



# MORD OF KORD

## MALE HALF-ORC AVENGER

### LEVEL 3 UNALIGNED

"If might makes right, then I'm rarely wrong."

Ability Score

**STRENGTH**

**CONSTITUTION**

**DEXTERITY**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

Value

Modifier + 1/2 level

14

+3

13

+2

16

+4

11

+1

16

+4

10

+1

**ARMOR CLASS**

20

**FORTITUDE DEFENSE**

15

**REFLEX DEFENSE**

16

**WILL DEFENSE**

16

**INITIATIVE**

+4

**SPEED (SQUARES)**

6

**SECOND WIND**

☐

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

**HIT POINTS**

40

**HEALING SURGE HP HEALED**

10

**HEALING SURGES/DAY**

8

Basic Attack Name

+1 longspear

Crossbow

**FEATS**

Leather Armor Proficiency

Weapon Expertise (Spear)

Passive Insight

14

Passive Perception

19

Athletics

+8

Endurance

+4

Intimidate

+8

Insight

+4

Perception

+9

Religion

+6

SKILLS (For skills not listed, bonus is ability modifier + 1)

**RACE AND CLASS FEATURES**

Half-Orc Resilience (the first time you are bloodied in an encounter, gain 5 hit points)

Swift Charge (+2 to speed when charging)

Furious Assault (can use furious assault; see back)

Armor of Faith (+3 AC in light armor and no shield)

Censure of Pursuit (if oath of enmity target moves away from you willingly, gain +5 damage against the target until the end of your next turn)

Channel Divinity (see back)

Oath of Enmity (can use oath of enmity; see back)

Languages: Common and Giant

Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

**EQUIPMENT**

+1 acidic longspear, +1 leather armor, +1 amulet of protection, crossbow, 20 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin