

**Level: 2** 

Diagram illustrating the initial values for AC and HP:

- AC (Armor Class) is represented by a shield icon with the value 16.
- HP (Hit Points) is represented by a heart icon with the value 26.

**Class:** Half-orc 

**Occupation:** Crawler 

**Speed** 25    **Init** +1

**Alignment:**  **Law**  **Neutral**  **Chaos**

	mod	
<b>Strength</b>	16	+2
<b>Agility</b>	13	+1
<b>Stamina</b>	14	+1
<b>Personality</b>	8	-1
<b>Intelligence</b>	9	+0
<b>Luck</b>	12	+0

Saves		Attack Info	
Reflex	+2	Attack Mod	1d4
Fortitude	+2	Crit Die/Table	1d12/ III
Will	+0	Action Dice	1d20

Weapons
battleaxe 1d4+2 (dam 1d10 + deed +2)
Crossbow 1d4+1 (dam 1d6 + deed, 80'/160'/240')
Scimitar 1d4+2 (dam 1d6 + deed + 2)
dagger 1d4 + 2 (dam 1d4+ deed +2_

<b>Armor</b>	Chain Mail +5 (check penalty -5, fumble 1d10)
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## Character Details

### Birth Augur: Determined by Discorida - Willpower Saving Throws

**Languages:** English, Orcish

**Deed die: 1d4**

**Mighty Deed of Arms:** 3 or better on deed die on successful hit for special combat maneuvers

**Reckless Attack:** Offer opponent free strike on end of your round. If opponent takes free strike, take a bonus attack at that opponent with increased threat range (19-20).

**Infravision: See in the dark up to 60'**

## Robust: +1d on saving throws vs disease effects

**Mistrusted: -1d penalty on Personality skill checks, with exceptions (Grandstanding is an exception)**

**Mojo: +1 Mojo per solo kill**

**Luck:** May choose to add Luck mod to Reckless Attack (attack + damage)

[illegible]

## Equipment

Backpack  
case w. 24 bolts  
20' rope  
sports bottle  
ration bar  
flashlight  
dagger  
Chain Mail