NPC Orc Warrior

Agil	15/76%	INT	11/62%	Height	5'5"
App	09/54%	PTY	10/58%	weight	205 lbs
BV	10/58%	STR	17/82%	BODY	45
CON	15/76%	WIS	10/58%	FAT	32
DISC	10/58%			LCAP	292 lbs

The figures above are for an historical campaign. For a heroic campaign
Height = 5'9"   Weight = 241 lbs   Body = 47 points   LCAP 342 lbs

For an Orc Warrior for every three full levels above 1st level add one point of Body and Fatigue due to investment in Endurance and Conditioning Skills until 7th level is reached. After that gain one point per two levels until level 16

Skills – An Orc warrior has

Type		PSF	Level	Per level means per experience level over 1
Vocational Mastery		14%	2	+ 1 skill level per level
Vocational non-Mastery		9%	1	+ 1 skill level per 2 levels until level 5 and thereafter 1/ level
Secondary		4%	0	+ 1 skill level per 2 levels until level 7 and thereafter 1/ level
Tertiary		2%	0	+ 1 skill level per 2 levels until level 9 and thereafter 1/ level
Dodge	(BC 60%)	5%	1	+ 1 skill level per 2 levels until level 7 and thereafter 1/ level
Stamina	(BC 40%)	2%	0	+ 1 skill level per level
Will	(BC 40%)	0%	0	+ 1 skill level per two levels
Alertness	(BC 05%)	0		+ 1 skill level per three levels

PSF gains +3% per level

Superior Orcs gain +1 body points plus 2 per 5 levels, +1 fatigue points, + 4% to PSF
Exceptional Orcs gain + 2 body points plus 2 per 4 levels, + 2 fatigue points, + 8% to PSF

SAMPLE NPC - POLL E'FANS, ORCISH USBHAL (OFFICER'S GUARD)

6th Level Historic scale   BODY 46   FAT 35

Skill	BC	Level	PSF	TSC	Note	Damage
Spear	50%	8	32%	82%	VM	17P (1 hand) or 21P (2H) + Crit Die
Archery	40%	4	18%	58%	V	War arrow – 15P+ Crit Die
Brawling	60%	8	32%	92%	VM	Punch 6C + Crit Die, Kick 14C + Crit Die
Mace	50%	8	32%	82%	VM	21C + Crit Die
Throw Objects	40%	3	13%	53%		
Large Wooden Shield	30%	3	13%	43%		+10% S10 C9 P12 M10 E10
Alertness Sound	20%	8	32%	52%	VM	
Dodge	60%	8	32%	72%	VM	
Detect Thievery	40%	8	32%	72%	VM	
Wearing Light Armour					V	
Wearing Heavy Armour						
Armour Scalemail S9 C10 P7 M7 E6						