Each enemy in burst Attack: +6 vs. AC Hit: 1d12 + 4 damage, and the target is marked until the start of your next turn. Miss: The target is marked until the start of your next turn. Effect: You may draw your mental rune on one of the targets you hit.
Thickening Frost Rune Soldier Attack 1 <i>The chilled rune on your enemy emanates a mist that quickly thickens into frost, protecting you and your nearby allies.</i> Daily ♦ Cold, Elemental, Weapon Standard Action Melee weapon Target: One creature Attack: +6 vs. AC Hit: 2d12 + 4 cold damage, or 3d12 + 4 cold damage against a frost-runed target. You may draw your <i>rune of frost</i> on the target. The target can't remove your <i>rune of frost</i> with a standard action (save ends), and for the duration of that instance of the rune, you and your allies benefit as if your <i>rune of frost</i> were drawn on them as long as they are adjacent to the runed target. Miss: Half unmodified damage, or half modified damage against a frost-runed target.	