

Dark Ages Character Record

Name	Shadara	Race	Elf-Orc	Sex	Male	Age	123 (23)
Class	Warrior/Rogue	Origin	Morgana	Hair	Brown	Height	5' 10"
Level	6/6	Skin	Tan	Eyes	Gold	Weight	225 lbs

Strength	16		Intelligence	11	
Muscle	17	+3/+4/+20%	Knowledge	13	+6PP/+1/+10%
Stamina	15	+2/+15%	Reason	9	
Dexterity	17		Wisdom	14	
Aim	18	+4/+20%	Intuition	14	+2/+10%
Balance	17	+3/+20%	Willpower	14	+2/+10%
Constitution	13		Charisma	8	
Fitness	15	+2/+15%	Appearance	7	-1/-5%
Health	13	+1/+10%	Leadership	9	
Perception	16	+3/+15%	Luck	18	+4/+20%

Hit Points	39	Damage	d10/2 Warrior (min 6); d8/2 Rogue (min 4)
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Normal AC	16	Flatfooted AC	12	AC Factors	Scout Leathers; Tough Hide
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Armor/AC Notes	(HP min - max = 51 to 75)	VP	1	AP	14
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Saving Throws	Reflex	+5		Fortitude	+5	
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Willpower	+5		Save Notes	+2 broad save bonus +2 tight s
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Combat Summary

Combat Move	10 hexes	Non-Combat Move	9 mph jog	Full Day Move	20 miles
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Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
HQ Hunting Bow	R	3/1	d8	+15/+9	+2 to hit when stationary; R - S9/M18/L27/XL36
Hatchet	F	3/2	d6	+11/+6	R - S2/M4/L7/XL14
Long Knife	F	+1	d4	+11/+6	
Toruk'Jha Vital Strike	F	1/1	d4	+11/+6	
					*may subtract up 1 to 4 from to hit to add to damage bonus
					Base Attack Bonus = +6 (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation ®	63		Modern Lang: Sindarin	41		Move Silently	41	
Detect Noise	42		Modern Lang: Uruk	39		Hide in Shadows	38	
Identify Weakness ®	21		Ancient Lang: Torog ®	34				
Direction Sense	39		Literacy: Sindarin	33		Tumbling: Combat ®	82	
						Unique Physical Ability: Parkour ®	76	
Navigation: General	24							
Navigation: Underdark ®	36		Ecology/Ecosystems: Forest ®	35		Set/Find/Remove Traps: Widerness ®	39	
Cartography: General ®	24							
			Poisons: Natural	36		Armoring: Crude ®	27	
			Herbalist: Poisons ®	21				
						Ambush: General ®	42	
First Aid: Outdoorsman ®	36					Bowing/Fletching	16	
						Weaponsmith: Crude: General ®	21	
Fire Building/Control ®	30					Fast Draw: Arrow ®	48	
			Lore: Legends/Folklore: Morgul Lords	33		Identify Weakness: Arrows ®	21	
Rope Use/Nets: General ®	57		Lore: Plants/Fungi: General	44				
			Lore: Animal/Insect: Wilderness ®	43				
Trade Skill: Leather Tanning	42					Class Abilities Bonus Added (+25%)		
Trade Skill: Clothes Making ®	53							
			Detect Magic: Morgul Shades ®	36		Weapon Fam: Broad Group: Knife		
Tracking	12					Specialized: Long Knife		
Hunting	39					Specialized: Hatchet		
						WOC: Hunting Bow		
Boating: Canoe/Raft	52					Specialized: Toruk'Jha		
			Ancient History: Morgul Wars ®	36		Weapon Focus: Median: Bow		
Mountaineering ®	51							
			Local History: State of Morgana	39		Damage Focus: Median: Bow		
Survival: Wilderness	42		OK: Morgul Lords	40				
Climbing	82					Proficiency: Two Weapon Style		
Jumping ®	79		AK: NE Lothlorien	42		SOC: Missile Style		
Swimming	53		AK: Morgana	41		Unused Pts	+8PP +2WP	

