

Kurgash d'Tharashk

Orc Barbarian L2/Fighter L2

Quote: "I will break you."

STR 22 (+6)
DEX 14 (+2)
CON 15 (+2)
INT 8 (-1)
WIS 9 (-1)
CHA 11

Saves:

Fort +8
Ref +2
Will -1

HP: 40
AC: 17 (15 raging)
BAB: +4 (melee +10, missile +6)
Action Points: 7

Languages: Orcish, Common
Alignment: Neutral

Racial Abilities:

Darkvision
Light Sensitivity

Equipment:

Masterwork Greataxe (+1 to hit, 1d12, x3)
Masterwork Chain Shirt, Spiked (AC +4, AP – 1, 1d6, x2)
Masterwork Buckler (+1 AC, -1 to hit, 0 AP)
Axe, Throwing (1d6, x2, 10 ft.)
Composite Shortbow, Str +5 (1d6, x3, 60')
Masterwork Spear
Backpack
Bedroll
Winter blanket
Fishing gear
Pewter tankard (large, lewdly decorated)

<u>Skills:</u>	<u>Ranks</u>	<u>Mod</u>	<u>AP</u>	<u>Total</u>
Climb	+2	+6	-1	+7
Intimidate	+4	-	-	+4
Jump	+2	+6	-1	+7
Listen	+3	-1	-	+2
Survival	+4	-1	-	+3
Swim	+2	+6	-1	+7

Class Abilities:

Rage (3/day, 7 rounds) - +4 STR, +4 CON, +2 Will, -2 AC, HP +8
Fast Movement – 40'
Uncanny Dodge – retain DEX bonus to AC when flat-footed

Feats:

Extra Rage (+2/day)
Power Attack
Cleave
Intimidating Rage

Clay jug of ale
Belt pouch
Whetstone
Knife
Flint and steel
Big floppy hat to keep sun out of eyes
Dragon amulet
Identification Papers
Potion of Cure Light Wounds
Antitoxin Potion
3575 gp, 200 cp

Attacks:

Masterwork Greataxe:	+10, 1d12+9	(+12, 1d12+12 raging)	x3	
Throwing Axe:	+6, 1d6+6	(+6, 1d6+8 raging)	x2	10'
Armor Spikes:	+10, 1d6+6	(+12, 1d6+8 raging)	x2	
Shortbow, Str +5:	+6, 1d6+5	(+6, 1d6+5 raging)	x3	60'

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.

The death of his two comrades, Xim and Silharath, at the hands of a gibbering mouter, has renewed his resolve to support the Gatekeepers and keep aberrations and other spawn of the daelkyr out of Eberron.

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.

XP Total:

6106