




WARRIOR

Name: _____ Abolish
Race: _____ Orc
Title: _____ Combatant
Role: _____ Melee Damage
Play style: _____ Steady damage output
with dual wield axes

NAME: Abolish		TITLE: Combatant				LEVEL: 4		
RACE: Orc		CLASS: Warrior				GENDER: Male		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 24	
MELEE-Axe - Main Hand		+16	0%	9% 92+	Damage	+4	HEIGHT: 6'6"	
MELEE-Axe - Off Hand		+21	0%	14% 87+	Damage	+3	WEIGHT: 292 lbs	
RANGED-All		+10	5%	3% 98+			SIZE MODIFIER	
							Medium 0	
							STATS +/-	
							MOVEMENT 4	
							STRENGTH 16	
							AGILITY 11	
							STAMINA 15	
							INTELLECT 7	
							WISDOM 9	
							AVOIDANCE 9	
							PERCEPTION 10	
							RESOLVE 11	
							INITIATIVE 9	
							CHARM 8	
WEAPON SPEC		Axe						
COMBAT SPEC		Freestyle						
PRIMARY LOAD OUT	MAIN HAND	Heavy Battle Axe of Imp. Bleeding(1d10+2 dam, +5% overpower, +2 bleed/rd)						
	OFF HAND	Hatchet of Imp. Haste (1d8 dam; Thrown: str+1", gain 2 extra OH attacks / battle)						
SECOND LOAD OUT	MAIN HAND							
	OFF HAND							
BELT SLOTS		Light Health Potion (1d10)		Light Health Potion (1d10)				
Traveler's Belt		Light Health Potion (1d10)		Minor Vigor Potion (+8)				
6 slots		Minor Vigor Potion (+8)		Minor Vigor Potion (+8)				
MONEY POUCH (GP.SP)		2.3						
ARMOR & ITEMS (by slot)	LEGS	Scalemail Cuisses				4	DEFENSE	
	TORSO	Chainmail Hauberk				4	AC	33
	SHOULDERS	Scalemail Mantle of Greater Fury (reduces fury costs by 30%, already calc'd)				4	ARMOR	24
	FEET	Scalemail Chausses				4	DODGE	9
	HANDS	Quilted Gloves of Improved Striking (+10 Hit, already added to modifiers)				2	NOISY	5
	ARMS	Scalemail Sleeves				4	STIFF	0
	HEAD					0	DOUBLE	0
	BACK	Leather Cape				2	TRIPLE	0
	NECK						RESISTANCES	+/-
	TRINKET						ARCANE	14
OTHER						ELEMENTAL	30	
BACK PACK		2 Man Tent	x	x	x	NATURAL 19		
Travellers		Trail Rations (10)	Trail Rations (10)	Torch	x	HOLY 17		
20 Slot Pack						DEMONIC 20		
MAX CAPACITY				#	#	MENTAL 16		
16 slots				#	#	INIT. SCORE 9+1d12		
HP (MAX:75)								
FURY (MAX:18)								
Gain +1 Fury for each Killing Blow								
All fury costs reduced by 30% due to "of Fury" enchantment								
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)								
VIGOR (MAX:32)								
EXPERIENCE: 160								
REPUTATION	COMMON: 6							
	HIGHFORT: 15							
	STONEGUARD: 12						CCv1.5	

PASSIVE SKILLS:	DETAILS:	
Armor Proficiencies	Cloth, Leather	
Weapon Proficiencies	Knives, Swords, Bludgeons, Axes, Axes2H, Shields	
Languages	Common, Orcish, Centaurian	
Savagery	after landing a killing blow gain +1 physical damage per 5 levels (round up) until the end of your NEXT turn; effect is refreshed each time a killing blow is scored, potentially extending the duration	
Thick Footed	don't suffer the -1 movement penalty if not wearing footwear/armor	
Bred for Battle	All vigor/fury actions cost 1 less if they were preceded by an instant of the opposite type i.e. Fury instant -> Vigor action OR Vigor instant -> Fury action	
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VIGOR SKILLS

