***Redoran Warrior Lord***

*Dunmer, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 25* | *Combat 100* |
| *Endurance 50* | *Wound Thr. 14* | *Magic 55* |
| *Agility 35* | *Magicka 40* | *Evade 65* |
| *Intelligence 40* | *Stamina 5* | *Observe 55* |
| *Willpower 45* | *Initiative +10* | *Stealth 45* |
| *Perception 35* | *AP 3* | *Knowledge 50* |
| *Personality 35* | *Speed 11m* | *Social 55* |
| *Luck #* | *Size Medium* | *Physical 60* |

*\* Weapons & Armor*

***- Ebony Broadsword****: 1d8+4 Slashing; Reach 2m, Magic, Proven*

***- Ebony Shield****: BR 12, MBR 9, Magic*

***- Ebony Platemail****: Full AR 8, MAR 4, Magic*

*\* Special Abilities*

***- Ancestral Guardian (Once per Day)****: The Dunmer gains Sanctuary (3) for 3 rounds.*

*-* ***A Matter of Honor (2 AP):*** *As a Primary Action, the Warrior Lord can issue an indeclinable challenge to any single enemy. All Combat Style tests against that enemy gain +2 DoS. If the duel is won - all enemies must roll Panic; if the duel is lost - all allies must roll Panic.*

*\* Traits & Talents*

***- Duelist****: +1 DoS to any successful Combat or Evade test made while within melee range of only one opponent.*

***- Exploit Advantage****: doubles the effects of Press Advantage & Overextend advantages while within melee range of only one opponent.*

***- Crippling Strikes:*** *melee attacks of this character reduce enemy WT by one.*

***- Resistance (Fire, 3)****: This character reduces all incoming fire damage by 3, and gains a +30 bonus to tests made to resist non-damaging fire effects. This trait can stack.*

***- (Optional) Weapons Prowess****: The Warrior may have any*

*kind of weapon talent appropriate to their specific weapon*

*they are using.*

*\* Other Equipment*

*- ?*

***Orcish Battlemaster***

*Orsimer, Major Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 43* | *Combat 90* |
| *Endurance 60* | *Wound Thr. 17* | *Magic 15* |
| *Agility 40* | *Magicka 35* | *Evade 50* |
| *Intelligence 35* | *Stamina 6* | *Observe 30* |
| *Willpower 35* | *Initiative +10* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 45* |
| *Personality 30* | *Speed 14m* | *Social 30* |
| *Luck #* | *Size Medium* | *Physical 90* |

*\* Unconventional Skills*

*-* ***Athletics*** *- TN 100*

*-* ***Command*** *- TN 70*

*\* Weapons & Armor*

*-* ***Full Orichalcum Armor****: 7 AR, Heavy*

*One of the following:*

*-* ***Orichalcum Great Axe****: 1d12+2 Splitting; 2H, Reach 3m, Unwieldy, Shield Splitter, Concussive*

*-* ***Orichalcum Warhammer:*** *1d8(1d10)+2 Crushing; 1.5H, Reach 2m, Unwieldy*

*And any of the following:*

***- Orichalcum Shield:*** *11(6) BR, Medium*

***- Orichalcum Hand Axes (5):*** *1d6+2 Splitting; 1H, Reach 1m, Thrown (5/10/15), Small*

*\* Special Abilities*

*-* ***Scourge of the Orc-father (2 SP)****: On his turn, the Orcish Battlemaster can sever the head of a fallen enemy and let out a war cry as a Command test. Up to \*DoS allied Orsimer enter the Frenzied state; all enemies to witness this must test Panic (+20).*

*-* ***Berserker:*** *Once per Long Rest, as a free action, the Orsimer can immediately heal themselves for EB Hit Points. Additionally, for one minute, they increase their Strength Bonus and Resistance (Magic) trait by EB / 2 (round down).*

*\* Traits & Talents*

*-* ***Wrothgarian****: The Battlemaster has his WT increased by 2 and increases their Health by 13.*

*-* ***Resistance (Magic, 1):*** *This character reduces all incoming magic damage by 1 and gains a +10 bonus to tests made to resist non-damaging magic effects. This trait can stack.*

