


GUARDIAN

Name: _____ Tharlin Ironbrow
Race: _____ Dwarf
Title: _____ Citizen-Soldier
Role: _____ Tank
Play style: — High armor juggernaut tank

NAME: Tharlin Ironbrow		TITLE: Citizen-Soldier				LEVEL: 4	
RACE: Mountain Dwarf		CLASS: Guardian				GENDER: Male	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	AGE: 94	
MELEE-All		-12	5%	1% 100+	Damage	HEIGHT: 4'9"	
MELEE-Bludgeons		-12	5%	1% 100+	Damage	WEIGHT: 165 lbs.	
MELEE-Shields		-12	5%	1% 100+	Damage	SIZE MODIFIER	
RANGED-Crossbows		-12	5%	1% 100+	Damage	Medium 0	
						STATS +/-	
						MOVEMENT	3
						STRENGTH	16
						AGILITY	4
						STAMINA	13
						INTELLECT	9
						WISDOM	12
						AVOIDANCE	7
						PERCEPTION	9
						RESOLVE	13
						INITIATIVE	10
						CHARM	9
PRIMARY LOAD OUT							
MAIN HAND		Warhammer (2d6+1 dam, Stun 10%, Crushing Blow 2, Dismount 10%)					
OFF HAND		Tower Shield (1d6 dam, Shield Blow 3%, Block 40%, Clumsy -10 hit)					
SECOND LOAD OUT							
MAIN HAND		War Crossbow (1d12+1 dam, Reload-Ranged 35", Armor Piercing -10, Two-Handed)					
OFF HAND		Medium Quiver: Metal Bolts (+2 dam) x20					
BELT SLOTS		Champions Elixir (+1move +5hit 1hr)		Champions Elixir (+1move +5hit 1hr)			
Heavy Belt		Light Healing Potion (+1d10HP)		Light Healing Potion (+1d10HP)			
4 slots		#		#			
MONEY POUCH (GP.SP)		7.5					
ARMOR & ITEMS (by slot)	LEGS	Scalemail Cuisses over Quilted Trousers				6	DEFENSE
	TORSO	Breastplate w/ Chainmail Hauberk over Quilted Shirt				11	AC 62
	SHOULDERS	Dwarven Plate Spaulders over Quilted Mantle				8	ARMOR 60
	FEET	Plate Greaves over Quilted Boots				7	DODGE 2
	HANDS	Chainmail Handwraps over Quilted Gloves				6	NOISY 4
	ARMS	Dwarven Plate Vambraces of Minor Striking (+5hit already added) over Quilted Bracers				10	STIFF 5
	HEAD	Dwarven Plate Skullcap w/ Chainmail Coif over Quilted Cap				12	DOUBLE 7
	BACK					0	TRIPLE 2
	NECK						RESISTANCES +/-
	TRINKET						ARCANE 28
OTHER						ELEMENTAL 41	
BACK PACK		Sleeping Roll	x			NATURAL 25	
Travellers		Flask of Dwarven Spirits				HOLY 26	
20 Slot Pack		Flint & Steel				DEMONIC 25	
MAX CAPACITY					#	MENTAL 21	
16 slots					#	INIT. SCORE 10+1d12	
HP (MAX:73)							
Bonus HP (Bodyguard): 7							
HONOR (MAX:20)							
Current: 12							
At the start of each turn, if passing an Honor Test, may stack a code of your choice (must be conscious and in control of mental faculties)							
VIGOR (MAX:32)							
EXPERIENCE: 160							
REPUTATION	COMMON: 13 ANGVELDT: 12						
							CCV1.5

[illegible]

Tharlin Ironbrow

Vigor (Primary) Skills

Known	Skill Name	Discipline	Level	Cost	Use	Description
✓	Defensive Stance	Defense	0	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: <ul style="list-style-type: none"> • +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	7	instant	Adopt a battle stance that favors defense and counter attacks, granting the following features for the duration of battle or until switching stances: <ul style="list-style-type: none"> • +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	10	instant	Adopt a battle stance that favors defense and counter attacks, granting the following features for the duration of battle or until switching stances: <ul style="list-style-type: none"> • +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: <ul style="list-style-type: none"> • 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
✓	Recuperate	Tactics	0	0	action	regenerate one Vigor per level
✓	Vigilance	Defense	2	6	action	Make no action during your during your turn, but gain the Vigilance effect until the start of your next turn. While Vigilance is active you gain Impale on your main hand weapon OR you may move out of turn to intercept a ranged or melee attack made on an ally within movement range <ul style="list-style-type: none"> • If moving to intercept you cannot move on your next turn • If intercepting an attack results in base contact with an enemy you may make a regular mainhand melee attack.
✓	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.
✓	Guardian Strike	Offense	4	4	action	make a regular mainhand melee attack that Taunts the target for 1 round if failing a Resolve test, also add +0.5 damage/current level of honor

