Name: Grisha Travalov
Player: Any
Type: Grog, Vocation: Huntsman
Covenant: Gormenghast
Saga: Gormenghast

Description: Though not old, Grisha's tough wrinkled skin bears the marks of many a winter spent out in the cold. He appears far older than he really is.

Height: 165 cm Weight: 65 kg Gender: Male Age: 28 Year Born: 1132 Current Year: Spring 1160

CHARACTERISTICS

	SCORE	SPECIALTY
Intelligence	+1	(sharp memory)
Perception	+3	(perceptive)
Presence	0	
Communication	0	
Strength	0	
Stamina	0	
Dexterity	0	
Quickness	0	

VIRTUES AND FLAWS

SCORE	VIRTUE OR FLAW AND DESCRIPTION
+1	Direction Sense
+1	Well-Traveled
+1	Tough
-1	Hired Sword
-2	Decrepit

Confidence	3	Current Score	
Size	0	Decrepitude	1

BODY LEVELS

SOAK TOTAL: +4

Unhurt	O	NA
Hurt	O	NA
Lt Wounds	O	-1
Med Wounds	O	-3
Hvy Wounds	O	-5
Incapacitated	O	NA

FATIGUE LEVELS

FATIGUE TOTAL: -1

Fresh	O	NA
Winded	O	NA
Weary	O	-1
Tired	O	-3
Dazed	O	-5
Unconscious	O	NA

ABILITIES

ABILITY (SPECIALTY)	SCORE	EXP.
Speak Slavic	4	0
Brawling (Fist/Kick)	2	2
Carouse (Staying sober)	1	0
Area Lore: Novgorod Tribunal (Geography)	5	15
Area Lore: Gormenghast (Geography)	1	1
Awareness (Alertness)	2	3
Climb (Trees)	1	1
Folk Ken	0	0
Direction Sense	5	14
Hunt (Tracking)	2	3
Survival (woods)	2	3
Swim (cold water)	1	1
Animal Handling (travel mounts)	2	3
Single Weapon (Axe)	1	1
Boating	2	3
Wagoneering (Rough terrain)	2	3
Stealth (Natural areas)	2	3

PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
Determined	+3		
Reclusive	+1		
Scornful	+1		

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WEAPON	INIT	ATK	DFN	DAM	FAT	RNG	SPC	STR
Fist/Kick	+4	+3	+3	+0	+3	Touch	0	--
Fist/Kick/0	-2	-3	-3	+0	-3	Touch	0	+0
Axe	+5	+3	+4	+6	+2	Reach	1	+0
Axe/0	+0	-2	-1	+6	-3	Reach	1	+0

Initiative: Qik+Weapon Skill+Weapon Initiative Bonus + Enc
Attack: (Dex or Per) + Weapon Skill +Weapon Attack Bonus +Enc
Defense: Qik + Weapon Skill + Weapon Defense Bonus - Size + Enc
Damage: (Str + Size) or (Nothing) + Weapon Damage Bonus
Range: Effective Range of Weapon
Space: Open paces rond you required to properly wield weapon.
Strength: Minimum Str to use.

ARMOR

Protection: 1, Load: -½, Type: Quilted/Fur Hauberk

REPUTATIONS

SCORE	TYPE/TARGET

EQUIPMENT

LOAD	ITEM AND NOTES
0	Fist/Kick (Initiative: +4; Attack: +3; Defense: +3; Damage: +0; Fatigue: +3; Skill: Brawling; Space: 0; Range: Touch)
-½	Axe (Initiative: +5; Attack: +3; Defense: +4; Damage: +6; Fatigue: +2; Strength: +0; Skill: Single Weapon; Space: 1; Range: Reach; Cost: Standard)
-½	Quilted/Fur Hauberk (Soak: 4; Protection: 1)

LOAD	ITEM AND NOTES

NOTES

Walk: 9+Qik+Enc =	8
Hustle: 15+Qik+Enc =	14
Sprint: 30+Qik+Ath+Enc-Wnd-Fat =	29+
Horseback: 50+Ride =	50

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