*-* ***Brawler:*** *+1DoS in combat against 2+ opponents within reach.*

*-* ***Weapon Prowess:*** *The Orcish Battlemaster has the weapon talent related to the weapon selected.*

*-* ***Iron Jaw:*** *The character is always entitled to an Endurance test to avoid being knocked back, knocked down, or stunned.*

***Knight of the Imperial Dragon***

*Colovian, Deadly Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 25* | *Combat 90* |
| *Endurance 50* | *Wound Thr. 14* | *Magic 20* |
| *Agility 40* | *Magicka 45* | *Evade 60* |
| *Intelligence 50* | *Stamina 6* | *Observe 65* |
| *Willpower 40* | *Initiative +12* | *Stealth 40* |
| *Perception 45* | *AP 3* | *Knowledge 70* |
| *Personality 45* | *Speed 13m* | *Social 75* |
| *Luck #* | *Size Medium* | *Physical 80* |

*\* Unconventional Skills*

*-* ***Investigate*** *- TN 100*

*-* ***Persuade*** *- TN 95*

*-* ***Command*** *- TN 95*

*\* Weapons & Armor*

***- Dragon Guard Dai-katana****: 1d12+2 Slashing; 2h, 3m, Magic, Proven, Shield Splitter*

***- Full Imperial Dragon Armor****: 7 AR, 2 MAR, Superior, Heavy*

*\* Special Abilities*

***- Troop Discipline (1 SP)****: Knight of the Imperial Dragon can spend 1 Stamina to reroll a failed Str or End based test made to resist a negative condition.*

*-* ***Killing Blow (1-3SP):*** *Add +3 damage to your successful attack per 1 SP spent, up to a maximum of +9 damage.*

*-* ***Combined Arms (1 AP + 1 SP)****: Once per round, Knight of the Imperial dragon can make a Command test to give all allies within 10m an immediate Attack action, using the result of their Command roll for calculating DoS.*

*\* Traits & Talents*

***- Duelist****: +1 DoS to any successful Combat or Evade test made while within melee range of only one opponent.*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with 2+ opponents.*

***- Interrogator****: All successful Investigate tests have a minimum of 4 DoS.*

*-* ***Kensai****: Dai-katanas gain Impaling quality, wounding enemies with a Dai-katana imposes a +10 Panic test on enemy witnesses.*

***Orc Clansman***

*Orsimer, Minor Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 26* | *Combat 75* |
| *Endurance 45* | *Wound Thr. 12* | *Magic –* |
| *Agility 40* | *Magicka 30* | *Evade 60* |
| *Intelligence 30* | *Stamina 4* | *Observe 40* |
| *Willpower 35* | *Initiative +10* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 40* |
| *Personality 30* | *Speed 12m* | *Social 30* |
| *Luck #* | *Size Medium* | *Physical 65* |

*\* Weapons & Armor*

***- Orichalcum War Axe****: 1d8+2 Splitting; Unwieldy, 1H, Reach 2m*

***- Orichalcum Hand Axes (5):*** *1d6+2 Splitting; 1H, Reach 1m, Thrown (5/10/15), Small*

***- Partial Fur Armor:*** *1 AR, 1 Frost AR, Light*

*And any of the following:*

*-* ***Orichalcum Broadsword****: 1d8+2 Slashing; 1H, Reach 2m  
-* ***Orichalcum Mace****: 1d8+2 Crushing; Unwieldy, 1H, Reach 2m*

*\* Special Abilities*

*-* ***Dual Flurry (2 AP + 1 SP):*** *An Orc Clansman can make an All-Out Attack combined with a Dash action, sprinting towards the enemies and swinging both his weapons wildly. If the Clansman moves at least half of his base Speed before attacking, his attack also deals +SB damage to up to 2 targets within reach, combining Slashing/Splitting/Crushing qualities of weapons in both hands.*

***- Follow-up Strike (1 SP):*** *Whenever an Orc Clansman fails a Combat Style test made to attack while dual-wielding, he can choose to spend an SP to make a follow-up attack with the other weapon at a -20 penalty as a Free action. This does not count as a new attack for the purpose of the attacks per round limit.*

