




ZEALOT

Name: _____ Arolthus
Race: _____ Half-Orc
Title: _____ Fanatic
Role: _____ Melee Damage/Healing Hybrid
Play style: _____ Paired hand weapon
specialist with a mix of Holy
Powers to supplement
damage and heal allies

NAME: Arothus the Halforc						TITLE: Fanatic						LEVEL: 4						
RACE: Half-orc						CLASS: Zealot						GENDER: Male						
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 28			HEIGHT: 6'2"								
MELEE-All		-2	5%	4% 97+	Damage	0	WEIGHT: 220 lbs.			SIZE MODIFIER								
MELEE-Hand Weapons		+3	0%	9% 92+	Damage	+1	Medium			0								
RANGED-All		-2	5%	1% 100+	Damage	0	STATS			+/-								
FAITH-Holy		+4	5%	4% 97+	Damage	+2	MOVEMENT			4								
FAITH-Holy		+4	5%	4% 97+	Diff Roll	+1	STRENGTH			13								
WEAPON SPEC						Hand Weapon	modifiers added above, can use "Single Strike" (see reverse)						AGILITY			10		
PRIMARY LOAD OUT	MAIN HAND	Angelic Reaper-claw (2d6+2 holy/phys. dam, dual wield; parry 10%; disarm 3%)										STAMINA			16			
	OFF HAND	Angelic Reaper-claw (2d6+2 holy/phys. dam, dual wield; parry 10%; disarm 3%)										INTELLECT			8			
SECOND LOAD OUT	MAIN HAND	Long Axe (1d12+3 dam, Cleaving 10%; Two-Handed)										WISDOM			12			
	OFF HAND											AVOIDANCE			10			
BELT SLOTS		Major Fury Potion (+6 Fury)				Major Fury Potion (+6 Fury)				PERCEPTION			10					
Traveler's Belt		Alchemists Fire (1d4+1 fire dam, 1d6 rnds)				Alchemists Fire (1d4+1 fire dam, 1d6 rnds)				RESOLVE			12					
6 slots		Demonic Resistance Potion (+15 for 1hr)				Demonic Resistance Potion (+15 for 1hr)				INITIATIVE			9					
MONEY POUCH (GP.SP)		6.2										CHARM			6			
ARMOR & ITEMS (by slot)	LEGS	Boiled Tasset over Quilted Trousers				5				DEFENSE								
	TORSO	Boiled Cuirass				3				AC			35					
	SHOULDERS	Leather Mantle				2				ARMOR			25					
	FEET	Leather Boots				2				DODGE			10					
	HANDS	Studded Handwraps				3				NOISY			0					
	ARMS	Studded Sleeves				3				STIFF			0					
	HEAD	Boiled Helm over Quilted Cap				5				DOUBLE			2					
	BACK	Leather Cape				2				TRIPLE			0					
	NECK									RESISTANCES			+/-					
	TRINKET									ARCANE			16					
OTHER	Silver Ring of Improved Holy Faith (1/day instant; add 0-2 Faith)								ELEMENTAL			32						
BACK PACK		Sacred (Holy) Text				#		NATURAL			28							
Travellers		Sleeping Roll		x		#		HOLY			19							
20 Slot Pack						#		DEMONIC			34							
MAX CAPACITY						#		MENTAL			20							
13 slots						#		INIT. SCORE			9+1d12							
HP (MAX:76)																		
FURY (MAX:19)																		
Gain +1 Fury For each Killing Blow																		
Gain +1 Fury when dealing/taking normal damage (+2 Fury if Crit damage)																		
For Physical Attack w/ 2 Handed Weapon gain +2 Fury when dealing/taking normal damage (+4 Fury if Crit damage)																		
FAITH (MAX:20) Current: 7																		
MAX TIER: 2																		
If passing Diff Roll gain up to 2 Faith																		
If failing Diff Roll lose Faith equal to Diff+2																		
EXPERIENCE: 160																		
REPUTATION	COMMON: 8 VESTICAR REMNANT: 13 REPUBLICAN ARMY: 12 REPUBLIC OF GANT: 11																	



v1.4

PASSIVE SKILLS:	DETAILS:	
Armor Proficiencies	Cloth, Leather	
Weapon Proficiencies	Knives, Bludgeons, Axes, Bludgeons2H, Hand-Weapons	
Languages	Common, Orcish	
Outcast	reputation gains with common & other mainstream groups are halved but doubled for outcast groups	
Half-breed (Savagery)	after landing a killing blow gain +1 physical damage until the end of your NEXT turn this effect is refreshed each time a killing blow is scored, potentially extending the duration	
Fanatical Beliefs	once/day, may re-roll a failed Difficulty test	
Militant Faith	If using a faith-based ability to benefit a party member or inflict damage, gain +1 fury (2 if crit) Also, gain +1 to their difficulty roll if they caused physical damage in previous round -1 difficulty to any direct-target offensive Faith powers (Invocation of Smiting and Retribution)	
Demonic Counter (Holy Passive)	All offensive Holy powers receive +5% critical cast chance against Demons, Fiends, Devils, or Undead or those wielding Demonic powers or otherwise benefiting from them (incl. Craftings & Enchants)	
Purification (Holy Passive)	All beneficial or defensive Holy powers that are successfully cast on a target have a passive 5%/tier to cure, dispel, or otherwise remove 1 persistent Demonic based effect (NOT incl. Crafting/Enchant)	
SECONDARY SKILLS:	RANK:	DETAILS:
Brawler	1	Receives an extra attack each round in Bar Fights, and +1 damage per 5 lvls for unarmed attacks each round in staged combats. Also gain up to +10% income for prize fights, where applicable.
Bounty Hunter	1	+40% chance of finding a desired person, whether they want to be found or not Master at non-lethal incapacitation of foes, as such they can always choose to reduce any enemies HP to -3 when an attack would normally drop them lower than that (exception is for when critically hitting an enemy).
Battle Veteran	1	Permanently add +1 Stamina (already added)
Weapon Specialist (Hand Weapons)	1	Receive +5 hit & +1 damage when attacking with any type of Hand Weapon (already added)
	2	Receive +5% Critical hit & -5% Critical miss with any type of Hand Weapon (already added)
Single Strike	3	If not using any action based special abilities that round, can instead elect to use both hand weapons together (main-hand and off-hand combined) as a Single Strike Single Strike gains +5 to hit and 15% overpowering, and if hitting, inflicts the weapon dam from both weapons but treats damage bonuses (and fury gains) as though it were a single 2-handed attack (also counts as a strike)
EXTRA:		
Uncommon Union	Unlike most half-orcs, Arolthus was born as a result of the willing marriage of his mixed parentage	
Royal Executioner	Arolthus was once employed by King Dannorath as the Royal Execution of Vesticar, prior to its fall	
Evilsbane	Though he operates outside of the hierarchy of the Church of the One God, Arolthus still sees himself as a faithful servant of the One God's will. Dedicated to the Holy creator deity he actively seeks out evil, believing it his solemn purpose to call down divine retribution upon the enemies of creation while also healing and upholding any ally who shares the same quest.	

