



Garam _____ Lev : 1 Exp : _____

Garam is a proud Orc warrior who was trained in Sherfield, the capital of the Velugian Duchy. He has been an orphan since the massacre of the Duchy 15 years ago during which he lost the use of his right eye. Since then, Garam nourishes a boundless hatred towards the inhabitants of Asgure who he considers responsible for the death of his parents. He wants to join the Rautha alliance at all costs to avenge his family.



HP (Max 18)

Progress bar for HP (Max 18)

EP (Max 10)

Progress bar for EP (Max 10)

Strength

3 +0

Dexterity

-1 +0

Intelligence

-3 +0

Constitution

3 +0

Perception

1 +0

Charisma

-3 +0

Moral (Max 10)

Moral progress bar (10 circles)



Race

Orc _____

Age

22 _____

Size

75 _____

Weight

240 _____

Specificities

Blank lines for specificities

Strengths

Fast recovery: You recover 2 times more health points when you are healed or when you rest.

Blank lines for strengths

Weakness

Borgne: You lose -3 perception on actions that require your sight. If you lose the use of your last valid eye you will become blind.

Blank lines for weaknesses

