Xorag

Skill (Stat)	Lvl	sc
Analysis (Int)		-1
Animal Handling (Ins)		1
Art (Cha)		-1
Athletics (Str)		1
Computers (Int)		-1
Deception (Cha)		-1
Disguising (Cha)		-1
Endurance (Con)	2	3
Engineering (Int)		-1
First Aid (Ins)		1
Grace (Cha)		-1
History (Int)		-1
Improvisation (Ins)		1
Intuition (Ins)		1
Lockpicking (Dex)		1
Luck (Cha)		-1
Medicine (Int)		-1
Menace (Str)	1	2
Meta (Ins)		1
Natural Science (Int)		-1
Nimbleness (Dex)		1
Perception (Ins)	1	2
Perseverance (Wil)		0
Persuasion (Cha)		-1
Presence (Cha)		-1
Psychology (Int)		-1
Quick Fingers (Dex)		1
Raw Force (Str)	3	4
Stealth (Dex)	2	3
Street Smarts (Ins)		1
Supernatural (Int)		-1
Survival (Ins)	3	4
Vehicle Handling (Ins)		1

Stats	Val	Во	DR
Strength	13	3	6
Dexterity	13	3	3
Constitution	13	3	5
Intelligence	8	-2	-2
Charisma	8	-2	-2
Instinct	12	2	2
Will	10	0	0

Resources	Current	Max
Vitality		22
Temporary Vitality		25
Willpower		12
Narrative Momentum		8

Level	1
Tier	1
Archetype	War
Sub-Archetype	Rusher

Primary Stat	Strength
Secondary Stat	Constitution
Ability Hit	4
DR Power	13
WP Limit	4

Evasion Stat	Strength
Evasion	14
E. without Equipment	16
Armor	2
Initiative	24
Basic Movement	3 m

Proficiencies			
Weapons	Simple and two of your choice	Medieval, Unearth	
Armor	Light, Medium		
Languages	Common, Orcish		

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Greataxe	Strength	Dexterity	d12	4	4	Medieval, Melee 2m, Two-Handed
Heavy Throwing Weapon	Strength	Dexterity	d8	4	4	Medieval, Range 5m/15m, Heavy, Flexible

Armor-Type	Armor	Evasion Cap
Medium Armor	2	14

Shield Evasion Bonus	Evasion Cap Mod
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Credits: 300 Inventory Weight: 17/26

Equip	Name	Quantity	Weight	Tier
	Greataxe	1	3	0
	Heavy Throwing Weapon	1	4	0
~	Medium Armor	1	4	0
	Equipment	1	3	0
	Bag	1	3	0

Primary Stat	Strenath	Secondary Stat	Constitution	Ability Hit	4	DR Power	13	WP Limit	4
i illilary Stat	Juchigui	occorradity oldi	Constitution	/ (Dility lift		DIVIONO	10	VVI □111111	

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Cleave	2	2AP	1	-	+1 target for 1 WP, +1d6 damage for 1 WP or +2 on attack roll for 1 WP	Melee Weapon	Damage, Maneuver

You can make up to 3 <u>melee weapon</u> attacks against different <u>targets</u>. You can add half the damage of your second <u>weapon</u> to the attacks if you are dual-wielding <u>melee weapons</u> and have the Lesser Talent Multi-Wielder. The attack roll is reduced by 1 if you do so.

Battle Rage	4	1AP	1	-	+1 Armor or Damage for 1 WP	-	Buff, Control, Maneuver
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You gain advantage on all rolls based on Strength, Dexterity, Constitution, or Will but disadvantage on rolls based on Intelligence, Charisma, or Instinct. Your Armor and Attack damage increases by 1. You cannot be Frightened while this Buff is active. This Buff lasts for five rounds.

Archetype Feature	Description
Ready for War	You learn one additional Lesser <u>Talent</u> . Choose one: You can add half of a <u>weapon</u> 's
Extra Weapon Damag	<u>Secondary Stat Bonus</u> to its damage or add all of the <u>Secondary Stat</u> Bonus to the <u>hit</u> bonus instead of just half.

Sub- Archetype Feature	Description
Rush Attack	You can move up to twice your <u>Basic Movement</u> towards a <u>target</u> as an action (1 <u>AP</u>). Your next attack gains a bonus to their damage equal to your <u>Primary Stat Bonus</u> (no multiplication) until the end of your <u>turn</u> if you move at least 3 m towards the <u>target</u> . You can use this <u>feature</u> only once per <u>turn</u> .

Additional Feature	Description
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Path	Description
Path of Attack	You learn one additional Lesser Talent. For every Tier beyond the first, you choose one of the following bonuses. You can either increase the damage of one attack that you gain with the Attack action by half or gain a new attack when you use the Attack action that deals half damage. You can change your choice whenever you reach a new Tier.

Lesser Talents 3/3	Description
Two-Handed Attacker	You can roll the damage dice of a <u>weapon</u> twice and choose the higher value if you are wielding a <u>two-handed weapon</u> . This <u>feature</u> does not work if you are wielding the <u>weapon</u> with only one hand.
Durable	Your maximum <u>Vitality</u> increases by 2 per <u>Level</u> .
Attack of Opportunity	You can make a <u>melee weapon</u> attack as a <u>reaction</u> (2 RP) against a <u>creature</u> you can <u>see</u> moving out of your <u>melee</u> range on their own or a <u>creature</u> that is in your melee range at the start of the <u>turn</u> , and you <u>see</u> move on their own. You can only <u>target</u> one creature with this attack, even if you attack with an <u>area-of-effect</u> weapon.

	Greater Talents 0/0	Description	•	
Traits	Total: 0		Description	A