HONOR									
Honor (Primary) Skills - Oaths, Virtues, and Codes									
Default	Skill Name	Discipline	Polarity	School	Required Honor	Use	Duration	Range	Description
OATHS (Effects Guardians and any friendly within range)									
<input type="checkbox"/>	Service	None	Order	Oath	14	passive	battle	0.5"/honor radius	+2HP per level of caster
<input type="checkbox"/>	Excellence	None	Order	Oath	13	passive	battle	0.5"/honor radius	once per round may re-roll any miss (including a critical) but must abide by second roll
<input type="checkbox"/>	Protection	None	Order	Oath	12	passive	battle	0.5"/honor radius	grants +1 AC/level of caster to all friendlies w/in oath radius but reduces the casters AC by the same amount, any un-engaged enemy inside the oath radius must attack the caster if they are the closest target unless passing a Resolve test
<input type="checkbox"/>	Purity	None	Order	Oath	11	passive	battle	0.5"/honor radius	all resistances increased by 1 per level of caster
<input type="checkbox"/>	Valor	None	Order	Oath	10	passive	battle	0.5"/honor radius	Gain +0.5 damage/level when facing an enemy group or single opponent that has a higher Threat Rating than the party (where the parties Threat rating is equal to the combined level of all PCs +Threat Rating of any pets/minions), gain +0.5 damage/level • recalculate the Threat Rating of both groups each time someone is knocked unconscious or killed
<input type="checkbox"/>	Voracity	None	Order	Oath	9	passive	battle	0.5"/honor radius	+1 melee damage from level 1-5, +2 melee damage from level 6-10, +3 melee damage from level 11-20
<input type="checkbox"/>	Vitality	None	Order	Oath	8	passive	battle	0.5"/honor radius	+1 Vigor/round OR +1 Spirit/round OR +1 Fury/round, increases to +2 at level 6-10, +3 at level 11-20
<input type="checkbox"/>	Authority	None	Order	Oath	7	passive	battle	0.5"/honor radius	gain +1 /5 levels to Initiative Score when determining turn order and may re-roll failed Resolve tests (not including Focus reduction rolls)
<input checked="" type="checkbox"/>	Perseverance	None	Order	Oath	6	passive	battle	0.5"/honor radius	+1 hit per level for all types of damage
<input type="checkbox"/>	Purpose	None	Order	Oath	5	passive	battle	0.5"/honor radius	choose one enemy at start of battle, until that enemy is destroyed/incapacitated gain +1 movement
VIRTUES (self-cast only)									
<input type="checkbox"/>	Sacrifice	None	Order	Virtue	14	passive	battle	self	if a blow would put a friendly below 0, may move out of turn (up to 2x maximum movement on foot) to intercept and take the damage onto self • costs entire next turn • if this puts caster below 0, all enemies w/on 1"/lvl are stunned for two rounds
<input type="checkbox"/>	Patience	None	Order	Virtue	13	passive	battle	self	if no offensive instants or actions are taken for one round (including as a result of CC) on the next round caster has +1 damage/level and +1 hit/level
<input type="checkbox"/>	Resilience	None	Order	Virtue	12	passive	battle	self	negates all types of physical damage (at 0.5/level) does not stack with any other form of damage negation or absorption
<input type="checkbox"/>	Wisdom	None	Order	Virtue	11	passive	battle	self	choose one resistance before the battle begins, increase that resistance by 3 per level of caster
<input type="checkbox"/>	Courage	None	Order	Virtue	10	passive	battle	self	Gain +2HP/level and +3 Resolve whenever the combined Threat Rating of enemies within 3' is greater your level
<input type="checkbox"/>	Faithfulness	None	Order	Virtue	9	passive	battle	self	reduces difficulty of faith based abilities by 1 for level 1-10, 2 for level 10+ (can't reduce below 1) and increases all faith based healing effects used on you by 20%
<input type="checkbox"/>	Battle	None	Order	Virtue	8	passive	battle	self	+3 Initiative Score • while the virtue is active any 'strike', 'shot', or unarmed attack has +0.5 dam/level • if you did not attack with your main hand on the previous round may attack twice with your main hand, however the second attack cannot be a special ability/skill of any kind
<input type="checkbox"/>	Justice	None	Order	Virtue	7	passive	battle	self	while active, grants two mutually exclusive instant abilities against any humanoid target w/in 10" that attacked someone in your party (or a non-combatant) • Justice Demanded: an instant that treats the target as Taunted if failing a Resolve test • Justice Served: an instant that grants +0.5 hit/level on your next attack, and if hitting automatically stacks an honor code
<input type="checkbox"/>	Honor	None	Order	Virtue	6	passive	battle	self	+1 to hit per level for all types of damage and +5 Advantage on Honor tests when rolling to stack a Code • may also use an Instant to auto-stack a Code
MY BROTHERS KEEPER (CODE) - Must consume "My Brother's Keeper" Stacks to activate									
Rank1	Defensive Rush	My Brother's Keeper	Order	Code	1	out-of-turn instant	immediate	3" per stack	Move during enemy turn to intercept an attack that would otherwise be made on a friendly (counts as instant in your next turn)
Rank1	Strength of the Guardian	My Brother's Keeper	Order	Code	1	instant	1 attack per stack	self	The next one melee attack per stack does max damage • for melee skills/attacks with AoE, assume one attack means one target hit