Ozrick

Fighter 2
Uncommon, N, Medium, Humanoid, Orc
Ancestry: Orc (Hold-Scarred Orc)
Background: Martial Disciple
Alignment: Neutral Neutral
Speed: 25 ft.
Languages: Mwangi, Orcish

Hit Points	Hero Points
38	3
	1

	Str	Dex	Con	Int	Wis	Cha	
	+4	+1	+3	+0	+1	+0	18 Str / 12 Dex / 16 Con / 10 Int / 12 Wis / 10 Cha

PERCEPTION	+7 E	= +6 Base +1 Wis +0 Misc
FORTITUDE	+9 E	= +6 Base +3 Con +0 Misc
REFLEX	+7 E	= +6 Base +1 Dex +0 Misc
WILL	+5 T	= +4 Base +1 Wis +0 Misc
AC	19 T*	= +14 Base +1 Dex +4 Misc

Defenses
Armor Class (Steel shield): +2 with shield raised

Breastplate (Trained)
AC: +4, Max Dex: +1, Armor Check: –, Speed: –

Explorer's clothing (Trained)
AC: +0, Max Dex: +5, Armor Check: –, Speed: –

Traits: comfort

Steel shield
AC: +2, Max Dex: –, Armor Check: –, Speed: –

Activated Abilities & Adjustments
Wounded 1

+1 longsword (Expert)
Melee: **+11/+6/+1** (1d8+4 S, Crit ×2)

Traits: versatile P
+1 longsword (Power Attack): **[2 actions]** to gain 1 extra weapon damage dice.

Bastard sword (Expert)
Melee: **+10/+5/+0** (1d12+4 S, Crit ×2)

Traits: two-hand (1d12)
Bastard sword (Power Attack): **[2 actions]** to gain 1 extra weapon damage dice.

Club (Expert)
Melee: **+10/+5/+0** (1d6+4 B, Crit ×2)
Ranged (10 ft.): **+7/+2/-3** (1d6+4 B, Crit ×2)

Traits: thrown 10 ft.
Club (Power Attack): **[2 actions]** to gain 1 extra weapon damage dice.

Shield bash (Expert)
Melee: **+10/+5/+0** (1d4+4 B, Crit ×2)

Shield bash (Power Attack): **[2 actions]** to gain 1 extra weapon damage dice.

Skills

+5 T	Acrobatics	Dex
+0 U	Arcana	Int
+8 T*	Athletics	Str
+0 U	Crafting	Int
+0 U	Deception	Cha
+0 U	Diplomacy	Cha
+0 U	Intimidation	Cha
+5 T	Medicine	Wis
+1 U	Nature	Wis
+0 U	Occultism	Int
+0 U	Performance	Cha
+1 U	Religion	Wis
+0 U	Society	Int
+5 T	Stealth	Dex
+5 T	Survival	Wis
+1 U	Thievery	Dex
+4 T	Warfare Lore	Int

Skill Modifiers
Athletics (Assurance): Forgo rolling to receive total result of 14

Sling (Expert)
Ranged (50 ft.): **+7/+2/-3** (1d6+2 B, Crit ×2)
Reload: 1; Traits: propulsive

Special Abilities

Attack of Opportunity
When creature in reach uses manipulate or move act, makes ranged atk, or leaves a square: Make a Melee Strike, disrupting manipulate on crit.

Darkvision
See in darkness and dim light.

Treat Wounds (2d8, DC 15)
Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Orc Ferocity (1/day) [Ancestry Feats Selection]
Reduced to 0 HP, avoid being knocked out and remain at 1 HP.

Lunge [Class Feats Selection]
Melee weapon Strike increases reach by 5'.

Power Attack [Class Feats Selection]
Melee Strike deals extra damage die, counts as two attacks for MAP.

Assurance (Athletics) [Skill Feats Selection]
Forgo rolling a Athletics check to instead use a result of 14.

Cat Fall
Treat falls as 10' shorter.

Weapon Proficiencies
Trained: All Advanced Weapons
Expert: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies
Trained: All Light Armor, All Medium Armor, All Heavy Armor, Unarmored Defense

Feats

Diehard
Die from the dying condition at dying 5, rather than dying 4.

