


Havok Mott, Mercenary | Half-orc Barbarian 5 | Chaotic Neutral

Description: Half-orc mercenary obsessed with rage and violence. Always speaks in a loud, gruff voice and frequently swears in orcish. Banished from Lyrra for murder.					Hit Points 59
					Armor Class 16
Stats	Score	Modifier	Stats	Bonus	Initiative +8
CHA	8	-1	Base Attack	+5	Move 40'
CON	14	+2	Melee	+8	Refl. Save +5
DEX	18	+4	Ranged	+9	Fort. Save +6
INT	13	+1	CMB	+7	Will Save +1
STR	16	+3	CMD	21	
WIS	11	+0	Concentration	N/A	
Proficiencies: Simple and Marital weapons, light and medium armor, shields (except tower shields)					
Possessions: Greataxe, leather armor, caltrops (3 lb., covers 75 square feet), 39 gold pieces, 2 weeks rations, 2 wine skins					

Melee Weapon	Attack	Damage	Missile Weapon	Attack	Damage	Range Incr.
Greataxe	+8	1d12+5	Dagger (thrown)	+9	1d4+3	10'
Dagger	+8	1d4+3				

Skill	Bonus	Skill	Bonus	Skill	Bonus
Acrobatics	+10	Perception	+7	Craft (Blacksmith)	+6
Climb	+8	Ride	+10	Stealth	+7
Intimidate	+9	Survival	+7		

Special Ability	Description
Darkvision	Can see 60' in darkness
Trap Sense	+1 to reflex save against traps
Rage (6 rounds/ day)	(+4 Strength, +4 Con, +2 Will, +2 Attack, +2 Damage, +8 HP) (-2 to armor class), Swift Foot (increases speed by 5'), (Mighty Blow: once per rage, automatically confirm a critical hit)
Fast Movement	Base speed increases by 10'
Uncanny Dodge	Cannot be caught flat footed
Improved Uncanny Dodge	Cannot be flanked

Feat	Description
Improved Initiative	+4 bonus on initiative checks
Power Attack	Take -2 on attack roll and gain +6 damage on that roll

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Both of your parents died during a war while you were an infant, so you were raised by the orcs of the Shattered Spleen tribe. It was a lonely childhood. The other orc children taunted and picked on you for having a human father. At first, you tried to keep your temper, but it happens so often that you started lashing out at the other children. The tribe saw your rage and taught you the ways of the barbarian, to harness your rage into a powerful tool. They taught you to respect strength but, in the end, they saw you as too unstable and sent you away.

You became a mercenary, constantly looking for a way to earn enough to live. You take the jobs that you want and turn down the rest. Some of it is legal, like duels and guarding caravans, but you're not opposed murder-for-hire. So long as you get to fight, you love it.

Goals:

- A former employer, Ginger Ventura, wants to hire you for another job. She got you banished from Lyrra for killing someone last time, so she's offering extra.
- You love orcish rakia, a harsh fruit brandy, but you can almost never find it. See if you can find a source in Lyrra.
- Enjoy your freedom. You don't answer to anyone or anything and that's just the way you like it.

Aveneloris: The former Queen. Just another noble who wants to control everything. You don't know what's wrong with her; you keep catching her staring at you.

Sandra Delaney: A necromancer who tries to avoid using her powers. You've never liked spellcasters, so you respect her restraint.

Hebrun Spellbreaker: A Dwarven Knight who thinks he's better than you. He acts so superior, even though he's just another sword for hire.

Brother Lawrence: A priest who cares about his people. He was banished from the city after breaking into the Queen's wine cellar and giving the wine to the poor. He's not strong, but what he did is still kind of impressive.

Lex Savoy: A rich merchant who used to be in the slave trade. At one point, he hired you to guard his caravans and then complained when you damaged the wagons while fighting off bandits. Who cared if the shipment was late, the bandits were all dead.