





# ORIK VANCASKERKIN

## CREATURE 4

**N****MEDIUM****HUMANOID****HUMAN****Perception** +11**Languages** common**Skills** Acrobatics +8, Athletics +12, Intimidation +7, Medicine +7, Warfare Lore +7**Str** +5, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0**Items** bastard sword, composite longbow (with 20 arrows), *sleep arrow*, splint mail, *sturdy shield* (minor), *potion of healing* (lesser)**AC** 21; **Fort** +11, **Ref** +8, **Will** +8**HP** 72**Reactive Shield**  **Trigger** An enemy hits Orik with a melee Strike. **Effect** Orik can Raise its Shield and gain its shield's benefit to AC against the triggering attack.**Attack of Opportunity** **Shield Block** **Speed** 25 feet**Melee**  bastard sword +12 (two-hand d12), **Damage** 2d8+5 slashing**Melee**  composite longbow +9 (deadly d10, propulsive, range increment 100 ft., volley 30 ft.), **Damage** 2d8+5 piercing**Intimidating Glare**  (visual, concentrate, emotion, fear, mental) Orik can Demoralize with a mere glare. When he does, Demoralize loses the auditory trait and gains the visual trait, and he doesn't take a penalty if the creature doesn't understand her language.**Power Attack**  **Frequency** once per round; **Effect** Orik makes a melee Strike. This counts as two attacks when calculating his multiple attack penalty. If this Strike hits, Orik deals an extra die of weapon damage.**Sudden Charge**  **Frequency** once per round; **Effect** Orik Strides twice. If he ends his movement within melee reach of at least one enemy, he can make a melee Strike against that enemy.