




SOLDIER

Name: _____ Taylor Lewis
Race: _____ Human
Title: _____ Sell Sword
Role: _____ Tank / Melee Damage Hybrid
Play style: _____ Heavy charge aggro tank

NAME: Taylor Lewis					TITLE: Sell Sword		LEVEL: 4		
RACE: Human					CLASS: Soldier		GENDER: Male		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 32		
MELEE-All		-3	5%	2% 99+	Damage	+3	HEIGHT: 5'8"		
MELEE-Swords		+2	0%	7% 94+	Damage	+4	WEIGHT: 180lbs.		
MELEE-Claymore Charge		+7	0%	7% 94+	Damage	+5	SIZE MODIFIER		
RANGED-All		0	5%	3% 98+	Damage	0	Medium	0	
							STATS +/-		
							MOVEMENT	5	
WEAPON SPEC		Sword	Can Pommel Strike if not using a Vigor based Action					STRENGTH	16
								AGILITY	7
PRIMARY LOAD OUT	MAIN HAND	Superior Claymore (1d12+1d4+2 dam, Parry 21%, Overpowering 20%, see Charge)						STAMINA	13
	OFF HAND								
SECOND LOAD OUT	MAIN HAND	Stout Targe (1d4 dam, Shield blow 4%; Block 20%, Reduce dam from Crits by 20%)						INTELLECT	9
	OFF HAND								
BELT SLOTS		Light Healing Potion (1d10HP)				PERCEPTION			10
<i>Light Belt</i>		Minor Vigor Potion (+8 Vigor)				RESOLVE			10
3 slots		Elemental Resistance Potion (+15, 1hr)				INITIATIVE			10
MONEY POUCH (GP.SP)		8.5						CHARM	10
ARMOR & ITEMS (by slot)	LEGS	Chainmail Cuisses				4	DEFENSE		
	TORSO	Plate Cuirass of Mn. Redemption (if drop below 8HP -> 3" k.back & 20% stun)				7	AC	40	
	SHOULDERS	Plate Spaulders				5	ARMOR	34	
	FEET	Plate Greaves				5	DODGE	6	
	HANDS	Leather Gloves				2	NOISY	2	
	ARMS	Leather Bracers				2	STIFF	4	
	HEAD	Plate Skullcap				5	DOUBLE	0	
	BACK	Chainmail Cape				4	TRIPLE	0	
	NECK						RESISTANCES +/-		
	TRINKET	Stoic Silver Ring of Improved Swiftness					ARCANE	18	
OTHER						ELEMENTAL	26		
BACK PACK		Flint & Steel					NATURAL	22	
<i>Travellers</i>		Heavy Blanket					HOLY	20	
20 Slot Pack		x					DEMONIC	19	
MAX CAPACITY		Silk Rope (20')					MENTAL	18	
16 slots		Trail Rations (10)					INIT. SCORE 10+1d12		
HP (MAX:79)									
VIGOR (MAX:36)									
EXPERIENCE: 160									
REPUTATION	COMMON: 15								
	SABLEWOOD TRIBE: 2								
	REPUBLICAN ARMY: 12								
						RALGOR CITYSTATE: 11			

PASSIVE SKILLS:	DETAILS:	
Armor Proficiencies	Cloth, Leather, Mail, Plate	
Weapon Proficiencies	Knives, Swords, Bludgeons, Axes, Polearms, Bows, Shields, Swords2H	
Languages	Common & Elvish (limited)	
Industrious	gain an additional secondary skill point at character creation, and again at level 5, 10, 15, and 20	
Stance Mastery	The Vigor cost of all stances is cut in half. Can begin each battle with a Stance already active and can switch stances at the start of each turn without taking up an instant.	
SECONDARY SKILLS:	RANK:	DETAILS:
Haggler	1	Receive up to 10% better prices when buying & selling goods/services if passing charm test
Strongman	1	Adds +1 to the characters Strength stat permanently (already added)
	2	+2 melee damage (already added) & +1 Advantage on STR Stat tests/Roll-offs
	3	Allows the character to use a two handed melee weapon in one hand
Battle Veteran	1	Permanently add +1 Stamina (already added)
Sword Specialist	1	Receive +5 hit and +1 damage when attacking with any type of Sword (already added)
	2	Receive +5% Crit hit & -5% Crit miss when attacking with any type of Sword (already added)
Military Training	1	Can remain standing/conscious even when HP's go below 0, and instead only go unconscious upon receiving enough damage to cause Serious Injuries.
EXTRA:		
Elven Fascination	Taylor has always been fascinated by Elven culture and has even learned enough of their language to communicate at a rudimentary level. However this fascination got him into trouble when he was captured by the reclusive Sablewood Elves and offered as a sacrifice to their dark primal gods. Lucky for him, he was rescued by an Elven maiden named Ebonethia, a priestess in training who was persuaded by Taylor's faith in the One God to turn against her own people and escape with him.	
Indebted or Infatuated	Owing his life to Ebonethia, Taylor believes he is forever in her debt and would go to any length to protect her. His devotion to the raven haired elven priestess borders on infatuation, and he would spare no expense to win her favor.	
Loyalty	Few things are more important to Taylor than loyalty. However, he is not blinded by it and strongly believes that it must be earned through the bond of friendship through shared adversity. But once earned, it is an unbreakable force. Taylor is a stalward defender and would gladly lay down his life for those he calls friends.	
Bravery	Taylor is well known for his bravery, charging headlong into battle without fear, regardless of the odds. Lucky for him, he has friends that are rather adept at keeping him alive.	

