




PIT-FIGHTER

Name: _____ Xenae Pitborn
Race: _____ Minotaur
Title: _____ Combatant
Role: _____ Melee damage
Play style: — Heavy charge damage build
with whip utility

NAME: Xenae Pitborn				TITLE: Combatant			LEVEL: 4		
RACE: Minotaur				CLASS: Pit-Fighter			GENDER: Female		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 22		
MELEE-All		0	5%	6% 95+	Damage	+1	HEIGHT: 7'2"		
MELEE-Unarmed, Kicks		0	5%	6% 95+	Damage	+2	WEIGHT: 360 lbs.		
							SIZE MODIFIER		
							Large	2	
							STATS		
							+/-		
							MOVEMENT	5	
							STRENGTH	15	
							AGILITY	10	
							STAMINA	13	
							INTELLECT	9	
							WISDOM	10	
							AVOIDANCE	9	
							PERCEPTION	9	
							RESOLVE	14	
							INITIATIVE	10	
							CHARM	9	
PRIMARY LOAD OUT		MAIN HAND Serrated Reaper Blade [1d10+1 dam, Parry 9%, mounted on stump of hand can't be disarmed]							
		OFF HAND Barbed Whip [1d4+1d6 dam, Reach 4; Entangle +1]							
SECOND LOAD OUT		MAIN HAND Throwing Net [Thrown; Simple; Instant. If target fails Dodge test treat as immobilized until passing str test.							
		OFF HAND No effect on Huge. Allies can cut the net loose if in base contact but requires an instant or an off-hand action							
BELT SLOTS Heavy Belt 4 slots		Minor Attack Potion (+1dam 1hr)		Minor Fury Potion (+3 fury)		MOVEMENT			
		Minor Attack Potion (+1dam 1hr)		Minor Fury Potion (+3 fury)		STRENGTH			
		#		#		AGILITY			
MONEY POUCH (GP.SP)		1.8						STAMINA	
ARMOR & ITEMS (by slot)	LEGS	Studded Cuisses				3	DEFENSE		
	TORSO	Studded Gambeson				3	AC	34	
	SHOULDERS	Boiled Spaulders of Improved Grace (if Focus <3 gain +1 to Focus Dice)				3	ARMOR	25	
	BEAST LEGS	Spiked Platemail Shinguards (+1 dam to kicks, already added)				5	DODGE	9	
	HANDS	Studded Handwraps				3	NOISY	2	
	ARMS	Studded Sleeves of Improved Agility (+2, already added)				3	STIFF	0	
	HEAD	Platemail Helm of Improved Fury (reduce Fury costs by 30%, already added)				5	DOUBLE	0	
	BACK					0	TRIPLE	0	
	NECK						RESISTANCES		
	TRINKET						ARCANE	18	
OTHER						ELEMENTAL	26		
BACK PACK Standard 10 Slot Pack MAX CAPACITY 10 slots	Trail Rations (10)			#	#	NATURAL			
	Flask of Minocean Rum			#	#	HOLY			
	Throwing Net, spare	X		#	#	DEMONIC			
				#	#	MENTAL			
				#	#	INIT. SCORE 10+1d12			
HP (MAX:66)									
FURY (MAX:15)									
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)									
FOCUS (MAX:2)									
Lose 1 Focus if failing a Resolve test after taking damage (once/round)				Focus	Glancing	Connecting	Solid (effects)	Perfect	
				1:	1 to 4	5 to 10	11 to 19	20	
Cannot be reduced below 1 Focus				2:	1 to 4	5 to 9	10 to 19	20	
Successful Meditation grants +1 Focus				3:	1 to 4	5 to 8	9 to 19	20	
EXPERIENCE: 160									
REPUTATION	COMMON: 12								
	HOUSE OF SLAUGHTER: 14								
									
