

Name:	Grond	Concept:	Tank	Race:	Gorg
XP:	35	Level:	7	Rank:	Seasoned
Agility	d4			Parry:	9 (11)
Smarts	d4			Toughness:	10 (13)
Spirit	d6			Pace:	6
Strength	d10			Load:	96
Vigor	d12			Charisma:	-2 w/ non-Gorg
Fighting	d12			Wounds	<input type="checkbox"/> -0
Guts	d6				<input type="checkbox"/> -0
Intimidate	d6				<input type="checkbox"/> -1
Notice	d4				<input type="checkbox"/> Inc
Persuasion	d6				<input type="checkbox"/> -2
Streetwise	d4			Fatigue	<input type="checkbox"/> -1

Edges:

- Combat Reflexes: +2 to avoid being shaken
- Block: +1 parry
- Brawny: +1 toughness, load limit *8
- Frenzy: two attacks at -2
- Hard to Kill: no wound penalties on knockout/injury tables
- Nerves of Steel: ignore 1 point of wound penalties
- Improved Nerves of Steel: ignore 1 more point of wound penalties

Hindrances:

- Clueless (Major): -2 to common knowledge checks
- Greedy (Minor): Obsessed with wealth
- Expensive Tastes (Minor): Equipment costs 25% as much

Gear:

- Plate Corselet (+3 armor)
- Large Shield (+2 parry; +2 toughness vs ranged)
- Black Iron Longsword (d10 damage)

Advances:

1. Vigor (d10 to d12)
2. Nerves of Steel
3. Improved Nerves of Steel
4. Skills: Notice and Streetwise
5. Combat Reflexes (seasoned)
6. Block (seasoned)
7. Frenzy (seasoned)