

DUNGEONS & DRAGONS

MORG

MALE MUL THUNDERBORN BARBARIAN (GLADIATOR) / LEVEL 1 / UNALIGNED

“Try to put those shackles on me, templar, and you’ll see real fury!”

ABILITY SCORES MOD

STR	20	+5
CON	16	+3
DEX	10	+0
INT	10	+0
WIS	11	+1
CHA	8	-1

DEFENSES

AC	14
FORT	17
REF	11
WILL	10

INITIATIVE

+	0
SPEED	6
VISION	normal

LANGUAGES
Common, Dwarven

SENSES

Passive Insight 10, Passive Perception 10

TRAINED SKILLS

ATHLETICS	+9
ENDURANCE	+9
NATURE	+5

HIT POINTS
(Bloodied 15) **31**

ACTION POINT SECOND WIND

HEALING SURGES
value **7**



EQUIPMENT

Bone greataxe Stone handaxe
Bone wrist razor Hide armor

OTHER EQUIPMENT

BACKGROUND

Born into a life of servitude in the forest city of Gulg, you toiled as a laborer until you were sold to a cruel merchant who also had a weakness for gambling on gladiatorial matches. Impressed with your physical prowess and bored of constantly beating you for imagined shortcomings, he had you trained as a gladiator to fight in the local arenas. Little did he know that training you for battle would spell his demise. One night, after watching him beat servant after servant, you took matters into your own hands and cut your merchant-master’s throat while he slept. Fleeing the city and certain reprisal for your actions, you made your way into the Ringing Mountains, where you encountered other vagabonds living in exile from civilization, amongst them Pak’cha and Ulieth.

APPEARANCE

Morg is a mul, which is a half-dwarf - a race that combines the adaptability of humans with the toughness of dwarves. Most are born into slavery. Rippling with muscle and with hairless skin toughened by the months spent wandering the Ivory Triangle, Morg bears the cruel scars of his oppressive former life all across his back, chest, and face. He wears his bone wrist razor on his right hand, and keeps his massive greataxe in a special harness across his back when not in use. A stone handaxe rests at his hip.

PERSONALITY TRAITS

Impulsive, inquisitive, restless



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bone greataxe; +7 vs. AC; 1d12 + 7 damage.

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires stone handaxe; +7 vs. AC; 1d6 + 7 damage.

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bone wrist razor; +7 vs. AC; 1d4 + 5 damage. **Special:** Wrist razor does not need to be drawn and you can carry items in hand.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires stone handaxe; Ranged 5/10; +7 vs. AC; 1d6 + 7 damage.

Devastating Strike

Standard / Melee Weapon / At-Will

Requires bone greataxe; +7 vs. AC; 1d12 + 1d8 + 7 damage. **Effect:** Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Howling Strike

Standard / Melee Weapon / At-Will

Requires bone greataxe; +7 vs. AC; 1d12 + 1d6 + 7 damage. **Special:** When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

Incredible Toughness

No Action / Personal / Encounter

When you start your turn, end any ongoing damage or any one dazed, slowed, stunned, or weakened condition currently affecting you.

Disrupting Advance

Standard / Melee Weapon / Encounter

+7 vs. AC; 2d17 + 7 damage and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn.

War Cry

Free / Close Blast 3 / Encounter

Target each enemy in blast; triggered when an enemy is reduced to 0 hit points; you push each target 1 square.

Great Cleave

Standard / Close Burst 1 / Encounter

+7 vs. AC; 1d12 + 7 damage +1 damage for each enemy adjacent to you.

Bloodhunt Rage

Standard / Melee Weapon / Daily

+7 vs. AC; 3d12 + 7 damage. **Miss:** Half damage. **Effect:** You enter the rage of the bloodhunt. Until the rage ends, you gain a +3 bonus to melee damage rolls if either you or your target is bloodied.

OTHER ABILITIES*

Tireless:

As long as you slept at least 6 hours in the last 72 hours, you gain full benefit from an extended rest.

Thunderborn Wrath:

Once per round when your attack bloodies an enemy, each enemy adjacent to you takes 3 thunder damage.

Rampage:

Once per round when you score a critical hit, you may make a melee basic attack as a free action.

* Some character options not present on character sheet for brevity.

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