

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	Bo	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	6
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, Uneath
Armor	Light, Medium	
Languages	Common, Orcish	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Greataxe	Strength	Dexterity	d12	5	6	Medieval, Melee 2m, Two-Handed
Heavy Throwing Weapon	Strength	Dexterity	d8	5	6	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: 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

Custom Inventory:

Primary Stat	Strength	Secondary Stat	Constitution	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Cleave	2	2AP	1	-	+1 target for 1 WP, +1d8 damage for 1 WP or +2 on attack roll for 1 WP	Melee Weapon	Damage, Maneuver

You can make up to 3 melee weapon attacks against different targets. Roll the damage and attack roll only once, which counts for all attacks. You can add half the damage of your second weapon to the attacks if you are dual-wielding melee weapons 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 Extra Weapon Damage	Either your weapon attack damage increases by 2, your weapon hit bonus increases by 2, or both increase by 1. You learn one additional Lesser Talent.

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

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 weapon twice and choose the higher value if you are wielding a two-handed weapon. This feature does not work if you are wielding the weapon with only one hand.
Durable	Your maximum Vitality increases by 2 per Level.
Attack of Opportunity	You can make a melee weapon attack as a reaction (2 RP) against a creature you can see moving out of your melee range on their own or a creature that is in your melee range at the start of the turn, and you see move on their own. The attack deals an additional 1d6 damage for each Tier beyond your first. You can only target one creature with this attack, even if you attack with an area-of-effect weapon.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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