

**Character** KOROSK  
**Kin** HALF ORC **Culture** WEALD  
**Vocation** XP **Level** 1  
**Motivation** LIFE'S A NEVER ENDING WHEEL  
**Nature** TRUST NO ONE, AND HAVE YOUR SWORD READY  
**Allegiance**



### Stats

Stat name	Base	Kin	Spec	Tot	
Brawn	BRN	25	+5	+5	35
Swiftness	SWI	0	+0		0
Fortitude	FOR	0	+10		10
Wits	WIT	25	+0		25
Wisdom	WSD	-5	+0		-5
Bearing	BEA	0	-5		-5

### Special Abilities

**DARK SIGHT:** HALF ORCS CAN SEE UP TO 30 M IN DIM LIGHT (TREATING THE FIRST 15 M AS IF THEY WERE STANDING IN BRIGHT LIGHT); AND UP TO 3 M IN TOTAL DARKNESS.  
**FIRE-HARDENED:** HALF ORCS GET A +15 BONUS TO THEIR SAVE ROLLS AND DEFENSE AGAINST HEAT AND FLAME.  
**SNEAKY:** DESPISED BOTH BY ORCS AND MEN, HALF ORCS QUICKLY LEARN TO AVOID UNWANTED ATTENTION. THEY GET A SPECIAL +10 BONUS

### Background Options

GIFTED (MAJOR)  
 EXCEPTIONAL TRAINING (MAJOR)

### Skills

Skill Name	Stat	#Ranks	Rank	Voc	Kin	Spec	Item	TOT
<b>Armor</b> Development Points per Level								2
Armor (no Stat)	-	1	2					3
<b>Combat</b> Development Points per Level								5
Blunt (BRN)	35	1	2	20				58
Blades (BRN*)	35		1	20			10	56
Ranged (SWI)	0	1	1					2
Polearms (BRN)	35	1		20				56
Brawl (BRN)	35	1	1	20				57
<b>Adventuring</b> Development Points per Level								4
Athletics (BRN)	35	2	2	10				49
Ride (SWI)				10				10
Hunting (WIT)	25	3	2	5				35
Nature (WSD)	-5	2		5				2
Wandering (WSD)	-5	2		5				2
<b>Roguary</b> Development Points per Level								2
Acrobatics (BRN)								
Stealth (BRN)*	30	2						32
Locks & Traps (WIT)								
Perception (WSD)	-5	1	2					-2
Deceive (WIT)								
<b>Lore</b> Development Points per Level								0
Arcana (WIT)								
Charisma (BEA)								
Cultures (WIT)	25	2						27
Healer (WSD)								
Songs & Tales (BEA)								
<b>Body</b> Development Points per Level								2
Body (FOR)	10	2	2	10				24

### Spell Lore

Spell Lore	Stat	#Ranks	Rank	Voc	Kin	Spec	Item	Tot

### Drive Points

1	2	3	4	5
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### Magic Points

Kin Base	+0
Magic Stat	
Special	
Stat Gain per Level	
Voc Gain per Level	
<b>Magic Points Total</b>	

### Wealth

Wealth Level	1
Status	

### Movement

Encumbrance Level	
Move Rate	15

### Save Rolls

FOR	10	Level	1	Kin	+5	Spec		TSR	16
WSD	0	Level	1	Kin	+0	Spec		WSR	1

### Hit Points

Kin Max	120	Special	
Bruised		HP Total	59

### Wounds

Bleed		Stun	<input type="checkbox"/>	Penalties	
Conditions					
Injuries					

### Armor

Armor Type	
Zones Protected	
Armor Qualities	
Shield Type	

### Defense

SWI Bonus	10	Shield Bonus	
Item Bonus		Special Bonus	
Melee DEF		Ranged DEF	

### Equipment

Item & Description	Location	Quality	Bonus
LEATHER ARMOR			
HANDAXE AND SHIELD;			
HUNTING KNIFE			
A BUNDLE OF PELTS			

### Experience Points Tracking

- You travelled to or explored a location you've never seen before.
- You faced dangerous foes and/or difficult situations.
- You completed a mission or quest, or ended a significant story arc.
- You suffered a life-threatening wound or survived a serious threat to your life.
- You discovered secrets of an ancient past, or recovered ancient artifacts or treasures.
- You worked hard or suffered hardship to help your companions.
- Your magic spells helped solve a difficult situation.
- You interacted with another named character in a meaningful way.
- Your wisdom or healing arts helped save the day.
- You had a clever idea that helped solve a tangled situation, or succeeded in a spectacular way when everything seemed lost.
- You actively took part in the game session.

### Notes

### Weapons & Attacks

Weapon or Attack	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	No Armor	Light Armor	Medium Armor	Heavy Armor	Qualities
HAND AXE	1H/2HHAND		BLUNT	2	BLUNT	130	CUT	IMP	-					

### Armor & Protection

Armor Name	Armor Type	Max SWI	Move Penalty	CMB Penalty	Perc. Penalty	Melee Bonus	Ranged Bonus
LEATHER JERKIN			-10				
SHIELD			-10	-5		+25	+25

### Hit Points Tracking

### Riding Animal

Name \_\_\_\_\_

Animal Type \_\_\_\_\_ Ride Bonus \_\_\_\_\_

Move \_\_\_\_\_ Attack Type \_\_\_\_\_ CMB \_\_\_\_\_ DEF \_\_\_\_\_ HP \_\_\_\_\_

Notes \_\_\_\_\_

### Magic Points Tracking

### Companion Animal

Name \_\_\_\_\_

Animal Type \_\_\_\_\_

Move \_\_\_\_\_ Attack Type \_\_\_\_\_ CMB \_\_\_\_\_ DEF \_\_\_\_\_ HP \_\_\_\_\_

Notes \_\_\_\_\_

### Heroic Path

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100