

Current Year: 1220



House:

Age: 17 (17) Size: -1 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:	None
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Year Born: 1203

Gender: Male

Race/Nationality: Slav

Birth Place: Unknown

Religion: Pagan / None

Title:

Height: 117 cm

Weight: 40 kg

Hair: Blond

Eyes: Blue

Handedness: Right

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int	(Feral)	-2
Perception	Per	(Keen)	+2
Presence	Pre	(Unkempt)	-1
Communication	Com	(Uncivilized)	-3
Strength	Str	(Small-framed)	-1
Stamina	Sta	(Energetic)	+3
Dexterity	Dex	(Agile)	+2
Quickness	Qik	(Wiley)	+3

Virtues and Flaws

Shapeshifter (Raven, Wolf, Bear) (Major, Supernatural)

Feral Upbringing (120/120) (Minor, General)

Ability Block (Logic) (Minor, General)

Small Frame (Minor, General)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
25	Shapeshifter (raven)	3
15	German (specific dialect)	2
15	Germany Lore (geography)	2
30	Athletics (running)	3
75	Awareness (alertness)	5
50	Brawl (Bite)	4
30	Hunt (hunting rabbit)	3
30	Stealth (hide)	3
30	Survival (forests)	3

Personality	SCORE	Reputations	SCORE
Brave	+3		
Tolerant (Aggressive)	-2		
Wise (Curious)	-2		

Notes	

Fatigue Levels	Wounds	RANGE	NUMBER	PENALTY	Notes
<input type="checkbox"/> Fresh	Light Wounds	1-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
<input type="checkbox"/> 0 2 min. Winded	Medium Wounds	5-8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
<input type="checkbox"/> -1 10 min. Weary	Heavy Wounds	9-12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
<input type="checkbox"/> -3 30 min. Tired	Incapacitated	13-16	<input type="checkbox"/>		
<input type="checkbox"/> -5 1 hr. Dazed	Dead	17+	<input type="checkbox"/>		
<input type="checkbox"/> 2 hr. Unconscious					
	Armor	Soak: +3 = 3 (Sta) + 0 (prot) + 0 (Virtues)			

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	3 + 0 + 0 = +3	--	3 + 4 + 0 = +7	--	--	Touch
Fist	3 + 0 + 0 = +3	2 + 4 + 0 = +6	3 + 4 + 0 = +7	-1 + 0 = -1	--	Touch
Kick	3 - 1 + 0 = +2	2 + 4 + 0 = +6	3 + 4 - 1 = +6	-1 + 3 = +2	--	Touch

Equipment	

Little is known of the boy that has come to be called Pavel. He was found not too many years ago by a magus from Durenmar who, upon discovering his shapeshifter abilities, brought him back to the covenant for further study. Though the boy proves to be wild and somewhat unpredictable, his time at Durenmar has taught him some manners, and he has picked up a serviceable amount of German that he can now communicate at an intelligible level. He enjoys playing physical games with other grogs, but shuns more intellectual pursuits. He is naive enough to join in the fun of the other grogs, even when it is unknowingly at his own expense, though his aggressive nature is ought to kick in when a particular prank or tease has gone for too long, or too extreme.

Pavel was particularly fond of the music of Malloc, and, upon the minstrel's own flight from Durenmar in pursuit of the fair valeria, followed him to what would be come Teneo.