Full Name		Shadara		Guild/Order/Sect	
Aliases/Nicknames		Shade		Clan/Racial Specifics	
Liege/Patron/Deity				Half-Grugach Elf/Half-Orc	
				Birthdate	
Experience Points		Warrior 10,850 xp (Next - 14000)		Rogue 10,850 xp (Next - 14000)	
Physical Description			Personality/Demeanor		
Mostly elven looking features, but a muscular build of an orc that even appears stronger than he actually is. His skin is more tanned than a usual elf and with a slightly jaundiced tint. His eyes are an odd gold color and he just has a bit of an odd look. He is a very outdoors looking person, never worried if he has a bit of dirt, mud or other dirtiness to him, though it is not pervasive. Shadara near always is equipped with his bow that he and his father worked on together and a hatchet and long knife at his waist			Exceptionally committed to the decisions he makes or the debts he feels obligated to, Shadara is persistently bothered by the cruel deaths of his mother and father. While he knows he could not possibly kill every elf that contributed to the death of his parents, he holds little back when smoking an elf despite his own half-elven blood. He seeks approval of those around him and works hard to prove his worth to Da'hem as well as others he feels indebted to. Shadara holds a grudge, however, as for others do and is occasionally overcome with a need to exact revenge.		
Brief Personal History					
Shadara's father was an orcish scout that was shot in the neck by a Grugach hunter in the Morgana borderlands of Lothlorien. Left for dead, Sha'Mok was nursed back to health by a chaotic loner Grugach druidess and through unlikely circumstances, fell for the orc scout and had Shadara. Raised with a blend of elven druidic knowledge and orcish outdoorsman sensibilities, Shadara returned to see his mother and father summarily executed by a Grugach patrol. Staying hidden, Shadara resisted the desire to throw himself at the elves knowing there was no hope in revenge at the moment. Instead he began to research the existence of Morgul towers and remembered one that his mother had mentioned. He located the tower, investigated and made his way into the underground catacombs beneath the tower only to become trapped by a magical trap that locked him in suspended animation for a century watching replays of illusory ancient elven & orc battles. He was rescued by Da'hem, the Dirt Bag of the Sunken Sea, who was able to decipher the Morgul runes and release the trap that held the elf-orc. Shadara now feels a life bond debt to Da'hem that keeps him following the archaeologist everywhere.					
Family/Relatives		Friends/Allies		Enemies/Rivals	
Sha'Mok - Father (deceased)		Da'hem - Da Boss		Oland Kerr - Morgana Investigator	
Laeitaereis - Mother (deceased)				Fulvio Vanton - Golden Wolf Muscle	
				Atreus Mahk - Priest of Aija	

Shadara Items

Heirodtsta Necklace: a medium thickness gold chain with near microscopic engravings (cannot be seen without some keen sight and being within two feet) to identify as part of the Imperial Death Squad. The chain simply has a 4 POW reserve that can be used for any wizard or priest spells

Magic Weapon: Lesser (x4 from Onos)

Range	Touch	Duration	1 turn/level
Casting Time	1 round	AOE	One melee weapon
Save	None	Sphere	War

Allows the priest to empower his weapon with the unholy power of Thanatar enhancing it by +1 to hit and +1 damage (this stacks with weapon quality and magic weapons, but not with other spell enhancements). If facing an opponent diametrically opposed to Thanatar, these bonuses are increased to +3 (DM)

Shadara Info

Toruk-Jha (*Orcish Wrestling/Grappling HTH*)

