

NAME

LOOK

Male: Beatstick, Bronk, Malachi, Metalfist, Skum, Snaggletooth, Stumpy, Valgreth

Female: Bela, Gash, Grudge, Hecate, Lilith, Sabina, Shiva, Zan

Eyes – Cruel, Hard, or Intimidating

Hair – Bushy, Shorn, or Topknot

Body – Burly, Scarred, or Tattooed

Clothing – Crude Hides, Loincloth, or Rough Leathers

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT
MAX

YOUR MAX HP IS
8 + CONSTITUTION

ALIGNMENT

CHAOTIC

Act violently just for the thrill of it.

EVIL

Dominate someone to put them in their place.

NEUTRAL

Achieve personal glory on your own.

CLAN

BLOODCLAW

While you wield a weapon, it gains the *messy* tag.

NIGHTFANG

You apply a special poison, Nightfang, to your attacks. This poison causes the enemy to take -1 ongoing until cured. You start with 3 uses of this poison (0 weight) and can create 1 use when you Make Camp.

WOLFHOWL

You have a special wolf companion that aids you in fighting and hunting your enemies. When you **send your wolf into battle**, take +1 to your damage rolls. When your wolf **helps you hunt in wilderness**, take +1 to Discern Realities.

BONDS

Fill in the names of your companions in at least one:

_____ and I like to break stuff together.

_____ has shown tenacity rare in (race/class).

_____ must respect my orders.

I find _____ to be weak and cowardly.

STARTING MOVES

BLOOD OF TEN CHIEFTAINS

Your bloodline is well-respected (or feared). When you **Aid** or **Interfere**, roll with your STR instead of Bonds. When you **demand something from other orcs and you miss**, you automatically succeed as if you had rolled a 7-9 result.

MENACE

When you **Parley with someone and threaten violence as leverage**, take +1. If you succeed in cowing the target to your will, take +1 forward against them.

OF GLORY IN BATTLE

When you **seek glory in battle**, charge your enemy and Hack and Slash. If you score a 12+ on your roll, expose yourself to the enemy's attack and deal an additional damage die. You can choose to deal a damage die to two different adjacent targets. If you score a kill when using this move, take +1 forward.

ORCISH WEAPON TRAINING

You have been trained in the use of orcish weapons. You gain an orcish double-axe and can choose one of the following enhancements to it:

- +1d4 damage
- Add the *forceful* tag
- Add the *messy* tag
- Add the *piercing-2* tag

GEAR

Your **Load** is 11+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), and your orcish double-axe (close, reach, two-handed, +1 damage, 3 weight).

Choose your *armament*:

- Crossbow (near, +1 damage, reload, 3 weight) and 3 ammo (1 weight)
- Throwing Axe (close, near, 1 weight)

Choose your *armor*:

- Leather and Hides (1 armor, worn, 1 weight)
- Scale Armor (2 armor, worn, clumsy, 3 weight)

Choose your *trophies of battle*:

- Necklace of skulls (1 weight)
- Sword of an Avowed Foe (close, +1 damage, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

AMBUSH

When you **attack a surprised or defenseless enemy**, deal your damage or roll + STR or DEX. On a 10+, deal your damage plus an extra weapon die or apply one weapon die each to two enemies. On a 7-9, deal your damage and add +1d6, but take -1 forward.

BLOOD AND GLORY

When you **score a kill using Of Glory in Battle**, you also recover 1d4 damage.

BLOOD FOR THE BLOOD GOD

After you have slain an enemy, you can **dedicate the kill to the Blood God**. When you do, roll with no ability score modifier. On a 10+, the Blood God answers and you receive a boon: +1d4 damage ongoing until you fail to score a kill with an attack. On a miss, the Blood God curses you: take -1 ongoing until you kill an enemy.