Known	Skill Name	Discipline	Level	Cost	Use	Description
✓	Offensive Stance	Offense	0	3	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: <ul style="list-style-type: none">• +2 hit/+1 damage (physical melee attacks only)• -1 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
✓	Recuperate	Tactics	0	0	action	regenerate one Vigor per level
✓	Concentration	Offense	1	4	instant	next normal melee/ranged attack or any type of 'strike' or 'shot' has +15 hit/cast
✓	Tactical Stance	Tactics	1	5	instant	Adopt a battle stance that favors advanced battle tactics, granting the following features for the duration of battle or until switching stances: <ul style="list-style-type: none">• grants one additional regular mainhand melee attack if no primary skill actions 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
✓	Improved Offensive Stance	Offense	2	6	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: <ul style="list-style-type: none">• +4 hit/+2 damage (physical melee attacks only)• -2 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
✓	Overpowering Blows	Offense	2	4	action	make a regular damage main hand and off hand attack (if applicable) with 100% overpowering (ignores all parry, blocks, or ward-off abilities) <ul style="list-style-type: none">• if target has no block/parry/ward-off, instead gain +10 hit on each attack
✓	Hawk Strike	Offense	3	6	action	max damage main hand melee attack
✓	Strength of Will	Defense	3	3	instant	increases all resistances by 15 for one full round
✓	Greater Offensive Stance	Offense	4	9	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: <ul style="list-style-type: none">• +6 hit/+3 damage (physical melee attacks only)• -3 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
✓	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 opponents 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).

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		FURY SKILLS			*All Costs already reduced by 30% from Greater Fury enchant	
Known	Skill Name	Discipline	Level	Cost*	Use	Description
✓	Enraging Shout	Fervor	0	0	action	generates 10% of max Fury on top of current fury available (if used while hiding it immediately gives away your position)
✓	Cry Havoc	Havoc	0	1	action	Inflicts 1 dam in a 3" radius for every additional Fury spent (maximum of 1 per level)
✓	Blood Pact	Havoc	1	0	instant	Make a pact to draw blood (inflict damage) from up to X different enemies. The following effects remain in play for the remainder of the battle or until the pact is satisfied: <ul style="list-style-type: none">• Base Fury cost for all Havoc discipline skills are cut in half (round up)• gain +1 movement• The number of enemies selected (X) can't be changed• No other pact can be activated• Once the pact is satisfied: gain +X physical damage on all attacks for the remainder of the battle
✓	Slayers Pact	Slayer	1	0	instant	Make a pact to slay (strike the killing blow on) a selected target with Threat Rating X. The following effects remain in play for the remainder of the battle or until the pact is satisfied: <ul style="list-style-type: none">• Base Fury cost for all Slayer discipline skills are cut in half (round up)• gain +X/2 damage on mainhand attacks against the target• The selected target can't be changed• No other pact can be activated• Once the pact is satisfied: gain +2(X) Crit % chance on all main hand attacks
✓	Bladestorm	Havoc	1	4	action	Inflict half your mainhand weapon damage in a 1" radius. Use a single hit roll but gain fury as though each target was hit by a 1 handed weapon.
✓	Mortal Wound	Slayer	2	1	instant	+4% crit to next regular main hand attack or any type of Strike
✓	Thrash	Havoc	3	3	action	make a regular mainhand and offhand attack, plus 1 extra off-hand attack (must obey 4-3-2 rule)
✓	Warrior Battle Lust	Fervor	3	4	action	Warrior only: make a regular main hand attack, if it inflicts damage you enter a state of Battle Lust <ul style="list-style-type: none">• this effect remains in play until you fail to do damage on your turn• while under the effects of Battlelust all Fury gains are increased by +1 (including the initial hit) and inflicting damage regenerates 1d6 Vigor
✓	Improved Mortal Wound	Slayer	4	1	instant	+8% crit to next regular attack or any type of strike
✓	Rampage	Havoc	4	4	instant	If the next attack action of any kind made this turn inflicts more than half its max damage value, you may make another regular attack action before your turn ends <ul style="list-style-type: none">• Does not apply to skills that automatically inflict max damage