

# Sawtooth

Alignment: Evil  
 WR: 1d4  
 TKA: 1d8  
 Wounds: 48

Soul Points N/A  
 Power: 25  
 React: 9

Luck: N/A  
 Spell Resis: 6  
 Relative Size: 3.0

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

Free Weight: 19 VL  
 Sights None

	Axe, 1 Handed	Large Shield	Total	2h Axe	Total
Skill	18+ 0	18+0		18+8	
<b>Defense Adj.</b>	<b>6 (18/6=3)</b>	<b>3 (18/3=6)</b>	<b>9</b>	<b>n/a</b>	<b>None</b>
Attack Rank	16/2d8			12/2d6	
<b>Damage</b>	<b>1d10</b>		<b>1d12+1d8</b>	<b>2d8</b>	<b>3d8</b>

Sawtooth will use his 2h axe when possible. He is pictured below with his 1handed axe!



Armor: Plate Armor  
 APV: 1d8 + 4  
 TPV: 1d8+1d4 +4

## Axe, Two Handed: Mighty Blow

Pick any dice from d4 to d20.  
 Roll the dice three times.

The low roll is the synergy cost to perform a mighty blow.  
 The high roll is the bonus damage the blow will do if the blow hits.

The middle value is the chance that the mighty blow can avoid a deflection attempt (roll equal to or less than the middle roll on a d20 if someone uses a weapon's special ability to deflect the mighty blow).

Alignment: Evil

Nature: Cunning combined with intelligence and Motivation.

## Sawtooth (area 45, The Rock)

Orc Leaders get where they are for a variety of reasons but most come down to being tougher than the Orcs around them. When this is not the case, then the leader will be replaced through a challenge. Thus, it is normal to find that the toughest Orc in a colony is its leader. As an Orc rises through the ranks, it is common for him to pickup followers (guards and bodyguards). These other Orcs recognize their leader as being tougher than they are, with themselves being tougher than the norm.

Orcs spend much of their time fighting each other. They raid each other's camps and communities constantly. They only become a truly great threat when someone or something pulls them together into a single cohesive force. In the past this has been Drakow and Uropa, Demon's children. It is believed among the Orcs that Demon herself will be there at the Armagedon, helping lead the way to the ultimate victory over the world.

Sawtooth is very cunning as Orcs go. He is also fairly powerful although not as strong and tough as he will eventually be. In actual fact, he is fairly young and has not even finished growing! Because of his intellect, he saw a chance to become leader of a new colony. Unfortunately, he has moved a bit too quickly and will find he is not quite tough enough to keep hold of the position. This will change. Given a year or two in the wilds, growing, learning his combat and survival skills, will see him mature into a very competent leader whose physical prowls will match his intellect. He will be a pain to deal with then!