

TES: Wagzag ul Warzog Rarhugarguam

Contributed by Doc
 Thursday, 28 August 2008
 Last Updated Thursday, 28 August 2008

Name: Wagzag ul Warzog Rarhugarguam Played By: Wicket
 Race: Orc Class: Barbarian/Ranger Birthsign: Mage (Gain an extra at-will power from class list)
 Armor Prof: Cloth, Fur, Leather Weap Prof: Simple Melee, Military Melee, Simple Ranged
 Bonus to Defense: +2 Fortitude

Hit Points at 1st Level: 20 + Constitution score Hit Points per Level Gained: 5 Healing Surges per Day: 6 + Constitution modifier

Build Option: Dual-wielding barbarian Class Features: Brutal Blow, Rage, Weapon Style (Duel Wield)
 Brutal Blow Once per round, when you make a melee attack you can add 1d4 extra points of damage to the damage roll. At 11th level this increases to 2d4, and at 21st level this increases to 3d4.
 Rage While you are bloodied, you have a +2 bonus to attack and damage rolls, a +1 bonus to Fortitude and Will defenses, and a -2 bonus to AC. At 11th level the bonus to attack and damage rolls increases to +4, and the bonus to Fortitude and Will defenses increases to +2. At 21st level the bonus to attack and damage rolls increases to +6, and the bonus to Fortitude and Will defenses increases to +3.
 Dual-Wield: You can use a one handed weapon in your off-hand, even if it does not have the off-hand property.
 Trained Skills: Endurance (Con) [Racial], Athletics (Str), Intimidate (Str/Cha), Nature (Wis)

Racial Ability Score Bonuses: +2 Constitution, +2 Wisdom

Size: Medium

Speed: 5

Vision: Normal

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Languages: Common, Orsimer

Homeland: Orsinium (Nova Orsinium)

Brave: +5 on saving throws against fear.

Orc Proficiencies: You gain proficiency with the handaxe and battleaxe

Berserk: Racial Power

Â Berserk With a much needed surge of energy, you hold your foes off just for enough time for you to catch your breath.
 Encounter ÂçÂ“Â: Healing, Weapon Standard Action, Target plus Personal Trigger: Only while bloodied Hit: You make a basic attack and can spend a healing surge. Miss: You can spend a healing surge.

Ability Scores:

- Strength: 16 (+3)
- Constitution: 18 (+4)
- Dexterity: 12 (+1)
- Intelligence: 8 (-1)
- Wisdom: 15 (+2)
- Charisma: 10 (+0)

Important Stats:

- Hit Points: 48
- Bloodied: 24
- Healing Surges: 10
- Initiative: +3
- Armor Class: 15
- Fortitude: 18
- Reflex: 14
- Will: 15
- Perception

- Passive Insight: 12
- Passive Perception: 18
- Feats:
 - Warrior of the Wild (Ranger Multiclass)
 - Gain Training in Perception (Wis)
 - Can use Hunter's Quarry once per encounter.
 - Once per turn as a minor action, you can designate the enemy nearest to you as your quarry. Once per round, you deal extra damage to your quarry. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated.
 - 1st - 10th => +1d6
 - 11th - 20th => +2d6
 - 21st - 30th => +3d6
 - Orc Rage
 - +2 damage when bloodied.
- Skills:
 - Acrobatics (Dex) => +2
 - Arcana (Int) => +0
 - Athletics (Str) => +9
 - Bluff (Cha) => +1
 - Diplomacy (Cha) => +1
 - Dungeoneering (Wis) => +3
 - Endurance (Con) => +10
 - Heal (Wis) => +3
 - History (Int) => +0
 - Insight (Wis) => +1
 - Intimidate (Str/Cha) => +9
 - Nature (Wis) => +8
 - Perception (Wis) => +8
 - Religion (Int) => +0
 - Stealth (Dex) => +2
 - Streetwise (Cha) => +1
 - Thievery (Dex) => +2

