

Gronak				Level	14	Elite Brute		
Medium natural humanoid Goliath					XP	1500		
Initiative	+12			Senses	normal			
HP	150							
AC	30	Fortitude	28	Reflex	26	Will	27	
Immune	Charm							
Speed	6							
Basic Meele Attack								
A attack with your mighty two-handed axe.								
Target: One creature								
Attack: +20 vs. AC								
Hit: 1D8+10 damage								
Stone's endurance (minor ; encounter)								
Your foes' attacks bounce off your stony hide.								
Effect: You gain resist 5 to all damage until the end of your next turn.								
Powerful Athlet								
Advantage on athletic checks								
Rage! (minor ; daily)								
WOOOAAARRRR!								
Effect: You get enraged.								
As long you are in rage you get one additional standard action per turn. As long as you are in rage incoming physical damage is halved.								
Should you not manage to make a melee attack or take damage in a round, your rage will end.								
Special: Once the rage ends, you get disadvantage on all saving throws.								
Pressing Strike (standard ; at-will ; Primal, Meele Weapon)								
You push lesser foes from your path, moving through the lines of battle at will.								
Attack: +12 vs. AC								
Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.								
Hit: 1[W] + Strength modifier damage, and you push the target 1 square. If you are raging, the attack deals an extra 1d6 damage.								
Sentinel (standard ; at-will; Melee weapon)								
You leap from one foe to the next, leaving blood in your wake.								
Target: Self								
Effect: Grant +2 AC to all adjacent allies. Any enemy entering and adjacent field, stops it's movement immediately.								
Curtain of Steel (Immediate Reaction ; encounter; primal, meelee)								
You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.								
Trigger: An enemy adjacent to you hits or misses you.								
Target: The triggering enemy								
Attack: +10 vs. AC								
Hit: 3[W] + Strength modifier damage								
Alignment	neutral			Languages	Common, North			
Skills	Athletic + 9, Nature +8							
Str	18	+4	Dex	13	+2	Wis	8	-1
Con	17	+3	Int	6	-2	Cha	10	+0



Taktik

- Protect the tribe

Lore

- Du stammst aus der kargen bergigen Tundra im Nordwesten
- Du warst der Anführer eines kleinen nomadischen Stammes
- Sklaven Händler aus Gharlarad haben deinen Stamm angegriffen
 - Mit List, Tücke und Feuer haben sich Euch besiegt
 - Die verzweifelten Schreier deiner Familie – die in ihren Hütten verbrannte – verfolgen dich noch heute in deinen Träumen
 - Den Sklavenhändler gelang es dich gefangen zu nehmen
- Nach Jahren des Trainings und Misshandlung wurde dir jeglicher Wille auf Freiheit ausgetrieben
- Der Kampf in diversen Arenen – in die dich deine wechselnden Besitzer schicken – war dein einziger Lebensinhalt
- Du wurdest aus der Sklaverei befreit und in den Dienst der 2. Legion der Bullen gestellt