

Hits: 45	Wnds: 7/5/3	CrTs: 7/9/11/13/15/17
DT: 20	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 2	Res: 2	Aura: 4 Reflexes: 5
Con: 5	Spd: 3	Init: 5 Stamina: 7
Dex: 2	Str: 5	Insight: 4 Will: 4
Int: 2	Wis: 2	Might: 7 Lift: 350 lbs
Skills: (stats not added)		Attacks: (stats already added)
Athletics	3	8 Mace (11, 3AP)
Blades (Short)	2	4 Dagger (7, 2AP, +4 init)
Bludgeoning	5	(Thrown: 7, 2AP, +4 init, RI 20)
Crafts (Leatherworking)	2	8 Shield Bash (13, 3AP, notes)
Crafts (Weaponsmith)	1	10 Shield Ram (13, 4AP, notes)
Foraging (Plains)	2	Skills (continued):
Healing	2	Stealth 3
Lore (Shield Adept)	5	Survival (Plains) 2
Perception	4	Thrown (Edged) 2
Riding (Horses)	3	Tracking 3
Size: 6' 0" tall, 230 lbs		
Special Skills & Abilities:		
<ul style="list-style-type: none"> • Nightvision: 300' (see core rules for details) • Keen Scent: +4 to tall Tracking/Perception rolls based on scent • Chivalrous: Always gives sentient foes initiative on first round of combat, allow foes to regain dropped weapons, never fight from horseback if foe on foot, etc. • Ensorcellment Cure: Upon touching another being, any magical affliction or curse (lycanthropy, petrification, etc.) they suffer from must make a Save (+5 to roll, TN 15) or the affliction/curse is permanently removed. • Shield Training: The DT of any Small Shield is increased by 1 for this character. • Shield Adept Combat Style: The character has the following Moves and Abilities from this style. <ul style="list-style-type: none"> • Advanced Shield Training: Gain +1 to DT for every 5 ranks in the style (Lore) skill. Must have Shield Training for the type of shield. • Shield Bash [3 AP]: Lose Shield Bonus (4) to DT in round this Move is performed. This attack requires a Standard Action (3 AP) to perform. • Shield Parry: Gain +2 to DT, but lose the Shield Bonus (4) from DT in round this is performed. Requires 3 AP to perform. Chzor's AB for <i>Fighting Defensively</i> or doing a <i>Full Parry</i> is considered to be normal Attack Bonus plus the Shield Bonus. The minimum of the Shield Bonus must be used defensively when performing one of those two Moves. This is considered an Abort Action. • Shield Ram [4 AP]: Similar to a Shield Bash, Gain a bonus to AB (already added in), and the target of the attack must make a Reflexes Save or they are knocked prone. This attack requires a Full Action (4 AP) to perform. 		

Equipment:• **Tools of the Trade:**

- Soft Leather Armor & Skullcap
- Reinforced Leather Bracers & Greaves
- Mace
- Small Shield
- 2 Daggers (strapped to back of shield)

• **Standard Pack:**

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

• **At Belt Items:**

- Equipment belt
- 2 belt pouches
- 1 Dagger

• **Clothing:**

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

• **Money:**

- 3 silver pieces
- 5 bronze pieces
- 18 copper pieces

• **Languages:**

- Common
- Odavi (Orcish)

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. His village was located near the Border Hills and the pass that connected Xondaz with the Mirr Valley, and his duties sometimes brought him into contact with adventurers.

Once Chzor finished his time as village guardian, he decided to seek his own fortunes and find a group of adventurers that he liked. He eventually succeeded and has been with his current group ever since.

NOTES:**DAMAGE TAKEN**

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
	ROUNDS OF STUN		
	STAGGERED	SHAKEN	DAZED