

LEVEL

1				
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EXPERIENCE



Profile

NAME

Garam

RACE

Orc

AGE

21 years

SIZE

190 cm

WEIGHT

110 kg

SPECIFICITÉS

STRENGTHS

Fast recovery

WEAKNESS

Borgne



HP
HEALTH
POINTS

18



EP
ENERGY
POINTS

10

AP
ARMOR
POINTS



CHARACTERISTICS

STRENGTH

Base	Bonus
3	

DEXTERITY

Base	Bonus
-1	

INTELLIGENCE

Base	Bonus
-3	

CONSTITUTION

Base	Bonus
3	

PERCEPTION

Base	Bonus
1	

CHARISMA

Base	Bonus
-3	

PATHS

WARRIOR

2

THIEF

0

WIZARD

0

INVENTORY

WEAPON

Basic axe

PATH

Warrior

DAMAGE

1D6+1+STR

RANGE

Melee

ARMOR

AP

REQUIRED

MALUS

MISC ITEMS

Ration, Meals on the go...(x2), Flask (1L), City clothes, Bandage

FOOL



0

10



+1*

-1*

-1

MP

MORALE POINTS

5

* MALUS/BONUS ON ALL CHARACTERISTIC ROLLS

CURRENCY

GP

GOLD COINS

38

SP

SILVER COINS

3

=0,1 GP

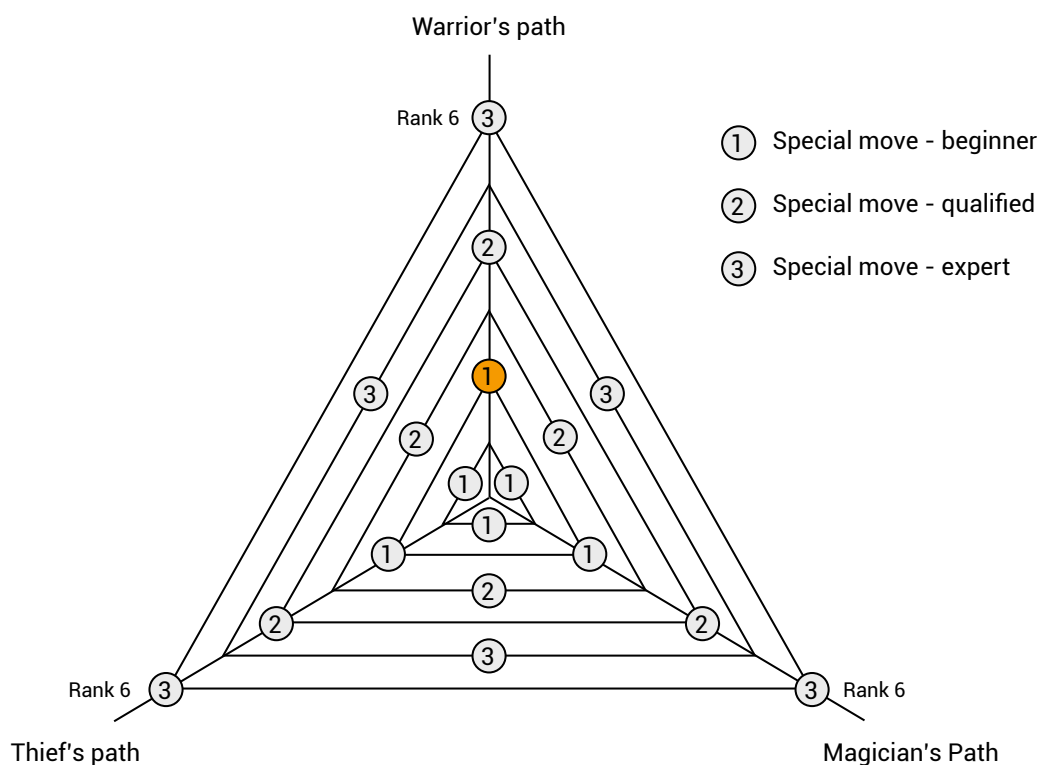
CP

COPPER COINS

0

=0,01 GP

SPECIAL MOVES



NAME	EFFECT	PATH	EP	TURNS
Fury	DGT +3 and AP +3 (3 turns)	Warrior	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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BIOGRAPHY

Garam is a proud Orc warrior who learned his trade in Sheffield, the capital of the Velugian duchy. He was orphaned 15 years ago during the duchy's massacre, during which he also lost the use of his right eye. Since then, Garam has harbored a boundless hatred for the people of Asgure, whom he considers responsible for the death of his parents. He is determined to join the Rautha Alliance to avenge his family's death.
