

Throg the Black Hammer

Armor Class: 18 (Leather Armor)

Hit Points: 130 (20d8 +40)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON
18 (+4)	10 (+0)	15 (+2)
INT	WIS	CHA
10 (+0)	14(+2)	12 (+1)

Skills: *Intimidation* +3 *Religion* +2 *Athletics* +6

Challenge: 6 (2300 XP)

Actions

Multiattack. The Black Hammer makes three weapon melee attacks or four ranged attacks.

Black Hammer. *Melee Weapon Attack* +6 to hit, reach 5 ft, one target. Hit: 11 (2d6 +4) slashing damage. Once every 5 turns he can knock prone his opponent against a DC 18 constitution saving throw.

Properties: Heavy, Two-handed,

Longbow. *Ranged Weapon Attack* +4 to hit, range 150/600ft, one target. Hit: 1d10 piercing damage.

On crits and damages above 8 the arrow pin down the enemy and he has to take a turn to remove it (only costs movement speed).

Properties: Ammunition: range 150/600ft, Heavy, Two-handed,

Special Abilities

Exemplar: The mercenary is known to the citizens due to its strict condute and known status. Due to that he can find a place to hide, rest, or recuperate among other commoners, unless he shows to be a danger to them.

Tool Proficiency: The champion is proficient with Vehicles (land).

Racial Features

Darkvision: 60ft (18m / 12sqr)

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attack: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages: speaks Common and Orc

Character created at rpgtinker.com

