***Marten The Iron Handed***

***Campaign:*** *Low Skill/Crp Start*

***Birthsign:*** *Star Cursed Warrior*

***Race:*** *Nord*

***XP Unspent:***  *0* ***XP Spent:*** *40*

***Culture:*** *Nordic*

***Drakes:*** *100*

| **Str** | **End** | **Ag** | **Int** | **Wp** | **Prc** | **Prs** | **Lck** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 58 | 53 | 45 | 40 | 48 | 47 | 44 | 44 |

Lucky: 42, 66, 62, 26 Unlucky: 48

| ***Characteristics*** | | ***Base*** | ***Mod*** | ***Total*** | ***Current*** |
| --- | --- | --- | --- | --- | --- |
| ***Speed*** | | *7* |  |  |  |
| ***Carry Rating*** | | *30* |  |  |  |
| ***Initiative*** | | *+12* |  |  |  |
| ***Attunement*** | | *2* | *-1* | *1* |  |
| ***Total Health*** | | *53* |  |  |  |
| ***Stamina*** | | *7* |  |  |  |
| ***Magicka Pool*** | | *40* |  |  |  |
| ***Passive Awareness*** | | *--* |  |  |  |
| ***Luck Points*** | | *4* |  |  |  |

**Armor (Fur)**

* ***Head (0)***
  + ***3***AR /1.5 ENC / Light, Resist Frost (3)
* ***Body (1-5)***
  + 3AR /1.5 ENC / Light, Resist Frost (3)
* ***R. Leg (6)***
  + 3AR /1.5 ENC / Light, Resist Frost (3)
* ***L. Leg (7)***
  + 3AR /1.5 ENC / Light, Resist Frost (3)
* ***R. Arm (8)***
  + 3AR /1.5 ENC / Light, Resist Frost (3)
* ***L. Arm (9)***
  + 3AR /1.5 ENC / Light, Resist Frost (3)

**Weapons**

* ***Oricalcum Great-Axe***
  + 1d12+12 / 2h / 2m range / 2 ENC

*Splitting, Shieldbreaker, Unwieldy*

**Skills**

| ***Skill Name (Attribute)*** | ***Rank*** | ***Point*** | ***TN*** | ***Expt*** |
| --- | --- | --- | --- | --- |
| *Light Weapons (Str/Agi)* | *1* | *0* | *58/45* |  |
| *Heavy Weapons (Str)* | *3* | *20* | *78* |  |
| *Marksman (Prc)* | *1* | *0* |  |  |
| *Unarmed (Str/Agi)* | *1* | *5* | *63/50* |  |
| *Block (Str/End)* | *1* | *0* | *58/53* |  |
| *Evasion (Agi)* | *1* | *0* | *45* |  |
| *Alteration (Wp)* | *1* | *0* | *48* |  |
| *Destruction (Wp)* | *1* | *0* | *48* |  |
| *Conjuration (Wp)* | *1* | *0* | *48* |  |
| *Illusion (Wp)* | *1* | *0* | *48* |  |
| *Restoration (Wp)* | *1* | *0* | *48* |  |
| *Mysticism (Wp)* | *1* | *0* | *48* |  |
| *Enchanting (Int)* | *1* | *0* | *48* |  |
| *Alchemy (Int)* | *1* | *0* | *40* |  |
| *Athletics (Str/End)* | *1* | *3* | *61/56* |  |
| *Acrobatics (Str/Agi)* | *1* | *0* | *58/45* |  |
| *Speechcraft (Prs)* | *1* | *0* | *44* |  |
| *Mercantile (Int)* | *1* | *0* | *40* |  |
| *Sneak (Agi)* | *1* | *0* | *45* |  |
| *Security (Int)* | *1* | *0* | *40* |  |
| *Smithing (Str/Int)* | *1* | *0* | *58/40* |  |
| *Medicine (Int)* | *1* | *0* | *40* |  |
| *Survival (Prc/Int)* | *1* | *2* | *49/42* |  |
| *Awareness (Prc)* | *1* | *0* | *47* |  |
| *Riding (Agi/End)* | *1* | *0* | *45/53* |  |
| *Lore (Int)* | *1* | *0* | *40* |  |
| *Animal Handling (Int/Prs)* | *1* | *0* | *40/44* |  |
| *Linguistics (Int)* | *1* | *0* | *40* |  |
| *Artistry (Int/Prs)* | *1* | *0* | *40/44* |  |
| *Engineering (Int)* | *1* | *0* | *40* |  |
| *Provisioning (Int/Prc)* | *1* | *0* | *40/47* |  |
| *Profession (\_\_\_\_\_\_\_\_\_) (\_\_\_\_\_)* |  |  |  |  |
| *Profession (\_\_\_\_\_\_\_\_\_) (\_\_\_\_\_)* |  |  |  |  |

**Perks**

* ***Great Axe Mastery x2:*** *+2 Damage w/Great Axes*

**Spells**

* ***Magic:***  *cost  
  effect / notes*

**Talents**

* *Berserker*

*“Description/Fluff”*

***Level: 1***

***(Endurance 50+)***

As an action, you may spend 1 SP to enter a battle frenzy. While in this state, you inflict +2 damage and take -2 damage from non magical physical attacks. You also must always make an attempt to inflict damage on a target on your turn, failing to do so ends the frenzy and drains you of an additional SP. While in this frenzy, you take a -20 on all skill tests aside from Evasion, Block, Athletics, and any Weapon skill.

**Traits & Powers**

* *Native Tongue: Nordic*
* ***Warborn****: One could count the years Skyrim has spent in peace using their fingers, and maybe those of your foes. You inflict +1 to all Physical Damage attacks.*
* ***Thunderfist****: Nords inflict +4 damage per Stamina point instead of +3 when Power Attacking.*
* ***Resist Frost (2)****: The character takes 2 less damage from sources of Frost damage and gains a +20 on tests made to resist the effects of the cold.*
* ***Resist Shock (1)****: The character takes 1 less damage from sources of Shock damage.*
* *Stalwart: Nords gain a +10 on Endurance Tests made to resist wounds.*
* **Warwyrd:** You inflict +2 damage on all physical attacks instead, but all spells you cast cost double the magicka.
* *Positives(-4 Crp):* The character has a high threshold for pain, and gains a +10 to resist Wounds.
* *Negatives(10crp): Addiction to (Alcohol), Disturbing Voice, Ugly, Stunted Magicka*

***Items & Equipment***

* Item / Qty / Enc

***Wounds***

* *Loc / Damage / Description*