Taylor Lewis**VIGOR SKILLS****Stance Mastery: Vigor Cost of all stances is cut in half (already calculated below)**

Skill Name	Discipline	Level	Cost	Use	Description
Offensive Stance	Offense	0	2	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: • +2 hit/+1 damage (physical melee attacks only) • -1 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
Improved Offensive Stance	Offense	2	3	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: • +4 hit/+2 damage (physical melee attacks only) • -2 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
Greater Offensive Stance	Offense	4	5	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: • +6 hit/+3 damage (physical melee attacks only) • -3 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
Strength of Arms	Offense	3	7	instant	the next time you roll dice to inflict damage with a melee weapon you are proficient with, choose a single dice to roll twice, selecting the most desirable result
Hamstring	Offense	1	4	action	minimum damage melee attack that on wounding prevents the target from moving on their next turn and reduces their movement speed by half for the remainder of battle, healing cancels both effects
Hawk Strike	Offense	3	6	action	max damage main hand melee attack
Defensive Stance	Defense	0	2	instant	Adopt a battle stance that favors defense and counter attacks, granting the following features for the duration of battle or until switching stances: • +2 AC/-1 physical dam taken • if block/parry gain +5% crit on next attack • -1 Vigor cost to all Vigor skills from the Defense Discipline (to a minimum of 1)
Improved Defensive Stance	Defense	2	4	instant	Adopt a battle stance that favors defense and counter attacks, granting the following features for the duration of battle or until switching stances: • +4 AC/-2 physical dam taken • if block/parry gain +10% crit on next attack • -2 Vigor cost to all Vigor skills from the Defense Discipline (to a minimum of 1)
Greater Defensive Stance	Defense	4	5	instant	Adopt a battle stance that favors defense and counter attacks, granting the following features for the duration of battle or until switching stances: • +6 AC/-3 physical dam taken • if block/parry gain +15% crit on next attack • -3 Vigor cost to all Vigor skills from the Defense Discipline (to a minimum of 1)
Taunt	Defense	1	2	instant	forces a humanoid target within (Range = to thier Perception) that fails a Resolve test, to attack you on their next turn or move to attack you
Hunker Down	Defense	1	2	instant	For one full round gain the following benefits: • re-roll a failed parry, block or ward-off • gain double the AC benefit of being behind Cover • reduce incoming AoE or environmental damage by 50%
Strength of Will	Defense	3	3	instant	increases all resistances by 15 for one full round
Battering Ram	Defense	3	5	action	Move 2" directly forward and gain +10 armor for 1 full turn (only if moving). If you get into base contact with a target inflict collision damage equal to 1d6 per tabletop inch moved (max 2d6). Counts as a charge and can benefit from movement base damage modifiers such as Bull Charge.
Aggro Strike	Defense	4	5	action	A regular mainhand melee attack that counts as a strike and if causing any amount of damage will make most opponenents turn their attention to the attacker and ignore others in base contact on their next turn (since this is not true CC it can be done on multiple rounds, but is also subject to GM discretion).
Tactical Stance	Tactics	1	3	instant	Adopt a battle stance that favors advanced battle tactics, granting the following features for the duration of battle or until switching stances: • grants one additional regular mainhand melee attack if no primary skill actions were were used that round (must be on a separate target) • -1 Vigor cost to all Vigor skills from the Tactics Discipline (to a minimum of 1) • +1 Range on Honor Oaths
Tactical Charge	Tactics	2	3	action	if it will bring you into base contact with an enemy, immediately move 2" and make a regular main hand attack • will also knock the target down if winning a Strength vs. Stamina stat roll-off
Improved Tactical Charge	Tactics	4	5	action	if it will bring you into base contact with an enemy, immediately move 3" and make a mainhand attack • will also knock the target down if winning a Strength vs. Stamina stat roll-off with +1 advantage
Recuperate	Tactics	0	0	action	regenerate one Vigor per level