Rexxar, 7th-Level Barbarian, 8th-Level Scout, 10th-Level Beastmaster

Champion of the Horde



Medium Humanoid

Hit Dice: 7d12+8d8+10d12+203 (355 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 29 (+4 Dex, +8 armor, +2 natural, +5 deflection), touch 19, flat-footed 25
Base Att/Grapple: +18/+25
Attack: *Killmaim* +25 melee (2d6+9/19-20 plus 2d6 life steal) or *Serathil* +29 melee (1d8+11/19-20 x3 plus 2d6 life steal) or claw +25 melee (1d6+7 plus 2d6 life steal) or bite +25 melee (1d8+3 plus 2d6 life steal)
Full Attack: Killmaim +23/+18/+13/+8 melee (2d6+9/19-20 plus 2d6 life steal) and Serathil +27/+27/+22/+17 melee (1d8+11/19-20 x3 plus 2d6 life steal) or 2 claws +25 melee (1d6+7 plus 2d6 fire plus 2d6 life steal) and bite +25 bite (1d8+3 plus 2d6 life steal)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Animal friendship* 1/day, *greater magic fang* 3/day, *improved natural weaponry*
Special Qualities: Animal companion, damage reduction 1/-, darkvision 60 ft., empathic link, evasion, fast movement, fire resistance 5, illiteracy, improved uncanny dodge, locate object 1/day, low-light vision, nature sense, orc blood, rage 2/day, scry on companion, speak with animals, swift tracker, trackless step, trap sense +4, wild empathy, wild healing +5, woodland stride
Saves: Fort +26, Ref +17, Will +13
Abilities: Str 24, Dex 19, Con 26, Int 12, Wis 20, Cha 14
Skills: Climb +16, Jump +16, Handle Animal +39, Heal +17, Intimidate +15, Knowledge (military tactics) +11, Knowledge (nature) +20, Listen +17, Spot +17, Survival +36, Swim +14
Feats: Animal Affinity, Devoted Leadership, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Monkey Grip, Power Attack, Self-Sufficient, Toughness, Track, Two-Weapon Fighting.
Environment: Any land or underground
Organization: Unique
Challenge Rating: 25
Treasure: *Belt of might, boots of Quel'Thalas, firehand gauntlets, greater talisman of evasion, +5 hide armor, Killmaim, mask of the veast, ring of protection +5, Serathil, Standard of the Horde.*
Alignment: Chaotic good
Advancement: —
Level Adjustment: —

The bulky, muscular figure is dressed in animal furs and a loincloth. He wears a wide belt, thick boots, and grips a large axe in each hand. His face is partially covered with a cowl that give him an appearance not unlike that of the enormous bear which follows alongside him. Carried on his back is a red flag - the symbol upon it is the official insignia of the Horde.

Description

Rexxar is a mok'nathal, a rare hybrid of orc and ogre. At a young age he began to wander the wilderness, preferring the natural world to the demonic corruption he could sense amongst the Horde. He soon befriended Misha, an enchanted bear that accompanied him throughout his travels.

Rexxar spent much of his time in the Barrens, far from civilization, until he came upon a dying orc warrior. The orc asked the newcomer to deliver his message to the Warchief, so that he would not be dishonored by failing his mission. Rexxar agreed and went to Orgrimmar, the first city he had set foot in for many years. There he met Thrall, who was grateful for Rexxar's assistance and offered him to stay a while in Durotar. Rexxar was grateful, but wished to make himself useful, so he aided various people around the city in their tasks.

Rexxar joined forces with Rokhan, a troll of the Darkspear Tribe, and Chen Stormstout, a wandering pandaren brewmaster. The group defended Durotar from many foes - not only harpies, centaur, and quillboar, but humans as well. Rexxar brought this matter to Thrall's attention, and went to see Jaina on his behalf. It was discovered that her father, Admiral Proudmoore, was behind the attacks. Unable to convince him the orcs were now a noble race, the Horde was forced to mobilize and attack Theramore itself.

Rexxar first called upon Cairne Bloodhoof and the tauren tribes to come to Thrall's aid, then ventured to the ogre's Stonemaul Clan and challenged their leader to single combat. He was victorious, and under his leadership, the ogres rejoined the Horde. Rexxar led the assault on Theramore, and for his honor and courage in protecting Durotar, Thrall named Rexxar the Champion of the Horde.

When the battle was won, Rexxar and Misha returned to wandering the wilds. He remains close by - Rexxar promised Thrall he would always be prepared to help the Horde in times of need.

Combat

Rexxar fights well in tandem with Misha, but is generally a straight-forward melee combatant. In hand-to-hand combat, he is extremly resiliant and tenacious.

Animal Companion (Ex): Rexxar's animal companion is a dire bear named Misha.

Animal Friendship (Sp): Rexxar is often accompanied by additional animals, up to a total of 10 hit dice (generally quill beasts). This is a spell-like ability, as cast by a 10th-level healer. The animal recieves a DC 16 Will save to resist if it desires. Rexxar can befriend one animal per day in this manner, and may leave them to find others as he wishes.

Empathic Link (Su): Rexxar has an empathic link with Misha out to a distance of 1 mile. He cannot see through Misha's eyes, but can communicate empathically. Only general emotions (fear, hunger, happiness, curiosity, etc.) can be communicated. Misha's intelligence limits what can be communicated or understood.

Improved Uncanny Dodge (Ex): Rexxar retains his Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker, though he still loses his Dexterity bonus to AC if immobilized. He cannot be flanked except a character with at least 12 rogue levels.

Magic Fang (Sp): Rexxar may cast greater magic fang on Misha 3/day, as a 10th-level healer.

Rage (Ex): Rexxar can fly into a rage 2/day. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases Rexxar's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points

are not lost first the way temporary hit points are.) While raging, he cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he activate magic items that require a command word to function. He can use any feat he has. A fit of rage lasts for 11 rounds, though Rexxar may prematurely end his rage. At the end of the rage, he loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Rexxar can fly into a rage only once per encounter. Entering a rage takes no time itself, but he can do it only during his action, not in response to someone else's action.

Scry on Companion (Sp): Rexxar may scry on Misha (as per the scrying spell) once per day, at a caster level of 10th.

Speak with Animals (Su): Rexxar may comprehend and communicate with animals and magic beasts, as per the speak with animals spell, at will.

Swift Tracker (Ex): Rexxar can move at his normal speed while following tracks without taking the standard -5 penalty. He takes a -10 penalty (rather than the normal -20) when moving up to twice normal speed while tracking.

Trackless Step (Ex): When traveling in natural surroundings, Rexxar can choose to move without leaving a trail, preventing others from tracking him.

Trap Sense (Ex): Rexxar gains a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

Wild Empathy (Ex): Rexxar can use his body language and demeanor to improve the attitude of an animal within 30 feet. This ability functions as if making a Diplomacy check to improved a person's attitude. He rolls 1d20+12 to determine the result. Generally, this takes about 1 minute. Rexxar can also attempt to influence a magical beast with an intelligence of 1 or 2, but suffers a -4 penalty to the check.

Wild Healing (Ex): Rexxar can heal himself with natural materials from the wilderness. For each hour of searching, he may make a DC 15 Survival check to collect the proper ingredients. He may then ingest or apply the concotion, then make a DC 10 Heal check. For every point that the roll exceeds 10, Rexxar recovers one hit point. Rexxar gains a +5 competence bonus to heal checks when using this ability.

Woodland Stride (Ex): Rexxar may move through any sort of undergrowth at his normal speed without taking damage or suffering any impairment. Thorns, briars, and overgrown areas magically enchanted to impede motion may still affect him.