

## HALF-ORC

Speed: 6

Languages: Common, Giant

Vision: Low-Light

Attributes: +2 Strength, +2 Wisdom

Skills: +2 Streetwise, +2 Intimidate

Dual Heritage: You can take feats that have either orc or human as a prerequisite (as well as those specifically for half-orcs), as long as you meet any other requirements.

**Group Intimidation:** You grant allies within 10 squares of you a +1 racial bonus to Intimidate checks.

**Brutality:** Half-Orc Racial Power

*You channel all your natural cunning to turn a blow into a much more brutal strike.*

**Encounter**

**Free Action Personal**

**Effect:** Once per encounter, an attack you make against an enemy deals an extra +1d6 damage, if the attack hits. You decide whether to apply the extra damage after making the damage roll. This damage increases to +2d6 at 11<sup>th</sup> level and +3d6 and at 21<sup>st</sup> level.

Heroic Feat

**More Brutal**

[Half-Orc]

**Prerequisites:** Half-orc, Half-orc *Brutality* racial power

**Benefit:** Use d10's for your *Brutality* power damage instead of d6's.