BREAKING THINGS

When you **destroy an inanimate object**, roll + STR. On a hit, the thing is destroyed. On a 10+, also choose one:

- It doesn't make a lot of noise
- It doesn't take a long time
- You don't attract unwanted attention

CHIEFTAIN'S WEAPON (REQ. ORCISH WEAPON TRAINING)

Your victories in battle have imbued your double-axe with the powers of your bloodline. When you **name your foe and issue a challenge**, your double-axe adds +2 to damage against them. Should you fail to slay this enemy, take -1 ongoing until the deed is done. If you lose this weapon, you can fashion a new one in about a day's time.

At the beginning of the subsequent session, you may take time to describe the weapon and its heritage. If you do, mark 1xp.

GREENSKIN

Add +1 armor from your thick orcish hide.

HUNGRY LIKE THE WOLF (REQ. CLAN WOLFHOWL)

When you **hunt with your wolf companion**, roll + WIS. On a hit, you find the trail you seek. On a 10+, you may ask the GM any of the following questions; the GM must answer truthfully.

- How many creatures were in the pack?
- How old is this trail?
- What sort of creature left this trail?

Take +1 forward when acting on the answer you received.

NOT FOR THE FAINT OF HEART

When you **take a trophy of your kill**, take +1 forward against a member of that race or species who dares oppose you.

STALWART

While you are below your Load and wearing armor of 1 weight (or no armor), take +1 armor.

THE STRONGEST AMONG US

When you **compete to prove your strength**, take +1. If you win this competition, take +1 forward against your competition.

TOPPLE THE CHIEFTAIN

When you **attack the most powerful enemy present**, take +2 damage.

When you **slay this enemy**, take +1 ongoing against his remaining minions.

WOLF SENSES (REQ. CLAN WOLFHOWL)

When you and your wolf companion are **on the hunt**, your enemy may not surprise you. When you **come upon your prey**, roll + WIS. On a hit, you surprise this enemy.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

BATTLE-TEMPERED (REPLACES STALWART)

While you are below your Load and wearing armor of 1 weight (or no armor), take +2 armor.

BLOOD MAGIC (REQ. BLOOD FOR THE BLOOD GOD)

When you **dedicate a kill to the Blood God**, roll + WIS instead. While you have the Blood God's boon, you also receive one of the following benefits:

- Add *piercing*-2 to your weapon attacks
- Take +1 armor
- Take +1 to Defy Danger using STR or CON

BRISTLING HIDES

You have crafted or otherwise acquired a combination of piecemeal armor and rough hides (2 armor, 2 weight). If you ever lose this armor, you can get another in about a day's time.

CALL OF THE CHIEFTAIN (REQ. CHIEFTAIN'S WEAPON)

When you **call the local orcish forces to your side**, sound the warhorn and roll with no modifiers. On a 10+, 20-50 orcs arrive and you can compel them to take an action. On a 7-9, they arrive, but need compensation before taking action.

DIRE WOLF (REQ. CLAN WOLFHOWL)

Your wolf transforms into a monster, the Dire Wolf. Your companion now adds +2 to your damage rolls and to Discern Realities rolls in the wilderness. This replaces the clan benefit.

POISON IMMUNITY (REQ. CLAN NIGHTFANG)

From your long time working with them, you are immune to all poisons.

SAVAGE AMBUSH (REQ. AMBUSH)

Take +1 to your Ambush roll. On a hit, add +2 forward to your damage rolls.

TENACITY

When you **resist or throw off a magical effect**, take +1. On a 12+, take +1 forward against whomever cast the spell or caused the effect.

ULTIMATE GLORY (REPLACES BLOOD AND GLORY)

When you **score a kill using Of Glory in Battle**, you recover 1d6 damage and take +1d4 damage forward.

WEAPON OF THE GRAND CHAMPION (REQ. ORCISH WEAPON TRAINING)

Your orcish double-axe gains another enhancement. In addition, you may now use it to strike enemies with the *insubstantial* special quality.