

Portrait		Identity		Miscellaneous		225 Points					
		Name Blagordd		Created Jun 26, 2021, 9:35 AM		-90 Overspent					
		Title Demi-orc en fuite		Modified Sep 8, 2023, 9:23 AM		6 Ancestry					
		Organization		Player Richard		120 Attributes					
		Description				92 Advantages					
		Gender Male		Height 1.78 m		Hair Brown, Straight, Medium		-40 Disadvantages			
Age 25		Weight 82 kg		Eyes Blue		-5 Quirks					
Birthday Oct 26		Size +0		Skin Freckled		142 Skills					
Religion		TL 4		Hand Right		0 Spells					
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge					
[50] 17 Strength (ST)		[0] 17 Will		Roll	Location	DR	Level	Max Load	Move	Dodge	
[60] 13 Dexterity (DX)		[0] 19 Fright Check			Eyes	-9	0 None	29 kg	6	10	
[0] 10 Intelligence (IQ)		[0] 13 Perception (Per)		3-4	Skull	-7	1 Light	58 kg	4	9	
[10] 12 Health (HT)		[0] 13 Vision		5	Face	-5	2 Medium	87 kg	3	8	
Basic Damage		[0] 14 Hearing		6-7	Right Leg	-2	3 Heavy	174 kg	2	7	
2d-1 Basic Thrust		[0] 13 Taste & Smell		8	Right Arm	-2	4 X-Heavy	290 kg	1	6	
3d+2 Basic Swing		[0] 13 Touch		9-10	Torso	+0	Lifting & Moving Things				
		[0] 6.25 Basic Speed		11	Groin	-3	29 kg Basic Lift				
		[0] 6 Basic Move		12	Left Arm	-2	58 kg One-Handed Lift				
Point Pools				13-14	Left Leg	-2	232 kg Two-Handed Lift				
[0] 12 of 12 FP [Rested]				15	Hand	-4	348 kg Shove & Knock Over				
[0] 19 of 19 HP [Healthy]				16	Foot	-4	696 kg Running Shove & Knock Over				
				17-18	Neck	-5	435 kg Carry On Back				
					Vitals	-3	1450 kg Shift Slightly				
±	Reaction			±	Condition						
+1	from like-minded extroverts			+6	on all IQ rolls to wake up or to recover from surprise or mental stun						
-1	from non-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2			+4	to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth.						
-1	or worse from sober-minded citizens (GM discretion)			+1	to initiative rolls for your side (+2 if you are the leader)						
-1	to orders, insults, or social slights										
Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST	
Greatsword : kingsbane				Swung human	22	15	No	3d+8 cut	1,2	12+	
Tueuse d'humain : +3 au toucher/dommages											
Greatsword : kingsbane				Swung non-human	20	14	No	3d+6 cut	1,2	12+	
Tueuse d'humain : +3 au toucher/dommages											
Greatsword : kingsbane				Thrust human	22	15	No	2d+4 imp	2	12+	
Tueuse d'humain : +3 au toucher/dommages											
Greatsword : kingsbane				Thrust non-human	20	14	No	2d+2 imp	2	12+	
Tueuse d'humain : +3 au toucher/dommages											
Knee Strike				Knee strike	19	No	No	2d-2 cr	C		
Large Knife				Swung	16	11	No	3d-2 cut	C,1	6	
Large Knife				Thrust	16	11	No	1d+2 imp	C	6	
Natural Attacks				Bite	19	No	No	2d cr	C		
Natural Attacks				Kick	17	No		2d+1 cr	C,1		
Natural Attacks				Punch	19	13		2d cr	C		
Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Composite Bow (ST15)			15	3	1d+4 imp	300/375	1	1(2)	-7		15+
Harpoon			13	2	2d+4 imp	17/25	1	T(1)	-6		11
Large Knife		Thrown	14	+0	1d+2 imp	13/25	1	T(1)	-2		6
Trait			Pts		Skill / Technique			SL	RSL	Pts	
Bad Temper			-10	B124	☑ athletic					15	
CR: 12 (Resist quite often)					Acrobatics			15	DX+2	12	B174
Weapon Bond - Kingsbane			1		Climbing			13	DX	2	B183
Combat Reflexes			15	B43	Swimming			12	HT	1	B224
Never freeze					☑ Combat					90	

