

Record of XP received from events & activities	Durham University Treasure Trap												Player Name	Version 2.5 21/09/2010		
	Character Name															
	Character Sheet															
Orc Fighter																
Race: Orc			Faith: [CHOOSE]			Hits:5(critical)/4(limbs)			Damage Call: Single			Mana/Spirit: 0/0			Max. Armour: 6	
New character: 90	Level 1 (0XP)	Skill XP	Total XP	Level 2 Advancement (Over 60XP)	Skill XP	Total XP	Level 3 Advancement (Over 120XP)	Skill XP	Total XP	Level 4 Advancement (Over 180XP)	Skill XP	Total XP				
	Orc Package	20	20	Warrior 2	15	75										
	Rec Scent:	0	20	Melee 2	6	81										
	[CHOICE 1]	-	-	Health 2	6	87										
	[CHOICE 2]	-	-	Brawling	2	89										
	[CHOICE 3]	-	-	Speak [CHOICE]	1	90										
	[CHOICE 4]	-	-													
	[CHOICE 5]	-	-													
	Warrior 1	15	35													
	Melee 1	6	41													
	Health 1	6	47													
	Fitness 1	6	53													
	Fortitude 1	6	59													
	Speak Albion	1	60													
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date					

Orc Fighter

You are an **Orc**, one of a complex race; strong warriors, sometimes with a penchant for civilisation and very often devoted to the 'elder gods' (demons) as well as the more readily accepted gods such as Mallan, god of power.

Skills

Orc Racial Package: being an Orc gives you **one additional hit on your head and chest** ('critical' locations), and grants you **one free level of Recognise Scent**. If you gained the ability to **Hide and Sneak**, your stealth distance would be reduced by **2 feet**. You **can** do physical damage with **brawling**, rather than **subdual** damage, if you so choose.

Native language, Orc: you are fluent in Orc, the language of orcs, urca, and goblins. To denote that you are speaking in Orc, begin each sentence with **“Speak Orc:”**.

Recognise Scent: you recognise **five** distinct scents and can pick them up at range. Pick five scents. You may call **“Rec. Scent X”** (where X is a scent, e.g. “bears”), and anything within range which smells of this scent will respond “ping”. You may wish to have a ref present when using this skill on objects.

Warrior I & II: this *root skill* represents your fighting prowess and ability to learn martial skills.

Melee I & II: this skill allows you to call **“Single”** with any crafted **42” one-handed weapon** if your off-hand is free, or with any crafted **two-handed weapon (up to 72”)**.

Brawling: you are a competent unarmed fighter and can engage in bar-room style brawls. This allows you to call **“Subdue”** with your unarmed attacks. **Note that unless you have agreed with your opponent beforehand, you should not physically touch them**; instead, call the strike and location, e.g. “Fist to face – Subdue!”. As an Orc, you can do potentially lethal physical damage with these strikes (**“Single”** rather than **“Subdue Single”**).

Health I & II, Fitness I, Fortitude I: you have trained your endurance to the point where you have gained **one additional hit per location**. You will require four more ranks of any combination of these skills to gain a second additional hit.

Speak Albion: you are fluent in **Albion**, the default language of the setting. Everyone is assumed to be speaking or writing in Albion unless otherwise noted.

Speak Other Language: you are fluent in another language of your choice. To denote that you are speaking in Roma, begin each sentence with **“Speak [LANGUAGE CHOICE]:”**. You should choose this language at starting.