

**Character** Vhorma **FURY**  
**Player** Berserker! **Level** 1  
**Career**Title Monologue Champion **Renown** 2  
**Ancestry** Orc

MGT	AGL	REA	INU	PRS
2	2	-1	-1	2

**Stamina**

27

27

*Max*  

13

*Winded*  
*1/2 Max*

**Recoveries**

12

12

  

+9

*Stamina* *Value*  
*1/3 Max Stamina*

Size	Weight	Reach	Speed	Stability
1	4	1	6	1

**Victories**

**Heroic Resource***Rage* *Name*

### Melee Free Strike

**Keywords** Attack, Melee, Weapon **Type** Action  
**Distance** Reach 1 **Target** 1 creature or object  
**Power Roll + Characteristics** **2d10+2**  

<11

 2 damage  

12-16

 6 damage  

17+

 13 damage

### Ranged Free Strike

**Keywords** Attack, Ranged, Weapon **Type** Action  
**Distance** Ranged 5 **Target** 1 creature or object  
**Power Roll + Characteristics** **2d10+2**  

<11

 2 damage  

12-16

 5 damage  

17+

 8 damage

**Career** Gladiator  
**Complication** Fire and Chaos  
**Languages** Caelian, Anjal, Kalliak

**Kit** Panther **Equipment** No Armor  
Heavy Weapon

**Melee Weapon DMG+** **Ranged Weapon DMG+** **Magic DMG+**  

+0

+0

+4

+0

+0

+0

+0

+0

+0

  

<11

12-16

17+

<11

12-16

17+

<11

12-16

17+

  
**Area+** 0 **Stability+** 1  
**Distance+** 0 **Stamina+** 6  
**Reach+** 0 **Speed+** 1  
**Mobility+** When an enemy ends their turn adjacent to you, you can shift up to 2 squares as a free triggered action.

### Kit Signature Ability

 Devastating Rush

**Keywords** Attack, Melee, Weapon **Type** Action  
**Distance** Reach 1 **Target** 1 creature or object  
**Power Roll + Characteristics** **2d10+2**  

<11

 3 damage  

12-16

 8 damage  

17+

 16 damage

**Effect** You can move up to 3 squares straight toward the target before this attack. You deal extra damage equal to the distance moved this way.

### Triggered Action

 Relentless Toss

**Keywords** Magic, Melee **Type** Triggered  
**Distance** Self or Reach 1 **Target** Self or 1 creature  
**Trigger** The target is force moved  
**Effect** You can select a new target of the same size or smaller within distance to be force moved instead. Additionally, you can increase the forced move distance by a number of squares equal to your Might score. You can use your Primordial Strength benefit to make this forced movement vertical.  
**Spend 1 Rage:** You can increase the forced move distance by a number of squares equal to twice your Might score instead.

**Culture** Environment Nomadic  
**Organization** Anarchic  
**Upbringing** Martial

### Signature Ability

 Brutal Slam

**Keywords** Attack, Melee, Weapon **Type** Action  
**Distance** Reach **Target** 1 creature  
**Power Roll + Characteristics** **2d10+2**  

<11

 3 damage; push 1  

12-16

 8 damage; push 2  

17+

 14 damage; push 4

### Heroic Ability

 Whirlwind Strike

**Keywords** Area, Melee, Weapon **Type** Action *Cost* **3**  
**Distance** 1 burst **Target** All enemies  
**Power Roll + Characteristics** **2d10+2**  

<11

 3 damage  

12-16

 4 damage; push 1  

17+

 11 damage; push 3

### Heroic Ability

 Primordial Shockwave

**Keywords** Area, Melee, Weapon **Type** Action *Cost* **5**  
**Distance** 5x1 line within 1 **Target** All enemies  
**Power Roll + Characteristics** **2d10+2**  

<11

 4 damage; push 2  

12-16

 5 damage; push 4  

17+

 12 damage; push 6  
**Effect** Targets are pushed one at a time, starting with the target closest to you.