Trait			Pts		Skill / Technique			SL	RSL	Pts	
Compulsive Carousing CR: 12 (Resist quite often)			-5	B128	Arm Lock Default: Wrestling			19	+2	2	B230
Enemy (Pirates Orcs) Medium Group; Appears quite rarely (6-)			-10	B135	Armoury/TL4 (Melee Weapons)			9	IQ-1	1	B178
Expression "Si t'es pas content je te fais bouffer tes dents, Gruff !"			-1	B164	Bow			15	DX+2	8	B182
Habit Plante son couteau dans la table avant de manger			-1	B164	Brawling			19	DX+6	20	B182
Habit Une fois vidé, renverse son verre sur la table			-1	B164	Choke Hold Default: Wrestling-3			17	+0	4	MA69
✓ Half-Orc Ancestry			6	BS197	Elbow Strike Default: Brawling-2			17	-2	0	B230+
Acute Hearing 1			2	B35	Fast-Draw (Knife)			15	DX+2	2	B194
Extra Hit Points 2			4	B16	Fast-Draw (Two-Handed Sword)			15	DX+2	2	B194+
Increased Health 1			10	B14	Kicking Default: Brawling-2			17	-2	0	B231+
Social Stigma (Minority Group) -2 Reaction from others; +2 Reaction in own group			-10	B155	Knee Strike Default: Brawling-1			19	+0	1	B232+
Increased Perception 3 +1 lvl après épisode 11			15	B16	Knife			16	DX+3	8	B208
Increased Strength 1 +1 après episode 21			10	B14	Neck Snap Default: ST-4			16	-1	4	B232+
Increased Strength 1 +1 après episode 18			10	B14	Thrown Weapon (Knife)			14	DX+1	2	B226
Increased Will 3 +2 lvl après episode 7 + 1 lvl après épisode 11			15	B16	Two-Handed Sword			19	DX+6	20	B209
Insomniac Mild (GM secretly rolls 3d for the number of days between episodes)			-10	B140	Wrestling			17	DX+4	16	B228
Language: Common Native; Spoken (Native); Written (Native)			0	B24	✓ Outdoor					33	
Language: Lantan Spoken (Accented); Written (None)			2	B24	Area Knowledge (@Barony, County, Duchy, or Small Nation@) General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+			10	IQ	1	B176
Language: Orc Native; Spoken (Native); Written (Native)			0	B24	Area Knowledge (Savage Frontiere; Lived there) General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+			10	IQ	1	B176
Like Son couteau			-1	B164	Area Knowledge (Sword Coast) General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+			10	IQ	1	B176
Magic Resistance 3 -1/level to skill for others to cast a spell on you. +1/level to resist spells.			6	B67	Camouflage Default: Survival (Woodlands)-2			12	IQ+2	2	B183
Natural Attacks			0	B271	Hiking			11	HT-1	1	B200
Proud			-1	B164	Mimicry (Animal Sounds)			9	IQ-1	2	B210
Social Stigma (Criminal Record)			-5	B155	Navigation/TL4 (Land)			11	IQ+1	4	B211
✓ Rage Temporary Disadvantage (Bestial); Temporary Disadvantage (Restricted Vision); Costs Fatigue 1 (FP per sec); Limited Use (2 uses per day)			18		Seamanship/TL4			10	IQ	1	B185
Striking ST 3			6	B88+	Stealth			15	DX+2	8	B222
Increased Will 4			7	B16	Survival (Woodlands)			14	Per+1	4	B223
Hard to Kill 4			3	B58	Tracking			15	Per+2	8	B226
Damage Resistance 2 Limited (all melee)			2	B47+	TA Two-Handed Sword - Neck Default: Two-Handed Sword-5 Attaque ciblée au cou - 3pts ajoutées avant épisode 8			17	-2	3	
					Thrown Weapon (Harpoon)			13	DX	1	B226
✓	#	Carried Equipment (19.3 kg; \$2547)		Uses	TL	LC					
✓	1	✓ Pouch, Small			1		10	0.25 kg	10	0.25 kg	B288
✓	1	Leather Armor			1		100	5 kg	100	5 kg	B283
✓	1	Large Knife			0		40	0.5 kg	40	0.5 kg	B272
✓	1	Harpoon			2		60	3 kg	60	3 kg	B276

✓	#	Carried Equipment (19.3 kg; \$2547)	Uses	TL	LC					
✓	1	Hip Quiver Holds 20 arrows or bolts		0		15	0.5 kg	17	0.55 kg	B289
✓	1	Arrow, Bodkin Changes damage to piercing with armor divisor of (2).		3		2	0.05 kg	2	0.05 kg	B277
✓	1	Hip Quiver Holds 20 arrows or bolts		0		15	0.5 kg	55	1.5 kg	B289
✓	20	Arrow		0		2	0.05 kg	40	1 kg	B276
✓	1	Hip Quiver Holds 20 arrows or bolts		0		15	0.5 kg	55	1.5 kg	B289
✓	20	Arrow - poison		0		2	0.05 kg	40	1 kg	B276
✓	1	Greatsword : kingsbane Tueuse d'humain : +3 au toucher/dommages		3		800	3.5 kg	800	3.5 kg	B274
✓	1	Composite Bow (ST15)		1		1350	2 kg	1350	2 kg	B275
✓	1	Backpack, Small		1		60	1.5 kg	60	1.5 kg	B288

Note										
Half-orcs are the offspring of orcs and humans. In most cases, the relationship was not consensual. A halforc can pass for a husky human but is usually unattractive. Their acceptance in orc tribes depends on their strength and ferocity. Humans usually look down on them.										
Ennemi : Pirates Orcs Tu es recherché par les pirates orcs des îles Nelanther comme traître et assassin. Korg le sanguinaire est le frère de l'Orc que tu as tué avant de fuir ton clan. Il est devenu un capitaine d'une troupe de pirates Orcs qui écument les îles Nelanther.										
Insomniaque : You go through periods where falling asleep is very difficult. During such an episode, you must make a HT- 1 roll once per night. On a success, you fall asleep easily, ending that episode of insomnia. On a failure, you lose two hours of sleep that night (and suffer all the usual effects; see Missed Sleep, p. 426) and the episode continues for another night. On a critical failure, you get no sleep that night.										
Wrestling: This skill represents training at grappling and pinning. Roll against the higher of DX or Wrestling to hit with a grapple, or to make or resist a takedown. Furthermore, if you know Wrestling at DX+1 level, add +1 to ST for the purpose of making or resisting any choke, grapple, neck snap, take-down, or pin, and whenever you attempt to break free. Add +2 to ST for Wrestling at DX+2 or better.										B228
Character points <ul style="list-style-type: none"> • reste 1°3°1 pts avant épisode 17 • 8 ajouté en two-handed sword avant épisode 15 • 4 ajouté en two-handed sword avant épisode 17 • reste 2 pts avant épisode 19 										