

NAME:	Abolish		LEVEL:	4	ŀ					
RACE:	Огс		GENDER:	Ma	ıle					
MODIFIERS HIT/CAST			CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE:	2	4	
MELEE-A	Axe - Main Hand	+16	0%	9% 92+	Damage	+4	HEIGHT:	6'0	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		
	WEAPON SPEC			STRENGTH	16					
	COMBAT SPEC	Freestyle		AGILITY	11					
PRIMARY	MAIN HAND	Heavy Battle Axe of	STAMINA	15						
LOAD OUT	OFF HAND	Hatchet of Imp. Has	INTELLECT	7						
SECOND	MAIN HAND			WISDOM	9					
LOAD OUT	OFF HAND									
	BELT SLOTS	Light Health Potion	(1d10)	Light Health Potion	Light Health Potion (1d10)			10		
		Light Health Potion		Minor Vigor Potion (	Minor Vigor Potion (+8)			11		
		Minor Vigor Potion (		INITIATIVE	9					
MONE	EY POUCH (GP.SP)	2.3		•			CHARM	8		
	LEGS	Scalemail Cuisses	DEFENSE							
ot)	TORSO	Chainmail Hauberk	4	AC	3:	3				
, slc	SHOULDERS	Scalemail Mantle of	ARMOR	2	4					
(by		Scalemail Chausses	DODGE	9	,					
ИS	HANDS	Quilted Gloves of Im	NOISY	5	;					
TEN	ARMS	Scalemail Sleeves	STIFF	С	)					
- ×	HEAD		DOUBLE	С	)					
ЭR	BACK	Leather Cape	TRIPLE	C	)					
ARMOR & ITEMS (by slot)	NECK		RESISTANCI	ES	+/-					
₹ TRINKET				ARCANE	14					
	OTHER						ELEMENTAL	30		
BACK PACK		2 Man Tent	х	х	х		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+1d	12	
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								
anguages Common, Orcish, Centaurian									
Savagery		ding a killing blow gain +1 physical damage per 5 levels (round up) until the end of your							
	NEXT tur	n; 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	· · · · · · · · · · · · · · · · · · ·	fury actions cost 1 less if they were preceded by an instant of the opposite type nstant -> Vigor action OR Vigor instant -> Fury action							
SECONDARY SKILLS:	RANK:	DETAILS:							
Warmonger	1	Can add +2 to your normal (un-mounted) move if the movement would count as a charge							
Axe Specialist	1	Receive +5 hit and +1 damage when attacking with any type of Axe (already added)							
Axe Specialist	2	Receive +5% Crit hit & -5% Crit miss when attacking with any type of Axe (already added)							
Dual Wield	1	Exempts Combat Penalties when using 2 small weapons or 1 small and 1 medium weapon.							
Dual Wield	2	Exempts Combat Penalties when using 2 medium weapons or 1 small and 1 large weapon.							
Freestyle Specialist	1 1								
Treestyte Specialist		Adaptable: Can use any weapon used in the main hand, even without weapon proficiency, without suffering the Combat Penalties (does not apply to weapons that are forbidden for a particular class); if using a main hand weapon you have proficiency with, gain +2							
Freestyle Specialist	2	weapon damage; doesn't apply if using Rank 3 Strongman to wield 2H weapon in your MH Leftie: Off hand attacks made with a weapon you are proficient with gain +5 hit, +1 damage, and +5% to Parry, Stun, Cleaving, or +1 to Entangle effects (already added)							
EXTRA:									
Void of Memory	As an infant, Abolish's village was raided by slavers and he watched as his mother was brutally								
	left many	red by a renegade brute. This traumatic history forced Abolish's mind into submission and gaps in his memory, including his true name. Abolish has no recollection of any events his formative years and his recent past.							
Escape from Thralldom	cape from Thralldom Spending many years as a slave, his strength being used as a tool by those who held him in cap reduced Abolish to a being of pure instinct. Although recently developing enough of a temper to have control over his own decisions, Abolish still slips into a state of mindless battle-lust wh thrust into particularily visceral situations. When triggered, he tends to operate with little mer								
In Search of Family	his goals quickly devolving into the decapitation of his enemies.  Abolish creates family almost as easily as he creates enemies. Due to this loyal nature, Abolish								
In Search of Family	easily draws near to those who can both see beyond his grotesque visage and prove themselv								
	Guard at	f his trust. Upon escaping slavery, Abolish was accepted as a son by the Captain of the Highfort. There he learned not only the prowess of armed combat, but also an affinity accepted for the prowess of armed combat, but also an affinity accepted for the prowess of the prowess							

Abolish		VIGOR SKILLS				
Known	Skill Name	Discipline	Level	Cost	Use	Description
<b>~</b>	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:  • +2 hit/+1 damage (physical melee attacks only)  • -1 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
<b>~</b>	Recuperate	Tactics	0	0	action	regenerate one Vigor per level
<b>~</b>	Concentration	Offense	1	4	instant	next normal melee/ranged attack or any type of 'strike' or 'shot' has +15 hit/cast
<b>~</b>	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:  • 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
<b>✓</b>	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:  • +4 hit/+2 damage (physical melee attacks only)  • -2 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
<b>~</b>	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)  • if target has no block/parry/ward-off, instead gain +10 hit on each attack
$\checkmark$	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

instant

action

Adopt a battle stance that favors offensive melee combat, granting the following

+6 hit/+3 damage (physical melee attacks only)
-3 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)

amount of damage will make most oppponents 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).

A regular mainhand melee attack that counts as a strike and if causing any

features for the duration of battle or until switching stances:

**Greater Offensive Stance** 

Aggro Strike

Offense

Defense

4

4

5

Abolish		FURY SKILLS	Y SKILLS *#		s already red	uced by 30% from Greater Fury enchant	
Known	Skill Name	Discipline	Level	Cost*	Use	Description	
<b>~</b>	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)	
<b>~</b>	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:  • 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	
<b>~</b>	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:  • 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	
<b>~</b>	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.	
<b>/</b>	Mortal Wound	Slayer	2	1	instant	+4% crit to next regular main hand attack or any type of Strike	
<b>✓</b>	Thrash	Havoc	3	3	action	make a regular mainhand and offhand attack, plus 1 extra off-hand attack (must obey 4-3-2 rule)	
<b>~</b>	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 • 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	
<b>~</b>	Improved Mortal Wound	Slayer	4	1	instant	+8% crit to next regular attack or any type of strike	
<b>V</b>	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 • Does not apply to skills that automatically inflict max damage	