Shield Block
Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Tracked Resources

Club	☐
Orc Ferocity (1/day)	☐
Sling bullets	☐☐☐☐☐ ☐☐☐☐☐
Torch	☐☐☐☐☐

Gear (Encum: 9 bulk, Over: 14 bulk)

Total Bulk Carried: 6.42, Unencumbered

+1 longsword	1
Backpack *<Holds: 74 @ 1.2 blk>*	L
Bastard sword	1
Bedroll *<In: Backpack>*	L
Breastplate	2
Chalk x10 *<In: Backpack>*	-
Club	1
Explorer's clothing	L
Flint and steel *<In: Backpack>*	-
Grappling hook *<In: Backpack>*	L
Money *<In: Backpack>*	-
pair of tarnished silver goblets *<In: Backpack>*	L
Rations (1 week) x2 *<In: Backpack>*	0.2
Rope (foot) x50 *<In: Backpack>*	L
Sack	0.02
Sling	L
Sling bullets x10	L
Soap *<In: Backpack>*	-
Steel shield	1
Torch x5 *<In: Backpack>*	0.5
Waterskin *<In: Backpack>*	L

Personal Details

Assurance (Athletics)   (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Cat Fall   (Background Selection, Feat)

Traits: General, Skill

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

Diehard   (Ancestry Heritage Selection, Feat)

Traits: General

It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

Lunge   (Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter
[1 action]

Extending your body to its limits, you attack an enemy that would normally be beyond your reach. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

Orc Ferocity (1/day)   (Ancestry Feats Selection, Feat)

Traits: Orc
[reaction]

Fierceness in battle runs through your blood, and you refuse to fall from your injuries. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

Power Attack   (Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter, Flourish
[2 actions]

You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

Shield Block   (Class, Feat, Fighter)

Traits: General
[reaction]

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Attack of Opportunity   (Class, Fighter)

[reaction]

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Darkvision   (Orc, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.
Success The target regains 2d8 Hit Points, and its wounded condition is removed.
Critical Failure The target takes 1d8 damage.

Weapons

Club

This is a piece of stout wood shaped or repurposed to bludgeon an enemy. Clubs can be intricately carved pieces of martial art or as simple as a tree branch or piece of wood.

Sling bullets

These are small metal balls, typically either iron or lead, designed to be used as ammunition in slings.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Weapon Traits

Propulsive

You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Two-Hand (1d12)

This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice, such as those from *striking* runes.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile P

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor

Steel shield

Like wooden shields, steel shields come in a variety of shapes and sizes. Though more expensive than wooden shields, they are much more durable.

Gear

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Grappling hook

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Nothing to print!

Nothing to print!

[None Specified] - Ozrick	

Date (game world): Gozran 1, 4721; **Date (real world)**: 09/30/2023, 9:28 pm **XP Reward**: 665 XP; **Net Cash**: 19 sp, 53 cp

[None Specified] - Ozrick	

Date (game world): ; **Date (real world)**: 10/13/2023, 9:20 pm **XP Reward**: 308 XP; **Net Cash**: 4 gp, 8 sp

[None Specified] - Ozrick	

Date (game world): ; **Date (real world)**: 10/14/2023, 12:46 pm **XP Reward**: 27 XP; **Net Cash**:

[None Specified] - Ozrick	

Date (game world): ; **Date (real world)**: 10/20/2023, 8:36 pm **XP Reward**: 303 XP; **Net Cash**: 7 sp, 6 cp

[None Specified] - Ozrick	

Date (game world): ; **Date (real world)**: 10/24/2023, 11:20 am **XP Reward**: 132 XP; **Net Cash**: 21 gp, -28 sp, -64 cp

[None Specified] - Ozrick	

Date (game world): ; **Date (real world)**: 10/28/2023, 5:35 pm **XP Reward**: 143 XP; **Net Cash**:

[None Specified] - Ozrick	

Date (game world): ; **Date (real world)**: 11/10/2023, 3:06 pm **XP Reward**: 421 XP; **Net Cash**: 30 sp