



YOU AM DRAW PORTRAIT HERE

NAME

ORK POINTS

MEAT

BONES

TWITCH

MOJO

FIGHT

ENDURE

AIM

BOSS

JOCK

PATCH

DUCK

KENNING

MIGHT

RESIST

LOOT

MAGIC

CHEAT

OTHER STUFF

INITIATIVE (ROLL 2D6+TWITCH DIE)

WOUNDS (MEAT+BONES+10)

ARMOR

SHIELD/SHIELD DIE

ARMOR RATING

WEAPON

DAMAGE RATING

CLOSE RANGE / LONG RANGE

HOW YOU AM FIGHT?

Hand-to-Hand: Roll Fight vs. defender's Fight. If you roll higher, you hit! If you hit, subtract the loser's roll from yours and add your weapon damage rating, then subtract your enemy's armor rating. You do that much damage! Blood for Krom!

Ranged: Roll Aim vs. opponent's Duck and any modifiers (talk to the Orkmaster). After that, follow the procedure for hand-to-hand.

Charge!: You can run (move 60 feet, usually) and roll to attack with your Jock or Fight, +1D6!

Big Hits: If you can remove a single die from the ones you just rolled to hit and still succeed, you can do a big hit. Talk to the Orkmaster!

HOW YOU AM DO OTHER STUFF?

Versus Enemies (and Friends?): Roll your skill vs enemy. Highest wins—tie goes to the aggressor!

Versus World: Roll your skill vs. Krom dice. Highest wins—tie goes to the aggressor! (Or Krom? Orkmaster decides!)

Magic: Is cursed by Krom! (Unless you're the Warlock). Ask the Orkmaster, if you dare!

