

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 11th level and +3d6 and at 21st 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.