

Gråg Hull **Level 11 Solo Soldier**

Large natural humanoid (troll) XP 3 000

HP 456; Bloodied 228 Initiative +9
AC 27; Fortitude 24; Reflex 23; Will 23 Perception
Speed 8 +7
Saving Throws +5; Action Points 2**Standard Actions**☞ **Melee basic attack** (martial) • **At-Will**Attack: +18 vs. AC
Hit: 6d6 + 8.☞ **Claw** (martial) • **At-Will**Attack: +18 vs. AC
Hit: 1d8 + 6.; **Cleave** (martial) • **At-Will**Attack: +18 vs. AC
Hit: 6d6 + 8 One adjacent enemy takes strength mod (12) damage.: **Sweeping blow** (martial) • **At-Will**Attack: Close burst 1; +14 vs. Reflex; Every creature in the burst you can see
Hit: 3d6 + 7.; **Chains of sorrow** (martial) • **Encounter**Attack: +18 vs. AC
Hit: 4d10 + 8 Target takes -9 all defenses until the end of your next turn.**Triggered Actions**; **No opening** (martial) • **Daily***Effect (Immediate Interrupt):* Trigger: An enemy attacks you and has combat advantage; Effect: Cancel combat advantage you were about to grant .; **Savage rebuke** (martial) • **At-Will***Effect (Immediate Reaction):* Trigger: Hit by melee attack; Effect: Makes basic melee attack.**Other Powers****Frenzied Attack** • **At-Will**Action: No Action.
Effect: Free Claw attack when Troll's attack bloodies target. .**Battle awareness** • **Daily**Action: No Action.
Effect: +10 to initiative check, use after rolling. .**Skills** Athletics +17, Endurance +14**Str** 24 (+12) **Dex** 15 (+7) **Wis** 15 (+7)**Con** 18 (+9) **Int** 12 (+6) **Cha** 12 (+6)**Alignment** chaotic evil **Languages** Goblin, Giant**Equipment** chainmail, heavy flail, heavy shield