## Crafting Skills

- Alchemy ☐
- Architecture ☐
- Blacksmithing ☐
- Fletching ☐
- Forgery ☐
- Jewelry ☐
- Mechanics ☐
- Tailoring ☐

## Exploration Skills

- Climb ☐
- Drive ☐
- Endurance** ☒
- Gymnastics ☐
- Heal ☐
- Jump** ☒
- Lift** ☒
- Navigate ☐
- Ride ☐
- Swim** ☒

## Interpersonal Skills

- Brag** ☒
- Empathize ☐
- Flirt ☐
- Gamble ☐
- Handle Animals ☐
- Interrogate ☐
- Intimidate ☐
- Lead ☐
- Lie ☐
- Music ☐
- Persuade ☐
- Read Person ☐

## Intrigue Skills

- Alertness** ☒
- Conceal Object ☐
- Disguise ☐
- Eavesdrop ☐
- Escape Artist ☐
- Hide ☐
- Performance** ☒
- Pick Lock ☐
- Pick Pocket ☐
- Sabotage ☐
- Search ☐
- Sneak ☐
- Track ☐

## Lore Skills

- Culture ☐
- Criminal Underworld ☐
- History ☐
- Magic ☐
- Monsters ☐
- Nature** ☒
- Psionics ☐
- Religion ☐
- Rumors ☐
- Society ☐
- Timescape ☐

## Class FURY

### Rage

Outside of combat and other dangerous situations tracked in turns and rounds, you have fury equal to your Victories. If you lose some or all of this rage outside of combat, it takes you 1 minute to regain it.

When a combat encounter begins, you keep any rage you had outside of combat. At the start of each of your turns during combat, you gain 1d3 rage. When combat ends, you once again have rage equal to your Victories.

### Mighty Leaps

You always succeed on Might tests made to jump. You can still roll to see if you get a reward result.

### Primordial Strength

When you damage an object with a weapon attack, it takes an additional 5 damage. Additionally, whenever you push another creature, you can make it a vertical push.

## Ancestry ORC

### Bloodfire Rush

When you take damage, your speed increases by 2 until the end of your next turn. You can benefit from this feature only once per round.

### Relentless

When a creature deals damage to you that leaves you dying, you can make a free strike against any creature. If the creature is reduced to 0 Stamina by your attack, you can spend a Recovery.

## Complication Fire and Chaos

### Benefit

You have fire immunity 5.

### Drawback

You have cold weakness 5.

A great monster who breathed fire burned your home to the ground. While everything around you was consumed, you somehow stood strong amid the inferno, your body adapting to ignore the effects of the flames.

## Culture

**Languages** Caelian, Kalliak

### Environment: Nomadic

Traveled in a caravan before becoming a gladiator.

### Organization: Anarchic

The strongest ruled in the caravan.

### Upbringing: Martial

Your family was in charge of guarding the members of the caravan.

## Career Gladiator

**Skills** 2 exploration skills

**Languages** 1 language

**Heckler** As you stood victorious on the arena sands, a voice cried out among the cheering. "This violence is just for show. You should be ashamed. There are people who need you—who need your skills!" Why did that voice ring so clear? And why did it sound so familiar? You never saw the face of the person who uttered the words, but they weighed heavy on you. The next day, you fled the arena to begin a hero's life.

### Career Title: Monologue Champion

When you are not in combat, you can shout to get the attention of all creatures within 10 squares of you. Each creature who is not hostile toward you listens to what you have to say for at least the next minute, or until they sense danger or any form of imminent harm. While creatures are listening to you, your allies gain an edge on tests made to avoid being noticed by those creatures.

## Growing Rage

You gain certain benefits in combat based on the amount of rage you have. The benefits from your growing rage last until the end of your turn, even if a benefit would become unavailable to you because of the amount of rage you spend during your turn. These benefits are cumulative.

2

You gain an edge on Might tests and resistance rolls.

You gain a bonus to weapon damage equal to your Might score (2) if you are at least 2 squares from where you started your turn when you attack.

4

You gain a bonus to weapon damage equal to twice your Might score (4), instead of once your Might score, if you are at least 2 squares from where you started your turn when you attack.

6

You have a double edge on Might tests and resistance rolls.

## Renown

2

Project ..... Points

## Notes