

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 - 1 = +1	--	2 + 3 + 0 = +5	--	--	Touch
Sword, Long/Shield, Heater	2 + 2 - 2 = +2	2 + 8 + 4 = +14	2 + 11 + 1 = +14	1 + 6 = +7	1	
Dagger	2 + 0 - 1 = +1	2 + 3 + 2 = +7	2 + 3 + 0 = +5	1 + 3 = +4	--	Touch
Fist	2 + 0 - 1 = +1	2 + 4 + 0 = +6	2 + 4 + 0 = +6	1 + 0 = +1	--	Touch
Kick	2 - 1 - 1 = +0	2 + 3 + 0 = +5	2 + 3 - 1 = +4	1 + 3 = +4	--	Touch

[illegible]

Little can be said of Heinrich's past. He was born to grogs of Fengheld, then became a grog of Fengheld; a position he has held faithfully, earning him the right to be called custos. Though somewhat naive of the ways of the world and the nature of men, he is a reliable warrior who will willingly give his life to protect his charges - and that is, after all, the most important quality in a grog. Heinrich also has a firm grasp on Latin, allowing magi to converse with him in their chosen language, rather than the mundane tongue so often employed when dealing with servants. This is much pleasing to magi, and Heinrich was often hand-selected to accompany a magi on covenant or personal business for this reason alone... though his exceptional grace with the sword is a welcomed trait, as well.