*\* Traits & Talents*

*-* ***Resilient:*** *+3 HP, +1 WT.*

*-* ***Resistance (Magic, 1):*** *This character reduces all incoming magic damage by 1 and gains a +10 bonus to tests made to resist non-damaging magic effects. This trait can stack.*

*-* ***Brawler:*** *+1DoS in combat against 2+ opponents within reach.*

*\* Other Equipment*

*- ?*

***The Forsworn***

*Reachmen, Minor Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 70* |
| *Endurance 40* | *Wound Thr. 11* | *Magic 35* |
| *Agility 40* | *Magicka 25* | *Evade 50* |
| *Intelligence 25* | *Stamina 4* | *Observe 40* |
| *Willpower 35* | *Initiative +9* | *Stealth 50* |
| *Perception 30* | *AP 3* | *Knowledge 25* |
| *Personality 25* | *Speed 12m* | *Social 25* |
| *Morale 70* | *Size Medium* | *Physical 70* |

*\* Weapons & Armor*

***- Dual Bone Hand Axes****: 1d6, 1h, 1m, Splitting, Small,*

*Thrown (5/10/15)*

***- Dual Bone Broadswords****: 1d8, 1h, 2m, Slashing*

***- Full Fur Armor****: AR 3, Frost AR 1, Medium*

*\* Special Abilities*

***- Blood Rage (2 AP)****: The Forsworn can work themselves into a rage, gaining the* ***Frenzied*** *condition.*

*\* Traits & Talents*

***- Fury of the Old Gods****: The Reachmen gains a +10 bonus to all Combat Style tests made while in* ***Frenzy*** *or using the* ***All-Out Attack*** *action as they fight with the fervor of the Old Gods.*

***- Vow of Enmity:*** *The Reachmen can reroll one Damage roll each round so long as their target is a Nord or Breton.*

*-* ***Accustomed to the Profane:*** *The Reachmen gain +30 bonus to resist Panic Tests, and a +20 bonus to resist Horror Tests.*

***Redoran Guard***

*Dunmer, Average Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 20* | *Combat 75* |
| *Endurance 40* | *Wound Thr. 12* | *Magic 55* |
| *Agility 35* | *Magicka 40* | *Evade 55* |
| *Intelligence 40* | *Stamina 4* | *Observe 55* |
| *Willpower 45* | *Initiative +10* | *Stealth 45* |
| *Perception 35* | *AP 3* | *Knowledge 50* |
| *Personality 35* | *Speed 10m* | *Social 55* |
| *Morale 70* | *Size Medium* | *Physical 60* |

*\* Unconventional Skills*

*-* ***Investigate:*** *75*

***- Athletics:*** *70*

*\* Weapons & Armor*

***- Steel Broadsword****: 1d8+1 Slashing; 1h.; Reach 2m*

***- Steel Spear:*** *1d8/1d10+1 Impaling; 1.5h; Unwieldy; Reach 2-3m*

***- Bonemold Shield****: BR 8, MBR 4, Light*

***- Bonemold Platemail****: Full AR 4, Medium*

*\* Special Abilities*

***- Ancestral Guardian (Once per Day, 1 AP)****: The Dunmer gains Sanctuary (3) for 3 rounds.*

***- Warning Shout (1 SP)****: When a guard shouts, they summon any additional guards within hearing range to his aid.*

*\* Traits & Talents*

***- Duelist****: +1 DoS to any successful Combat or Evade test made while within melee range of only one opponent.*

***- Exploit Advantage****: doubles the effects of Press Advantage & Overextend advantages while within melee range of only one opponent.*

***- Who did it?!:*** *When investigating a crime, a guard cannot score less than 3 DoS on a successful Social skill test when interrogating witnesses.*

***- Resistance (Fire, 3)****: This character reduces all incoming fire damage by 3, and gains a +30 bonus to tests made to resist non-damaging fire effects. This trait can not stack.*

*\* Other Equipment*

*- Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| *1* | *1d4 Healing Potions of 1d4+1 levels* |
| *2* | *1d10\*5 Drakes* |
| *3* | *A Whetstone* |
| *4* | *1d3 Potions of Rejuvenate* |
| *5* | *A set of dice* |
| *6* | *One of the 36 lessons of Vivec (100 drakes)* |