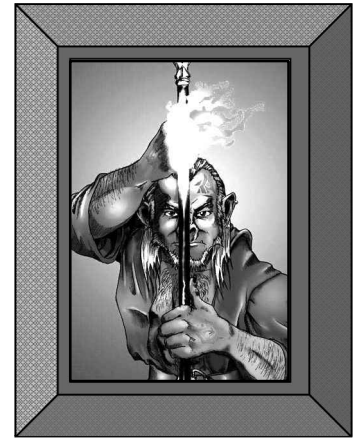


[illegible]

<b>d10</b>	<b>Hit Die</b>	
<b>PHYSICAL CHARACTERISTICS</b>		
Age		Gender
Height		Weight
Eyes		Hair
Skin		Handedness
Description		



### CHARACTER SKETCH

Languages	Common, Draconic
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### Special Abilities

Darkvision

At the end of the turn, he loses the rage modifiers and

for the duration of the current

**Notes** Deity is Heterogeneous (EG)  
This Deity is Perich (NG):

Orc Blood: For all effects related to race, a half-orc is considered an orc.

<del>100</del> <b>100 lb.</b>	<del>250</del> <b>250 lb.</b>	<del>300</del> <b>300 lb.</b>	<del>500</del> <b>132 lb.</b>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	
<del>300</del> <b>300 lb.</b>	<del>600</del> <b>200 lb.</b>	<del>2,000</del> <b>2,000 lb.</b>	TOTAL WEIGHT CARRIED
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG	

## Treasure

Copper \_\_\_\_\_  
Silver \_\_\_\_\_  
Gold **28 gp.** \_\_\_\_\_  
Platinum \_\_\_\_\_  
Jewels & Gems \_\_\_\_\_  
Magic Items \_\_\_\_\_