v1.4									



v1.4

PASSIVE SKILLS:		DETAILS:
Armor Proficiencies		Cloth, Leather, Mail
Weapon Proficiencies		Knives, Swords, Bludgeons, Axes, Hand-Weapons, Polearms, Staves, Whips
Languages		Common, Minocean
Foul Temper		whenever Focus is lost as a result of failing a Resolve test, immediately gain 50% of fury max on top of current fury
Large Race		larger than average race, must oversize all armor;
Animal Feet		gain 1 free Secondary Skill point into any Brute Skill during character creation (see Strongman) cannot wear conventional footwear/armor, but don't suffer the -1 movement penalty, can instead equip "beast" leg armor in their foot armor slot
Bull Charge		add straight line distance (in inches) as a damage bonus to a single melee attack made after moving on
SECONDARY SKILLS:		RANK: DETAILS:
Dual Wield	1	Exempts Combat Penalties when 1 small and 1 medium weapon.
	2	Exempts Combat Penalties when using 2 medium weapons or 1 small and 1 large weapon.
Brawler	1	Receives +2 per Rank to Difficulty rolls for Bar Fighting moves, and +1 damage per 5 lvls for unarmed/fist/kick attacks each round in staged combats. Also gain up to +10% income for prize fights, where applicable.
Strongman		Adds +1 to the characters Strength stat permanently, up to a maximum of 20
Intimidator	1	Gain +3 Advantage when using intimidation and/or persuasion
	2	Any other skill or ability (including in combat) that causes your target to take a Resolve test is taken at -3 Disadvantage; no effect on targets more than 2 sizes larger than you
	3	Adept at all the latest and cruelest methods of intimidation & torture, gain +5 Advantage when using intimidation and/or torture to gain information from unwilling informants
	4	You are now considered Fearsome in combat (unless specifically stating that you do not wish to be)
EXTRA:		
Pitborn		Xenae was born into the infamous fighting pits of Varhol, known as the House of Slaughter. Unlike the indentured non-Minotaur opponents she typically faces, she herself is no slave, nor is she held there by any strict contract. It is simply the only life she has ever known. The truth of it is that she counts it an honor to fight for the amusement of her countrymen, proving the might of Minotaur civilization by cutting down every foe in the arena. She hopes to achieve timeless glory through her victories. Despite her relative youth, she has already gained a reputation as a fearsome combatant and is a fan favorite among the locals.
The House of Slaughter		There are subtle politics at play in the House of Slaughter, lost on one such as Xenae, who has a single minded focus for glorious combat. As such, forces are set against her that she has yet to comprehend, willing to exploit her talents and lifestyle to their own ends...
Hand of the Reaper		Xenae's nickname in the pits is the Hand of the Reaper, named so for the curved blade she wears where her right hand once belonged. Early in her career she lost the hand in battle against a Kayden slave warrior. Rather than allow it to diminish her fighting capabilities, she instead made it a part of her signature fighting style.

Xenae Pitborn		FURY (PRIMARY) SKILLS			*costs already reduced by 20% from Improved Fury Enchant		
Known	Skill Name	Level	Cost*	Use	Description	Prereq	
✓	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)	free	
✓	Berserker Strike	1	2	action	+1d4 damage to main hand melee attack (counts as a Strike)	training	
✓	Blood Rage	1	2	instant	for each additional 1 Fury spent add +1 damage to next regular main hand attack or any type of Strike (max +5 damage)	training	
✓	Mortal Wound	2	1	instant	+4% crit to next regular main hand attack or any type of Strike	training	
✓	Righteous Fury	2	2	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	training	
✓	Zeal (Pit-Fighter)	3	4	instant	Pit-Fighter only: gain +1d8 bonus damage to next Focus ability used (even if rolling 'glancing')	training	
✓	Frenzy	3	6	instant	for each attack in a row add +1 hit/+1 damage for up to five attacks, or until failing to attack consecutively	training	
✓	Improved Berserker Strike	3	3	action	+1d6 damage to main hand melee attack (counts as a strike)	Berserker Strike	
✓	Improved Blood Rage	4	2	instant	for each additional 1 Fury spent add +1 damage to next regular main hand attack or any type of Strike (max +10 damage)	Blood Rage	

Xenae Pitborn

FOCUS (PRIMARY) SKILLS

Known	Skill Name	Current Rank	Max Rank	Discipline	Damage (by rank)	Use	Effects (if landing Solid or Perfect)
✓	Lance Kick	4	4	Kick	1d4 / 1d6 / 1d8 / 1d10	instant or action	if moved prior to using then add +2 damage per inch moved, counts as crushing blow 2/rank
✓	Whooping Crane	2	5	Kick	1d4 / 1d6 / 1d8 / 1d10 / 1d12	instant or action	knocks the target back 2" per rank
✓	Head Strike	2	5	Armed	as per Weapon not Rank	action	Stuns the target for 1 round per rank (damage on subsequent rounds breaks the effect) • if scoring a Perfect, 20% per rank chance to decapitate target or completely crush the skull, resulting in instant death