

Orc, Bone Kraker

Alignment: Evil
WR: 1d6
TKA: 1d12
Wounds: 75

Soul Points N/A
Power: 28
React: 12

Luck: N/A
Spell Resis: 9
Relative Size: 3.0

Walking 3
Charging 6
Running 15
Broad Jump 2d6-1

Free Weight: 12 VL
Sights None

	Long Sword	Large Shield	Total
Skill	18+16	18+9	
Defense Adj.	6 (18/6=3)	3 (18/3=6)	9
Attack Rank	14/1d8+1d6		
Damage	1d12		2d12

Armor: Plate
APV: 1d8+4
TPV: 1d8+1d6+4

Alignment: Evil
Nature: Last one standing... wins



Long Sword: Powerful Blow

Pick any dice from d4 to d10.

Roll the dice twice.

The low roll is the synergy cost to perform a powerful blow.

The high roll is the bonus damage the blow will do if the blow hits.

Long Sword: Deflect Blow

Pick any dice from d4 to d10.

Roll the dice twice.

The low roll is the synergy cost to perform a deflection.

The high roll is the chance that the incoming blow may be deflected by the long sword (roll this or less on a d20).

Large Shield: Shield Bash

Pick any dice from d4 to d20.

Roll the dice twice.

The low roll is the synergy cost to perform a bash.

High roll equals the chance the shield bash will stun your opponent (roll versus a d20). Damage from a shield bash is 3d6+3 (plus the character's TKA). First you make a to-hit roll, then damage roll and then the chance to stun.

A character that takes no damage from a shield bash cannot be stunned by it. If a character is stunned by a shield bash he loses all remaining attacks on the current round of combat plus all attacks on the following round of combat.

Bone Kraker

Orcs do not have souls. This gives them a very unique outlook on the universe since they know they do not have souls. Everything in their religion and belief system tells them that there is not an afterlife. There is no eternal punishment or reward for what they do. There is only nothingness.

Filling the nothingness is Darkheim. To the Orcs Darkheim is their salvation. Not only is he the ultimate father of their race, but it is only through Darkheim that they can achieve immortality. This was first shown when Demon took her children and made them immortal. All Orcs know that Darkheim himself may grant Immortality to those that prove themselves to him. Few Orcs have earned this right, but it has been earned non-the-less.

Bone Kraker is determined to earn this right. He embraces the belief that there is only this life, that there is nothing after it. There is no divine retribution for your actions, no final reckoning. It is through the accumulation of power, conquest and death that you draw the attention of Darkheim. It is through the subjugation of the lesser races, of those races with “souls” that will earn you the right to the eternal life Darkheim can grant.

And be damned anyone or thing that thinks they can stop him.