Alex MacDOV	VELL Streng	Curre Décr	<u>Age :</u> ear Born : ent Year : répitude : +2	1182 1200 0	-1	<u>Gender</u> <u>Size</u> <u>Confidence</u> <u>Current Conf.</u> Dexterity	M 0 2 +2
Perception +2	Stamin		+1	Communic	-2	Quickness	+1
Abilities							
Speak Own Language	(4)		4	Awareness	(a	lertness)	2
Brawl (1)	(dodge)		3	Athletics	(r	unning)	2
Single Weapon	Single Weapon (longsword)			Climb (trees)		2	2
Weapon and Shield (sword+round)			3	Stealth (hide)			2
Bows (long bow)			3	Hunt (covering tracks)			1
Second Sight (1) (ghosts)			3	Ride (full speed)			1
Premonitions (1)			3	Survival (forests)			1
Area Lore	Area Lore (history)			Swim	(u	nderwater)	1
Legend Lore	(battles)			Carouse	(1) (d	rinking songs)	1
Occult Lore (ghosts)			2	Folk Ken	(s	oldiers)	1
Virt	ues			1	Flaws		
Second Sight			+1	Low Self-Esteen	n		-1
Keen Vision	(+3	vision)	+1	Uncommon Fea	ar	(battle grounds)	-1
Premonitions			+1	Green			-1
Personality Trai	ts			Reputati	ion	7	
Brave -1	Timid		+3				
Loyal +2	Kind		+2				
			+2 +1				
Loyal +2	Kind						
Loyal +2	Kind Naive	Dodge :		Soak	3	Fatigue	1
Loyal+2Reliable0Encombrance :0dsWeaponFin	Kind Naive E	Dodge : Dam	+1	Soak Unhurt	3	Fatigue Fresh	
Loyal+2Reliable0Encombrance :0dsWeaponFin	Kind Naive E		+1				
Loyal+2Reliable0Encombrance :0dsWeaponFin	Kind Naive E rst Attack 7 +7	Dam	+1 5 Parry	Unhurt Hurt	×	Fresh	\times
Loyal+2Reliable0Encombrance :0dsWeaponFin0,5longsword+0,5sword+round+	Kind Naive E rst Attack 7 +7	Dam +7	+1 5 Parry +8	Unhurt Hurt Light wound	8<0	Fresh Winded	>%
Loyal+2Reliable0BasEncombrance :0BasWeaponFin1,5longsword+1,5sword+round+long bow+	Kind Naive rst Attack 7 +7 7 +9 4 +7	Dam +7 +7 +10	+1 5 Parry +8 +12	Unhurt Hurt Light wound Medium wound	8 0 -1 -3	Fresh Winded Weary Tired	8 0 -1
Loyal+2Reliable0BasEncombrance :0MasWeaponFin1,5longsword+1,5sword+round+long bow+	Kind Naive rst Attack 7 +7 7 +9 4 +7 6 +6	Dam +7 +7	+1 5 Parry +8	Unhurt Hurt Light wound Medium wound Heavy wound	8 0 -1	Fresh Winded Weary	0 -1 -3
Loyal+2Reliable0Encombrance :0dsWeaponFin0,5longsword+1,5sword+round+long bow+dagger+	Kind Naive rst Attack 7 +7 7 +9 4 +7 6 +6 5 +5	Dam +7 +7 +10 +5	+1 5 Parry +8 +12 +6 +4	Unhurt Hurt Light wound Medium wound Heavy wound	8 0 -1 -3 -5	Fresh Winded Weary Tired Dazed	0 -1 -3 -5