Sex : Male Age : 32 Height: 6 ft. 4 in. Weight: 192 lbs. H.P. : 19 S.D.C.: 58 P.P.E. : 11 Attacks: 5 I.Q. : 07 Strike : +2 M.E. : 13 Parry & Dodge : +4 M.A. : 13 Roll w/ Punch : +6 P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10	Name : Drakmar Alignment : Scrupulous		O.C.C. : Mercenary (bodyguard) R.C.C. : Human	
H.P. : 19 S.D.C. : 58 P.P.E. : 11 Attacks 5 I.Q. : 07 Strike : +2 M.E. : 13 Parry & Dodge : +4 M.A. : 13 Roll w/ Punch : +6 P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10				
I.Q. : 07 Strike : +2 M.E. : 13 Parry & Dodge : +4 M.A. : 13 Roll w/ Punch : +6 P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10 P.E. : 14	<u>Sex</u> . Wate <u>A</u>			
M.E. : 13 Parry & Dodge : +4 M.A. : 13 Roll w/ Punch : +6 P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10 P.E. : 14	<u>11.F.</u> 19	<u>5.D.C</u> 30	<u>F.F.D.</u> 11	Attacks. J
M.E. : 13 Parry & Dodge : +4 M.A. : 13 Roll w/ Punch : +6 P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10 P.E. : 14	I.Q. : 07		Strike	: +2
M.A. : 13 Roll w/ Punch : +6 P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10 P.E. : 14				
P.S. : 25 Pull Punch : +5 P.P. : 18 Combat Damage : +10 P.E. : 14				
<u>P.P.</u> : 18 <u>Combat Damage</u> : +10 <u>P.E.</u> : 14				
<u>P.E.</u> : 14				
			_ 	
P.B. : 06 Save vs. Horror Factor : +1	P.B. : 06		Save vs. Horror Factor	: +1
<u>Spd.</u> : 23				<u> </u>
<u> </u>	<u> </u>			
WP Battle Axe +1 to Strike WP Grappling Hook	WP Battle Axe	+1 to Strike	WP Grappling Hook	
WP Paired Weapons (2) Battle Axes WP Sword +1 to Strike	WP Paired Weapons	(2) Battle Axes	WP Sword	+1 to Strike
Suit of Chain Mail 44 S.D.C. A.R. 14	Suit of Chain Mail	44 S.D.C.	A.R. 14	
Bastard $2D6 + 12 + 3$ to Strike	Bastard	2D6 + 12	+3 to Strike	
(2) Battle Axes $3D6 + 10 + 3$ to Strike	(2) Battle Axes	3D6 + 10	+3 to Strike	
2-Headed Battle Axe* 4D6 + 13 +4 to Strike +5 to Parry (dwarven)	2-Headed Battle Axe*	4D6 + 13	+4 to Strike	+5 to Parry (dwarven)
* It is giant sized making it a two handed weapon.				
		-		
Hand to Hand: Martial Arts Fishing 30%	Hand to Hand: Martial A	rts	Fishing	30%
Athletics (general) General Repair / Maintenance 35%	Athletics (general)		General Repair / Mainte	enance 35%
Body Building & Weight Lifting Language: Elven 50%	Body Building & Weight	Lifting		
Boxing Language: Eastern 98%	Boxing		Language: Eastern	98%
Running Literacy: Eastern 40%	•			40%
Wrestling Prowl 25%	•			25%
Climb / Scale Walls 55%/50% Sign Language 35%		55%/50%	Sign Language	
Detect Ambush 35% Track Humanoids 30%				
Detect Concealment & Traps 30% Wilderness Survival 30%				
First Aid 30% Writing 30%		_		
This rid	1 HSt 1 Hd	3070	Willing .	3070
Money : 0 in gold.	Money : 0 in gol	d		
Equipment: Two sets of clothing, reinforced work boots, a pair of gloves, belt, bedrol				
backpack, 40 feet of rope, two large sacks, two small sacks, a water skin, and a tinder box. An o				

11, backpack, 40 feet of rope, two large sacks, two small sacks, a water skin, and a tinder box. An oil lantern (12 hours/2pints) and 4 pints of oil in a 4 pint jar.

<u>Family</u>: The second of four children. His older brother was killed in a bar fight fifteen years ago. The third child is a sister who is now married. She lives with her husband who is a blacksmith of a neighboring town. The youngest is a brother who now takes care of the farm they grew up on.

<u>Disposition</u>: He was not only hired as a bodyguard for Lyris, but also as a mentor: someone who would teach her the difference between right and wrong. Her father hopes that he can teach her that all life is just as important as any other. He also takes the same attitude with any group he encounters. If they are doing something he feels is wrong, he won't hesitate to speak his mind. He'll try to get them to do the right thing, but won't interfere. However, if what they are doing is extremely wrong, usually involving someone's life, he'll take action to stop them.