

The Orc Expeditionist



Strength
STR
+2



Dexterity
DEX
+0



Constitution
CON
+1



Intelligence
INT
+3



Wisdom
WIS
+1



Charisma
CHA
+6

Each turn

MOVE and 1 ACTION rolling a D20



Lead: Reroll

You help another player. They get a "re-roll" token that lasts for 1 turn.



Lead- Extra Action

You help a friend by giving up your turn. You cannot move. Your friend gets 1 extra action this round.



Bellow

Your strong voice carries across the field and stuns 1 creature this turn. The creature cannot take their next Move action.



Initiative

+0

Armor Class

11

Hit Points

31

Move

3