RORK KOZAAR

ATTRIBUTES

Strength	4
Agility	-1
Mind	1
Appeal	1

WEAPONS / DAMAGE

Sword	d6+4
Knife	d6L+4

Advance
Arcane
Fate
Life Blood
Gear

5

14

COMBAT ABILITIES

Initiative	1
Melee	3
Ranged	0
Defence	0

ARMOUR and EQUIPMENT

Thick Skin 1, and also:

Light armour d6-3

CAREERS

Barbarian	1	1st
Hunter	0	2nd
Merchant	3	3rd
Noble	0	4th
		5th
		6th

BOONS and FLAWS

Boons

Blue Giant Strength: Rork is especially strong. He has an extra 1 to his strength. His maximum strength is 6 rather than 5.

Strength Feat: Rork can focus his size and muscle into things where brute force is allimportant. Add a bonus die when breaking, lifting, pulling or pushing things.

Thick Skin: Rork has a particularly leathery skin, which gives him one point of protection from damage, even when not wearing armour.

Flaws

All Thumbs: Rork's chunky fingers are not great at very fine manipulation. Roll a penalty die when picking locks, firing a bow or crossbow, or when doing fine work.

Lumbering: Rork is not particularly nimble on his feet. Roll a penalty die when balance is important - for example, crossing a narrow bridge, or standing on a mountain ledge.

BACKGROUND and LANGUAGES

Rork is massive, even for a Blue Giant. He is the second son of the chief of the Kozaar Tribe. A better merchant than a hunter, he frequently visited Oomis, where he met Sharangara. Rork heard of Sharangara's recent disagreement with the noble Kall Koltis and has come to lend a hand. Kall has been impolite towards Rork on several occasions too.

Languages:

Lemurian, Giantish, Windsong, Sea Tongue, Ygddari, Axian

EQUIPMENT

NOTES