Thought to have been initially developed sometime in the dawn of Orcish civilization, Toruk-Jha became the honorable way for the strongest to prove themselves as fit leaders and warriors. The name Toruk-Jha originates from the words Toruus a'Jaha from the Torog language, meaning literally "the Way of Strength." During the Age of Wars, Toruk-Jha became the staple hand to hand for the troops and proved extremely effective against their Elvish adversaries. Orcish commandos took Toruk-Jha to the next level, developing combination holds and death strike maneuvers. The style today is full of aggressive strength and leverage oriented holds, locks, throws and close in strikes

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Vital Strike, Basic Hold, Basic Takedown

Basic Vital Strike - A short arm palm, edge or fist strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes 1d4 damage

Basic Hold - A simple strength oriented hold (bearhug, full nelson, headlock, etc.) To establish the hold, the attacker must make a successful roll to hit vs the targets Dex DEF and win an opposed Muscle vs Muscle roll. Once established, the victim can only escape by winning an opposed Muscle vs Muscle roll at a -4

Basic Takedown - A simple takedown (trip, tackle, etc.) A successful hit by the attacker causes the victim to make a Reflex save DC8, +1 per point the to hit roll was made by, or be knocked to the ground losing any remaining attacks and however many actions it takes to recover the following round (DM)

Shadara Warrior Abilities

- *Rapid Shot:* You can get one extra attack per round with a ranged weapon at full bonus. Prerequisites: Dex 13
- *Shot on the Run:* You can move, fire a ranged weapon or throw a weapon, and move again before your foes can react (normally you cannot move both before and after an attack.) You can insert your attack(s) at any point you wish during your movement. Prerequisites: L3, DEX 13
- *Toughness:* You have enhanced physical stamina and gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a new warrior level you gain +1 hit points; Prerequisites: CON 12+
- *Deadly Aim:* You can make exceptionally deadly ranged attacks by pinpointing a target's weak spot, at the expense of making the attack less likely to succeed. You may choose to add an amount equal to your Dexterity modifier (or your base attack bonus, whichever is higher) to your ranged damage rolls (in addition to the normal damage modifier from a high Strength score, if applicable) Subtract the same amount from your ranged attack rolls. Prerequisites: Dex 13, base attack bonus +1, Identify Weakness Proficiency

Shadara Rogue Abilities

- *Favored Enemy*: A scout may select a class of creatures from among those given on the Favored Enemies Table. The scout gains a +25% bonus on any skill used in association with detecting, fighting or tricking these creatures as well as gaining a +2 to hit and +2 damage while fighting such creatures. At 5th level and every five levels thereafter (L10, L15, etc) the scout may select an additional favored enemy from those given on the table. In addition, the bonuses against any one favored enemy increase by +2. Prerequisites: Concept viability (DM) – L1 = Elf, **L5 = TBD**
- *Favored Terrain*: A scout may select a type of terrain from among those given on the Favored Terrain Table. The scout gains a +25% bonus on all related appropriate skills in that terrain (survival, alertness, lores, etc; DM) Knowledge (geography) Additionally he affords himself and those traveling with him a +4 bonus on initiative checks when in this terrain. A scout gains one additional terrain at 5th and every 5 levels after that (L10, L15, etc) – L1 = Wilderness, **L5 = TBD**
- *Acrobatic*: You are skilled at leaping, jumping, and climbing and get a +25% bonus on all related skill checks (tumbling, jumping, climbing, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: Tumbling Proficiency
- *Ambidextrous*: You are equally skilled with either side of your body, including writing, fighting, lock picking and any other feat of manual dexterity. Prerequisites: None
- *On Guard*: You are never caught off guard or surprised and always retain your DEX bonus to DEF even if flatfooted, attacked by an invisible opponent or shot by a sniper or sneak attack. Prerequisites: Alertness Proficiency or Danger Sense Proficiency
- *Magic Sight*: A rogue with this talent can see into the magic spectrum just like spell casting classes (60 feet) Prerequisites: Detect Magic Proficiency
- *Minor Magic*: A rogue with this talent gains the ability to cast a single 1st level spell from the generic wizard spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. This ability may be taken multiple times. Prerequisites: Appropriate proficiencies for the character concept (DM)

