

Thark Plainsclan

CHARACTER NAME

PLAYER NAME

Grunthar Orc

CHARACTER RACE (SUBRACE)

Natural Armor / +1 Natural Armor

RACIAL ABILITY / EFFECT

Fighter

CHARACTER CLASS

1

LEVEL

None

DEITY

PROFICIENCIES & RESOURCES

| | Weapons | Armor | Shields | Two-Weapon Fighting | ● | Ammunition |
|--------|---------|-------|---------|---------------------|---|------------|
| | | | | Ranged Weapons | ● | 10 |
| Light | ● | ● | ● | Spell Packets | ○ | |
| Medium | ● | ● | ● | White Cloth Strip | ○ | |
| Heavy | ● | ● | ● | Green Cloth Strip | ○ | |

CLASS ABILITIES/SPELLS

Strength of the Warrior 1/life / Deal +1 Melee damage.

CHARACTER HISTORY

Belonging to the Plains Clan of northern Kaladrum, Thark sought the simple life like his father, and his father before him. Farming, hunting, and skinning were noble talents to his clan and skills he'd been developing since he took his first steps. While life was simple, the plains had their own dangers. Predators in the settled areas weren't much of a concern, but nature was. Wind storms, fire, or excessive rain could destroy a settlement faster than any army of elves or men. Unfortunately, it wasn't weather that displaced Thark. Nor was it man, nor elf, but rather orcs. In the dead of night a raiding clan of moruk orcs sought to prove their strength. Caught unaware the Plains Clan suffered for their mistake. They were slaughtered before the battle could truly begin. At great cost, Thark fought his way from his hut and after several hours of combat he was narrowly able to defeat the moruk leader. As per their custom, having shown strength over his enemy, he claimed status as the warparty leader and ordered the raiders to leave. Unwilling to challenge him, they obeyed. His clan destroyed and their land in ruin, Thark took what he could and left in search of other Grunthar clans. His search was cut short. Taken prisoner and forced into slavery, his knowledge and physical strength made him a valuable worker. When an expedition to a new land set sail, he was sent with several other to break ground on what would come to be known as Outpost in the distant land of Taldora. For their hard work, the slaves were freed and provided with enough coin and supplies to make a life. Thark pledged his service to the lord of this new land and was granted a plot to sow.