Level

1

EXPERIENCE

HP HIT POINTS 17

EP ENERGY POINTS 10

AP ARMOR POINTS 1



Profile

Name
Garam

Ancestry Orc

Age 21 years

Height 190 cm

Weight 110 kg

Specific features

Edges
Fast Healing

Hindrances
One-Eyed

FOOL 0 10 +1*

-1* +1

MP MORALE POINTS

-1 5

* PENALTY/BONUS ON ALL ATTRIBUTE CHECKS

Attributes

Strength		Dexterity		Intelligence	
Base	Bonus	Base	Bonus	Base	Bonus
3		1		-3	

Constitution		Perception		Charisma	
Base	Bonus	Base	Bonus	Base	Bonus
2		-2		-1	

Paths

Warrior	Rogue	Druid	Mage	Priest
2	0	0	0	0

Inventory

Weapon	Path	Damage	Range
Basic Axe	Warrior	1d6+1+STR	Melee

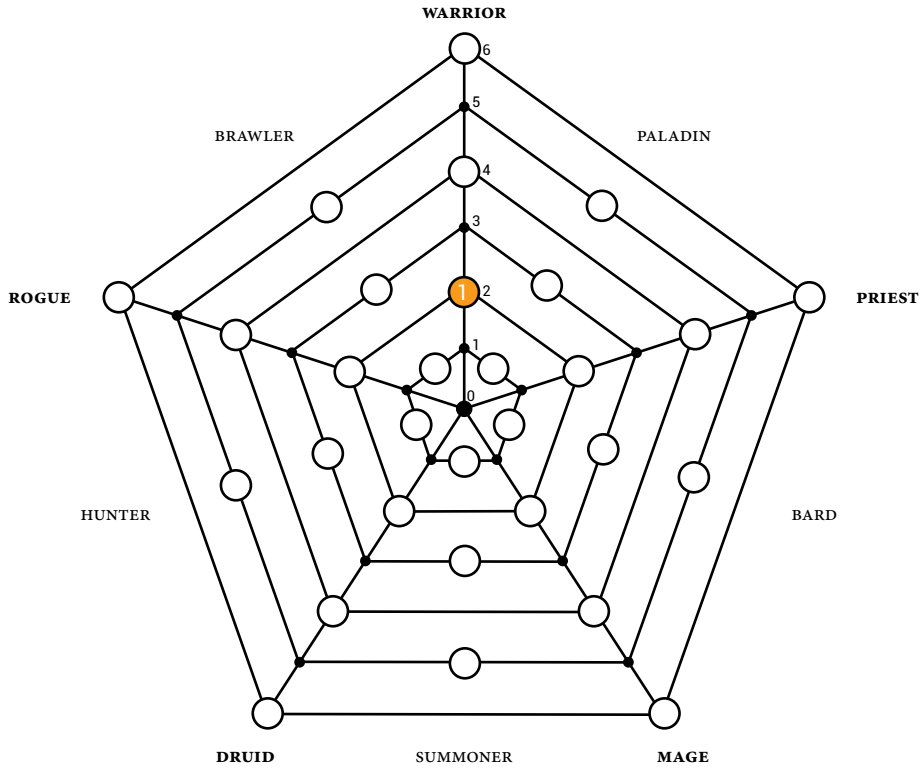
Armor	AP	Require	Penalty
Padded Armor	1	None	

Miscellaneous items
Everyday Clothes, Ration(x3), Waterskin(1L), Bandage(x2)

Currency

GP	SP	CP
Gold pieces	Silver pieces	Copper pieces
27	4	0
	=0.1 GP	=0.01 GP

Special Moves



Name	Effect	Path	EP	Turns
Fury	DMG+STR (4 turns)	Warrior	3	

Biography

Garam is a proud Orc warrior who trained in Sherfield, the capital of the Duchy of Velugian. He became an orphan 15 years ago during the massacre of the duchy, in which he also lost the use of his right eye. Since then, Garam has harbored an unbounded hatred for the inhabitants of Asgure, whom he holds responsible for his parents' deaths. He is determined to join the Alliance of Rautha at all costs to avenge his family.