Magic Missile 2/day

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	Special
Save	None	School	Evocation

Fires an unerring bolt of mana which strikes any creature in the area of effect for 1d4+1 points of damage. The caster may fire one bolt at 1st level plus one for every two levels beyond 1st (up to five missiles maximum) and may be directed at separate targets, so long as they remain in the area of effect (currently 2 missiles)

- *Major Magic*: A rogue with this talent gains the ability to cast a either three 1st level spells, two 2nd level spells or one 3rd level spells from the generic wizard spell list. Each spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. Prerequisites: L5, *minor magic* rogue ability

Acid Arrow 2/day

Range	15 yards/level	Duration	Special
Casting Time	2	AOE	One target
Save	Items only	School	Evocation/Water

Fires a bolt of acid (roll to hit as Warrior of equal level, no bonuses or penalties) at a single target. The bolt causes 2d4 damage on impact, then lasts an additional melee per 2 levels (5 melees maximum) and burns for an additional 2d4 each melee unless neutralized (can be washed off with water, wiped to cut down duration, etc; DM)

Scorching Ray 2/day – Always On

Range	10 feet/level	Duration	Instant
Casting Time	2	AOE	One target
Save	Negates (Reflex)	School	Evocation/Fire

Fires a ray of scorching heat energy at the target causing 2d6 +1 point/level of damage (causes x2 damage to most undead)

Shadara Contacts (2)

Mistinguet: A mostly human, but technically half-orc singer, dancer and lady of the night known of by Da Boss through his Golden Wolves connections. Mistinguet took a liking to Shadara's awkwardness around her and kept him company while Da Boss was making time with another girl at the club. During months of research, the two developed a good connection with Shadara improving his Uruk speaking to her and helping her helping him better develop his clothes making as he helped her with her dance costumes. While Shadara doesn't really have any people skills, without this interaction he would be highly impossible to deal with in any social situation and he remembers her every time such situations arise. Mistinguet also popped his cherry but soon after Da Boss led them south to rendezvous with Imperial agents to learn more about the Kitab, so nothing developed beyond that. She'd be happy to help him out if she was able

Xxx: Clergy

Shadara Enemies (5)

Oland Kerr: A ranger of Morgana and investigator operating within the great city, Shadara ran afoul of Oland not long after his first entry into the city. The investigator didn't like the look or feel of either Da'hem nor his elf-orc side kick and began following them. Once linked to the Golden Wolves, he knew he had to keep an eye on the both of them, but was never able to nail down a reason to sweep them off the streets, however, any time Shadara is in Morgana, Oland's network of informants will quickly get his name back on the radar

Fulvio Vanton: Golden Wolves muscle in Morgana who has worked for a variety of Underbosses and establishments. Fulvio encountered Shadara upon his entry to the Blue Nymph, a high end burlesque and strip club to which a guy of Shadara's looks was not welcome. When Fulvio put his hands on him, Shadara caught him off guard and put him in a Toruk'Jha lock that he couldn't get out of. This happened in front of several patrons and strippers and started some word of mouth that has negatively impacted Fulvio's standing and froze any upward mobility he once had. Fulvio is quite capable however and would love the opportunity to pay Shadara back double or more

Atreus Mahk: Priest of Aija, the goddess of power, originally from the Lordship of Suzaraal, Atreus was on a sojourn to Morgana when he ran across Shadara in tow behind Da'hem and sensed something odd about the half-orc/elf. Secretly examining him with various magic, he was able to detect a sense of foreign power around Shadara, leftovers from his bondage in the Morgul tower. Atreus left to return home to Suzaraal, but has since been given a mission by his goddess to find the half-orc once again and to be wary of the misuse of power he is a part of. Shadara has "felt" watched and followed from time to time but is not yet aware of this burgeoning enemy

Xxx: Merchant

Xxx: Government