

## Kurgash d'Tharashk

Orc Barbarian 1

Quote: "I will break you."

STR 21 (+5)  
DEX 14 (+2)  
CON 15 (+2)  
INT 8 (-1)  
WIS 9 (-1)  
CHA 11

### Saves:

Fort +4  
Ref +2  
Will -1

HP: 14  
AC: 15 (13 flat-footed)  
BAB: +1 (melee +6, missile +3)

Languages: Orcish, Common

Alignment: Neutral

### Equipment:

Greataxe (1d12, x3)  
Studded Leather Armor, Spiked (1d6, x2)  
Axe, Throwing (1d6, x2, 10 ft.)  
Backpack  
Bedroll  
Winter blanket  
Fishing gear  
Pewter tankard (large, lewdly decorated)

### Attacks:

Greataxe:	+6, 1d12+7	(+8, 1d12+10 raging)	x3	
Throwing Axe:	+3, 1d6+5	(+3, 1d6+7 raging)	x2	10'
Armor Spikes:	+6, 1d6+5	(+8, 1d6+7 raging)	x2	

### Skills:

	Ranks	Total
Climb	+2	+7
Intimidate	+2	+2
Jump	+2	+7
Listen	+2	+1
Survival	+3	+2
Swim	+1	+6

### Racial Abilities:

Darkvision  
Light Sensitivity

### Class Abilities:

Rage (3/day, 7 rounds)  
Fast Movement  
Illiteracy

### Feats:

Extra Rage

Clay jug of ale  
Belt pouch  
Whetstone  
Knife  
Flint and steel  
Big floppy hat to keep sun out of eyes  
Dragon amulet  
200 cp

## Background:

Kurgash's family has been House Tharashk members for generations. They all served as guards to the House. He and his family were assigned to the prospecting hamlet of Gulku Fen while Grenville d'Tharashk's family was heading it up as House factor. Their role was to guard the factor and dragonshards proper, scout, and liaise with the local Orc clans that provided more substantial protection to the community. In this way Kurgash and Grenville grew to know each other as lads. Kurgash spent some of his time with the orc clans as well to learn the "old ways". The clan's wise man was a Gatekeeper and told him many myths and legends, and gave him an odd amulet depicting three interlocked dragons with a bit of Eberron dragonshard in it..

At some point, there was an unexpected night attack by a single dolgaunt. Young Kurgash and his father fought the thing, protecting the factor's family. Kurgash got owned, knocked out, and tossed into the swamp to drown; his father fell in combat while killing the foul thing. Young Grenville used his dragonmark power to find Kurgash by envisioning his unique dragon-medallion, and they drug him out from under the muck and revived him. That's why he's loyal to Grenville.

Shortly thereafter Grenville was apprenticed to a wandering bard, and Kurgash, still not of age, went to learn the arts of the barbarian with the orc clan. He learned more about the Gatekeeper faith and became a fierce warrior, even making a brief journey into the Demon Wastes and meeting with the Gaash'kala there before being fully of age and coming back to House Tharashk and seeking out service with Grenville.

## Quirks:

Counts out all purchases in copper pieces, avoids larger denominations

Will only drink from his own tankard

Hates being cold

Unswervingly loyal to Grenville

Weird religious beliefs that are an amalgamation of Gatekeeper druidism, the worship of Baalkan the Beastlord (Balinor), and some dragon-cultism of Vvarrak the Scaled

Apostate combining into a kind of Eberron dragon-worship.