

# CHZOR CURSEBANE

<b>AGE:</b> 24 <b>EYES:</b> Grey <b>HAIR:</b> Black <b>HEIGHT:</b> 6'0" <b>WEIGHT:</b> 200 lbs <b>KIN:</b> Odavi (Orc) <b>SEX:</b> _____ <b>SKIN:</b> Ruddy <b>DRESS:</b> Simple cloths in earth tones <b>DEMEANOR:</b> Grumpy <b>TRUE ATTITUDE:</b> Protective
<b>LVL:</b> 2 <b>VOCATION:</b> Vanguard/Vanguard <b>CULTURE:</b> Barbarian <b>XP:</b> 22
<b>STATS:</b> Br: 3 Dx: 2 St: 5 Ws: 2 In: 1 Ch: 0 Re: 4 <b>TSR:</b> 16 <b>RSR:</b> 10 <b>WSR:</b> 16 <b>Mana:</b> 0 <b>Drive:</b> 2 <b>Heroic Path:</b> 0 <b>Mv:</b> 22
<b>HITS:</b> 62 <b>DM:</b> 4 (2+2 sh) <b>AR:</b> B12/S13/P10/E10/SL0 <b>Sh:</b> Round Shield
<b>ATTACKS:</b> 11 Mace (10b/8p); 9 Dagger (6s/7p); 6 Thrown Dagger (6s/7p, Rng: 10)
<b>COMBAT SKILLS (8 DP):</b> Battle Frenzy [3] 4; Blades [4] 6; Blunt [9] 11; Brawl [7] 9; Ranged [5] 6; Warfare [4] 6
<b>ADVENTURING SKILLS (4 DP):</b> Athletics [7] 9; Hunting [5] 12; Nature [4] 5; Ride [5] 6; Wandering [5] 6;
<b>ROGUERY SKILLS (2 DP):</b> Perception [5] 7; Stealth [5] 6;
<b>KNOWLEDGE SKILLS (4 DP):</b> Cultures [2] 4; Healing [5] 6; Influence [3] 3 (5); Lore [2] 4;
<b>SPELL LORES (0 DP):</b> —
<b>MISC. SKILLS:</b> Armor (2 DP) [7] 10; Body (2 DP) [9] 14;
<b>LANGUAGES (2 DP):</b> Zabon S3/W3; Æglits S 3/W1; Lihasa S2/W0; Gaelsh S2/W1; Varni S2/W0; Tauro S2/W0;
<b>SPECIAL SKILLS:</b> <ul style="list-style-type: none"> <li>• <b>Protection</b> (Share Shield Bonus &amp; DM from Parrying with 1 adjacent character without losing it for self)</li> <li>• <b>Quickdraw</b> (every 5 ranks allows for reduction of -4 penalty for drawing and attacking in same round, for weapons that do not have Swift — i.e. can draw Mace and attack in same round at -3)</li> </ul>
<b>SPECIAL ABILITIES:</b> <ul style="list-style-type: none"> <li>• <b>Battle Hardened</b> (1 BP — Impressive scar on upper arm, +15 starting Hits, +10 Max Hits)</li> <li>• <b>Born To Saddle</b> (1 BP — <b>Mount:</b> Jakasta (Shadow Breaker): Korex, Level 5, 15 Bash (15b), 12 Claw (front: 10s, rear 14s), DM: 5, AR: (B6/S6/P6/E5/SL0), 140 Hits, MR: 35L, TSR:17, RSR:14, WSR:14, Rog: 6, Adv: 10, Lor: 0)</li> <li>• <b>Ensorcement Cure</b> (1 BP — once per day, touch person with magical affliction (lycanthropy, petrification, etc), the affliction must Save or be removed, it gets +5 to roll vs. my level, if it saves, cannot try again until gaining a level)</li> <li>• <b>Sworn Defender</b> (1 BP — Gain 1 rank in both Armor and Body, and +2 to Influence for rolls against those in <i>Mirr Guard</i> or friendly to cause - in parenthesis in skill section)</li> <li>• <b>Bloodhound</b> (Kin: Gain +5 to Hunting and Tracking rolls, Gain +2 to Perception rolls)</li> <li>• <b>Flame-Hardened</b> (Kin: +6 to Saves and DM against flame and heat attacks)</li> <li>• <b>Night Sight</b> (Kin: See up to 100' in Dim Light, the first 50' as if Well Lit)</li> </ul>
<b>PASSIONS:</b> <ul style="list-style-type: none"> <li>• <b>Motivation:</b> I wish to protect my homeland and my friends from monsters from the highlands.</li> <li>• <b>Nature:</b> I protect those who cannot protect themselves.</li> <li>• <b>Allegiances:</b> As part of the <i>Mirr Guard</i>, I protect the lowlands from monsters. This allows me to protect my friends, family and homeland.</li> </ul>

Chzor grew up among the Orc tribes of Xondaz, in the northern portion of the Tir Caledi region of Anwyn. The rolling hills and plains of his homeland was backed up by imposing Dwarf Mountains, and thus they often received harsh weather coming in from the coast. The Odavi are a fierce people, the product of their homeland, but they are also very honorable.

Chzor served as a guardian of one of the few permanent villages that are scattered around Xondaz and when old enough, they joined the *Mirr Guard*, to protect their homeland and the rest of the *Mirr Valley* from creatures and monsters descending from the *Esker Highlands* through *Wybr Ghenfl* (Monster Pass).

Once Chzor finished their time as part of the *Mirr Guard*, they decided to seek their own fortunes and find a group of adventurers that they liked. They eventually succeeded and have been with this current group ever since.

## EQUIPMENT:

### Tools of the Trade:

- Reinforced Leather Armor (Studded) with Arming Jack (B8/S9/P6/E7; -5 MvP; -1 Dx; -1 AB)
- Leather Helm (B1/S1/P1/E1)
- Reinforced Leather Bracers (B1/S1/P1/E1)
- Reinforced Leather Greaves (B2/S2/P2/E1; -2 MvP; -1 Dx)
- Spiked Mace (10b/8p; Martial)
- Dagger (x3; 6s/7p; Rng: 10; Agile, Backstab, Swift; strapped to back of shield)
- Round Shield (+2 DM)

- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

### At Belt Items:

- Equipment belt
- 2 belt pouches

### Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

### Money:

- 3 bronze pieces

### Standard Pack:

- 50' of Superior Rope

## NOTES:

## DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun