

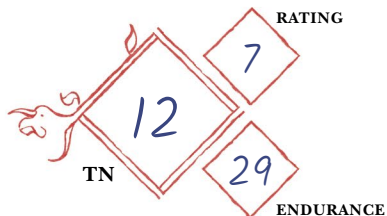
Frar Nazuk-uk, "Bloodgranite"

Heroic Culture *Dwarves of Durin's Folk*
 Cultural Blessing *.5 armr lod. 0 long wpn*
 Calling *Champion*

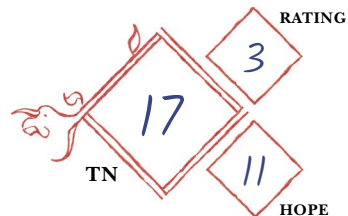
Age *52* Standard of Living *Prosprs*
 Patron *Bazandin (Erebor/IronHills)*
 Shadow Path *Curse of Vengeance*

Treasure 
 Distinctive Features *Fierce, Proud*
 Enemy-Lore: *Orcs*
 Flaws

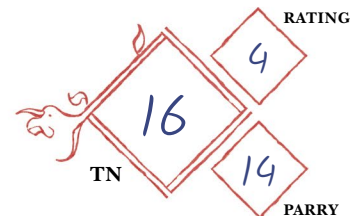
STRENGTH



HEART



WITS



SKILLS

- ☒ Awe
- ☒ Athletics
- ☐ Awareness
- ☐ Hunting
- ☐ Song
- ☒ Craft

- ☐ Enhearten
- ☐ Travel
- ☐ Insight
- ☐ Healing
- ☐ Courtesy
- ☐ Battle

- ☐ Persuade
- ☐ Stealth
- ☐ Scan
- ☐ Explore
- ☐ Riddle
- ☐ Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS

Grievous weapon axe +1 dmg
 Keen axe (9,10,G = Pierce)

VALOUR *2*

VIRTUES

Prowess Str TN -1

WISDOM *1*

CONDITIONS

- ☐ Weary
- ☐ Miserable
- ☐ Wounded

Injury

TRAVELLING GEAR

Coil of rope & grappling hook (Athletics)
 Windproof lantern: (Scan)
 Set of implements to carve stone (Craft)
 [18] Style / 20sp / Blue stone dye
 Structural Engr Book Guard House

WAR GEAR

	Damage	Injury	Load	Notes
Great Axe	8	20	4	2-handed
Dagger	2	14	0	*Brawling
Hand Axe	3	15	1	Throwable

ARMOUR	Protection	Load
Mail shirt	3d	9
Helm Iron helm	1d	4
SHIELD	Parry	Load

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