At-Will Exploits

- Flurry; Barbarian Attack 1
- You attack with both weapons in your hands.
- At-Will $\bar{A}\bar{c}\bar{A}\bar{A}$; Martial, Weapon
- Standard Action; Melee weapon
- Requirements: You must be wielding two melee weapons.
- Target: One creature
- Attack: Strength vs. AC (main weapon and off-hand weapon), two-attacks
- Hit: 1[W] damage per attack.
- Increase damage to 2[W] at 21st level.
- Bone Breaker Strike; Barbarian Attack 1
- You put all of your weight into one bone crushing strike.
- At-Will $\bar{A}\bar{c}\bar{A}\bar{A}$; Martial, Weapon
- Standard Action; Melee weapon
- Target: One creature
- Attack: Constitution vs. Fortitude
- Hit: 1[W] + Strength modifier damage.
- Increase damage to 2[W] + Strength modifier damage at 21st level.
- Jumping Strike; Barbarian Attack 1
- You jump and follow up with an attack.
- At-Will $\bar{A}\bar{c}\bar{A}\bar{A}$; Martial, Weapon
- Standard Action; Melee weapon
- Target: One creature
- Special: You can shift your Wisdom modifier squares before you attack. You can shift through, but cannot end your movement, in a square an enemy is in.
- Attack: Strength vs. AC
- Hit: 1[W] + Strength modifier damage.
- Increase damage to 2[W] + Strength modifier damage at 21st level.

Encounter Exploits:

- Whirlwind; Barbarian Attack 1

- You spin around with your weapon out striking enemies around you.
- Encounter $\hat{A}\hat{A}\hat{A}$; Martial, Weapon
- Standard Action; Close burst 1
- Target: Each creature in burst.
- Attack: Strength vs. AC
- Hit: 1[W] + Strength damage.
- Special: If you are wielding two weapons you make an attack you're your off-hand weapon against every creature in the burst.
- Two-Weapon Strike; Barbarian Attack 3
- You open up your opponent's defenses and strike with both weapons.
- Encounter $\hat{A}\hat{A}\hat{A}$; Martial, Weapon
- Standard Action; Melee weapon
- Requirement: You must be wielding two melee weapons.
- Target: One creature
- Attack: Strength + 2 vs. AC (main weapon and off-hand weapon), two attacks
- Hit: 1[W] + Strength modifier damage per attack.
- Daily Exploit:
- Power Blow; Barbarian Attack 1
- You crush armor and bone with one powerful blow.
- Daily $\hat{A}\hat{A}\hat{A}$; Martial, Weapon
- Standard Action; Melee weapon
- Target: One creature
- Attack: Strength vs. AC
- Hit: 3[W] + Strength modifier + Constitution modifier damage.
- Miss: Half damage.
- Utility Exploit:
- Fast Movement; Barbarian Utility 2
- With a quick burst of speed you move faster than normal.
- Encounter $\hat{A}\hat{A}\hat{A}$; Martial
- Move Action; Personal
- Effect: You move you speed + your Constitution modifier.

Inventory:

- Bloodcut Leather Armor +1 (Magic Item Level 4)
- +2 AC (armor) +1 AC (armor enchantment)
- Power (Healing Surge)
- Minor Action
- While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.
- 375 GP
- 5 lb
- Amulet of Health +1 (Magic Item Level 3)
- +1 Enchantment to Fortitude, Reflex, and Will
- Gain resist 5 poison
- Vicious Battleaxe +1 (Magic Item Level 2)
- +1 Enchantment to Attack and Damage Rolls
- Critical: +1d12 damage per plus
- +2 Proficiency
- 1d10 damage die
- 535 GP
- 6 lb
- Vicious Battleaxe +1 (Magic Item Level 2)
- +1 Enchantment to Attack and Damage Rolls
- Critical: +1d12 damage per plus
- +2 Proficiency
- 1d10 damage die
- 535 GP
- 6 lb
- 0 GP

Quick Glance at Stat Changes When Bloodied (Below 24 HP):

- +2 bonus to attack rolls
- +4 bonus to damage rolls
- +1 bonus to Fortitude and Will defenses
- -2 penalty to AC

- Can expend a healing surge to gain 10 resist all damage until the end of your next turn.