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| --- | --- | --- | --- | --- | --- | --- |
| **Attribute** | **Score** | **Modifier** | **Base** | **Race** | **Specialty** | **Feat** |
| Strength | 20 | **+5** | 16 | +2 | +1 | +1 |
| Dexterity | 12 | **+1** | 12 |  |  |  |
| Constitution | 20 | **+5** | 15+1 | +4 |  |  |
| Intelligence | 9 | **-1** | 11 | -2 |  |  |
| Wisdom | 12 | **+1** | 12 |  |  |  |
| Charisma | 6 | **-2** | 8 | -2 |  |  |

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|  | **Total** | **Class** | **Attribute** | **Other** |
| Base Attack | **+12** | +6 | +5 | +1 (*Martial Spirit*) |
| Fortitude Save | **+8** | +3 | +5 |  |
| Reflex Save | **+3** | +2 | +1 |  |
| Will Save | **+5** | +5 | 0 |  |
| Defense Bonus | **+5** | +4 | +1 |  |
| Initiative Bonus | **+5** | +4 | +1 |  |

Defense: 19

Initiative: +5

DR: 6

Wounds / Vitality: 30 / 102

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| **Proficiencies 5** |  |  |
| Edged | +13, 1d12+10 | |
| Edged Forte | +1 to attack rolls with edged weapons | |
| Blunt |  | |

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| **Skill** | **Total** | **Rank** | **Bonus** |
| Athletics | **+16** | 11 | +5 |
| Notice | **+8** | 8 | 0 |
| Sense Motive | **+9** | 9 | 0 |
| Survival | **+8** | 8 | 0 |

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| **Feat** | **Source** | **Description** |
| Armor Basics | Specialty | While you wear armor, its Defense penalty drops by 1, its ACP drops by 1, and its Speed penalty drops by 5 ft. |
| Armor Mastery | Level 1 | While you wear armor, its DR increases by 1 and you may not be targeted with Coup de Grace actions |
| Greatsword Basics | Level 3 | Gain Guard +2 and *Overpowering Force* |
| Greatsword Mastery | Level 6 | May perform sword tricks with a greatsword. Gain *Blade Wall* |
| Greatsword Supremacy | Soldier 1 | Strength increases by 1. Gain *Spiral Cutter* |
| Sword Basics | Soldier 3 | Anticipate after hitting with a sword. Gain *Martial Spirit* |
| Sword Mastery | Soldier 5 | Gain *Bury the Blade* |

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| **Class Feature** | **Source** | **Description** |
| Accurate | Core Ability | You may roll 2 dice when spending action dice to roll attack rolls. |
| Fight On | Soldier 1,3,5 | Gain a bonus Basic, Melee, Ranged or Unarmed Combat Feat. |
| Fortunes of War 1 | Soldier 2 | Gain DR 1. 2 in dramatic scenes. |
| Armor Use 1 | Soldier 4 | +1 Defense while wearing armor. |
| Weapon Specialist | Soldier 6 | Killer Instinct: Deal +2 damage on attacks. |

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| **Racial Feature** |  |  |
| Attributes | +2 Str, +4 Con, -2 Int, -2 Cha | |
| Base Speed | 30 ft. | |
| Enlightened Athlete | Max ranks become level +5 | |
| No Pain | Ignore the first *Fatigue* or *Shaken* conditionper scene. | |
| Reviled | -10 disposition with non-ogres | |
| Restricted Actions | Untrained in *Influence, Outmaneuver* and *Tumble* | |
| Unbreakable | Suffer 1 less attribute damage | |

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| **Gear** |  |
| Scalemail (moderate armor) | DR 4, Res Edged 3, DP -2 (-1), ACP -1 (0), Speed -5 ft (0), 500 sp |
| Zweihander | 1d12, 19-20, *Guard +1, Massive*, 100 sp |

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| **Tricks and Stances** | **Type** |  |
| Overpowering Force | Stance | When you use a 2-handed melee weapon to hit an opponent who hasn’t moved since your Initiative Count last round, you inflict the weapon’s maximum damage. You may not take move actions |
| Martial Spirit | Stance | You gain a +1 bonus with melee  attack checks and a +3 bonus with melee damage rolls. |
| Blade Wall | Total Defense | Each opponent who tries to move into a square adjacent to you must make a Will save (**DC 24**) or end their movement in the previous square. |
| Spiral Cutter | Greatsword Attack | You may make a single attack check with a –4 penalty against every character within 10 ft. You become *flat-footed* at the end of your Initiative Count. You may use this trick once per round. |
| Bury the Blade | Sword Attack | If you hit by 4 or more, your attack gains *keen 10.* |
| Relentless Attack | Attack |  |
| Ragged Wounds | Melee Attack |  |
| Salt the Wound | Attack |  |
| Triumphant Swing |  |  |