Arolthus the Halforc

FURY SKILLS (Primary Skills)

Known	Skill Name	Level	Cost	Use	Description
✓	Blood Rage	1	3	instant	for each additional 1 Fury spent add +1 damage to next regular main hand attack or any type of Strike (max +5 damage)
✓	Mortal Wound	2	1	instant	+4% crit to next regular main hand attack or any type of Strike
✓	Zeal (Zealot)	3	5	instant	Zealot only: gain +1d8 bonus damage (or healing) to next Faith power
✓	Fury Rush	4	2	instant	+2 movement for 1 round (must activate prior to moving)
✓	Enraging Shout	0	0	action	generates 10% of max Fury on top of current fury available (if used while hiding it immediately gives away your position)
✓	Berserker Strike	1	3	action	+1d4 damage to main hand melee attack (counts as a Strike)
✓	Improved Berserker Strike	3	4	action	+1d6 damage to main hand melee attack (counts as a strike)
✓	Righteous Fury	2	3	action	make a regular damage main hand and off hand attack (if applicable) that reduces a single applicable defense by 20% (i. e. block, parry, ward-off, AC, Resistance, etc...) • does not cause dishonor under any circumstance and grants +2 to the next Faith Difficulty Roll
✓	Zealot Battle Lust	3	5	action	Zealot only: make a regular main hand attack, if it inflicts damage you enter a state of Battle Lust • this effect remains in play until you fail to do damage on your turn • while under the effects of Battlulust all Fury gains are increased by +1 (including the initial hit) and allows you to re-roll failed Difficulty tests

Arolthus the Halforc FAITH POWERS (PRIMARY SKILLS)

Known	Spell Name	Tier	Domain	Discipline	Difficulty	Use	Range	Description
PRAYERS (Tier 0 Powers, no Difficulty roll required)								
✓	Faith	0	Holy	Prayer	none	varies	self	Can be used once per battle or once per hour outside of combat, immediately increasing Faith based on the casting time used, but cannot be used if Faith is currently higher than 2 • instant cast = +1 Faith • action cast = +2 Faith • whole turn cast or 30 seconds uninterrupted out of combat = +3 Faith
✓	Fervor	0	Holy	Prayer	none	instant	self	Can be used an unlimited number of times each day but consumes Faith to grant combat bonuses on the next 'strike', 'shot' or unarmed attack • +10 to hit/cast and +5% crit for every point of Faith consumed • also grants +2 fury/vigor/spirit per point of Faith consumed
✓	Discernment	0	Holy	Prayer	none	instant or action	15	Can be used an unlimited number of times each day but consumes 1 Faith and then requires the caster to pass a Faith test each time it is used • detects all Faith based buffs, enhancements, and effects within 15" • if used as an action also has a limited ability to detect lies or other hidden motives (roll vs Holy Resistance)
INVOCATIONS (offensive powers, -1 Difficulty due to "Militant Faith", can't be reduced below 1 Difficulty)								
✓	Smiting	1	Holy	Invocation	1/lvl	action	15	single target projectile LOS required, 1d4 damage +1 per level, counts as a 'strike' or 'shot'
✓	Retribution	2	Holy	Invocation	6	action	15	single target, no LOS required, 3d6 damage, +1% crit per level
PROTECTION (beneficial powers, grant +1 Fury if successfully cast on a friendly due to "Militant Faith")								
✓	Heavenly Favor (Zealot)	2	Holy	Protection	6	instant	self	Zealot only: gain an additional +1 fury each time you take damage, lasts until losing at least 1 Faith by any means
✓	Heavenly Shield	1	Holy	Protection	0.5/lvl	instant	10	creates a 1d8 damage shield (all types) on target, incoming damage from demonic powers is reduced by 0.5/level before effecting shield
HEALING (healing powers, grant +1 Fury if successfully cast on a friendly due to "Militant Faith")								
✓	Minor Heal	2	Holy	Healing	4	action	20	1d12 HP +1/level of target
BLESSINGS (single target buffs, grant +1 Fury if successfully cast on a friendly due to "Militant Faith")								
✓	Altruism	2	Holy	Blessing	4	instant	15	while active the target may take up to 3 damage/Tier each round that would be dealt to a single target friendly (target can change round to round)