

LoreFolke

Jin

Warrior

1

Name

Race

Class

Level

Intellect
+0

Presence
+3

Agility
+0

Physique
+6

Intuition
+1

Soulforce
-1

Hero Bonus
d4

Mind
○○●●●●

Defense
temp 10

Body
○○○○○○

Fortitude
temp +8

Spirit
○○○○●●

Walk
8

Skills

Intellect

- Decipher
- Enquire
- Lore
- Tinker

Presence

- Persuade
- Deceive
- Intimidate +4
- Perform

Agility

- Ranged Weapons (R) +1
- Kegeledmain
- Tumbling -1
- Sneak & Hide -1

Physique

- One-handed Weapons (1h)
- Two-handed Weapons (2h)
- Great Weapons (Gr) +7
- Feat of Strength +7

Intuition

- Gain Insight
- Search/Examine
- Tend Wounds
- Wildcraft +2

Soulforce

- Spellcasting (Sp)
- Othersense
- Esoterica

Attacks

Great Hammer Skill Gr Bonus +7 Damage 1d10+6 Range close Def. +3 Properties Bash, Slow

Spear (close) Skill 2h Bonus +6 Damage 1d8+6 Range close Def. +2 Properties Thrust, Thrown (med)

Spear (thrown) Skill R Bonus +1 Damage 1d8 Range medium Def. - Properties -

Gear

Beastleather +2
Armour Fort.

Notes & Special Abilities

Greathammer:

• **Bash:** On a Deadly Strike, the target is also dazed for the rest of combat.

Spear:

• **Thrust:** On a Deadly Strike, the target is also staggered for the rest of combat.

• **Thrown.** You can throw your spear with the Ranged Weapons skill, to medium range.

Beastleather:

• You have a -2 penalty to your Sneak & Hide and Tumbling rolls while wearing this armour (already noted above).

Jin

Among the largest and heftiest of Faya's intelligent beings are the Jin. These robust wanderers stand two heads taller than most others, with the strength and fortitude to match.

Jin are patient and affable, with a love of revelry and storytelling. If you prove yourself a friend to these gentle giants, you are a friend for life. To their enemies, on the other hand, Jin are fearsome indeed.

Special Qualities

As Jin, you possess the following special qualities:

Bruiser

Your fists, feet, elbows, knees, and forehead are weapons unto themselves; you can attack with any of those in combat with the One-Handed Weapons skill, inflicting damage in the amount of 1d6 + your Physique modifier on a hit.

Communal Resonance

Jin share a communal bond with the rocks of Faya. By laying your hands upon a rock and meditating for a few moments, you can make an Intuition roll to gain knowledge or insight about the recent goings-on in its vicinity – and possibly even some ancient wisdom relevant to your quest.

Your Difficulty is 18, and increases by +2 for each subsequent attempt after the first until the following sunrise, at which point it resets to 18.

Warrior

As a warrior, you are defined by your martial training, your expertise in weapons and armour, and your willingness to charge headlong into the fight. Your tactics are often bold and simple: engage and defeat your adversary in the most direct manner possible.

Martial Prowess

In combat:

- **Gestures:** You can perform a Feat of Strength roll as a Gesture instead of an Action (leaving your Action available for other things); and
- **Damage Bonus:** You add your Physique bonus to your close weapon damage rolls (already noted on your sheet) as well as to any damage roll for which Physique is the skill basis.
- **Sweep Attack:** You can divide your close weapon damage die between up to 2 adversaries in close range against whom your attack roll would score a hit. (Your damage bonus is added to one die only.)
 $1d8 = 1d4, 1d4$
 $1d10 = 1d6, 1d4$
 $1d12 = 1d6, 1d6$
- **Power Attack:** You can choose to inflict one die size higher in damage on a close weapon hit, but if you miss, you immediately suffer a -2 battered penalty. (Can be combined with Sweep Attack.)

Out of combat:

- **Hero's Bonus:** You can add your Hero's Bonus die to your Feat of Strength and Intimidate rolls.